

PACT HAG

Source: 4e *Monster Manual* 3.

A pact hag is a type of hag that prefers to work her corrupting influence by making deals with other creatures and putting them in untenable positions. The pact hag enjoys tricking its negotiating partners into entering into contracts that subtly force them to perform evil actions to fulfill their part of the bargain. She takes great pleasure in putting other creatures in a position where the hag has a major advantage and can force them to accept a bargain weighted toward it.

Pact hags often enjoy tricking their bargaining partners into believing that the partner has some kind of advantage and is able to dictate the details of the pact it forges with her, while the hag is actually tricking the partner into choosing terms that actually further the hag's purposes.

Often, a deal made with a pact hag involves destroying its enemies, stealing **larvae** for it, or acts inimical to the creature's nature. Pact hags love using bargains and deals to put themselves in a position where they appear to be morally superior, and love forcing other creatures to choose between betraying an oath and taking an action that is unethical or immoral.

Pact Hag Allies. Pact hags might have a wide variety of creatures as “allies” that her pacts have put in her debt. Pact hags sometimes keep **catoblepases** for their cheese, enjoy the company of foul-tempered **wolves**, **dire wolves**, or **worgs**, and frequently join covens with other types of **hag**. Pact hags find that **trolls**, **ogres**, and **hill giants** make ideal servants, being strong enough to handle most tasks and stupid enough to be easily manipulated.

Pact Hag Challenge Rating. When assessing a pact hag's Challenge Rating, increase its effective per round damage output by 10 + its expected Challenge Rating on rounds that it uses Compelled Attack.

Pact Hag Treasure. A pact hag's lair is 30% likely each to have 1d6 x 25 gp, 1d10 x 10 gp, and 1d6 pp; as well as a 10% likely each to have 1d3 pieces of jewelry, 1d4 potions, and 1d4 scrolls.

Pact Hag

Medium Fey (Hag), usually lawful evil

Armor Class 16 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft.

**STR 12 (+1), DEX 14 (+2), CON 16 (+3),
INT 16 (+3), WIS 19 (+4), CHA 15 (+2)**

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

Skills Arcana +5, Deception +4, Insight +6, Intimidation +4, Persuasion +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Infernal, Sylvan

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

Compact. The hag and another creature that can hear it can agree to a compact that binds them. The hag offers a service, item, or piece of information, and in return, the other creature accepts one of the following pacts of the hag's choice. The pact lasts 24 hours.

- **Pact of Obedience:** While the creature can see the hag, if it misses with an attack roll, it can use its reaction to take 5 points of damage and gain a +4 bonus to the attack roll.
- **Pact of Choked Aggression:** The creature takes 10 psychic damage the first time it damages a creature on a turn.
- **Pact of Shared Agony:** When the hag takes damage and it can see the compacted creature, the hag can use its reaction to deal half the damage to the compacted creature instead (rounded down).

ACTIONS

Staff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage if held in both hands.

Compelled Attack. One creature the hag can see within 60' must make a DC 12 Wisdom save, suffering 11 (2d10) psychic damage on a failure or half as much on a success. In addition, a creature that fails its save must use its reaction to make a weapon attack against a creature of the hag's choice.

Compelled Pact. One creature the hag can see within 30' must make a DC 12 Wisdom save or be affected by one of the hag's Compacts for as long as the hag concentrates, up to 10 minutes.

Pact Hag Sweet Talker

The pact hag sweet talker uses the Pact Hag stat block with the following changes.

- It has 190 (20d9+90) hit points.
- It has a fly speed of 60 ft.
- Its Charisma is 18 (+4).
- Its save bonuses are Int +7, Wis +8, Cha +8.
- Its skill bonuses are Arcana +7, Deception +8, Insight +8, Intimidation +8, Persuasion +8.
- Its staff is +5 to hit.
- Its Compelled Attack has a save DC of 16 and does 22 (4d10) psychic damage.
- Its Compelled Pact has a save DC of 16.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

It has the following additional Action option.

- **Spellcasting.** The hag casts one of the following spells, using Charisma as the spellcasting ability (save DC 15):
 - At will- *disguise self, minor illusion.*
 - 2/day- *charm person, sleep.*
 - 1/day- *fireball, hypnotic pattern, lightning bolt, suggestion.*

It has the following additional Trait.

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

The sweet talker has the following Legendary Action text.

- The hag can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hag regains spent legendary actions at the start of its turn.
 - **Compelled Pact.** The hag uses Compelled Pact.
 - **Draw Upon Ally (costs 2 actions).** One creature bound by the hag's Compact takes 11 (2d10) damage that can't be reduced or prevented, and the hag regains an equal number of hit points.
 - **Foul Step.** The hag teleports up to 20' to a space it can see. Each creature within 5' of its arrival point takes 5 poison damage.
 - **Pact of Compelled Alliance (costs 2 actions).** One creature the hag can see within 90' must succeed on a DC x Wis save or use its reaction to take an action of the hag's choice that doesn't expend a limited resource (such as a spell slot or limited use ability).

PAELIRYON

Source: 3e *Fiend Folio*.

Paeliryons are bizarre, hermaphroditic devils that prefer to work through blackmail and manipulation. Seeing itself as an information broker, a paeliryon typically has an extensive spy network that extends throughout the planes, allowing it to learn information concerning a vast variety of topics.

A paeliryon has an obese, bloated body with pink, purple, and green skin. It usually wears clothing that would be alluring on a more attractive figure, and cakes itself with makeup and perfumes. None of that can cover up the awful

stink of the devil itself, which reeks of sex and stale liquor. Its hideous, warty visage has a gigantic leering mouth slashed through with shark-like teeth, and the monster's painted nails are always blood red and can shoot out, growing to an absurd length and retracting again in an instant.

Paeliryon Treasure. A paeliryon has a 65% chance each to have 2d10 x 1,000 sp, 2d6 x 1,000 gp, 4d10 x 100 pp, 4d10 gems, 2d6 art objects, and 1d4 magic items.

Paeliryon

Huge Fiend (Baatezu, Devil), always lawful evil

Armor Class 17 (natural armor)

Hit Points 310 (27d12+135)

Speed 40 ft., burrow 20 ft., fly 100 ft.

**STR 22 (+6), DEX 14 (+2), CON 20 (+5),
INT 18 (+4), WIS 21 (+5), CHA 21 (+5)**

Saving Throws Dex +9, Int +11, Wis +12

Skills Deception +12, Insight +12, Intimidation +12, Persuasion +12

Damage Resistances acid, cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., true sight 60 ft., passive Perception 15

Languages Infernal, telepathy 120'

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

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

Intoxicating Scent. A creature that starts its turn within 30' of the paeliryon must make a DC 20 Constitution save or become intoxicated by its scent for as long as it remains within 30' of the devil and for 1 minute thereafter. A creature that is immune to the charmed or poisoned condition is immune to this effect. While intoxicated in this way, the creature has disadvantage on Intelligence, Wisdom, and Charisma attacks, saves, and checks.

Any effect that will remove the poisoned or charmed condition ends this effect. A creature that succeeds on its save or for whom the effect ends is immune to that paeliryon's Intoxicating Scent for 24 hours.

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

ACTIONS

Multiattack. The devil makes three attacks: two with its fingernails and one with its bite.

Fingernails. *Melee Weapon Attack:* +13 to hit, reach 30 ft., one target. *Hit:* 16 (3d6+6) piercing damage. If the devil hits the same target with both fingernail attacks on the same turn, it deals an extra 16 (3d6+6) piercing damage to it.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) piercing damage.

Spellcasting. The paeliryon casts one of the following spells, using Charisma as the spellcasting ability (DC 20, +12 to hit) and requiring no material components.

At Will- *Animate dead, charm person, detect evil and good, dispel magic* (6th level slot), *fireball, flame bolt, greater invisibility, hold monster, wall of fire.*

3/day- *enervation, meteor swarm, programmed illusion.*

1/day- *divine word, word of recall.*

BONUS ACTIONS

Draining Word (recharges if the target saves, then after a long rest). One creature the paeliryon can see within 60' must make a DC 20 Con save, taking 18 (3d8+5) necrotic damage on a failure. The paeliryon regains hit points equal to the damage taken by the target.

PAN LUNG (Coiled Dragon)

Source: 1e *Fiend Folio*.

A pan lung, also called a coiled dragon, has a long, thin, serpentine body with multicolored scales that gleam in the light. It might be red, green, orange, gold, turquoise, or pink, underlain with shimmering, pearlescent white. A multicolored mane sprouts from its neck, and it has long, dark whiskers that curl downward from its snout.

A pan lung is a guardian spirit assigned to protect a crypt, temple, or other holy site for the Celestial Bureaucracy. The duty to guard an assigned area passes down from parent to child, so generations of pan lungs sometimes guard a particularly well-honored tomb or holy shrine. Often, a pan lung uses its shapechanging ability to assume the guise of a sage, humble farmer, or merchant who lives near its guarded site.

Pan lungs prefer to eat fruits and vegetables. It is very common for a pan lung to keep extensive, magnificent gardens.

Jealous of Other Dragons. Pan lungs prefer to shun other **lung dragons**, and are particularly jealous of **t'ien lungs**, sometimes attacking one unprovoked should the two dragons meet. Only if ordered to work with other dragons by the Celestial Bureaucracy will a pan lung overcome this animus.

Long Term Planners. A pan lung is patient and willing to wait for the right opportunity to execute a plan. This means that adventurers that offend a pan lung or earn its enmity are likely to face long term harassment, often via intermediaries or hired lackeys. A pan lung is clever enough to conceal its identity behind several layers of lieutenants and deception.

Pan Lung Lackeys. Pan lungs often employ lesser creatures as servants, soldiers, and agents. Pan lungs prefer creatures that can breathe both air and water, or that can function both on land and in the water, such as **locathah**, **aquatic elves**, **merellin**, **selkies**, and the like.

Pan Lung Challenge Rating. When assessing the Challenge Rating of a pan lung, assume that its Water Fire damages one creature each round.

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

LAIR ACTIONS

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

- Invisibility ends in a 30 ft. radius sphere within 120 ft. of the dragon.
- The floor in a 20' x 20' area collapses. Each creature in that area must make a DC 15 Dexterity save or have its speed reduced to 0 until the end of its next turn. The area of the collapse is filled with rubble, forming difficult terrain.
- Each door of the dragon's choice within 120 ft. (ignoring barriers) opens or closes.

REGIONAL EFFECTS

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

- Creatures within 6 miles of the lair constantly feel as if they are being watched and their behavior is being judged.
- Temples, shrines, and other holy sites within 6 miles of the lair seem extra friendly and inviting. A creature that spends Hit Dice in such a place gets a bonus of +3 per die. A creature that completes a long rest in such a place heals half its maximum hit points overnight.

Adult Pan Lung

Huge Dragon (Lung), usually lawful neutral

Armor Class 19 (natural armor)

Hit Points 167 (15d12+70)

Speed 40 ft., fly 100 ft., swim 60 ft.

**STR 21 (+5), DEX 12 (+1), CON 19 (+4),
INT 14 (+2), WIS 17 (+3), CHA 16 (+3)**

Saving Throws Dex +6, Con +9, Int +7, Wis +8

Skills Insight +8, Perception +8, Religion +7

Senses darkvision 60 ft., passive Perception 18

Languages Common, Draconic, the Spirit Tongue

Challenge 15 (13,000 xp) **Prof** +5

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

Scaly Command (3/day). Each scaled creature with an Intelligence of 6 or lower within 120 ft must make a DC 16 Wisdom save or be charmed by the dragon for 1 hour or until the dragon or its allies damage it. While charmed, the creature understands and obeys the pan lung's commands.

Water Fire. While it is touching water, the dragon can cause an aura of ghostly, flickering, multicolored flames to surround it, even if the dragon is fully submerged. These flames last as long as the dragon concentrates, to a maximum of

1 hour, or until the dragon is no longer touching water. Any creature within 5' of the dragon that hits it with a melee attack takes 11 (2d10) radiant damage.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a CR no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is carrying is absorbed or borne by the new form (dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Spellcasting. The pan lung casts one of the following spells, using Wisdom as the spellcasting ability (DC 16) and requiring no material components.

At will- *Invisibility* (self only), *major image*.
3/day- *Charm monster*.

LEGENDARY ACTIONS

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

- **Claw Attack.** The dragon makes a claw attack.
- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Water Fire.** The dragon uses water fire.

Adult Pan Lung Celestial Herald

The adult pan lung celestial herald uses the Adult Pan Lung stat block with the following changes.

- It is immune to radiant damage.
- Its Claw and Bite each deal an additional 11 (2d10) radiant damage on a hit.

The herald has the following additional Trait.

- ***Illumination.*** The herald sheds bright light in a 30' radius and dim light in a 60' radius.

The herald has the following additional Action option.

- ***Celestial Announcement (1/day).*** The herald announces the impending arrival or action of another creature within 200', which must be able to hear the herald. That creature's reaction recharges and it can immediately take a full turn, including an action, bonus action, movement, and a free interact, interrupting the herald's turn.

Adult Pan Lung Renegade

The adult pan lung renegade uses the Adult Pan Lung stat block with the following changes.

- It is usually chaotic neutral.

It has the following additional Action option.

- ***Chaotic Intervention (recharges after a short or long rest).*** The pan lung chooses four points it can see within 100', none of which can be closer than 30' from any of the other points. For each point, roll 1d6: 1- each creature within 10' of the point must make a DC 16 Dex save, taking 33 (6d10) force damage on a failure or half that on a success; 2- the closest four creatures within 30' of the point each gain 10 temporary hit points and become invisible until the end of the creature's next

turn; 3- each creature within 40' of the point must make a DC 16 Wis save or be charmed by the dragon for 1 hour, until the dragon is incapacitated, or until the dragon harms the creature; 4- each creature within 10' of the point must make a DC 16 Con save or be paralyzed for 1 minute (save ends); 5- the closest two creatures to the point and within 30' of it must make DC 16 Cha saves or be banished to a demiplane with no other features for 1 minute (save ends); 6- the closest four creatures to the point and within 50' of it must make DC 16 Wis saves or gain vulnerability to all damage for 1 minute (save ends).

Adult Pan Lung Zombie

The adult pan lung zombie uses the Adult Pan Lung stat block with the following changes.

- It is Undead (Dragon, Lung, Zombie).
- It has 172 (10d12+40) hit points.
- It has no save or skill proficiencies.
- Its passive Perception is 13.
- It lacks the Amphibious trait.
- It has no legendary resistances.
- Its attack bonus is +9.
- It lacks the pan lung's Scaly Command, Water Fire, Change Shape, and Spellcasting action options.
- It has no legendary actions.
- Its Challenge Rating is 9 (5,000 xp).
- Its proficiency bonus is +4.

The zombie has the following additional Traits.

- ***Undead Fortitude.*** If damage would reduce the thing to 0 hit points, it can make a Con save with a DC of 5 + the damage taken. On a successful save, it drops to 1 hit point instead.
- ***Unusual Nature.*** A zombie has no need for air, drink or sleep.

Ancient Pan Lung

Gargantuan Dragon (Lung), usually lawful neutral

Armor Class 19 (natural armor)

Hit Points 379 (23d20+138)

Speed 40 ft., fly 100 ft., swim 60 ft.

**STR 24 (+7), DEX 12 (+1), CON 23 (+6),
INT 16 (+3), WIS 19 (+4), CHA 18 (+4)**

Saving Throws Dex +8, Con +13, Int +10,
Wis +11

Skills Insight +11, Perception +11, Religion +10

Senses darkvision 60 ft., passive Perception 21

Languages Common, Draconic, the Spirit Tongue

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

Amphibious. The dragon can breathe air and water.

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

ACTIONS

Multiattack. The dragon can use its frightful presence, then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+7) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 23 (3d10+7) slashing damage.

Scaly Command (3/day). Each scaled creature with an Intelligence of 6 or lower within 120 ft must make a DC 19 Wisdom save or be charmed by the dragon for 1 hour or until the dragon or its allies damage it. While charmed, the creature understands and obeys the pan lung's commands.

Water Fire. While it is touching water, the dragon can cause an aura of ghostly, flickering,

multicolored flames to surround it, even if the dragon is fully submerged. These flames last as long as the dragon concentrates, to a maximum of 1 hour, or until the dragon is no longer touching water. Any creature within 5' of the dragon that hits it with a melee attack takes 11 (2d10) radiant damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. and is aware of it must succeed on a DC 19 Wisdom save or become frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on a success. If it makes the initial or a subsequent save, the creature is immune to the dragon's frightful presence for 24 hours.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a CR no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is carrying is absorbed or borne by the new form (dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Spellcasting. The pan lung casts one of the following spells, using Wisdom as the spellcasting ability (DC 19) and requiring no material components.

At will- *Invisibility* (self only), *major image*.
3/day- *Charm monster*.

LEGENDARY ACTIONS

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

- **Claw Attack.** The dragon makes a claw attack.
- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Water Fire.** The dragon uses water fire.

Young Pan Lung

Large Dragon (Lung), usually lawful neutral

Armor Class 17 (natural armor)
Hit Points 97 (13d10+26)
Speed 40 ft., fly 100 ft., swim 60 ft.

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

Saving Throws Dex +4, Con +5, Int +4, Wis +5
Skills Insight +5, Perception +5, Religion +4
Senses darkvision 60 ft., passive Perception 15
Languages Common, Draconic, the Spirit Tongue
Challenge 5 (1,800 xp) **Prof** +3

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

Scaly Command (3/day). Each scaled creature with an Intelligence of 6 or lower within 120 ft must make a DC 13 Wisdom save or be charmed by the dragon for 1 hour or until the dragon or its allies damage it. While charmed, the creature understands and obeys the pan lung's commands.

Water Fire. While it is touching water, the dragon can cause an aura of ghostly, flickering, multicolored flames to surround it, even if the dragon is fully submerged. These flames last as long as the dragon concentrates, to a maximum of 1 hour, or until the dragon is no longer touching water. Any creature within 5' of the dragon that hits it with a melee attack takes 11 (2d10) radiant damage.

Spellcasting. The pan lung casts one of the following spells, using Wisdom as the spellcasting ability (DC 13) and requiring no material components.

At will- *Invisibility* (self only).

3/day- *Charm monster*.

PANTHER

Location: *Monster Manual* p333.

Purchasing a Panther. When panthers are available for purchase, one usually costs around 125 gp.

Panther Treasure. Panthers don't collect treasure.

Panther Displacer-Kin

The panther displacer-kin uses the Panther stat block with the following changes.

- It is a Monstrosity.
- Its Challenge Rating is ½ (100 xp).

It has the following additional Traits.

- **Avoidance.** If the displacer-kin is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and only half damage if it fails.
- **Displacement.** The displacer-kin projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer-kin is incapacitated or has a speed of 0.

PARAELEMENTAL

Source: 1e *Monster Manual* 2.

Paraelementals are elemental creatures formed from the fusion of two non-opposing classical elements. Thus, earth can combine with fire (producing magma) and water (to make ooze), but not air (for air and earth are opposed elements). In turn, air can combine with fire (to form smoke) and with water (creating ice).

At the borders of the Elemental Planes are regions that planar scholars refer to as the Paraelemental Planes. It is from these regions that paraelementals are believed to be formed.

Dual Characters. Because they are composed of two elements compounded together, they always have dual characters, which manifest in a variety of ways. An **ice paraelemental** might be cold and cruel on the one hand, but offer soothing relief to those suffering heat exhaustion or burn wounds on the other, while a smoke paraelemental might maliciously desire to smother living things even while it celebrates freedom and the rights of the individual. Clever creatures can sometimes capitalize on this to navigate through an encounter with paraelementals without being forced to engage in combat.

See the individual entries for **ice**, **magma**, **ooze**, and **smoke paraelementals**.

PASSION THIEF

Source: Homebrewed.

A passion thief is a monster that lives on the passionate feelings of others, devouring them and leaving their victims gray, apathetic, and uncaring. Passion thieves superficially resemble elves, but blazing colors churn within them, spilling out from their eyes and mouths like iridescent clouds of vapor.

Passion thieves often gather in **gangs** of two to five members, **crews** of six to twelve, or **guilds** of 13 to 30. It is rare that an area can sustain the appetites of a larger group of passion thieves. They live on the outskirts of heavily populated areas, constantly moving, often posing as merchants or a troupe of traveling entertainers. A few even dare to infiltrate towns or cities, though they usually only

stay for a few weeks or months before the lost emotions of those around them begin to draw the suspicion of those who might be able to discover and drive off or destroy the passion thieves.

Stolen Interests. Over the course of their brief lives- passion thieves only live about ten years- a passion thief assumes the passionate interests that it devours. If it eats the passion of a creature who has an obsession with collecting unusual coins, for example, the passion thief may end up acquiring that same obsession. Sometimes, a passion thief falls in love with its victim's spouse or children, pets or lands, leading to it stalking them and trying to force its affections on them.

Passion Thief Treasure. If a passion thief gathers treasure, it is in the form of something that one of its past victims had strong feelings for. Each passion thief has a 10% chance of having 1d10 art objects.

Passion Thief

Medium Fey, usually chaotic neutral

Armor Class 14 (studded leather)

Hit Points 44 (8d8+8)

Speed 35 ft.

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

Skills Deception +6, Insight +3

Damage Resistances psychic

Senses passive Perception 10

Languages Elven, Sylvan

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

Emotional. The passion thief has disadvantage on saving throws against effects that include the charmed or frightened condition, or that manipulate its emotions.

ACTIONS

Steal Passion. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) psychic damage, and

the target must make a DC 13 Wisdom save or have its passion drained. At the end of the target's next turn, it repeats the save, ending the effect on a success. If it fails, the creature is stunned until the end of its next turn, when it repeats the save again, ending the effect on a success. If this save also fails, the creature's passions are drained permanently.

While a creature's passions are drained, it has disadvantage on Intelligence, Wisdom, and Charisma checks and on saving throws to maintain concentration. It can't gain or benefit from inspiration, including bardic inspiration dice, and can't take reactions. Its speed is reduced by half, and it must use a bonus action to mentally grab hold of itself before it can use an action on a turn. The creature takes on a faded, grayed-out look.

The creature can regain its passions if the passion thief is reduced to 0 hit points within 60 ft. of it, if the passion thief uses an action to restore the creature, or if the creature receives a *greater restoration* spell.

Emotional Wave (2/day). The passion thief releases a wave of powerful emotions in a 30 ft. radius sphere around itself. The passion thief chooses one of the following effects, and each living creature in the sphere must make a DC 13 Wisdom save or suffer that effect.

- The creature becomes frightened of the passion thief for 1 minute (save ends).
- The creature immediately uses its reaction to make a melee attack against a random creature within its reach other than the passion thief.
- The creature drops everything it holds, including a readied shield, and falls prone.

Passion Thief of Hades

Rather than being a Fey creature, the passion thief of Hades is a Fiend. The passion thief of Hades looks like a 7' tall, gaunt, bony humanoid with pointed ears and a sharp chin. Its entire body is bone white and completely featureless except for its bright red, always-smiling mouth. The

passion thief of Hades uses the Passion Thief stat block with the following changes.

- It is a Fiend.
- It is always neutral evil.

PECH

Source: 1e *Monster Manual* 2.

Pech are 4' tall creatures with skin as hard as granite. They are found on the Elemental Plane of Earth, the Prime Material Plane, and the Feywild. They lair underground, carving out comfy caverns and dwelling in **clans** of up to 100. Pech hate the open skies and despise bright light, and are always found underground, usually mining or carving the stones of some great cavern.

A pech has a thin frame, with long, spindly arms and legs, large hands and feet, and huge pale eyes. Its skin is pale, ranging from yellow to white or gray, and their hair color runs from brown to red.

Uncertain Origins. Scholars debate the origins of pech. Some say that they are the native Fey of the Elemental Plane of Earth and have spread from there to the Feywild and the World. Others assert that they sprang up in the Feywild and spread to the Elemental Planes. Unfortunately, the genesis of the race seems to be so long in the past that it is impossible to ascertain the truth.

Shy but Benign. Though pech largely shun other creatures, they generally don't attack or try to harm them. Pech are reclusive but not cruel, and will sometimes aid friendly creatures in need. Those who bear bright lights and won't extinguish them quickly earn the pech's animosity, however.

Industrious Tunnel Carvers. Wherever pech appear, they always seek to carve new tunnels. They are equally happy expanding existing cave networks and opening entirely new chambers. In areas where pech live, there are sure to be sprawling sets of tunnels that interconnect and extend for considerable distances, often hosting uninvited guests- monsters, cave-dwelling Humanoids, etc.

Pech can sometimes be hired as miners or stoneworkers, though the would-be employer must offer to employ whatever size team the pech choose to muster (usually the entire clan). Pech typically charge around 10 gp per day per pech for their work.

Pech Treasure. The lair of at least 20 pech always contains 10d10 gems. It also has a 50% chance of holding 5d6 x 25 gp in trade goods.

PECH PCS

The biggest problem with playing a pech is its hatred of the light and open spaces. A pech is best suited to a group that is entirely able to function without light sources, and better still, one that is in the Underdark for an extended period. Even though it doesn't hinder the character mechanically, the player should be sure to roleplay the character's hate of bright light. This makes a pech difficult to have in many social situations.

However, because a pech's aversion to light is not represented mechanically, a pech might be able to adapt to it with the aid of dark lenses or the like.

Mid-Level (8+): A pech has some very powerful features. Its natural armor is nearly as good as the best standard starting gear offers, and the Brute feature more than makes up for the weapon limitations that come from being Small. The pech's spellcasting, while limited, offers very powerful evasion and information gathering options, as well as the ability to get around most barriers. A pech is therefore suitable for starting with groups that have reached 8th level.

PECH TRAITS

Pech pcs have the following racial traits.

Ability Score Adjustments. Your Constitution score increases by 4 and your Strength score increases by 1.

Age. A pech is adult by the age of 100, old by around 1,500 years, and rarely lives past 2,500 years.

Size. You are Small, but dense. A typical pech is around 4' tall and weighs about 150 lbs.

Speed. Your speed is 25'.

Fey (Earth). Your type is Fey and you have the Earth tag.

Natural Armor. You can figure your AC as 17 + your Dex bonus.

Immune to Petrification. You can't be petrified.

Brute. A melee weapon does one extra die of its damage when you hit with it.

Innate Spellcasting. You can cast *stone shape* and *stone tell*, requiring no material components. You can cast each of these spells a number of times equal to your proficiency bonus, then can't cast that spell again until you complete a long rest. Charisma is your spellcasting ability when you cast these spells.

Group Spellcasting. Four pech can each use an action to cooperatively cast *wall of stone*. Each pech involved can't help do so again until it finishes a long rest.

Restore Flesh. Eight pech can each use an action to cooperatively restore up to ten petrified creatures that are all within 30' of each other to flesh. Each pech involved can't help do so again until it finishes a long rest.

Darkvision. You have darkvision 60'.

Languages. You speak Common and Terran.

PECH STONE SYMPATHY (Pech Racial Feat)

Prerequisites: Pech.

You have developed your ties with rock and stone to their utmost. You gain the following benefits.

- When you hit a creature made out of stone with a melee attack, you ignore that creature's resistance or immunity to bludgeoning, piercing, and slashing damage.
- You can cast *stone shape* and *stone tell* an extra two times each before you need to complete a rest before you can do so again.
- If a creature made of earth or stone damages you, you can use your reaction to gain resistance to the triggering damage.

Pech

Small Fey (Earth), often neutral good

Armor Class 17 (natural armor)

Hit Points 39 (6d6+18)

Speed 25 ft.

STR 14 (+2), **DEX** 10 (+0), **CON** 16 (+3),
INT 10 (+0), **WIS** 10 (+0), **CHA** 11 (+0)

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 10

Languages Terran

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

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

Group Spellcasting. Four pech can each use an action to cooperatively cast *wall of stone*. Each pech involved can't help do so again until it finishes a long rest.

Restore Flesh. Eight pech can each use an action to cooperatively restore up to ten petrified creatures that are all within 30' of each other to flesh. Each pech involved can't help do so again until it finishes a long rest.

Stone Strike. When a pech hits a creature made out of stone with a melee attack, it ignores that creature's resistance or immunity to bludgeoning, piercing, and slashing damage.

ACTIONS

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

Spellcasting. The pech casts one of the following spells, using Charisma as the spellcasting ability and requiring no material components.

4/day- *Stone shape, stone tell.*

PEGASUS

Purchasing a Pegasus. Rarely, a pegasus, especially of the Pegasus Monstrosity variety, might be found for sale. Such a pegasus usually goes for around 5,000 gp.

A standard (celestial) pegasus would sell for more like 15,000 gp, as it is far smarter and more exotic.

Pegasus Treasure. The lair of a **herd** of at least ten pegasi has a 20% chance of having 1d6 x 10 gp in assorted coins and a 10% chance of having 1d4 magic items.

Pegasus Crock

The pegasus crock uses the Pegasus stat block with the following changes.

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

The crock 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.

Pegasus Fey

The pegasus fey uses the Pegasus stat block with the following changes.

- It is a Fey.
- Its Intelligence is 6 (-2).
- It speaks Common and Sylvan.

The pegasus fey has the following additional Trait.

- **Fey Heritage.** The pegasus fey has advantage on saves against the charmed condition.

Pegasus Heavens Flier

The pegasus Heavens flier uses the Pegasus stat block with the following changes.

- Its Intelligence is 15 (+2) and its Charisma is 16 (+3).
- Its Cha save is +5.
- It is immune to radiant damage.
- Its Hooves also deal 10 (3d6) radiant damage.
- Its Challenge Rating is 3 (450 xp).

The Heavens flier has the following additional Action option.

- **Heavenly Blast (recharge 5-6).** The Heavens flier shoots a 50' long, 5' wide line of silver light from its eyes. Each creature in the cone must make a DC 13 Dex save, taking 17 (5d6) radiant damage on a failure or half that on a success. An evil creature that fails its save is also blinded until the end of the Heavens flier's next turn. A good creature that succeeds on its save also gains 5 temporary hit points.

The Heavens flier has the following additional Reaction option.

- **Terrible Cry.** When the Heavens flier takes necrotic damage, it unleashes a terrible cry that alerts each Celestial within 20 miles of danger and the direction and distance to the flier.

Pegasus Heavy Charger

The pegasus heavy charger uses the Pegasus stat block with the following changes.

- Its AC is 18 (plate).
- It has 102 (12d10+36) hit points.
- Its save and skill bonuses increase by 1.
- Its passive Perception is 17.
- In place of the pegasus' Hooves attack, the charger has a Hoof attack that is +7 to hit

but otherwise identical.

- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

The heavy charger has the following additional Action options.

- **Multiattack.** The heavy charger makes two Hoof attacks.

The heavy charger has the following additional Bonus Action options.

- **Wing Baffle (recharge 6).** The heavy charger slaps its wings at a creature within 5' of it, which must succeed on a DC 15 Dex save or be blinded until the end of the creature's next turn.

Pegasus Monstrosity

The pegasus monstrosity uses the Pegasus stat block with the following changes.

- It is a Monstrosity.
- Its Intelligence is 6 (-2).
- It can't speak but understands Common.

PEGATAUR

Source: *3e Monstrous Compendium Mystara Appendix*.

Pegataurs are creatures that resemble winged **centaurs** with the upper torso of an **elf**. Some even claim that they are the result of an elf/**pegasus** hybridization, either natural (ahem) or artificial. Though this is certainly possible, given some of the other strange crosses (e.g. **sylphs**, **leprechauns**, **half-dragons**, etc), elves deny this strenuously. On the other hand, some pegataurs hold this theory in high regard, pointing out the similarity between the Pegataur language and Elvish.

Peak Dwellers. Pegataurs live in high mountains in temperate climates. They hew spacious caves called **rehir** from the sides of cliffs, usually with no access routes that don't require flight. These rehir have high, vaulted ceilings, and are often set with luminescent crystals that provide dim light at night.

Pegataurs live in **tribes** of up to about fifty members, often with about half or a third as many **pegasus monstrosities** that the pegataurs regard as friends, but will sometimes sell to Humanoids that impress the pegataurs as worthy folk.

Relations with Others. Pegataurs will fight to defend their territory from hostile intruders, but are prone to talk first, warning strangers to stay away from the pegataurs' home. They are well-disposed toward **elves**, **halflings**, and **gnomes**, but usually hostile towards **orcs**, **goblinoids**, and **kobolds**.

Pegataur Challenge Rating. When assessing the Challenge Rating of a pegataur, assume that it uses its Diving Attack every round, increasing its effective attack bonus by 5.

Pegataur Treasure. A pegataur typically carries 2d8 sp and 1d10 gp. It also has a 20% chance to have 1d3 gems.

The lair of a tribe of up to 20 pegataurs also has a 60% chance of having 3d8 gems; as well as a 25% chance each of having 1d8 x 1,000 sp, 1d12 x 100 ep, 1d4 x 1,000 gp, and 1d3 magic weapons; and a 10% chance each of having 1d10 x 1,000 cp, 1d6 art objects, 1d3 scrolls, and 1d3 random magic items.

The lair of a tribe of 21 or more pegataurs instead also has a 60% chance of having 3d12 gems; as well as a 25% chance each of having 1d10 x 1,000 sp, 1d6 x 500 ep, 1d6 x 1,000 gp, and 1d4+1 magic weapons; and a 10% chance each of having 2d8 x 1,000 cp, 1d10 art objects, 1d4 scrolls, and 1d4 random magic items.

PEGATAUR PCS

A pegataur is a very powerful race, offering flight and at will attack that does 3d12 damage. There is no reason in principle that a player couldn't play a pegataur in a group with the right level range.

High Level (8+): A pegataur's racial package is significant. Between at will flight (capable of carrying another creature along for the ride) and its Diving Attack, which is slightly inferior to three attacks with a greataxe, a pegataur is suitable for play with 8th level pcs.

PEGATAUR TRAITS

Pegataur pcs have the following racial traits.

Ability Score Adjustments. Your Dexterity score increases by 2 and your Strength score increases by 1.

Age. A pegataur is adult by the age of 70, old by around 800 years, and rarely lives past 1,200 years.

Size. You are Large. A pegataur is typically about 6' 6" tall and weighs about 1700 lbs.

Monstrosity. You are a Monstrosity.

Diving Attack. If you move at least 20' in a straight line toward an enemy and started this movement at least 10' above the target, if you are armed with a lance, you can use your action to make a Diving Attack. You make one melee weapon attack with the lance. If you hit, the attack deals an extra 13 (2d12) piercing damage.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Pegasus Empathy. You can understand a pegasus as well as if you shared a spoken language.

Languages. You speak Pegataur and your choice of Common or Elvish.

PEGATAUR HERO (Pegataur Racial Feat)

Prerequisites: Pegataur.

You have practiced the traditional pegataur combat style, honing your skills in battle to a sharp edge indeed. You gain the following benefits.

- When you make a Diving Attack, you gain advantage on the attack.
- You don't provoke opportunity attacks when you flies out of a creature's reach.

Pegataur

Large Monstrosity, often neutral good

Armor Class 13

Hit Points 44 (8d10)

Speed 50 ft., fly 90 ft.

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

Senses passive Perception 10

Languages Pegataur, Common, Elvish

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

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

Pegasus Empathy. The pegataur can understand a pegasus as well as if they shared a spoken language.

ACTIONS

Multiattack. The pegataur makes two Hoof attacks and one Lance attack; or two Longbow attacks.

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

Lance. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 7 (1d12+1) piercing damage.

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

Diving Attack. If the pegataur moved at least 20' in a straight line and started this movement at least 10' above the target, it makes one Lance attack with advantage. If it hits, the attack deals an extra 13 (2d12) piercing damage.

Pegataur Bandit

The pegataur bandit uses the Pegataur stat block with the following changes.

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

The bandit 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.

Pegataur Hero

The pegataur hero uses the Pegataur stat block with the following changes.

- Its AC is 15 (studded).
- It has 84 (13d10+13) hit points.
- Its Strength is 16 (+3) and its Constitution is 12 (+1).
- Its Hoof is +5 to hit and does 1d8+3 damage.
- Its Lance is +5 to hit and does 1d12+3 damage.
- Its Challenge Rating is 3 (700 xp).

The hero has the following additional Bonus Action option.

- ***Followup Attack.*** If the pegataur used the Attack action this turn, it makes one additional attack.

The hero has the following additional Reaction option.

- ***Final Strike.*** When the hero falls to 0 hit points, it makes one melee weapon attack before it falls.

Pegataur Sorcerer

Large Monstrosity (Sorcerer), often neutral good

Armor Class 16 (*mage armor*)

Hit Points 78 (12d10+12)

Speed 50 ft., fly 90 ft.

STR 11 (+0), **DEX** 16 (+3), **CON** 12 (+1),

INT 10 (+0), **WIS** 10 (+0), **CHA** 16 (+3)

Senses passive Perception 10

Languages Pegataur, Common, Elvish

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

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

Pegasus Empathy. The pegataur can understand a pegasus as well as if they shared a spoken language.

ACTIONS

Multiattack. The pegataur makes two Hoof attacks and one Lance attack; or two Longbow attacks.

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

Lance. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 7 (1d12+1) piercing damage.

Diving Attack. If the pegataur moved at least 20' in a straight line and started this movement at least 10' above the target, it makes one Lance attack with advantage. If it hits, the attack deals an extra 13 (2d12) piercing damage.

Clap of Thunder (2nd level spell). The pegataur targets a point it can see within 150', and a clap of thunder detonates there. Each creature within 10' of the point must make a DC 13 Con save, taking 13 (3d8) thunder damage on a failure or half that on a success.

Spellcasting. The pegataur casts one of the following spells, using Charisma as the spellcasting ability (save DC 13, +5 to hit with spell attacks):

At Will- *prestidigitation*.

1/day- *chromatic orb*, *invisibility*, *web*.

PENANGGALAN

Source: 1e *Fiend Folio*.

A penanggalan is a truly horrible monster. During the day, the monster appears as an attractive female human, and it often feigns an identity as an adventurer, wandering herbalist, traveling merchant, or other guise that justifies frequent travel. At night, the penanggalan's true nature is revealed, as its head and internal organs detach themselves from its body, rising from its abdomen to fly in search of human prey. It is particularly fond of the blood of young children and pregnant women.

Friend by Day, Fiend by Night. During the day, the penanggalan acts as if it were the living woman from which it was spawned. It often helps others, seeking to befriend the unwary so that it may terrorize them after nightfall. The penanggalan always leaves the company of others before dark, ensuring that they can't identify for the monster it is. After spending most of the night on its dark hunt, the creature's viscera swell up, regardless of whether it has fed or not. The monster must soak its guts in vinegar for an hour to restore them to their normal size before it can push them back into its body. It thus always makes sure to keep a large vessel full of vinegar in its lair, and wary adventurers might be able to identify the creature's presence because of the smell.

Hypnotic Feeding. A penanggalan's preferred method of feeding is to find a lone or sleeping victim, use its hypnotic voice to hypnotise it, and drink its blood. It prefers a leisurely, hours-long feeding process; if it can keep a victim hypnotised the entire time, the victim forgets the whole ordeal except for faint snatches that seem almost like fragments of a terrible nightmare. The penanggalan prefers to select the same victim each night and feed until it dies.

If the penanggalan kills a female victim, that victim rises from the grave in three days as another penanggalan. If it kills a male, the victim is simply dead.

A penanggalan fights only if it has no other choice. While in humanoid form, it usually uses a weapon, but in its head and guts form, the monster uses both a vicious bite and attempts to wrap its entrails around an enemy, draining its life force.

Penanggalan Allies. The double life that a penanggalan lives makes it very difficult for it to find allies. Once they know its true nature, living creatures are usually loathe to trust a penanggalan, and Undead find its daytime identity as a living woman to be confusing and generally too “living” to tolerate.

Penanggalan Treasure. Penanggalans usually don't collect treasure.

Penanggalan

Medium undead, lawful evil

Armor Class 12

Hit Points 68 (8d8+32)

Speed 30 ft. (human form only), fly 40 ft. (head and guts form only)

STR 16 (+3), **DEX** 14 (+2), **CON** 18 (+4),
INT 10 (+0), **WIS** 15 (+2), **CHA** 17 (+3)

Skills Deception +5

Damage Immunities poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

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

Feed. If the penanggalan can spend 4 hour with a victim incapacitated by its hypnotic voice, the incapacitated creature gains 1 level of exhaustion that it can't regain until a night passes without the penanggalan feeding on it. In addition, the creature's hit point maximum is reduced by 10 until the next time it finishes a long rest without the penanggalan feeding on it.

Regeneration. If the penanggalan starts its turn with at least 1 hit point, it regains 5 hit points.

Two Forms. Between dawn and dusk, a penanggalan is in the form of an attractive female human. Between dusk and dawn, its head and entrails detach. A creature that witnesses this transformation must make a DC 13 Wisdom save or suffer the effects of a *feeblemind* spell. If it can't soak its entrails in vinegar for the final hour before dawn, it can't fit inside its abdomen and the penanggalan is incapacitated and its speed is reduced to 0 until the next dusk. Its statistics are the same in each form except as noted.

Unusual Nature. The penanggalan has no need for sleep.

ACTIONS

Multiattack. The penanggalan makes two Short Sword attacks if in human form, or one Bite and one Entrails attack if in head and guts form.

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

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

Entrails (Head and Guts Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage, plus 11 (2d10) acid damage, and the penanggalan may force the target to make a DC 13 Dexterity save or be grappled by the penanggalan (escape DC 13). The penanggalan can grapple only one Medium or smaller creature at a time. While it grapples a creature, it gains advantage on attacks against it, and it can't use its Entrails against another target.

Hypnotic Voice (Head and Guts Form Only) (Recharge 6). One creature within 30' of the penanggalan must succeed on a DC 13 Wisdom save or be charmed by the penanggalan for 4

hours. While charmed in this way, the creature is incapacitated and its speed is reduced to 0. A creature that isn't asleep can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature that makes its save or for whom the effect ends is immune to the hypnotic voice of that *penanggalan* until the next dusk.

PENTADRONE

Location: *Monster Manual* p224.

Pentadrone Treasure. A pentadrone doesn't typically have treasure.

PER

Source: *2e Planescape Monstrous Compendium Appendix*.

A per is the spirit of a **human** who fell in service to the cause of Order and Law. While it looks like a muscular human warrior, well-armed and armored, a per is actually a Celestial dedicated to defending the portals of the Outer Planes of Law.

Per are notorious for showing few, if any, emotions, instead maintaining a cool and impartial demeanor under all but the most extreme circumstances. Per operate based on a combination of duty and logic, and many creatures that meet them believe per to have no emotions at all.

Lawful Neutral, but Favored by Good. Per themselves are dispassionate toward good and evil, but the reverse is not always true. Lesser **devils** tend to dislike per for their disdain of evil, and some good Celestials sneer at what they see as a per's mechanical devotion to duty over morality. Evil Outer Planar creatures are more likely to actively drive away or slay a per than good ones, and so the per have a reputation for being creatures of the Upper Planes, because they are more likely to be found there.

Portal Guards. Per serve as a tireless guardian of a portal to or on the planes of Law. A per that is not doing so is a per that has either been tricked or driven away from its portal, or a per whose portal has been destroyed. Most per are found on the Outer Planes, though one might

rarely guard the other end of a two-way portal if it seems to be a more efficient way to ward passage into the realms of order.

If a per is forced away from its portal, it works tirelessly to return to its station. Its grim determination brooks no interference; the per will slay any who stand between it and its goal.

Summoning a Per. A per can only be summoned to a location with a portal, teleport circle, crossing, or other way to pass to one of the Outer Planes of Law, even if it requires a spell, key, or other special tool, action, or resource. Doing so requires the ritualist to expend 8,000 gp in ritual components. The ritual requires 4 hours to cast and requires the expenditure of one 6th and three 3rd level spell slots. Upon completion, a per appears, and the ritualist can attempt to strike a bargain with it, the per's part of which can only involve defending the portal.

Striking the bargain is not assured, but the summoned per is one without a portal to guard, and seeing an unguarded portal to a plane of Law is not something the per enjoys. The per can be induced to guard with magic items that will enhance its power, with such an item usually earning the per's work for anywhere from a week and a day (for a consumable item of limited use) to a century and a day (for a permanent legendary item well-suited to the per). The ritualist must always succeed on a DC 10 Cha (Persuasion) check to get the per to agree to the deal, with advantage or disadvantage for an offer that is especially good or poor. If the ritualist fails to get the per to agree three times, the per departs.

Per Treasure. Per don't collect treasure per se, but sometimes have useful items. A per has a 75% chance to have a magical weapon that it can use, a 45% chance to be using magic armor, and have a 25% chance to have 1d3 other magic items that it can use.

Per

Medium Celestial, always lawful neutral

Armor Class 20 (plate armor and protective aura)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR 18 (+4), DEX 10 (+0), CON 16 (+3),

INT 11 (+0), WIS 15 (+2), CHA 13 (+1)

Saving Throws Str +8, Dex +4, Con +7, Wis +6

Skills Insight +6, Investigation +4, Perception +9

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

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 19

Languages Celestial, Common

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

Divine Strike. The per's melee weapon attacks deal an extra 9 (2d8) radiant damage (included in the stats below).

Hero's Awareness. The per is never surprised.

In addition, whenever it sees a creature, it can tell how many combined levels it has in barbarian, fighter, paladin, and ranger.

Protective Aura. The per is protected by a magical aura that gives it a +2 bonus to AC (included in the stats above).

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

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

ACTIONS

Multiattack. The per makes two melee weapon attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing

damage plus 9 (2d8) cold damage.

Blade Barrier (1/day) (6th level spell). The per creates a vertical wall of whirling magical blades up to 100' long, 20' high, and 5' thick, or a ringed wall up to 60' in diameter, 20' high, and 5' thick, in either within 90'. The wall provides three-quarters cover to creatures behind it and its space is difficult terrain. The wall remains as long as the per concentrates on it, up to 10 minutes.

When a creature starts its turn in the wall or enters it for the first time on a turn, the creature must make a DC 14 Dex save, taking 33 (6d10) slashing damage on a failure or half as much on a success.

Spellcasting. The per casts one of the following spells, using Wisdom as the spellcasting ability (DC 14).

At will- *Detect thoughts, light.*

3/day- *Charm person, cure wounds* (3d8+2).

PERYTON

Peryton Treasure. The lair of one to six perytons has a 15% chance each of having 1d8 x 100 gp in assorted coins, 1d3 gems and 1d3 pieces of jewelry.

If the lair is home to seven to twenty perytons, it instead has a 20% chance each of having 2d6 x 250 gp in assorted coins, 1d6 gems, and 1d4 pieces of jewelry; and a 10% chance of having 1d4 potions.

Peryton Brat

The peryton brat uses the Peryton stat block with the following changes.

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

The brat 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.

Peryton Heart Ripper

Peryton Heart Ripper Challenge Rating.

When evaluating the Challenge Rating of a peryton heart ripper, increase its effective attack bonus by 1 because of its Frightful Shadow ability.

The peryton heart ripper uses the Peryton stat block with the following changes.

- Its AC is 15 (natural armor).
- It has 55 (10d8+10) hit points.
- Its Dexterity is 16 (+3).
- Its Challenge Rating is 4 (1,100 xp).

It has the following additional Bonus Action option.

- ***Frightful Shadow (recharge 5-6).*** If it's in bright light, the peryton's shadow changes to that of a Humanoid. One creature that can see it within 15' must make a DC 10 Wis save or be frightened until the end of its next turn. The peryton has advantage on attacks against creatures frightened in this way. A creature that makes its save is immune to the Frightful Shadow of that peryton for 24 hours.

It has the following additional Trait.

- ***Lethal.*** If the peryton scores a critical hit, the severity increases by 1d8.

It has the following additional Reaction option.

- ***Heart Ripper.*** When a creature within 5' falls to 0 hit points, if that creature has a heart, the peryton makes one Talons attack against that creature. If it hits, in addition to failing two death saves (from it being an automatic critical hit), the target must make another death save. If this attack kills the target, the peryton tears its heart out and gains 15 temporary hit points.

PHAERIMM

Source: *3e Monsters of Faerun.*

Phaerimm are creatures of astounding evil, artificial creations of an ancient empire that broke free of their masters' control and set out to destroy all other life forms. Only by locking the entire race away in a nearly-inescapable demiplane were they stopped, but they sank several islands and desertified several entire continents before being defeated.

A phaerimm's body is a flexible, ten to twelve foot long tube that tapers to a cone. The monster's front end is a huge and hideous lamprey-like maw rimmed by wavering cilia. Four arms are spaced equally around the creature's circumference slightly below the front end. The phaerimm's tail tapers to a dangerous stinger that delivers a magical venom that causes its victim to levitate helplessly.

Made of Magic, Made for Magic. Phaerimm have an incredible innate magical ability, gaining increasing potency with age. Even the youngest phaerimm is a powerful arcane caster, but elder phaerimm are some of the mightiest spellcasters known. Though dangerous in melee, phaerimm disdain physical combat and consider it humiliating to engage in. Only as a last resort will phaerimm stoop to doing so.

Lost Tlenka (or Tilenka). Little is known of the lost empire that created the phaerimm. Known as Tlenka, or perhaps Tilenka, this lost empire was dominated by humans and was centered somewhere east of the Strogassian Region. Tlenka/Tilenka was the central and dominant continent of the empire, but now it lies around 100' underwater, a vast drowned land with many secrets awaiting discovery.

The original reason for the Tlenkans' creation of the phaerimm is a mystery, and so far, the few interested scholars have been unable to unearth enough evidence to form a strong hypothesis.

Phaerimm Treasure. A phaerimm has a 50% chance each of having 2d10 x 1,000 cp, sp, ep, and gp, 4d10 gems, 2d12 art objects, and 2d6 scrolls; plus a 35% chance to have 1d4 magic items.

Phaerimm

Large Aberration, usually neutral evil

Armor Class 14 (natural armor)

Hit Points 132 (22d10+22)

Speed 10 ft., fly 30 ft.

**STR 12 (+1), DEX 13 (+1), CON 12 (+1),
INT 19 (+4), WIS 16 (+3), CHA 20 (+5)**

Saving Throws Dex +7, Con +7, Int +10, Wis +9

Skills Arcana +10

Condition Immunities petrification

Senses darkvision 120 ft., passive Perception 13

Languages can't speak but understands Common and four other languages; telepathy 120'

Challenge 19 (22,000 xp) **Prof** +6

Full Vision. The phaerimm can see magical auras, invisibility, ethereal and astral creatures and objects, and creatures or objects phased inside other creatures or objects within 120'.

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

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

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

ACTIONS

Multiattack. The phaerimm makes three attacks: one each with its Claws, Bite, and Sting.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (4d6+1) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d10+1) piercing damage.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) piercing damage, and the target must make a DC 17 Constitution save or be poisoned for 1 minute (save ends). While poisoned in this way, the creature levitates 5' above the ground and is paralyzed.

Arcane Missiles (recharge 5-6). The phaerimm creates five force missiles, each of which flies at a target the phaerimm can see within 120'. Each missile does 7 (2d6) force damage.

Effects such as *shield* treat this ability as if it were a *magic missile* spell.

Spellcasting. The phaerimm casts one of the following spells, using Charisma as the spellcasting ability (DC 19, +11 to hit) and requiring no verbal, somatic, or material components.

At will- *acid splash* (4d6), *dancing lights*, *detect magic*, *flame bolt* (4d10), *mage hand*, *prestidigitation*.

2/day- *greater invisibility*, *hold monster*, *lightning bolt*.

1/day- *confusion*, *disintegrate*, *earthquake*, *meteor swarm*, *slow*, *teleport*.

BONUS ACTIONS

Misty Step (2/day). The phaerimm teleports to a space it can see within 60'.

REACTIONS

Diminish Pain. When the phaerimm takes damage, it reduces that damage by 10 (4d4), to a maximum of half the damage taken.

Shield (4/day). When an attack hits the phaerimm or it is targeted by *magic missile*, the phaerimm creates a shield of force that grants it a +5 bonus to AC and immunity to *magic missiles* until the end of its next turn.

LEGENDARY ACTIONS

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

- **Arcane Step.** The phaerimm magically teleports up to 30', arriving as close to the nearest arcane spellcaster as possible.
- **Deluded Lurch.** The phaerimm magically forces one creature it can see within 30' to make a DC 19 Wisdom save. If the creature fails, the phaerimm can force it to use its reaction to move half its speed in a direction of the phaerimm's choice, but not into hazardous terrain.
- **Recharge (costs 2 actions).** The phaerimm recharges its Arcane Missiles.
- **Spellcasting (costs 2 actions).** The phaerimm casts a spell it can cast at will.

LAIR ACTIONS

The phaerimm's lair is usually replete with magical effects, traps, and tricks. While within it, on initiative count 20 (losing ties), a phaerimm takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

- **Dispel.** The phaerimm casts *dispel magic* somewhere within the lair, using Charisma as its spellcasting ability.
- **Mind-Bending Lights.** A 40' cube within the lair fills with strange multicolored lights until initiative count 20 of the next round. Each creature in the cube must make a DC 19 Wis save or be incapacitated and have its speed halved until initiative count 20 of the next round. A creature that can't be charmed is immune to this effect.
- **Remove Teleportation Discs.** The phaerimm removes one, two, or all teleportation discs in the lair.

- **Teleportation Discs.** The phaerimm creates two linked teleportation discs within its lair. Each one is a glowing 10' diameter circle on the ground. A phaerimm can treat a disc as adjacent to any other disc. A creature that isn't a phaerimm that enters a disc's space teleports to a random other disc. The discs last for 1 hour. If the phaerimm uses this lair action again, all the discs, old and new, are linked together. A successful *dispel magic* against a 5th level spell or a *disintegrate* will eliminate a disc.
- **Wild Zone (1/day).** The phaerimm chooses a point in the lair. An invisible zone that fills a 40' cube springs into being, centered on that point. Any time a spell is cast or a magical effect occurs within the sphere, the caster or creator of that effect must first roll on the Wild Surge chart in the *Players Handbook*. The wild zone remains in place for 10 minutes. Spells cast into the wild zone from outside function normally.

Phaerimm Enchanter

A phaerimm enchanter uses the Phaerimm stat block with the following changes.

- Its Spellcasting action option includes the following additional options: At will-*charm person, suggestion, sleep*; 1/day-*charm monster*.

It has the following additional Action options.

- **Mind-Breaking Cry (recharges when first bloodied, then after a short or long rest).** Each creature within 30' must make a DC 19 Wis save, taking 22 (4d10) psychic damage on a failure or half that on a success. A creature that fails its save is also charmed and blinded for 1 minute (save ends).

Phaerimm Elder

A phaerimm elder is a master of arcane power of truly terrifying potency. Capable of manipulating arcane energies far beyond those of most mortal wizards and sorcerers, an elder phaerimm is a truly deadly threat to entire regions, or perhaps even to the world.

Large Aberration, usually neutral evil

Armor Class 15 (natural armor)

Hit Points 192 (32d10+32)

Speed 10 ft., fly 30 ft.

**STR 12 (+1), DEX 14 (+2), CON 12 (+1),
INT 20 (+5), WIS 16 (+3), CHA 22 (+6)**

Saving Throws Dex +10, Con +9, Int +13,
Wis +11

Skills Arcana +13, History +13

Condition Immunities petrification

Senses darkvision 120 ft., passive Perception 13

Languages can't speak but understands Common
and four other languages; telepathy 120'

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

Full Vision. The phaerimm can see magical auras, invisibility, ethereal and astral creatures and objects, and creatures or objects phased inside other creatures or objects within 120'.

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

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

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

Maximize Spell (2/day). When the phaerimm casts a spell, all of its numerical effects are maximized.

ACTIONS

Multiattack. The phaerimm makes three attacks: one each with its Claws, Bite, and Sting.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (4d6+1) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d10+1) piercing damage.

Sting. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) piercing damage, and the target must make a DC 19 Constitution save or be poisoned for 1 minute (save ends). While poisoned in this way, the creature levitates 5' above the ground and is paralyzed.

Arcane Missiles (recharge 5-6). The phaerimm creates six force missiles, each of which flies at a target the phaerimm can see within 120'. Each missile does 7 (2d6) force damage.

Effects such as *shield* treat this ability as if it were a *magic missile* spell.

Spellcasting. The phaerimm casts one of the following spells, using Charisma as the spellcasting ability (DC 22, +14 to hit) and requiring no verbal, somatic, or material components.

At will- *acid splash* (4d6), *dancing lights*, *detect magic*, *flame bolt* (4d10), *mage hand*, *prestidigitation*.

2/day- *disintegrate*, *greater invisibility*, *hold monster*, *lightning bolt*, *programmed illusion*, *scrying*.

1/day- *confusion*, *contact other plane* (as an action), *earthquake*, *meteor swarm*, *plane shift*, *slow*, *teleport*.

BONUS ACTIONS

Misty Step (2/day). The phaerimm teleports to a space it can see within 60'.

REACTIONS

Diminish Pain. When the phaerimm takes damage, it reduces that damage by 10 (4d4), to a maximum of half the damage taken.

Shield (4/day). When an attack hits the phaerimm or it is targeted by *magic missile*, the phaerimm creates a shield of force that grants it a +5 bonus to AC and immunity to *magic missiles* until the end of its next turn.

LEGENDARY ACTIONS

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

- **Deluded Lurch.** The phaerimm magically forces one creature it can see within 30' to make a DC 21 Wisdom save. If the creature fails, the phaerimm can force it to use its reaction to move half its speed in a direction of the phaerimm's choice, but not into hazardous terrain.
- **Megrim (costs 2 actions).** One creature the phaerimm can see within 90' must make a DC 21 Wisdom save, taking 14 (4d6) psychic damage and losing concentration on a failure.
- **Moment of Foresight.** The phaerimm gains one portent die, a d20, which it rolls now. Thereafter, when a creature the phaerimm can see within 120' makes an attack, save, or check and the phaerimm isn't incapacitated, the phaerimm can force it to use the result of the portent die instead of rolling. The portent die remains until used, until the phaerimm completes a long rest, or until the phaerimm uses this legendary action again, at which point the new portent die replaces the old one.
- **Recharge (costs 2 actions).** The phaerimm recharges its Arcane Missiles.

- **Spellcasting (costs 2 actions).** The phaerimm casts a spell it can cast at will.

LAIR ACTIONS

The phaerimm's lair is usually replete with magical effects, traps, and tricks. While within it, on initiative count 20 (losing ties), a phaerimm takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

- **Dispel.** The phaerimm casts *dispel magic* (5th level slot) somewhere within the lair, using Charisma as its spellcasting ability.
- **Mind-Bending Lights.** A 40' cube within the lair fills with strange multicolored lights until initiative count 20 of the next round. Each creature in the cube must make a DC 19 Wis save or be incapacitated and have its speed halved until initiative count 20 of the next round. A creature that can't be charmed is immune to this effect.
- **Remove Teleportation Discs.** The phaerimm removes one, two, or all teleportation discs in the lair.
- **Teleportation Discs.** The phaerimm creates two linked teleportation discs within its lair. Each one is a glowing 10' diameter circle on the ground. A phaerimm can treat a disc as adjacent to any other disc. A creature that isn't a phaerimm that enters a disc's space teleports to a random other disc. The discs last for 1 hour. If the phaerimm uses this lair action again, all the discs, old and new, are linked together. A successful *dispel magic* against a 5th level spell or a *disintegrate* will eliminate a disc.
- **Wild Zone (1/day).** The phaerimm chooses a point in the lair. An invisible zone that fills a 40' cube springs into being, centered on that point. Any time a spell is cast or a magical effect occurs within the sphere, the caster or creator of that effect must first roll on the Wild Surge chart in the *Players Handbook*. The wild zone remains in place for 10 minutes. Spells cast into the wild zone from outside function normally.

Phaerimm Youth

A phaerimm youth has yet to come into its full magical power, but it is a formidable spellcaster nonetheless. It will frequently set out to test itself against inferior creatures, honing its skills at causing harm and distress to others. As the young phaerimm grows in age, it also grows in magical ability and in malice.

To most creatures, all phaerimm look alike, young or old.

Phaerimm Youth Treasure. A young phaerimm has a 50% chance each of having 2d6 x 1,000 cp and sp, 1d8 x 1,000 ep and gp, and 3d6 gems; plus a 30% chance each to have 1d8 art objects and 1d6 scrolls; and a 25% chance to have 1d2 magic items.

Large Aberration, usually neutral evil

Armor Class 14 (natural armor)

Hit Points 78 (12d10+12)

Speed 10 ft., fly 30 ft.

**STR 12 (+1), DEX 13 (+1), CON 12 (+1),
INT 18 (+4), WIS 16 (+3), CHA 17 (+3)**

Saving Throws Dex +4, Con +4, Int +7, Wis +6
Skills Arcana +7

Condition Immunities petrification

Senses darkvision 120 ft., passive Perception 13

Languages can't speak but understands Common and four other languages; telepathy 120'

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

Full Vision. The phaerimm can see magical auras, invisibility, ethereal and astral creatures and objects, and creatures or objects phased inside other creatures or objects within 120'.

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

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

ACTIONS

Multiattack. The phaerimm makes three attacks: one each with its Claws, Bite, and Sting.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (4d6+1) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (2d10+1) piercing damage.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) piercing damage, and the target must make a DC 12 Constitution save or be poisoned for 1 minute. While poisoned in this way, the creature levitates 5' above the ground and is paralyzed. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

Arcane Missiles (recharge 5-6). The phaerimm creates three force missiles, each of which flies at a target the phaerimm can see within 120'. Each missile does 7 (2d6) force damage.

Effects such as *shield* treat this ability as if it were a *magic missile* spell.

Spellcasting. The phaerimm casts one of the following spells, using Charisma as the spellcasting ability (DC 19, +11 to hit) and requiring no verbal, somatic, or material components.

At will- *acid splash* (2d6), *flame bolt* (2d10), *mage hand*, *prestidigitation*.

2/day- *lightning bolt*.

1/day- *confusion*, *greater invisibility*, *hold person*, *slow*.

BONUS ACTIONS

Misty Step (2/day). The phaerimm teleports to a space it can see within 60'.

REACTIONS

Diminish Pain. When the phaerimm takes damage, it reduces that damage by 10 (4d4), to a

maximum of half the damage taken.

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

PHALLUSIAN

Source: Homebrewed

A phallusian is a foul creature that resembles a humanoid phallus. Created by Froth in order to establish a population of amusing, perverse creatures to serve his interests, phallusians are as decadent as their god, and love to threaten other creatures with rape and worse violations.

Devoted to Perversion. The dedication of phallusians to their god is universal and extreme. They were created from the mind of Froth, and thus love to shock, offend and violate other creatures. They partake in ritual torture, rape and necrophilia, but are forced to use artificial aids to penetrate their victims, since ironically, the phallusian, while it is nothing but genitals, has no actual genitals of its own, and is too big to insert itself bodily into any but the largest of victims. A phallusian lair is usually bedecked with pornography and rotting trophies that the creatures keep around in order to practice necrophilia.

Comical Appearance. Upon first sighting a phallusian, a party of adventurers rarely takes it seriously. This is a dangerous mistake, but one that suits the phallusians just fine. They will often attempt to lure adventurers into their community, trying to get them to let down their guard, before attempting to capture or kill them.

Phallusian Challenge Rating. When assessing the Challenge Rating of a phallusian, assume it deals Dirty Trick damage once.

When assessing the Challenge Rating of a phallusian villain, because it can blind its target without losing an attack, increase its effective AC and attack bonus by 2 each, and assume it deals Dirty Trick damage once per round.

Phallusian Treasure. A phallusian typically carries 2d8 sp and 1d6 gp.

The lair of a group of at least six phallusians also has a 50% chance to contain 1d6 x 50 gp in assorted coins; a 20% chance to contain 1d3 scrolls; and a 10% chance each to contain 1d2 art objects and 1 random magic item.

If the lair hosts at least 12 phallusians, it instead also has a 50% chance to contain 2d4 x 200 gp in assorted coins; a 25% chance to contain 1d6 scrolls; and a 20% chance each to contain 1d6 x 50 gp in trade goods, 1d4 art objects and 1 random magic item.

If it is home to 51 or more phallusians, there is a 75% chance each that the lair has 1d10 x 1,000 gp in assorted coins, 1d6 x 400 gp in trade goods, and 1d6 art objects; a 30% chance each that it holds 2d6 scrolls and 1d4 random magic items; and a 15% chance that it contains 1d8 gems.

PHALLUSIAN PCS

Because phallusians are directly created by Froth, pc phallusians must be devotees of that distasteful god. As such, they really aren't well suited to play in a heroic group. However, in a group that is down with Froth style shenanigans, a phallusian could be a viable pc option.

The other alternative is a rogue phallusian—one that has somehow turned from Froth and from evil, probably via a *helm of opposite alignment*, the Fates card of a *deck of many things*, an *atonement* spell, psychic surgery, or something similar. Any such backstory should be approved by the DM.

Mid-Level (8+): A phallusian's Dirty Trick is an inferior version of sneak attack. However, it will stack with sneak attack, making a phallusian rogue particularly potent. Between this and its superior ability score adjustments, a phallusian pc is suitable for starting play with 4th level groups.

PHALLUSIAN TRAITS

Phallusian pcs have the following racial traits.

Ability Score Adjustments. Your Charisma and Constitution scores each increase by 2. In addition, choose Strength or Dexterity and increase it by 1. Then decrease your Wisdom by 2.

Age. Phallusians are created fully mature, but have no way to reproduce. They live until slain or

some disaster or illness befalls them. A phallusian grows old by around the age of 40, but old age affects them only cosmetically, and they are functionally immortal. You could thus be any age, but a first level phallusian is unlikely to be older than 1 year.

Size. You are Medium. A typical phallusian stands about 5' to 7' tall when fully erect, and weighs 80 to 140 lbs.

Speed. Your speed is 30'.

Monstrosity. You are a Monstrosity.

Dirty Trick. If you hit with a melee attack and the target can't see you, the attack deals an extra 7 (2d6) damage.

Blinding Ejaculation. You spew ejaculate at one creature within 5', which must make a Dexterity saving throw, DC 8 + your proficiency bonus + your Con bonus, or take 1d4 acid damage and be blinded. At the end of each of its turns, the creature may make a Constitution saving throw against the same DC to end the blindness. In addition, a creature can use an action to wipe its eyes off and end the blindness.

Languages. You speak Common and one other language of your choice.

ARTIST OF OBSCENITY (Phallusian Racial Feat)

Prerequisites: Phallusian.

You have achieved transcendent levels of perversion and turned obscenity into an art form. You gain the following benefits.

- You can use your Blinding Ejaculation feature as a bonus action instead of an action, and it does 2d4 acid damage.
- Your Dirty Trick feature deals an extra 1d6 damage.

Phallusian

Medium Monstrosity, always neutral evil, chaotic evil, or chaotic neutral

Armor Class 12 (leather armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

**STR 13 (+1), DEX 12 (+1), CON 14 (+2),
INT 10 (+0), WIS 7 (-2), CHA 16 (+3)**

Senses passive Perception 8

Languages Common

Challenge ¼ (50 xp) **Prof** +2

Dirty Trick. If a phallusian hits with a melee attack and the target can't see the phallusian, the attack deals an extra 7 (2d6) damage.

ACTIONS

Morning Star. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Blinding Ejaculation. One creature within 5' must make a Dexterity saving throw (DC 12) or take 1d4 acid damage and be blinded. At the end of each of its turns, the creature may make a Constitution saving throw (DC 12) to end the blindness. In addition, a creature can spend an action to end the blindness.

Phallusian Priest of Froth

Medium Monstrosity, always neutral evil, chaotic evil, or chaotic neutral

Armor Class 16 (chain mail)

Hit Points 65 (10d8+20)

Speed 30 ft.

**STR 13 (+1), DEX 12 (+1), CON 14 (+2),
INT 8 (-1), WIS 13 (+1), CHA 16 (+3)**

Senses passive Perception 11

Languages Common

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

Dirty Trick. If a phallusian hits with a melee attack and the target can't see the phallusian, the attack deals an extra 7 (2d6) damage.

ACTIONS

Morning Star. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Blinding Ejaculation. One creature within 5' must make a Dexterity saving throw (DC 12) or take 1d4 acid damage and be blinded. At the end of each of its turns, the creature may make a Constitution saving throw (DC 12) to end the blindness. In addition, a creature can spend an action to end the blindness.

Golden Shower (1/day) (3rd level spell). The phallusian begins urinating for as long as it concentrates, up to 1 minute. It makes the following attack: *Ranged Spell Attack:* +3 to hit, range 30', one target. *Hit:* 14 (4d6) acid damage.

Golden Shower Spray. If the priest's Golden Shower is active, it makes the following attack: *Ranged Spell Attack:* +3 to hit, range 30', one target. *Hit:* 14 (3d6) acid damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability (DC 11, +3 to hit):

At will- *Guidance, resistance, sacred flame, thaumaturgy.*

2/day- *Hold person, inflict wounds.*

1/day- *Bestow curse, charm person, desire, suggestion.*

Phallusian Villain

The phallusian villain uses the Phallusian stat block with the following changes.

- Its AC is 20 (plate and shield).
- It has 84 (13d8+26) hit points.
- Its Strength and Charisma are 18 (+4).
- Its Morningstar is +7 to hit and deals 1d8+4 bludgeoning plus 3d6 necrotic damage.
- Its Blinding Ejaculation is a bonus action instead of an action, has a save DC of 13,

and deals 1d8 acid damage.

- Its Challenge Rating is 7 (2,900 xp).
- Its proficiency bonus is +3.

The villain has the following additional Action options.

- **Multiattack.** The phallusian makes three Morningstar attacks. It can replace one attack with a Violating Touch, if available.
- **Violating Touch (recharge 5-6).** The phallusian touches one creature within 5'. It must make a DC 14 Wis save, becoming frightened and paralyzed until the end of the creature's next turn on a failure.
- **Massive Load (1/day).** The phallusian sprays ejaculate in a 20' cone. Each creature in the cone must make a DC 12 Dex save, taking 11 (2d10) acid damage on a failure. A creature that fails its save is also blinded and falls prone. The creature can make a DC 12 Con save at the end of each of its turns to end the blindness. In addition, a creature can use an action to clear the victim's eyes, ending the blindness.

PHANATON

Source: 2e *Mystara Monstrous Compendium Appendix.*

Phanatons are shy, gentle creatures that look like a cross between a monkey and a raccoon or lemur. A phanton has a highly expressive face. It is about as tall as a halfling, but has a 4' long, supple, prehensile tail. It also has flaps of skin that allow it to glide when it launches itself from a height, such as the top of a tree.

Phanatons live in remote forests. There are colonies of phanatons on the Isle of Dread, in the Great Redwood Forest of Valonia, and in similar places where civilization is far away. Phanatons use simple weapons, such as staves and nets, which they fabricate from material available in their home woodlands. As a last resort, a phanton can bite, but most phanatons find this extremely distasteful to do.

Tribal Life. Phanatons typically live in **clans** of anywhere from 30 to 300 members. Each clan is an extended family unit, and a group of clans together makes up a **tribe**. Phanatons prefer a simple, easy life, and usually have no ambitions to improve their technology or become more civilized. However, the rare exception exists, and such a phanaton sometimes even leaves its forest to seek adventure.

A phanaton clan is often on good terms with local **elves**, **dryads**, **treants**, and similar creatures, striving to live in harmony with them. Encounters with other Humanoids are often less positive, for the Humanoids frequently seek to cut down trees, over-harvest berries, and drive off the natural fauna, such as **bears**, that they find objectionable. Phanatons will often flee an area entirely rather than fight, but if they significantly outnumber intruding bands, they might take measures to sabotage the Humanoids' equipment, drive them away, or even slay them with traps or by tricking them into provoking local monsters.

Phanaton Treasure. Phanatons don't collect treasure, but any group of 100 or more has a 25% chance of having 1d6 x 50 gp in trade goods.

PHANATON PCS

The only real obstacle to playing a phanaton is that these creatures are fairly reclusive. Otherwise, their ability to glide is their only even slightly problematic ability.

Low Level (3+): A phanaton's superior ability score adjustments are enough that it isn't suitable for starting groups. Instead, a phanaton is well-suited to joining a group of 3rd or higher level pcs.

PHANATON TRAITS

Phanaton pcs have the following racial traits.

Ability Score Adjustments. Choose Dexterity or Wisdom and increase it by 4. Then increase the other by 2.

Age. A phanaton kit matures by about six months of age, is old by the age of 40, and rarely lives past 80..

Size. You are Small. A typical phallusian is about 3' to 3'10" tall and weighs 35 to 75 lbs.

Monstrosity. You are a Monstrosity.

Speed. Your speed is 25'.

Glide. You have a fly speed of 50', but when you fly, you can't gain altitude, and you descend 1' for every 5' you move.

Forest Empathy. You have advantage on Wisdom (Perception) checks while within a forest.

Bite. You can use your bite as a natural weapon with the finesse property that deals 1d4 piercing damage.

Languages. You speak Common and Phanaton.

Phanaton

Small Monstrosity, often chaotic good

Armor Class 13

Hit Points 7 (2d6)

Speed 25 ft., fly 50 ft.

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

Skills Perception +5, Stealth +5

Senses passive Perception 15 (20 in woodlands)

Languages Phanaton, Common

Challenge 1/8 (25 xp) **Prof** +2

Forest Empathy. The phanaton has advantage on Wisdom (Perception) checks while within a forest.

Glide. When the phanaton flies, it can't gain altitude, and it descends 1' for every 5' it moves.

ACTIONS

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

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

Phanaton N'Chala

Phanatons are not a warlike people, but every clan has a few individuals who are more prone to fighting than is typical. Such phanatons are called n'chala, and are treated differently from a young age. The n'chalas are encouraged to spend time together, both honing their fighting skills by practicing on each other and building camaraderie. When enemies threaten the phanatons, the n'chalas are the ones who meet them. The phanaton n'chala uses the Phanaton stat block with the following changes.

- Its AC is 15 (shield).
- It has 27 (6d6+6) hit points.
- Its Strength is 14 (+2) and its Constitution is 12 (+1).
- It is also trained in Athletics +4.
- Its Challenge Rating is ½ (100 xp).

The n'chala has the following additional Action options.

- **Multiattack.** The n'chala makes two attacks with its Dagger or Staff.
- **Staff. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, or 6 (1d8+2) bludgeoning damage if wielded in both hands.

PHANE

Source: 3e *Epic Level Handbook*.

A phane is the timeless outcast offspring of gods with portfolios of time or fate. A phane is a shadowy figure; each one is unique, but all seem to flicker in and out of existence. Phanés are a type of **abomination**. A phane is shadowy and insubstantial, seemingly made of coalesced mist. Sometimes small flashes of metallic green sand emanate from it, only to vanish a moment later. The monster has a roughly humanoid head, torso, and arms, but its lower body is similar to that of some kind of great cat, perhaps a **lion** or **tiger**.

Unlike many (perhaps even most) abominations, phanes aren't usually imprisoned, per se, but are rather lost in a time far removed from their own. The phane might have been banished into the timestream by its divine parent, or it might have become lost after wandering the timeline. In some cases, the phane's original timeline no longer exists, having been destroyed, possibly by a paradox caused by the phane itself. In any case, the phane is a lost wanderer, even when it builds a new home for itself.

However, some phanes are imprisoned outside of the time stream. Breaching such prisons is an extremely difficult challenge, but an imprisoned phane might offer great rewards for its freedom.

A phane attacks by sucking the time remaining to a creature or object out of it, aging the target until it turns into dust. It also has a plethora of other ways to manipulate time, speeding it up, slowing it down, or even causing it to stop entirely for certain creatures or objects.

Phane Allies. Phanés that have escaped imprisonment are sometimes found working with powerful destructive creatures, such as **ruin chanters**, **nightwalkers**, powerful **demons and devils**, mighty Fey, and others. The freed phane is often filled with rage at its timeless imprisonment, and seeks to avenge itself on the entire universe.

The phane's mere presence can sometimes attract, or perhaps create, certain time-related monsters such as **eon riders** and **future eaters**. A few **chronal repeaters** have joined with phanes to carry out bizarre schemes.

Less destructively inclined phanes sometimes work alongside **time elementals**.

Phane Challenge Rating. When assessing the Challenge Rating of a phane, increase its effective hit points by 50% because of its Null Time Field.

Phane Treasure. A phane's lair, should it have one, has a 75% chance each of having 1d12 x 1,000 cp, sp, and gp, plus a 50% chance each of having 3d10 gems, 2d10 art objects, and 1d6+3 magic items.

Phane

Large Fiend (Abomination), usually chaotic evil

Armor Class 20 (temporal sense)

Hit Points 414 (36d10+216)

Speed 80 ft., fly 120 ft.

**STR 10 (+0), DEX 25 (+7), CON 22 (+6),
INT 22 (+6), WIS 16 (+3), CHA 27 (+8)**

Saving Throws Str +7, Dex +14, Con +13, Int +13, Wis +10, Cha +15

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

Damage Immunities poison

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

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Celestial, Infernal; telepathy 120 ft.

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

Compress Time. The phane rolls three initiatives at the start of combat and takes a full turn on each one.

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

Incorporeal Movement. The phane 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.

Null Time Field. Within 30 ft. of the phane, time runs in fits and starts. A creature that starts its turn within 30 ft. of the phane must make a DC 23 Charisma save or it skips its turn completely, including effects that would apply at the start or end of its turn, saving throws, etc.

Regeneration. If the phane starts its turn and has at least 1 hit point, it regains 10 hit points.

Temporal Sense. The phane can see a few seconds into the future. Because of this, it adds its Wisdom bonus to AC.

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

ACTIONS

Stasis Touch. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) necrotic damage, and the target must make a DC 23 Wisdom save or it falls into stasis for 1 hour. The creature repeats the save at the end of each of its turns, ending the effect after two successes. The stasis can also be ended via a *dispel magic* or *remove curse* spell (treat the stasis touch as a 5th level spell for dispelling purposes). While the target is in stasis, no time passes for it (except as a result of the phane's time leech ability), it can't move or take actions, it is unaware of the events happening around it, and it can't be affected by anything other than the phane's time leech ability or effects that end the stasis.

Summon Past Time Duplicate (1/day). The phane summons a duplicate of a creature that it can see from an alternate timeline. The duplicate has the original's statistics with the following changes.

- It has $\frac{3}{4}$ the original creature's maximum hit points.
- Its proficiency bonus is one lower than the original creature's.

The duplicate appears in an unoccupied space within 60 ft. of the phane and rolls for initiative immediately. It attacks the creature that it is a duplicate of and its allies.

Spellcasting. The phane casts one of the following spells, using Charisma as the spellcasting ability (DC 23) and requiring no material components.

At Will- *Detect magic, haste, invisibility, misty step, plane shift, slow.*

1/day- *Time stop.*

BONUS ACTIONS

Release Stasis. The phane frees any number of creatures that it has placed in stasis.

Time Leech. Each creature trapped in stasis by the phane's stasis touch ages 1d4 years. For each affected creature, the phane regains 10 hit points.

PHANTOM FUNGUS

Source: 3e *Monster Manual*.

A phantom fungus is a strange creature that is naturally invisible. When it becomes visible upon being slain- or to creatures capable of seeing invisible creatures- a phantom fungus resembles a strange quadruped, with a collection of writhing tendrils surrounding a toothy maw. A phantom fungus stalks prey with a surprising degree of cunning, seeking to bring it down and suck its nutritious juices.

Phantom fungi grow underground, in dungeons and in the Underdark. They usually hunt alone, though a few small **packs** of up to six phantom fungi have been reported.

Purchasing Phantom Fungus Spores.

Dwarves and orcs sometimes sell phantom fungus spores, allowing creatures to propagate 1d4 phantom fungi 3d4 days after they are planted in a medium of rotting flesh, if the medium has water and is not exposed to sunlight. (The grower has no control over them.) Such spores typically cost around 60 gp.

Phantom Fungus Challenge Rating. When assessing the Challenge Rating of a phantom fungus, increase its effective AC and attack bonus by 4 to account for its Natural Invisibility.

Phantom Fungi Treasure. A phantom fungus doesn't typically keep treasure.

Phantom Fungus

Medium Plant, always unaligned

Armor Class 10

Hit Points 60 (8d8+24)

Speed 20 ft.

STR 14 (+2), **DEX** 10 (+0), **CON** 16 (+3),
INT 2 (-4), **WIS** 11 (+0), **CHA** 9 (-1)

Skills Stealth +2

Senses blindsight 40 ft., passive Perception 10

Languages -

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

Natural Invisibility. The phantom fungus is always invisible, even when it attacks.

Unseen Strike. If the phantom fungus hits a target that can't see it with a melee attack, it deals an extra 10 (3d6) damage.

ACTIONS

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

Phantom Fungus Ambusher

The phantom fungus ambusher uses the Phantom Fungus stat block with the following changes.

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

The fungus has the following additional Traits.

- **Ambusher.** The fungus has advantage on initiative rolls.
- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

The fungus has the following additional Reaction option.

- **Defensive Shift.** When an attack misses the fungus, it moves 10'.

PHANTOM STALKER

Source: 1e *Fiend Folio*.

A phantom stalker is a creature from the Elemental Plane of Fire. It is the fiery parallel of the **invisible stalker**. Many sages speculate that there are as-yet undiscovered elemental water and earth stalkers of some kind, too, but this remains unconfirmed.

On the Elemental Plane of Fire, the phantom stalker appears as a pillar of flames with the vague outlines of limbs and a head. However, when it is summoned to the World, the stalker appears as a 7' to 12' tall, muscular humanoid form with red skin, an elongated face with a pointed chin and high forehead, and eyes that blaze with internal flames. If a phantom stalker is angered, its form becomes less distinct, making it appear similar to a burning ghost.

Whipping Boys. On their native plane, phantom stalkers are routinely subject to abuse and mockery by **fire elementals**, **efreet**, **salamanders**, and various other inhabitants with higher degrees of organization, civilization, or just personal power.

Phantom Stalker Treasure. A phantom stalker doesn't typically keep treasure. However, if a phantom stalker is slain, with proper tools and quick effort, the liquid fire within it can be harvested. This will count as up to 2,500 gp worth of components for the creation of a magic item involving fire.

Phantom Stalker

Medium Elemental (Fire), always neutral

Armor Class 16 (natural armor)

Hit Points 96 (16d8+24)

Speed 30 ft., fly 60 ft.

STR 18 (+4), **DEX** 15 (+2), **CON** 14 (+2),
INT 4 (-3), **WIS** 11 (+0), **CHA** 11 (+0)

Damage Vulnerabilities cold

Damage Immunities fire, poison

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

unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 4 (1,100 xp)

Prof +2

Death Throes. When the stalker falls to 0 hit points, it explodes in a 15' radius sphere. Each creature in the sphere must make a DC 12 Dexterity save, suffering 28 (8d6) fire damage on a failure or half that on a success.

Faultless Tracker. The 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 of existence. The stalker also knows the location of its summoner.

Healing Flames. If the phantom stalker would take fire damage, it instead regains hit points equal to the damage dealt by the effect.

ACTIONS

Multiattack. The phantom stalker makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage, plus 10 (3d6) fire damage.

REACTIONS

Reactive Slam (recharges after a short or long rest). When a creature within 5' hits the phantom stalker with an attack, the stalker uses Slam against that creature.

PHANTOM WARRIOR

Location: *Curse of Strahd*.

Phantom Warrior Treasure. A phantom warrior doesn't usually keep treasure.

PHASE SPIDER

Location: *Monster Manual* p334.

Phase Spider Treasure. The lair of a phase spider tends to have the drained husks of its victims wrapped in webbing. Therefore, it might contain some treasure. The lair of up to four phase spiders has a 25% chance each to have 2d10 x 25 cp, 3d6 x 10 sp, 4d10 gp, 1d6 mundane weapons, and 1d4 pieces of mundane armor; as well as a 10% chance each of having 1d3 potions and 1 magic weapon.

The lair of five to twelve phase spiders instead has a 25% chance each to have 1d10 x 100 cp, 2d6 x 25 sp, 1d8 x 10 gp, 1d6 mundane weapons, and 1d4 pieces of mundane armor; as well as a 10% chance each of having 1d4 gems, 1d4 potions, 1d2 magic weapons, and 1 (1-4) or 1d3 (5-6) random magic items.

The lair of 13 or more phase spiders instead has a 35% chance each to have 2d8 x 100 cp, 2d6 x 50 sp, 1d12 x 25 gp, 1d6 mundane weapons, and 1d4 pieces of mundane armor; as well as a 20% chance each of having 1d6 gems, 1d4 potions, 1d2 magic weapons, and 1 (1-4) or 1d3+1 (5-6) random magic items.

Phase Spider Half Black Dragon

The phase spider half black dragon uses the Phase Spider stat block with the following changes.

- The spider gains resistance to acid damage.
- The spider gains blindsight 10'.
- The spider speaks Draconic.

The spider gains the following additional Action option.

- **Breath Weapon.** The spider exhales acid in a 5' wide, 15' long line. Each creature in the line must make a DC 11 Dex save, taking 22 (5d8) acid damage on a failure or half that on a success.

Phase Spider Whopper

The phase spider whopper uses the Phase Spider stat block with the following changes.

- It is Huge.
- Its AC is 17 (natural armor).
- It has 73 (9d12+27) hit points.
- Its Strength is 18 (+4) and its Constitution is 16 (+3).
- Its Bite is +6 to hit and does 2d10+4 damage.
- Its Challenge Rating is 4 (1,100 xp).

PHOENIX

Source: 3e *Monster Manual* 2.

The phoenix, also sometimes called a firebird (especially those of lesser intellect), is a tremendously powerful creature that symbolizes rebirth, purification, and fire. Some cults actually worship the phoenix as a god, and clerics of the phoenix travel the world spreading weal and attempting to right wrongs.

A phoenix resembles an immense bird of prey that measures between 10' and 15' from head to tail and has a wingspan of around 40'. It is a beautiful mix of red, orange, and yellow, and the creature looks aflame when it moves. When a phoenix dies, it explodes in a blazing conflagration of flame, leaving only ashes. Moments later, a new phoenix arises from the ashes, fully grown and unharmed.

Powerful Omens. Most creatures view a sighting of a phoenix as a powerful omen. Such a sighting usually presages both destruction and some kind of renewal. Followers of the Phoenix Cult often see death as a step along a greater journey and show little fear for their lives.

Servants of Good. A phoenix is an agent of good. It opposes evil, aids those in need, heals the injured and sick, provides succor to the lost and frightened, and seeks to fortify those who would stand against evil. A phoenix is a selfless creature with a fearless disregard for danger to itself, since it returns from the flames upon being slain.

The Tragedy of Stupidity. Over the last few centuries, many phoenixes have been born without the brilliant intellect normal to their race. Such phoenixes also possess only a fraction of the normal magical might of a phoenix. This has led to a growing sense of urgency among the remaining intelligent phoenixes and those who serve or work as partners with them. The cause of this growing stupidity among the phoenix population is a mystery that, if not solved, will eventually lead to the loss of the phoenix as it has been known for millennia.

The Final Phoenix- Trapped. The Final Phoenix, an exemplar of the species and one of the few remaining intellectual giants among them, is a rumored near-deity amongst the phoenixes, but it has fallen into the grip of Torog, the god of imprisonment and the Underdark. It is said that the Final Phoenix is imprisoned deep in the earth in one of Torog's torture dens, held in a cage from which it cannot escape, and that its freedom is the key to the epidemic of stunted mental growth that has gripped the race.

Phoenix Treasure. A phoenix doesn't keep treasure.

Phoenix

Huge Celestial, always neutral good

Armor Class 15 (natural armor)

Hit Points 170 (20d12+40)

Speed 15 ft., fly 200 ft.

**STR 18 (+4), DEX 16 (+3), CON 15 (+2),
INT 18 (+4), WIS 17 (+3), CHA 21 (+5)**

Saving Throws Str +10, Dex +9, Con +8, Int +10,
Wis +9, Cha +11

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

Skills Arcana +10, History +10, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Celestial, Common, Ignan;
telepathy 60'

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

Immolation. If the phoenix falls to 0 hit points, it explodes in a ball of flame in a 20' radius sphere centered in its space. Each creature in the sphere must make a DC 19 Dexterity save, suffering 70 (20d6) fire damage and 70 (20d6) radiant damage on a failure or half that on a success. One minute later, a new phoenix arises in the space where it died.

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

Magic Weapons. The phoenix' weapon attacks are magical.

Planar Travel. The phoenix can spend 1 minute entering the Astral or Ethereal Plane, or returning to the Prime Material Plane from either of those planes.

ACTIONS

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

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 18 (4d6+4) piercing damage.

Shriek (recharges after a short or long rest). The phoenix emits a loud shriek. Each creature of its choice within 30' must succeed on a DC 19 Wisdom save or be stunned until the end of the phoenix' next turn.

Cloak of Flames. The phoenix bursts into flames. Until the end of its next turns, whenever a creature within 5' hits it with a melee attack, that creature takes 13 (3d8) fire damage.

Spellcasting. The phoenix casts one of the following spells using Charisma as its spellcasting ability (save DC 19, +11 to hit), requiring no material components:

At will- *Blindness/deafness, blur, color spray, dancing lights, death ward, find traps, greater restoration, invisibility, lesser restoration, produce flame* (4d8), *see invisibility*.

3/day- *Heal*.

1/day- *Incendiary cloud, reincarnate* (as an action), *wall of fire*.

PHRAINT

Source: *Arduin Grimoire*.

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

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

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

Predating the Current Multiverse. On Cydra, phraints harken back to the previous multiverse destroyed by Tharizdun. A fairly large percentage of the infinite universes of that multiverse had been overrun by the forces of a family of god-enslaving tyrants named Steel. Phraints served the various Steel family members,

until Pharonn Steel XLVII was finally slain by the Knights of Sanctuary. Their presence in the current multiverse is, at least for now, difficult to explain.

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

PHRENIC CREATURE

Source: *3.5e Expanded Psionics Handbook*.

A phrenic creature is a psionically active individual from a race that is largely non-psionic. Often a mutant (called a “wild talent”), a phrenic creature might also achieve psionics through experimentation, exposure to certain energies (especially those of the Far Realm), telepathic trauma, or some other means.

Phrenic creatures vary as much as their non-psionic counterparts do. Two phrenic elves might have wildly different lifestyles and professions, while a phrenic manticore and a phrenic dwarf might share only the fact that they are psionically endowed.

The nature of the psionic powers of a given phrenic creature is unpredictable. Some might have the ability to unleash mind blasts similar to those of the illithids, while another might be able to boost itself physically with an adrenaline surge, and yet another might master psionic teleportation powers. Some phrenic creatures grow more powerful psionically over time, either spending the time and discipline to work them like a muscle or just naturally expanding its mind as it ages and gains experience.

If the base creature is a Beast, the phrenic version is a Monstrosity.

Phrenic Creature Treasure. A phrenic creature typically collects the same treasure as its non-phrenic kin.

Phrenic 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.

Psychic Whip (psionics) (recharge 5-6). One creature the dopegee can see within 30' must make a DC 11 Wis save or take 13 (3d8) psychic damage and, if it's not immune to the frightened condition, it must use its reaction to move its speed, ending this move as far away from the dopegee as possible.

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.

Phrenic Ghoul

The phrenic ghoul has a swollen head that looks like it could burst at any moment. It uses the **ghoul** stat block with the following changes.

- Its Intelligence and Wisdom are 15 (+2).
- Its passive Perception is 12.

The ghoul has the following additional Action option.

- **Mind Seize (recharges when first bloodied).** The ghoul psionically targets up to three creatures it can see, which must make DC 12 Wis saves. A creature that fails this save is psionically paralyzed for 1 minute (save ends).

Phrenic Manticore

When assessing the Challenge Rating of a phrenic manticore, increase its effective AC by 2 and its effective attack bonus and per-attack damage by 3 because of its Adrenaline Boost feature.

Large Monstrosity, often lawful evil

Armor Class 14 (natural armor)

Hit Points 76 (8d10+32)

Speed 30 ft., fly 50 ft.

**STR 18 (+4), DEX 16 (+3), CON 18 (+4),
INT 9 (-1), WIS 12 (+1), CHA 8 (-1)**

Skills Athletics +6

Condition Immunities paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception x
Languages Common
Challenge 4 (1,100 xp) **Prof** +2

Body Control (psionics). The manticore automatically succeeds on death saves. If reduced to 0 hit points, it regains 1 hit point in 10 minutes. When it completes a short rest, it regains 17 (2d10+6) hit points. When it completes a long rest, it regains all its hit points and expended Hit Dice.

Tail Spike Regrowth. The manticore has 24 tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one Bite and two Claws, or three Tail Spikes.

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

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

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

BONUS ACTIONS

Adrenaline Boost (psionics) (2/day). For the next 1 minute, the manticore gains the following benefits.

- It has advantage on all saves and on Strength, Dexterity, and Constitution checks.
- It gains a bonus of +1d6 on attack rolls and damage rolls.

Cell Adjustment (psionics) (1/day). The manticore regains 16 (3d8+3) hit points.

PHTHISIC

Source: 3.5e *Expanded Psionics Handbook*

A phthisic is a repressed neurosis wrenched from the subconscious mind to walk the world in living, breathing form. Composed of ectoplasm, the phthisic has a vaguely humanoid form, with dagger-like teeth, bulging eyes, long claws, hide with icicle-like protrusions covering it, and yet strangely familiar features, almost as if its face were that of the person from whom it were spawned. Phthtistics are created through dark psionic powers, and stand around 10' tall, weighing around 600 lbs.

Feed on Sanity. A phthisic is completely insane and constantly craves the sweet nectar of the sanity of others as a method to soothe its mental torment, however fleetingly. As it feeds on a creature's intellect, the victim experiences a terrific, deadly chill.

Mockeries of their Progenitors. A phthisic is spawned through some dark, little-known psionic power. The creature from which it comes may not know that the phthisic exists, much less that it is from the creature's own mind. A phthisic tends to have a twisted version of its progenitor's personality, with similar interests turned in dark directions. Many a phthisic stalks the creature from which it arose.

Phthisic Gangs. Most phthisics operate alone, but sometimes, the creature who created it is not content with but a single phthisic and unleashes several of these horrors on the world. In such a case, the phthisics might work together in a **gang**, but such a group is rarely stable and almost never includes more than four phthisics.

Phthisics never willingly make common cause with rational beings. They are, however, happy to join forces with creatures like **fihyrs**, or occasionally with even darker entities, such as **zaniacs**. There have been a number of instances where powerful psionic creatures such as **mind flayers** have used their powers to bind phthisics in service to them.

Phthisics Treasure. Phthisics sometimes hoard treasure. A single phthisic has a 35% chance each of having 3d6 x 100 cp, sp, and gp; a 25% chance each of having 2d10 x 10 ep and 1d8 gems; and a 10% chance each of having 3d10 pp and 1 random magic item.

A gang of two or more phthisics instead has a 40% chance each of having 3d6 x 100 cp, 1d6 x 500 sp, and 2d6 x 200 gp; a 30% chance each of having 2d6 x 50 ep and 2d6 gems; and a 10% chance each of having 3d10 pp and 1d4 random magic items.

Phthisic

Large Aberration, always chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (9d10+36)

Speed 30 ft.

**STR 20 (+5), DEX 12 (+1), CON 18 (+4),
INT 10 (+0), WIS 16 (+3), CHA 16 (+3)**

Saving Throws Dex +4, Int +3, Wis +6

Skills Intimidation +6

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

Senses darkvision 60 ft., passive Perception 13

Languages the primary language of its progenitor

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

Keen Senses. The phthisic has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Multiattack. The phthisic makes one attack each with its Bite and its Claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) piercing damage plus 11 (2d10) psychic damage. A creature that takes

any psychic damage must make a DC 14 Int save or lose 1d4 points of Intelligence. If this reduces the creature's Intelligence to 0, it dies. Each time the creature completes a long rest, it regains 1d4 points of lost Intelligence.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Whelm (psionics) (1st level spell) (3/day). One creature within 120' must make a Wisdom save, suffering 10 (3d6) psychic damage on a failure or half that on a success. If this damage reduces the target to 0 hit points, it is unconscious and stable.

Spellcasting. The phthisic casts one of the following spells, using Charisma as the spellcasting ability (save DC 14).

3/day- Hold person.

BONUS ACTIONS

Misty Step (psionics) (2nd level spell) (3/day). The phthisic teleports up to 60' to a space it can see.

REACTIONS

Trigger Neuroses. When a creature bloodies the phthisic, the phthisic psionically unleashes that creature's neuroses. The triggering creature must make a DC 14 Wis save or become frightened for 1 minute (save ends). While frightened in this way, the creature weeps uncontrollably and can't speak.

PIERCER

Piercer Treasure. Piercers don't collect treasure, but any that their prey had is often left behind in the piercer's lair. There is therefore a 10% chance each of 1d100 cp, 1d100 sp, 1d20 ep, and 1d10 gp in the lair of a **colony** of up to twenty piercers.

If the **colony** has 21 or more members, the lair instead has a 10% chance each of having 2d10 x 10 cp, 2d10 x 10 sp, 2d6 x 5 ep, and 3d12 gp.

Piercer Ceiling Crawler

The piercer ceiling crawler uses the Piercer stat block with the following changes.

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

The ceiling crawler 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.

PINK ORMR

Source: Homebrew.

Ormrns are intelligent worm-like creatures that are servants of Chaos, the weakest and most prevalent of the Worms of Chaos released into the world millennia ago by the Sword Emperor and his companions. Like slaadi, ormrns are distinguished by their color, and each color has certain common traits. However, any type of ormr could conceivably take on any role in ormr society (such as it is).

Unpredictable. Ormrns are found in any combination and number, from appearing individually to huge numbers in vast, hidden cities. Each ormr is an individual and is generally unpredictable, but one common trait that all ormrns share is a strong reluctance to harm another ormr. While internecine conflicts aren't unheard of amongst the ormrns, they are very rare, especially considering the chaotic ormr nature, and are almost always political rather than violent.

Servants of Chaos. Although there are plenty of exceptions, most ormrns follow and revel in Chaos, often through the agency of Na'Rat but sometimes as a philosophical concept. Many times, obelisks of Na'Rat or other Chaos power sources will be celebrated and sometimes even guarded by ormrns. Because of this, many ormrns have atypical statistics.

Chaotic Nature. An ormr doesn't need to eat or drink conventional food or drink, but instead gains sustenance from partaking in Chaotic acts. If it cannot do so, an ormr will gradually weaken and starve to death.

Multitudinous Types. There are many types of ormrns rumored to exist, though some reported types may actually have been unique individuals. The yellow, white, and pink ormrns are most common. A pink ormr is about 8' long if on the ground, and can heave its forebody upright. Being boneless, the ormr weighs only around 40 lbs.

A pink ormr is born with innate magical abilities. Some further develop these powers, taking up wizardry or sorcery, while others serve as ormr sages, teachers, or prophets.

Pink Architects. A few daft adventurers who have ventured deep into wormy realms in the Underdark claim to have discovered areas of sprawling interconnected tunnels made by pink ormr architects who use magic to do all the work. These huge warrens often have no ormrns at all in them, the wormfolk having moved on or been destroyed long ago. Such an area can often serve as an excellent strongpoint, trap, or fortress for **duergar**, **Drow**, **mind flayers**, or other subterranean creatures.

Ormr Treasure. A pink ormr typically carries 3d6 sp and 1d10 gp.

The lair of a group of 10 to 30 ormrns (of any mix of types) also has a 35% chance to contain 1d6 x 200 gp in assorted coins and gems.

If the lair is home to 31 to 100 ormrns, there is instead also a 75% chance that it contains 2d8 x 200 gp in trade goods; a 60% chance that it contains 3d6 x 200 gp in assorted coins and gems; and a 25% chance each that it contains 1d6 potions and 1d2 random magic items.

A lair for 101 or more ormrns instead also has a 75% chance to contain 1d10 x 1,000 gp in trade goods; a 70% chance to contain 3d10 x 250 gp in assorted coins and gems; and a 25% chance each to contain 2d6 potions and 1d4 random magic items.

Pink Ormr

Medium Aberration (Ormr, Worm), always chaotic neutral

Armor Class 10

Hit Points 22 (5d8)

Speed 20 ft., burrow 15 ft.

**STR 10 (+0), DEX 11 (+0), CON 10 (+0),
INT 16 (+3), WIS 12 (+1), CHA 15 (+2)**

Saving Throws Wis +3, Cha +3

Senses Darkvision 60 ft., passive Perception 11

Languages Ormr

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

ac 10, hp 22 = 0

21/rd at +4 =

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if held in both hands.

Scorching Ray (2nd level spell) (3/day). The ormr makes the following attack three times. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 7 (2d6) fire damage.

Spellcasting. The ormr casts one of the following spells, using Charisma as the spellcasting ability (save DC 12):

1/day- *Bane, bless, confusion, crown of madness.*

3/day- *Color spray.*

Pink Ormr Architect

The pink ormr architect uses the Pink Ormr stat block with the following changes.

- Its Spellcasting action includes the following additional options.
 - At will- *Stone shape.*
 - 1/day- *Fabricate, wall of stone.*

Pink Ormr Fighter

The pink ormr fighter uses the Pink Ormr stat block with the following changes.

- Its AC is 16 (chain mail).
- It has 55 (10d8+10) hit points.
- Its Strength is 15 (+2) and its Constitution is 13 (+1).
- Its Staff is +4 to hit and does 1d8+2 damage if wielded in both hands.

The fighter has the following additional Action options.

- **Multiattack.** The ormr makes three Staff attacks.

Pink Ormr Lightning Mage

The pink ormr lightning mage uses the Pink Ormr stat block with the following changes.

- Its AC is 13 (*mage armor*).
- It has 63 (14d8) hit points.
- Its Charisma is 18 (+4).
- Its Scorching Ray action is +6 to hit.
- Its Spellcasting action has a save DC of 14, and includes the following additional options.
 - At will- *Shocking grasp* (2d8).
 - 1/day- *Lightning bolt.*
- Its Challenge Rating is 3 (700 xp).

The lightning mage has the following additional Action option.

- **Jarring Jolt.** The ormr targets up to two creatures it can see within 60', each of which must make a DC 14 Dex save, taking 16 (3d10) lightning damage on a failure or half that on a success. In addition, a creature that fails its save drops everything it is holding except a shield.

PIRATE

Location: *Monster Manual, Ghosts of Saltmarsh* (pirate bosun, captain, deck wizard, first mate).

Pirate Treasure. Each pirate typically carries 2d10 cp and 2d8 sp.

Pirate groups often hide their treasure or keep it stowed away below decks on their ships. A given pirate **crew** numbering ten to twenty also has a 50% chance to have 2d10 x 100 gp in trade goods; a 30% chance each to have 1d6 x 1,000 cp, 1d12 x 100 sp, 1d8 x 100 gp, and 1d10 art objects; and a 10% chance each to have 1d4 gems, 1d3 potions, and 1 magic weapon.

A crew of 21 to 60 pirates instead also has a 50% chance to have 2d10 x 250 gp in trade goods; a 30% chance each to have 2d6 x 1,000 cp, 1d6 x 1,000 sp, 1d8 x 500 gp, and 2d10 art objects; and a 10% chance each to have 1d6 gems, 1d4+1 potions, 1d3 magic weapon, and 1d2 random magic items.

A crew of 61 to 150 pirates instead also has a 50% chance to have 2d10 x 500 gp in trade goods; a 30% chance each to have 2d8 x 1,000 cp, 2d6 x 1,000 sp, 1d8 x 1,000 gp, and 3d10 art objects; and a 10% chance each to have 2d10 gems, 2d6 potions, 1d6 magic weapon, and 1d4 random magic items.

A crew of 151 or more pirates instead also has a 50% chance to have 2d10 x 1,000 gp in trade goods; a 30% chance each to have 2d12 x 1,000 cp, 2d8 x 1,000 sp, 2d6 x 1,000 gp, and 3d12 art objects; and a 10% chance each to have 3d10 gems, 2d6+3 potions, 1d4+3 magic weapon, and 1d6 random magic items.

Pirate Weather Witch

Medium Humanoid (any), often neutral

Armor Class 14 (*mage armor*)

Hit Points 58 (9d8+18)

Speed 30 ft., fly 30 ft.

**STR 10 (+0), DEX 12 (+1), CON 15 (+2),
INT 16 (+3), WIS 12 (+1), CHA 8 (-1)**

Skills Arcana +5, Nature +5, Survival +3

Damage Resistances cold, lightning, thunder

Senses passive Perception 11

Languages Common, Aquan

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

Control Weather (1/week). By meditating, not moving from its space, and taking no actions for 8 hours, the weather witch casts

ACTIONS

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

Fury of the Storm (recharge 4-6). The weather witch creates the illusion of a storm that covers a 90' diameter sphere centered on the witch. The illusion lasts until the end of the witch's next turn. The witch then chooses three different creatures within the illusory storm.

- The first must succeed on a DC 13 Con save, taking 10 (3d6) cold damage and having its speed reduced by 10' until the end of the creature's next turn on a failure.
- The second must succeed on a DC 13 Dex save, taking 9 (2d8) lightning damage and losing its reaction until the end of the creature's next turn on a failure.
- The third must succeed on a DC 13 Str save, taking 7 (2d6) thunder damage and being pushed 10' directly away from the witch on a failure.

Spellcasting. The weather witch casts one of the following spells, using Intelligence as the spellcasting ability (save DC 13, +5 to hit with spell attacks):

At Will- *Fog cloud, guidance, light, mist sight, shocking grasp* (2d8)

1/day- *Control wind, gust of wind, lightning bolt, wind wall.*

PISCOLOTH

Source: 1e *Monster Manual* 2.

A piscoloth resembles an upright lobster with the hind legs of a great bird and the head of a carrion crawler. Often employed as sergeants in **yugoloth** mercenary companies or overseers in daemonic slave caravans, piscoloths delight in bullying and pettiness. They are the yugoloths most often offered the opportunity to turn on their employers.

A piscoloth that isn't traveling with others of its kind is almost always found in the company of other yugoloths, especially those it can bully and boss around, such as **mezzoloth** and **canoloths**.

Piscoloth Challenge Rating. Because of its paralysis ability, when assessing the Challenge Rating of a piscoloth, double its effective damage output for its Multiattack (but not for its *phantasmal killer*).

Piscoloth Treasure. A piscoloth has a 15% chance each to have 2d4 x 100 cp, 2d6 x 100 sp, ep, and gp, 2d10 x 10 pp, 1d4 gems, 1d4 art objects, and 1d4 scrolls (1-4) or 1 random magic item (5-6).

A group of two to six piscoloths instead has a 20% chance each to have 2d6 x 500 cp, 2d6 x 200 sp, ep, and gp, 2d6 x 25 pp, 1d8 gems, 1d6 art objects, 1d4+1 scrolls, and 1d2 random magic items.

A group of seven to twenty piscoloths instead has a 30% chance each to have 2d6 x 1,000 cp, sp, ep, and gp, 2d6 x 100 pp, 3d6 gems, 2d8 art objects, 2d6+1 scrolls, and 1d6 random magic items.

Piscoloth

Medium Fiend (Yugoloth), always neutral evil

Armor Class 18 (natural armor)

Hit Points 58 (9d8+18)

Speed 25 ft., swim 50 ft.

**STR 17 (+3), DEX 11 (+0), CON 15 (+2),
INT 12 (+1), WIS 10 (+0), CHA 14 (+2)**

Skills Intimidation +5

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Infernal, telepathy 60 ft.

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

Magic Resistance. The piscoloth has advantage on saves against magical effects.

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

ACTIONS

Multiattack. The piscoloth makes three attacks: two with its Pincers and one with its Tentacles.

Pincer. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage. If this attack scores a critical hit, the severity is increased by 2d8.

Tentacles. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) poison damage, and the target must succeed on a DC 13 Constitution save or be poisoned for 1 minute (save ends). While poisoned in this way, the target is paralyzed. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The piscoloth casts one of the following spells, using Charisma as its spellcasting ability and requiring no material components (save DC 13, +5 to hit with spell attacks):

At will- *Scare*, *see invisibility*.

3/day- *Phantasmal killer*, *stinking cloud*.

PISTOL WRAITH

Source: 3e *Monsternomicon*.

A pistol wraith is the undead spirit of a gunman- either one so especially wicked that he rose after his death to haunt the land, or one slain by another pistol wraith. Many of them have orcish features, since most guns on Cydra are of orcish origin.

Hat and Duster. A pistol wraith almost always wears a cowboy hat and duster, poncho, or similar outfit. It would look right at home in a Western horror movie. Though it is translucent, its bullets are distressingly solid. However, its guns usually melt into ectoplasmic goo when it is slain.

Itching for a Duel. A pistol wraith is free willed and able to travel where it wills, but is consumed by a need to constantly test its skills in battle or, even better, a duel. If it encounters another creature with a firearm, it will challenge it openly. If the creature agrees to a duel, the pistol wraith fights fairly, and if it loses, it honors any wager it made on the outcome.

Pistol Wraith Challenge Rating. When assessing the Challenge Rating of a pistol wraith, ignore its Duelist trait.

Pistol Wraith Treasure. Pistol wraiths don't collect treasure, but those who lurk in a specific area often leave the treasure of their victims behind. In such a case, there is a 50% chance each that the area contains 1d20 x 100 gp, 1d4 gems, and 1d4 art objects; a 35% chance that it contains 1d2 magic weapons (1-4) or armor (5-6); and finally a 15% chance that it contains 1d2 random magic items.

Pistol Wraith

Medium Undead, often lawful evil

Armor Class 15

Hit Points 95 (10d8+50)

Speed 0 ft., fly 30 ft. (hover)

**STR 11 (+0), DEX 20 (+5), CON 20 (+5),
INT 10 (+0), WIS 14 (+4), CHA 18 (+4)**

Saving Throws Dex +8, Cha+7

Skills Insight +7

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

Damage Immunities cold, necrotic, poison

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

Senses Darkvision 90 ft., passive Perception 14

Languages Those it spoke in life, typically Common and Orcish

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

Dueling Instinct. When engaged in a duel, the pistol wraith's initiative is always 20 + its Dexterity modifier (typically, 25).

Duelist. When the pistol wraith hits a creature against which it is dueling with its Phantom Pistol, it deals an extra 11 (2d10) damage (not included below).

Incorporeal Movement. The pistol wraith can move through other objects and creatures as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

Phantom Pistol. *Ranged Weapon Attack:* +8 to hit, range 100/300 ft., one target. *Hit:* 10 (1d10+5) piercing damage plus 11 (2d10) necrotic damage.

Grave Shot (recharge 6). The pistol wraith makes one Phantom Pistol attack. If it hits, the attack wounds the creature's spirit. The creature takes 11 (2d10) necrotic damage at the start of each of its turns. At the end of its turn, the creature may make a DC 16 Wisdom saving throw, ending the effect on a success. The effect can also be ended by any effect that restores a creature's maximum hit points or ends a curse.

PIT FIEND

Location: *Monster Manual* p70.

Pit Fiend General Challenge Rating. When assessing the Challenge Rating of a pit fiend general, because of the extra attacks it can get virtually via summoning and enabling allies, increase its per-round damage output by 30.

Pit Fiend Treasure. A pit fiend has a 75% chance each of having 2d10 x 1,000 cp, sp, and gp, 1d6 x 1,000 ep, 3d6 x 100 pp, 3d6 gems and 1d10 art objects; as well as a 50% chance of having 1d4+1 random magic items.

Pit Fiend General

The pit fiend general uses the Pit Fiend stat block with the following changes.

- Its AC is 23 (*shield* +2).
- Its Challenge Rating is 22 (41,000 xp).

The general has the following additional Traits.

- **Legendary Resistance (1/day).** If the general fails a save, it can choose to succeed instead.
- **Special Equipment.** The general uses a *shield* +2.

The general has the following additional Action option.

- **Detonate Lackey.** The pit fiend targets one allied devil that is no more than half the CR of the pit fiend and is either bloodied or a minion that the pit fiend can see within 120'. That devil explodes, filling a sphere with a radius of 5' x the devil's proficiency bonus with flames. Each creature in the sphere must make a DC x Dex save. If it fails, it takes 2d6 fire damage times the exploding devil's proficiency bonus, or 1d6 fire damage times the exploding devil's proficiency bonus if it is a minion. If the creature succeeds on its save, it takes half damage.

The general has the following Legendary Action text.

- The general can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The general regains spent legendary actions at the start of its turn.
 - **Command Devil.** One allied devil that can see or hear the general uses its reaction to make one attack.
 - **Drain Lackey.** The pit fiend targets one allied devil that is no more than half the CR of the pit fiend and is either bloodied or a minion. That devil dies, and the general regains hit points equal to twice its Challenge Rating, or half its Challenge Rating if it's a minion.
 - **Maneuver Devil.** The general slides one allied devil that can see or hear the general up to 30'.
 - **Summon Messengers (recharge 4-6).** The general summons 2d4+2 **imps**.
 - **Summon Soldiers (recharge 6).** The general summons 1d4+3 **legion devils**.

PITCH FIEND

Source: Homebrew.

A pitch fiend is a horrifically malevolent type of Ooze that resembles a pool of amber-colored, semi-hardened tree sap. When roused by the presence of a humanoid, the sap animates, attempting to flow over living creatures and suffocate them.

Druidic Weapons. The first batch of pitch fiends were created by **druids** attempting to stave off the encroaching of civilization into a magnificent and rich forest. The pitch fiends would slay would-be foresters, acting as de facto protectors of the wild. Over the centuries, the pitch fiends reproduced and spread to multiple lands, and though they remain rare, they can now be found in almost any temperate forest.

Due to their origin, a creature that speaks to a pitch fiend in Druidic can sometimes reason with it. This is by no means a certainty, but it's the only way to even have a chance of parlaying with the fiend.

Pitch Fiend Treasure. A pitch fiend doesn't collect treasure, but it tends to haunt the same area for years. In such a case, its victims' treasure might be found in the area. An area haunted by one or more pitch fiends has a 25% chance each of having 1d12 x 5 cp, 3d6 x 10 sp, 2d10 x 50 gp, 1d6 gems, 1d12 mundane weapons, and 1d4 suits of armor. It also has a 15% chance each of having 2d10 ep, 1d10 pp, 1d4 pieces of jewelry, and 1d3 random magic items.

Pitch Fiend

Large Ooze, always chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (16d10+16)

Speed 20 ft., climb 15 ft.

**STR 19 (+4), DEX 17 (+3), CON 13 (+1),
INT 6 (-2), WIS 13 (+1), CHA 10 (+0)**

Damage Resistances cold, fire

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

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11

Languages understands Druidic but can't speak

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

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

Flammable. If the pitch fiend takes fire damage, it catches fire. At the start of each of its turns, it takes 5 (1d10) fire damage. Each creature grappled by the pitch fiend also takes this damage and also catches on fire, taking another 5 (1d10) fire damage at the start of its turn. A creature on fire remains so until a creature uses an appropriate action to put the fire out.

Freezable. If the pitch fiend takes at least 15 cold damage on the same turn, its speed is reduced by 10'. At the end of each of the fiend's turns, it can make a DC 10 Dex save to end this effect.

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

ACTIONS

Multiattack. The pitch fiend makes two Pseudopod attacks.

Pseudopod. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 14 (3d6+4) bludgeoning damage, and the pitch fiend grapples the target (escape DC 18). The pitch fiend can produce any number of pseudopodia and can grapple as many creatures as it can reach.

Wave of Pitch (Recharge 6). The pitch fiend rises up like a wave and crashes down, moving 10' without provoking opportunity attacks. Each creature whose space it would enter must make a DC 14 Dex save, suffering 21 (6d6) bludgeoning damage and being grappled by the pitch fiend (escape DC 18) on a failure.

Quench. If the pitch fiend is on fire, that fire goes out.

BONUS ACTIONS

Guttering Followup. If the pitch fiend used Quench this turn, it makes one Pseudopod attack.

PIXIE

Location: *Monster Manual*.

Pixie Treasure. A group of 10 to 40 pixies has a 25% chance of having 1d4 potions. If the group numbers 41 or more, they instead have a 40% chance of having 1d8+1 potions.

PIXIE PCS

A pixie's racial package combines flight, at-will superior invisibility, and powerful spellcasting with incredible fragility. The pixie's low hit points are compensated for by its ability to evade attacks, but it honestly probably only takes one good hit to down or even kill a pixie. Players who wish to play a pixie should be very mindful of this incredible fragility.

High Level (13+): A pixie is a very unbalanced race. It is impressively fragile, yet has a bevy of very powerful racial abilities that other pcs can't match until high levels, especially its *superior invisibility* at will. In addition, it has the equivalent of two fourth level spell slots from its Spellcasting action options. A pixie is suitable for starting with 13th level characters.

PIXIE TRAITS

Pegataur pcs have the following racial traits.

Ability Score Adjustments. Your Dexterity score increases by 4, and both your Wisdom and Charisma scores increase by 2. Then choose Dex or Cha for an additional +1. Conversely, your Strength decreases by 8 and your Constitution decreases by 2.

Age. A pixie is ageless. It usually only remembers the last few decades of its life.

Size. You are Tiny. A pixie is typically about 2' to 2' 8" tall and weighs about 8-20 lbs.

Fey. You are a Fey.

Superhuman Potential. Your maximum Dexterity is 24.

Subhuman Potential. Your maximum Strength score is 12 and your maximum Constitution score is 18.

Fragile. Whenever you gain a Hit Die, reduce the size of that Hit Die by two (from d12 to d8, from d10 to d6, etc).

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

Superior Invisibility. You can use an action to turn yourself and equipment you are wearing or carrying invisible. You remain invisible until your concentration ends.

Spellcasting. You can innately cast *druidcraft* at will. In addition, you can cast the following spells, using Charisma as your spellcasting ability and substituting your pixie dust in place of any other material component: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *phantasmal force*, *polymorph*, *sleep*. You can cast each of the aforementioned spells once per day.

Languages. You speak Sylvan and your choice of Common or Elvish.

Pixie Fighter

The pixie fighter uses the Pixie stat block with the following changes.

- Its AC is 19 (studded and shield).
- It has 21 (6d4+6) hit points.
- Its Strength is 6 (-2) and its Constitution is 12 (+1).
- Its Challenge Rating is 2 (450 xp).

The fighter has the following additional Action options.

- **Multiattack.** The fighter makes two Tiny Rapier attacks.
- **Tiny Rapier.** *Melee Weapon Attack:* +7 to hit, one target. *Hit:* 6 (1d2+5) piercing damage.

PLAINS RUNNER

Source: Homebrew.

A plains runner is a crafty creature distantly related to the **digester** that eats rotting vegetation. Its hind legs are long and strong, while its forelegs are shorter. When it runs, it picks up its forelegs and lets its hind legs carry it at extraordinary speeds. Plains runners generally travel in loose groups called **gaggles** that are spread out over

several square miles, numbering up to about thirty individuals.

While plains runners are herbivores, males are very aggressive, chasing other creatures (especially Humanoids, which they recognize as dangerous threats) away from the pack or killing those who seem threatening. While females are often shy and unaggressive, if a creature seriously hurts one of the males, the females of the gaggle will usually rush to its aid.

A plains runner is usually about 8' long, including its powerful tail, which it uses primarily for balance while running. When upright, it is about 4' high. It has rubbery skin covered in sparse wiry hair. A plains runner weighs about 200 lbs. Plains runners communicate with each other in a hooting language, but don't understand the concept of writing.

Used in Magic Items. Fibers in the legs of the plains runner are sometimes required as components in magic items related to fleetness of foot or running, and its blood likewise is sometimes useful in certain exotic alchemical processes. Because of this, in the imperial days, plains runners were hunted almost to extinction.

Short Generations. A plains runner matures in a single year and dies within five. Thus, in less than half a century after the Sword Empire's fall, without imperial hunting to thin them out, their numbers have increased to the point where they again are running the plains in full gaggles, rather than in isolated groups of three to five.

Plains Runner Treasure. Plains runners don't keep treasure and move about too much for it to accumulate near them.

Plains Runner

Medium Monstrosity, usually unaligned

Armor Class 12

Hit Points 33 (6d8+6)

Speed 65 ft.

STR 15 (+2), **DEX** 15 (+2), **CON** 13 (+1),
INT 7 (-2), **WIS** 10 (+0), **CHA** 8 (-1)

Senses passive Perception 10

Languages Plains Runner

Challenge ½ (100 xp)

Prof +2

Burst of Speed. If all of a plains runner's movement on its turn is in a straight line, it can move an extra 10' in the same direction at the end of its turn.

ACTIONS

Kick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage.

REACTIONS

Dart Away (recharge 5-6). If an attack misses the plains runner, it moves up to 15' without provoking opportunity attacks.

Plains Runner Gaggle Father

The plains runner gaggle father uses the Plains Runner stat block with the following changes.

- It has 78 (12d8+24) hit points.
- Its Strength is 16 (+3) and its Constitution is 15 (+2).
- Its Kick is +5 to hit and does 2d10+3 damage, and the target must make a DC 13 Str save or fall prone.
- Its Challenge Rating is 2 (450 xp).

The plains runner has the following additional Bonus Action option.

- ***Stomp.*** If a prone creature is within 5' of the plains runner, it uses Kick against that creature.

PLANETAR

Location: *Monster Manual* p17

Planetar Treasure. A planetar doesn't typically collect treasure.

PLASMOID

Source: *2e Spelljammer Monstrous Compendium Appendix.*

Plasmoids are a group of sentient Oozes that form themselves into quasi-humanoid forms and adopt the trappings of civilization. They have impressive control over their bodies, and can alter their forms to adopt different numbers of limbs, to create internal pouches for carrying items, and air pockets that can be squeezed to produce sound. A plasmoid's nerves are massed into groups called ganglia, which can be sensitized to detect light, heat, sound, vibration, pain, or texture. It can partially expose its ganglia to increase the sensitivity of its perceptions, though this leaves their senses vulnerable to being overloaded.

A plasmoid's body doesn't have organs, but is instead composed of tiers, generic cells, plasma-like ooze, excretion sacs, and nerves. They can cause their fibrous cells to act like muscles. The only internal structure that is constant in a plasmoid is the mass of nerves that serves as its brain.

The three known types of plasmoid are the **ontalak**, **deGleash**, and **delNoric plasmoids**. Each is highly distinct from the others; see their individual entries. Rumors claim that there might be other, more rare and reclusive, types of plasmoids, but these are unconfirmed.

Reproduction through Melding. Plasmoids reproduce by temporarily melding their bodies together and exchanging genetic material. A few weeks later, each of the plasmoids involved develops a large bud that eventually separates from it, becoming a child of the plasmoids who melded.

Storytellers. Many plasmoids enjoy telling tales and speaking at length. In places where they are accepted as members of society, they sometimes find employment as philosophers, bards, or politicians, and speak tirelessly on whatever topic is at hand.

PLASMOIDAL CELL (Hazard)

Source: Homebrew.

A plasmoidal cell is a location where the barrier between the Prime Material Plane, or rarely, one of the other Inner Planes, and the Positive Energy Plane has grown thin. Positive energy leaks into the World (or other plane), causing havoc as life grows in ways it shouldn't. This phenomenon is very rare.

A plasmoidal cell is visible as a brightening of the local area- it is never less than dimly lit, even if magical attempts to impose darkness are made- combined with visible swirling air turbulence. The cyst usually measures from 10' to 120' in each direction. A creature that makes a DC 25 Int (Arcana) check can recognize the nature of the plasmoidal cell.

A creature that starts its turn in the cell can choose to make a DC 10 Con save. If it doesn't, or if it fails the save, it regains 5 hit points and gains one plasmoidal cell point. If it has 3 or more plasmoidal cell points, roll on the chart below and add 2 x the number of plasmoidal cell points the creature has.

| D% | Result |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-10 | A grape-sized lump appears on a random limb (1-2), the creature's torso (3-5), or its face (6). |
| 11-15 | The creature's tongue gains a growth, giving the creature a distinctive speech pattern, such as mumbling, an inability to say a certain sound, etc. |
| 16-20 | A potato- sized lump grows on the bottom of one of the creature's feet, reducing its speed by 5'. |
| 21-25 | A potato-sized lump grows on the creature's head, making it impossible to wear normal headgear. |
| 26-30 | A 6" diameter section of the creature's skin on a random limb (1-2), the creature's torso (3-5), or its face (6) becomes discolored and wrinkled. |
| 31-33 | The creature's liver and kidneys swell, giving the creature |

| | | | |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| | disadvantage on saves against the poisoned condition and vulnerability to poison damage. | 79-84 | The creature's nose (1), one eye (2), one ear (3), one tooth (4), one appendage (5), or one butt cheek (6) grows disproportionately. |
| 34-38 | The creature grows an extra, nonfunctional, vestigial arm on a random limb (1-2), the creature's torso (3-5), or its face (6). | 85-87 | The creature's brain and head swell up, making it impossible to use normal headgear but increasing its Int and maximum Int by 1. |
| 39-42 | The creature's bones swell, making it hard to move evasively, giving the creature a -1 penalty to AC and Dex saves. | 88-94 | Potato-sized growth appear all over the creature's body, requiring clothes and armor to be adjusted to avoid suffering the penalties for squeezing. |
| 43-44 | The creature grows hair all over its body. | 94-95 | One of the creature's arms swells up. Attacks with that arm gain +2 to hit and damage, but whenever the creature uses it to attack, it takes 1d4 damage. |
| 45-46 | The creature grows scales all over its body. | | |
| 47-51 | A growth appears on one of the creature's eyes, giving the creature a -1d4 penalty to Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight. | 96-00 | The creature grows an extra, nonfunctional eye on a random limb (1-2), the creature's torso (3-5), or its face (6). |
| 52-54 | The creature's legs lengthen, increasing its speed by 5' and its height by 2d4" (if small than Medium), 2d8" (if Medium), or 2d12" (if larger than than Medium). | | |
| 55-59 | The creature grows an extra, nonfunctional mouth on a random limb (1-2), the creature's torso (3-5), or its face (6). | | |
| 60-66 | The creature is stricken with a tumor. Each time the creature finishes a long rest, it must make a DC 10 Con save. If it fails, its Con drops by 1. The creature can't recover Con lost in this way while the tumor persists. If the creature's Con reaches 0, it dies. | | |
| 67-69 | The creature's skin softens. Its base AC is 9, not 10. | | |
| 70-74 | A growth appears on one of the creature's ears, giving the creature a -1d4 penalty to Wisdom (Perception) and Intelligence (Investigation) checks that rely on hearing. | | |
| 75-78 | The creature's stomach swells up. It requires twice the normal amount of food each day or it gains 1 level of exhaustion from starvation. | | |

Any effects remain until the victim receives a *greater restoration* spell or similar effect.

A plasmoidal cell can be dealt with by rebuilding the barrier between the Prime Material Plane and the Positive Energy Plane with a *wish*. It can otherwise be temporarily suppressed by pouring negative energy into it. An effect that could do at least 30 points of necrotic damage will suppress the cell's deleterious effects, although not its light, for 1 hour.

PLATINUM HORRORS

Source: 2e *Spelljammer Monstrous Compendium Appendix*.

A platinum horror serves as a general or ruler over a major **clockwork horror** infestation, usually consisting of multiple nests across a significant geographical area. A series of **gold horrors** is directly subordinate to the platinum horror, helping disseminate its orders and ensuring that work is on schedule, plans are carried out, and threats are eliminated. Only an **adamantine horror** has a higher rank than a platinum horror among the standard types of clockwork horrors.

A platinum horror is always surrounded by thousands of lesser clockwork horrors- **copper, silver, electrum, and gold horrors**, with each type massively outnumbering those of higher rank.

A platinum horror looks like a mechanical insect, although a moment's inspection reveals that it has only four legs. The horror is made of platinum and has a violet radiocrystal set in its forehead.

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

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

Platinum Horror

Small Construct (Clockwork Horror), always lawful evil

Armor Class 19 (natural armor)

Hit Points 136 (16d6+80)

Speed 30 ft.

**STR 16 (+3), DEX 17 (+3), CON 20 (+5),
INT 13 (+1), WIS 20 (+5), CHA 15 (+2)**

Saving Throws Str +9, Wis +11, Cha +8

Skills Perception +11

Damage Immunities lightning, poison, psychic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 21

Languages Clockwork Horror

Challenge 17 (18,000 xp) (not in lair) or 18 (20,000 xp) (in lair) **Prof** +6

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

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

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

Vulnerable Crystal. If the crystal in the face of the horror is directly targeted with a *shatter* spell, in addition to the normal effects, the horror must make a Constitution saving throw against the spell's DC or be blinded for 1 minute (save ends).

ACTIONS

Multiattack. The horror makes two attacks with its Razor Saw. It can replace one of these attacks with its Lightning Caster.

Razor Saw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 14 (4d6) lightning damage.

Lightning Caster. The gold horror creates a line of lightning, 5' wide and 60' long, stretching away from itself. Each creature in the line must make a Dexterity saving throw, DC 19, suffering 28 (8d6) lightning damage on a failure and half that on a success.

BONUS ACTIONS

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

Self-Repair. The horror regains 10 (3d6) hit points.

LEGENDARY ACTIONS

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

- **Attack.** The horror makes a Razor Saw attack.
- **Electrify (costs 2 actions).** The horror charges itself with electricity. Each creature within 10 ft. of it must make a DC 19 Dex save, taking 17 (5d6) lightning damage on a failure and half that on a success.
- **Target.** The horror chooses one enemy within 120' that it can see. Clockwork horrors gain advantage on attacks against that target until the start of the adamantine horror's next turn.

LAIR ACTIONS

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

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

- A wall of steel slams shut within 120 ft. of the legendary horror in a space at least one clockwork horror can see. The wall goes from floor to ceiling, is 3" thick, and can be up to 30 ft. long. The legendary horror may choose to place up to two 90-degree bends in the wall when it forms. The wall remains until the legendary horror uses this ability again to dismiss it. A 5' section of the wall can be destroyed (AC 10, hp 75; immune to cold, fire, lightning, necrotic, poison, psychic, radiant; resistant to bludgeoning, piercing and slashing; if the wall is targeted by both cold and fire damage in the same round, it loses immunity to cold, fire, lightning and thunder for one round, and gains vulnerable to all damage while its immunities are lost).

PLESIOSAURUS

Location: *Monster Manual* p80.

Plesiosaurus Treasure. A plesiosaurus doesn't usually collect treasure.

Plesiosaurus Coral Lurker

The plesiosaurus coral lurker uses the Plesiosaurus stat block with the following changes.

- Its AC is derived strictly from natural armor.
- It is also trained in Stealth +5.

The lurker has the following additional Trait.

- **Camouflage.** The plesiosaurus has advantage on Dexterity (Stealth) checks made to Hide in coral reefs.

The lurker has the following additional Bonus Action option.

- **Aggressive (recharge 5-6).** The plesiosaurus moves its speed toward an enemy.

Plesiosaurus Titan

Gargantuan Beast (Dinosaur), always unaligned

Armor Class 16 (natural armor)

Hit Points 280 (16d20+112)

Speed swim 50 ft.

**STR 26 (+8), DEX 10 (+0), CON 24 (+7),
INT 2 (-4), WIS 13 (+1), CHA 9 (-1)**

Senses passive Perception 11

Languages -

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

Hold Breath. The plesiosaurus can hold its breath for up to 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 26 (4d8+8) piercing damage, and if the target is Large or smaller, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the plesiosaurus. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the plesiosaurus, and it takes 22 (4d10) bludgeoning damage at the start of each of the plesiosaurus' turns. The plesiosaurus can swallow one Huge, four Large, or eight Medium or smaller creatures.

If the plesiosaurus takes 30 or more points of damage on a single turn from a creature inside it, the plesiosaurus must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10' of the plesiosaurus. If the plesiosaurus dies, a swallowed creature is no longer restrained by it and can escape from the corpse by spending 10' of movement, ending prone.

PLUMACH

Source: 2e Planescape material.

A plumach resembles a short, squat **human** with dull gray skin the color of lead. Plumachs are the least powerful strain of the incarnations of Neutrality known as the **rilmani**, and they represent the simplest form of neutrality, hewing to a philosophy that can be summed up as "Don't get involved". While other rilmani concern themselves with maintaining the balance on other planes, the plumachs keep an eye on the state of things on the Outlands themselves, seeking to ensure that no planar faction grows too strong without a counterbalance arising, and trying to keep any particular type of creature from gaining an upper hand in the various political maneuvers in the City of Doors.

Plumachs keep a healthy distance from the Lady of Pain. Even though it could be argued that they help to maintain the balance that she prefers, the plumachs are unwilling to risk rousing her ire.

Plumach Treasure. A plumach has a 50% chance to have 1d4 gems; and a 10% chance to have 1d2 pieces of jewelry.

PLUMACH PCS

A plumach is devoted to Neutrality, and usually avoids becoming entangled in the affairs of others. A few take a more activist perspective, and one of these, or a plumach cast adrift from its normal, stay out of it attitude by circumstances, might make an interesting pc.

High Level (12+): A plumach offers a character good ability modifiers, very good damage resistances and immunities, and significant spellcasting. A plumach is thus not suitable for starting with a group of under 12th level.

PLUMACH TRAITS

Plumach pcs have the following racial traits.

Ability Score Adjustments. Your Strength and Constitution scores increase by 4. Then, choose either Strength or Wisdom and increase that ability by 1.

Age. As an incarnation of an alignment, a plumach is ageless and eternal. Your character might take up adventuring at any age.

Size. You are Medium. A rilmani typically stands between 5' 2" and 6' tall and weighs 160 to 290 lbs.

Damage Resistances. You are resistant to acid and thunder damage.

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

Spellcasting. You can cast the following spells, using Wisdom as its spellcasting ability (save DC 8 + your proficiency bonus + your Wis bonus) and requiring no material components.

At will- *Chill touch*.

3/day- *Hold person*.

1/day- *Solid fog*.

Languages. You speak Rilmani and Planar Common, as well as the common tongue of your starting location.

Plumach

Medium Humanoid (Rilmani), always neutral

Armor Class 13 (chain shirt)

Hit Points 30 (4d8+12)

Speed 30ft.

STR 17 (+3), **DEX** 10 (+0), **CON** 16 (+3), **INT** 11 (+0), **WIS** 13 (+1), **CHA** 10 (+0)

Damage Resistances acid, thunder

Damage Immunities lightning, poison

Senses passive Perception 11

Languages Common, Rilmani

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

ACTIONS

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

Spellcasting. The plumach casts one of the following spells, using Wisdom as its spellcasting ability (save DC 11, +3 to hit) and requiring no material components.

At will- *Chill touch*.

3/day- *Hold person*.

1/day- *Solid fog*.

Plumach Warrior

The plumach warrior uses the Plumach stat block with the following changes.

- Its AC is 18 (plate).
- It has 60 (8d8+24) hit points.
- Its Challenge Rating is 5 (1,800 xp).
- Its attack bonuses and save DCs increase by 1.
- Its proficiency bonus is +3.

The plumach has the following additional Action options.

- **Multiattack.** The warrior makes two weapon attacks.
- **Longbow.** *Ranged Weapon Attack:* +2 to hit, one target, range 150'/600'. *Hit:* 4 (1d8) piercing damage.
- **Driving Strike.** The plumach makes one Maul attack. If it hits, the target must make a DC 13 Str save or the plumach pushes it up to 10'. The plumach may then move 10' to a space adjacent to that enemy without provoking opportunity attacks.

POD DEMON

Source: 4e *Monster Manual* 2.

A pod demon is a disgusting mass of slime in approximately human form, with bulging eyes and mismatched teeth filling its rancid maw. It constantly spawns smaller versions of itself called **podlings**, which it can use as living weapons or to defend itself.

Pod demons are present on many layers of the Abyss, but are most frequently encountered in areas tainted by the power of Juiblex the Faceless

Lord. Many pod demons roam the putrid layer known as Shedaklah, the 222nd layer of the Abyss, taking part in the constant struggle between Juiblex and Zugtmoy.

Pod demons take great pleasure in spoiling things- not merely destroying them, but leaving them defiled, useless, and ugly. A pod demon would prefer to leave a temple to a good deity covered in offal and slime over burning it to the ground. Pod demons are very petty and take offense at the slightest excuse. Once a pod demon's enmity has been earned, the demon harasses its new incessantly, in every way it can, petty or severe. It enjoys destroying its targets relationships and reputation, ruining its home, and terrifying or maiming its loved ones.

Pod Demon Spawn Challenge Rating. When assessing the Challenge Rating of a pod demon spawn, increase its effective damage bonus by 5 because of its Dangerous Proximity trait.

Pod Demon Treasure. A single pod demon or a **mess** of up to five pod demons have a 50% chance of having 1d10 x 1,000 gp in assorted coins and gems; and a 25% chance of having 1d4 magic items.

Pod demon spawn never have treasure of their own.

Pod Demon

Large Fiend (Demon), always chaotic evil

Armor Class 13

Hit Points 157 (15d10+75)

Speed 40 ft.

**STR 17 (+3), DEX 17 (+3), CON 20 (+5),
INT 12 (+1), WIS 16 (+3), CHA 18 (+4)**

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

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, telepathy 60'

Challenge 8 (3,900 xp)

Prof +3

Constant Spawning. If there are less than four **pod demon spawn** within 60' of the demon at the start of its turn, 1 new spawn appears in an unoccupied space within 10' of it. If there is no unoccupied space, no spawn appears.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage plus 11 (2d10) poison damage, and the target must succeed on a DC 16 Constitution save or be poisoned for 1 minute (save ends). While poisoned in this way, the target takes 11 (2d10) poison damage at the start of each of its turns.

Acid Spew (recharge 5-6). The demon vomits forth a mass of half-formed pod demon spawn in a 15' cone. Each creature within the cone must make a DC 16 Dexterity save, suffering 22 (4d10) acid damage on a failure or half that on a success.

Fling Spawn. The demon generates a **pod demon spawn** and hurls it at an enemy. *Ranged Weapon Attack:* +6 to hit, range 50 ft., one target. *Hit:* 13 (3d8) acid damage, and the spawn dies. *Miss:* The spawn arrives in the nearest unoccupied space to the target. If there is more than one unoccupied space equally close, the pod demon chooses.

Detonate Spawn. The demon chooses one **pod demon spawn** it can see within 50'. That spawn dies in a disgusting explosion. Each creature within 10' of it must make a DC 16 Dexterity save, suffering 10 (3d6) acid damage on a failure or half that on a success.

Transfer Essence. The demon transfers its essence to a **pod demon spawn** it can see within 50'. The spawn swells to Large size and transforms into the pod demon, and the demon's former body shrivels to Small size and transforms into the spawn.

BONUS ACTIONS

Generate Spawn (recharges when first bloodied). The demon creates 1d4 **pod demon spawn** in unoccupied spaces of its choice within 20'.

Pod Demon Spawn

Small Fiend (Demon), always chaotic evil

Armor Class 13

Hit Points 25 (3d6+15)

Speed 40 ft.

STR 13 (+1), **DEX** 17 (+3), **CON** 20 (+5),
INT 5 (-3), **WIS** 8 (-1), **CHA** 8 (-1)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60'

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

Dangerous Proximity. Attacks on creatures within 5' of the pod demon spawn have advantage.

ACTIONS

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

Pod Demon Champion of Juiblex

The pod demon champion of Juiblex uses the Pod Demon stat block with the following changes.

- Its AC is 17 (blessings of Juiblex).
- It is also immune to acid damage.
- Its Constant Spawning trait triggers if there are less than 10 spawn within 60'.
- It lacks the pod demon's Generate Spawn bonus action option.
- Its Challenge Rating is 13 (10,000 xp).

- Its proficiency bonus is +5.

The champion has the following additional Action options.

- **Multiattack.** The champion makes two Slam attacks. It can replace one of them with Fling Spawn.
- **Spellcasting.** The demon casts one of the following spells, using Wisdom as the spellcasting ability (save DC 15, +7 to hit):
 - At Will- *acid splash* (2d6)
 - 2/day- *stinking cloud*.

The champion has the following Legendary Action text.

- The champion can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The champion regains spent legendary actions at the start of its turn.
 - **Acid Splash.** The champion casts *acid splash*.
 - **Consume Spawn.** The champion destroys one spawn within 10' and regains hit points equal to half the spawn's hit points.
 - **Generate Spawn (costs 2 actions).** The demon creates 2d4 **pod demon spawn** in unoccupied spaces of its choice within 20'.
 - **Restorative Consumption (costs 2 actions).** The champion destroys one spawn within 10' and ends the blinded, charmed, deafened, or frightened conditions on itself. It can then make a save against one effect that a save can end.

POISONOUS SNAKE

Location: *Monster Manual* p334.

Poisonous Snake Treasure. Poisonous snakes don't keep treasure.

Poisonous Snake Earth Animental

The poisonous snake earth animental is a creature native to the Elemental Plane of Earth that is the analog of a poisonous snake. It uses the Poisonous Snake stat block with the following changes.

- It is an Elemental (Earth).

Poisonous Snake Greenvenom

The poisonous snake greenvenom uses the Poisonous Snake stat block with the following changes.

- Its bite does 1 piercing plus 11 (2d10) poison damage on a failed save, or half that on a success.
- Its Challenge Rating is 1 (200 xp).

Poisonous Snake Spitter

The poisonous snake spitter uses the Poisonous Snake stat block with the following changes.

- **Spit.** *Ranged Weapon Attack:* +5 to hit, range 30', one target. *Hit:* 5 (2d4) poison damage.

POLAR BEAR

Location: *Monster Manual* p334.

Polar Bear Treasure. Polar bears don't typically keep treasure.

Polar Bear Angry Brute

The polar bear angry brute uses the Polar Bear stat block with the following changes.

- It has 76 (8d10+32) hit points.
- Its Constitution is 18 (+4).

- Its Multiattack allows it to make one Bite and two Claw attacks.
- Replace its Claws attack with a Claw attack that deals 1d10+5 damage.
- Its Challenge Rating is 3 (700 xp).

The bear has the following additional Traits.

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

The bear has the following additional Reaction option.

- **Relentless Endurance (1/day).** When the bear falls to 0 hit points but doesn't die, it regains 20 hit points.

POLAR DEATHWOLF

Source: Homebrew.

Deathwolves are terrible monsters that live in the most remote and inhospitable regions, killing and terrorizing anything that comes into their territory out of sheer malice. A deathwolf usually adopts a nearly-quadrupedal posture, with its forelegs sometimes tucked up against its chest instead of on the ground. A polar deathwolf's skin is a mix of white, blue, and lilac, arranged in a spotted pattern that resembles snowfall. Other than its roughly lupine head, a deathwolf little resembles a wolf. The monster's forelegs are noticeably shorter than its hind legs, and it sometimes moves upright, especially when attacking. Its claws are as long as daggers and deliver potent magical attacks, while its bite is capable of ripping a creature limb from limb. All varieties of deathwolf are hairless, with distinctive skin patterns in bright colors. A deathwolf's hide is as thick as tree bark and as tough as steel plate.

Polar deathwolves haunt isolated cold landscapes, destroying anything that lives there, and sometimes swim in dark, icy seas. It has little interest in making alliances or having slaves,

instead preferring to simply devour anything it encounters. Rarely, a creature powerful enough to cow the polar deathwolf will coexist with it, but the deathwolf resents its “partner” and always looks for opportunities to turn on it.

Treasure. A deathwolf sometimes accumulates treasure. It has a 15% chance each to have 1d10 x 1,000 sp, cp, and gp; and a 10% chance each to have 1d6 x 1,000 ep, 1d20 x 25 pp, 1d20 gems, 1d10 pieces of jewelry, and 1d6 random magic items.

Polar Deathwolf

Huge Fey (Deathwolf), usually chaotic evil

Armor Class 18 (natural armor)

Hit Points 195 (17d12+85)

Speed 50 ft., climb 40 ft.

**STR 20 (+5), DEX 13 (+1), CON 20 (+5),
INT 6 (-2), WIS 13 (+1), CHA 12 (+1)**

Damage Immunities cold

Condition Immunities frightened, poisoned

Senses passive Perception 11

Languages -

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

ACTIONS

Multiattack. The deathwolf makes one attack with its Bite and one attack with its Claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) piercing damage. This attack scores a critical hit on a 19-20, and the severity of critical hits inflicted by it is increased by 2d8.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 31 (4d12+5) slashing damage plus 10 (3d6) cold damage.

Radiate Cold (1/day). The deathwolf radiates cold in a 15' radius around itself. Each creature in the area suffers 21 (6d6) cold damage and has its speed reduced to 0 for 1 minute. At the end of each of its turns, it can make a DC 17 Strength save, ending the effect on itself on a success.

Polar Deathwolf Ice Witch

The polar deathwolf ice witch uses the Polar Deathwolf stat block with the following changes.

- It has 230 (20d12+100) hit points.
- Its Charisma is 16 (+3).
- Its Challenge Rating is 11 (7,200 xp).

It has the following additional Action options.

- **Gelid Grip.** The deathwolf targets two creatures it can see within 60', each of which must make a DC 15 Con save. If it fails, it takes 33 (6d10) cold damage and the deathwolf pulls it up to 15'.
- **Icy Ground.** The deathwolf chooses a point on the ground it can see within 120'. A 40' square of ground centered on that point becomes icy. The area is difficult terrain, and a creature that ends its turn in the area takes 5 (1d10) cold damage. The area remains icy for as long as the deathwolf concentrates, up to 10 minutes.
- **Spellcasting.** The deathwolf casts one of the following spells, using Wisdom as the spellcasting ability (save DC 15, +7 to hit):
 - At Will- *dancing lights, detect magic, ray of frost* (3d8).
 - 1/day- *charm monster, cone of cold, fog cloud, sleet storm.*

It has the following additional Reaction option.

- **Bloodied Bite.** When the deathwolf becomes bloodied, it uses Bite. If it hits, it inflicts an extra 13 (3d8) points of damage.

POLICE ROBOT

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

Robots are mechanical creatures made by members of advanced technological civilizations. They come in many forms, designed to perform various functions and tasks. Unlike androids, robots are obviously machines, with mechanical apparati in plain view. A robot is distinct from most constructs in that it is powered and animated strictly by technology, with no magic involved.

Many Models. Robots come in many shapes and sizes, and have a wide variety of possible functions. Some function as workers of one kind or another, while others act as guardians, police, or soldiers. The shape of a given robot is based on its intended job, and is often specialized with a low (or high) chassis so it can fit into or reach otherwise inaccessible spaces. Some robots are programmed with one or more skill or tool proficiencies, again depending on its intended job.

Police Robots. A police robot has two manipulator arms, which it can use to attack enemies, and two long metal coils that it can use to apprehend creatures that don't put up a struggle. A police robot is equipped with a defensive force field and a wide array of weapons, both lethal and nonlethal.

Police Robot Challenge Rating. When assessing a police robot's Challenge Rating, increase its effective hit points by 30 because of its Force Field trait.

Robot Treasure. Robots don't typically keep treasure. There are some rare exceptions, which are usually the result of specific programming or dumb luck.

Police Robot

Medium Construct (Robot), usually lawful neutral

Armor Class 20 (natural armor)

Hit Points 84 (13d8+26)

Speed 45 ft., fly 60 ft.

**STR 21 (+5), DEX 14 (+2), CON 18 (+4),
INT 10 (+0), WIS 16 (+3), CHA 10 (+0)**

Damage Resistances fire

Damage Immunities cold, poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages built in translator produces native language of listeners

Challenge 9 (5,000 xp)

Prof +4

Alert. The robot is never surprised.

Force Field. The robot is surrounded by a field of protective force. This field absorbs the first 10 points of damage dealt to the robot each time it would take damage. The field itself is immune to poison and psychic damage.

If damage gets through the field and accrues to the robot three times, the force field shorts out until the robot completes a long rest.

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

Security Pass. The robot has a built in frequency key that duplicates the effects of red and orange door key cards.

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

ACTIONS

Multiattack. The robot makes two Subdual Tentacle attacks, two Arm Slam attacks, or one of each. Alternatively, it uses Laser twice.

Arm Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

Subdual Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* The target is grappled by the robot (escape DC 19).

Laser. *Ranged Weapon Attack:* +5 to hit, range 40'/120', one target. *Hit:* 13 (3d8) radiant damage.

Grenade Launcher. The robot launches a grenade up to 80', having any of the following effects. A fully-loaded police robot contains 6 grenades, typically one poison gas, one explosive, and one incendiary grenade, and three sleep gas.

- **Poison Gas.** The grenade explodes in a 10' radius sphere, going around corners. Each creature in the sphere must make a DC 13 Constitution save, suffering 16 (3d10) poison damage and being poisoned for 1 minute (save ends) on a failure.
- **Explosive.** The grenade explodes in a 10' radius sphere, dealing 16 (3d10) bludgeoning damage to each creature and object in the sphere. Each creature within 20' of the center of the explosion must make a DC 13 Constitution save, being deafened for 1 minute (save ends) on a failure. A creature that fails this save by 5 or more is also stunned for 1 round.
- **Incendiary.** The grenade explodes and scatters flaming gel in a 10' radius sphere, dealing 7 (2d6) fire damage to each creature in the sphere. In addition, each affected creature must make a DC 13 Dexterity save or catch fire, burning for 5 (1d10) fire damage at the start of each of its turns until a creature uses an appropriate action to extinguish the burning creature.
- **Sleep Gas.** The grenade explodes in a 10' radius sphere, going around corners. Each creature in the sphere must make a DC 13 Constitution save, becoming poisoned on a failure. A creature poisoned in this way falls unconscious at the end of its next turn and remains unconscious for 1 hour. It can repeat the save each time it takes damage and at the end of every 10

minutes, waking on a success.

Tractor/Presser Beam. The robot chooses one creature or object weighing no more than 2,000 lbs within 120'. If the target is a creature, it must make a DC 13 Strength save. If it fails, or if the target is an object, the robot pushes or pulls it up to 60' (robot's choice).

BONUS ACTIONS

Emergency Speed (recharge 5-6). The robot Dashes.

Quick Laser. The robot uses Laser.

PONY

Location: *Monster Manual* p335.

Pony Treasure. A pony doesn't usually collect treasure.

Pony Valonian Shagster

Valonian shagsters are a breed of halfling-raised ponies that are well-known as the best around. Such a pony usually costs

The pony Valonian shagster uses the Pony stat block with the following changes.

- It has 16 (3d8+3) hit points.
- Its speed is 45'.
- Its Dexterity is 12 (+1), its Intelligence is 3 (-4), and its Wisdom is 14 (+2).
- Its passive Perception is 12.

PORTAL DRAKE

Source: 4e *Draconomicon*.

A portal drake is a type of drake with an unusual magical ability- it can create pairs of linked portals, and it is able to instinctively use them to attack, often opening one up in mid-air, above a pool of freezing water or lava, or in the middle of some kind of hazardous terrain.

Though there are several different strains of portal drake, most are blue to purple and have a

body length of around 2' to 5' in length, with another 3' to 6' of tail. Portal drakes are wingless.

Rarely Sold. Portal drakes have an unfortunate combination of traits, when it comes to the drake market. First, the portal drake's ability to create portals makes it hard to actually keep one that doesn't want to be kept. Second, its ability to create dangerous linked portals means that it presents a real potential hazard to its owner, as well as to their home, pets, and loved ones.

Therefore, portal drakes are very rarely found for sale, and when one is, it usually fetches a very high price- on the order of 4,000 gp.

Portal Drake Encounter Design: A portal drake may be far more dangerous than its CR indicates if the terrain sufficiently favors it. If the terrain is capable of dealing significant damage to its opponents, re-figure the drake's offensive CR by including one round's worth of that damage into it. (Its defensive CR is 1/8, and without factoring in terrain, it deals 15 damage over three rounds.)

Portal Drake

Small Dragon (Drake), often neutral

Armor Class 13 (natural armor)

Hit Points 27 (6d6+6)

Speed 50 ft.

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

Senses passive Perception 12

Languages can't speak but understands Draconic.

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

ACTIONS

Lunge. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage, and the target must make a DC 11 Strength save or be pushed 5' away from the drake. If the target ends this movement within 5' of one of the drake's linked portals, it must make a DC 11 Charisma save or be pulled through to the other portal.

BONUS ACTIONS

Create Linked Portals. The drake magically creates two portals in unoccupied spaces it can see within 60'. A creature that enters one of the portal's space can move to the other portal's space by spending 5' of movement. The portals close at the start of the drake's next turn or when the drake becomes incapacitated or dies.

Portal Drake Gatecrasher

Some portal drakes learn a new trick. A portal drake gatecrasher uses the Portal Drake stat block with the following additional Trait.

- **Sense Portals.** The drake senses all portals, even those currently inactive, that it has an unobstructed path to within 300'.

The drake has the following additional Action option.

- **Gatecrash (recharge 6).** All portals within 50' activate. As long as the drake concentrates, up to 1 minute, the portals remain open, and any creature can pass through such a portal without using any key or meeting any necessary requirements normally required to pass through.

POTATO BEAST

Source: Homebrew.

A potato beast is a quadrupedal form of mobile plant life that resembles a large potato with legs. Small eyes sprout from its body, allowing it to see in all directions. Despite this, potato beasts tend to be somewhat oblivious, and tend to blunder into- and through- everything around them. The potato beast has a large toothless maw at one end, but otherwise has no facial features.

Potato beasts spend their first five years growing underground as the root of a leafy plant native to cold grasslands. Only when its sixth winter begins does the potato beast emerge from the ground, trundling around seemingly at random. A potato beast often blunders into fences, letting

cattle loose, and smashes through or crushes small outbuildings, wells, and objects. This isn't because it's malicious, however; it's because the potato beast is careless and oblivious, like a large half-blind dog in a world crowded with delicate objects.

Dog-Like Personality. Potato beasts tend to be curious and affable if not attacked. They often snuffle around other creatures that they encounter, and might try to root around in a group's supplies or steal firewood or similar objects to play with. Potato beasts can be domesticated, and make cheap guardians, as they need only water, sun, and fertilizer to survive. However, even the best-behaved potato beast is prone to outbursts of unthinking, careless destructiveness, and more than one owner has ended up with holes in the walls or doors smashed down.

On the other hand, some creatures that don't live indoors form odd partnerships with potato beasts. Since the potato beast is a Plant, strict carnivores might find it a fun companion that doesn't tempt the predator to eat it.

Potato beasts are often solitary, but sometimes gather in **bags** of up to twenty members.

Potato Beast Treasure. Potato beasts collect no treasure and have no lairs.

Potato Beast

Medium Plant, usually unaligned

Armor Class 8

Hit Points 68 (8d8+32)

Speed 20 ft.

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

Damage Resistances bludgeoning, cold, fire
Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 1 (200 xp)

Prof +2

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage, and the target must make a DC 14 Str save or be pushed 5'.

Trundle. The potato beast moves its speed and can enter the space of other creatures during this move. Each creature whose space the beast enters during this move must make a DC 14 Str save or be pushed 10'.

In addition, each object no larger than the potato beast whose space the beast enters is pushed 10'. If the object is attached to the surroundings, or to another object, roll 1d20 for it: on an 11 or higher, the object survives intact and doesn't move, but on a 10 or lower, the object is moved away from whatever it is attached to, possibly being damaged or destroyed in the process (DM's judgment).

BONUS ACTIONS

Seize (recharge 5-6). The potato beast attempts to seize an object held by a creature within 5'. The beast and the creature engage in a Str (Athletics) contest, with the winner gaining or retaining the object.

Potato Beast Black Truffle

A potato beast black truffle is a dark-colored, smaller, almost dainty version of the potato beast. It uses the Potato Beast stat block with the following changes.

- It is Small.
- It has 30 (4d6+16) hit points.
- Its Strength is 15 (+2).
- Its Ram is +4 to hit and deals 1d8+2 damage. Its save DC is 12.
- Its Trundle action has a save DC of 12, and it only affects creatures of Medium or smaller size. It pushes only 5'.
- Its Challenge Rating is ¼ (50 xp).

Potato Beast Great Russet

Large Plant, usually unaligned

Armor Class 11 (natural armor)

Hit Points 114 (12d10+48)

Speed 20 ft.

**STR 20 (+5), DEX 6 (-2), CON 20 (+5),
INT 5 (-3), WIS 8 (-1), CHA 8 (-1)**

Damage Resistances bludgeoning, cold, fire
Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 5 (1,800 xp)

Prof +3

ACTIONS

Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage, and the target must make a DC 16 Str save or be pushed 10'.

Excited Dance (recharge 5-6). The potato beast does an excited dance. Each creature within 5' of must make a DC 16 Dex save or take 15 (3d6+5) bludgeoning damage, and each unattended object within 5' takes the same damage.

Trundle. The potato beast moves its speed and can enter the space of other creatures during this move. Each creature whose space the beast enters during this move must make a DC 16 Str save or be pushed 10'.

In addition, each object no larger than the potato beast whose space the beast enters is pushed 10'. If the object is attached to the surroundings, or to another object, roll 1d20 for it: on an 11 or higher, the object survives intact and doesn't move, but on a 10 or lower, the object is moved away from whatever it is attached to, possibly being damaged or destroyed in the process (DM's judgment).

BONUS ACTIONS

Seize (recharge 5-6). The potato beast attempts to seize an object held by a creature within 5'. The beast and the creature engage in a Str (Athletics) contest, with the winner gaining or retaining the object.

PRICKLEBACK

Source: 1e DL12: *Dragons of Faith*.

Also known as a **giant pufferfish** or **kalothagh**, a prickleback is a plump fish about 12' long that resembles a pincushion, with 4' long spines extending from its body. It has small black eyes, translucent fins, a dark, fan-shaped tail, and a smooth, pink belly. Its sharp teeth form a beak, protruding from its mouth.

Pricklebacks dwell in ocean waters, and although they prefer warm waters, they inhabit even colder seas. A prickleback likes to make a lair in a cave, lining it with gems.

Deadly Mating Process. When pricklebacks mate, the male always dies, and when the female lays her eggs (numbering up to 60), the process kills her, as well. Each generation of prickleback is thus born as a mass of orphans.

Prickleback Treasure. A prickleback's lair has a 50% chance to contain 2d6 gems.

The lair of a **school** of two to twelve pricklebacks instead has a 60% chance to contain 4d6 gems.

Prickleback

Large Beast (Fish), always unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10+12)

Speed swim 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 xp)

Prof +2

Spines. A creature within 5' that hits the prickleback with a melee attack takes 4 (1d8) piercing damage and must make a DC 12 Con save or take 3 (1d6) poison damage.

ACTIONS

Multiattack. The prickleback makes three Spike attacks.

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

Spine. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* 5 (1d8+1) piercing damage plus 3 (1d6) poison damage.

BONUS ACTIONS

Quick Bite. If the prickleback used Multiattack this turn, it uses Bite.

REACTIONS

Bloodied Float. When the prickleback becomes bloodied, it inflates its body into a ball for up to 1 minute. While inflated, it becomes Huge and floats upward 50' at the start of each of its turns without provoking opportunity attacks.

PRIEST

Location: *Monster Manual* p348.

Priest Treasure. A priest has a 50% chance each to have 1d10 x 10 cp, 3d6 x 10 sp, 1d20 ep, 4d10 gp, and 1d3 spell scrolls.

The lair of a group of four to ten priests also has a 25% chance each of having 1d6 x 100 cp, 1d10 x 100 sp, 3d10 x 10 gp, 1d6 gems, and 1d4 art objects; and a 10% chance each of having 1 magic weapon, 1 piece of magic armor, and 1 random magic item.

The lair of a group of elven or more priests instead also has a 35% chance each of having 1d10 x 100 cp, 1d10 x 250 sp, 1d10 x 100 gp, 2d6 gems, 1d8 art objects, and 1d6 spell scrolls; and a 10% chance each of having 1d4 magic weapons, 1d2 pieces of magic armor, and 1d3 random magic items.

PRIMEVAL OOZE

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

A primeval ooze is a terrible living weapon crafted long ago by **primordials** at war with the gods during the Dawn War. During this terrific conflict, horrifyingly powerful creatures were created for the sole purpose of destroying the other side. A primeval ooze is such a creation, made from the remains of the earliest forms of life and cobbled into a hungry servant of the elemental powers. It is usually classified as an **abomination**, creatures forsaken by the gods, although it is actually a creation of the primordials instead, so a few scholars argue for a different classification scheme.

Most remaining primeval oozes dwell deep in the least hospitable regions of the Elemental Chaos, but some lurk in desolate areas of the Material Plane. Such a primordial ooze usually waits in a mud pit or swamp, waiting for prey to come to it. Once roused, however, it wanders the world, laying waste to whatever creatures and settlements it finds.

Primeval Ooze Allies. Some Elementals will travel alongside a primeval ooze, though it is always dangerous to do so- the ooze might turn on them without warning if annoyed. The most likely creatures to do so are composite, being composed of multiple elements, such as a **chillfire destroyer** or **soaking sandbeast**. They also seem less likely to draw the ooze's ire.

Primeval Ooze Treasure. A primeval ooze keeps no treasure.

Primeval Ooze

Huge Ooze, always unaligned

Armor Class 13

Hit Points 692 (48d12+384)

Speed 25 ft., burrow 25 ft.

**STR 25 (+7), DEX 16 (+3), CON 26 (+8),
INT 7 (-2), WIS 16 (+3), CHA 10 (+0)**

Saving Throws Dex +10, Wis +10, Cha +7

Damage Resistances bludgeoning, piercing and slashing

Damage Immunities acid

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages understands Primordial but can't speak

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

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5' of it takes 9 (2d8) acid damage. Any weapon made of metal or wood that hits the ooze corrodes, gaining 1 wear point after dealing damage.

Seeping Sludge. The primeval ooze constantly sloughs off thick sludge, making the ground within 15' of it difficult terrain for creatures other than itself. Any creature that has a critical hit scored against it while within the sludge is also knocked prone.

Tunneler. The ooze can burrow through solid rock at its burrowing speed and leaves a 10' diameter tunnel in its wake.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage plus 18 (4d8) acid damage.

Engulf. The ooze moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the ooze enters a living creature's space, the creature must make a DC 22 Dexterity save.

On a successful save, the creature can choose to be pushed to the nearest space outside of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 27 (6d8) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 27 (6d8) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 17 Strength check. On a success, the creature escapes and enters a space of its choice within 5' of the ooze.

Torrent of Slime. The ooze ejects a mass of slime that explodes at a point within 120' of the ooze. Each creature within 15' of that point must make a DC 23 Dexterity save, suffering 18 (4d8) acid damage on a failure or half that on a success. In addition, a creature that fails its save has its speed reduced to 0 until the end of its next turn.

REACTIONS

Burning Cyst. When the primeval ooze is hit by a melee weapon attack, it spews acid in a 20' cone in the direction of the attacker. Each creature in the cone must make a DC 23 Dexterity save, suffering 18 (4d8) acid damage on a failure or half that on a success. In addition, a creature that fails its save by 5 or more is coated in acid, taking 9 (2d8) acid damage at the start of each of its turns. This damage continues for 1 minute or until a creature takes an appropriate action to remove or neutralize the acid.

LEGENDARY ACTIONS

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

- **Bursting Pustule.** An acid-filled pustule on the ooze pops and sprays acid nearby. One object within 15' gains 1 wear point.
- **Nauseating Vapors.** One creature within 5' of the ooze must succeed on a DC 23 Constitution save or be poisoned until the end of its next turn.
- **Surging Sludge.** Each creature within 15' of the ooze must make a DC 22 Dexterity save or fall prone.

PRIMEVAL SCAR (Hazard)

Source: Homebrew.

In the earliest days of existence, the gods and primordials waged a terrible war that went on for eons, making, unmaking, and re-making the cosmos. This Dawn War left scars in the fabric of reality at places where the tug-of-war had damaged the firmament permanently, leaving an imprint of creation and destruction that lasts to this day.

A primeval scar appears similar to a scab pulsing with black, white, and violet energy that resembles fluid running over it. A primeval scar can appear anywhere, even in mid-air or underwater.

The influence of a primeval scar extends in anywhere from a 10' to 100' radius, depending on how severe the cosmic damage to the area is. The influence penetrates all barriers, including adamantine, orichalcum, and even an *antimagic field*.

Within the influence of a primeval scar, creation and destruction are both enhanced. It has the following effects.

- Whenever a creature or object regains or loses hit points, it regains or loses double that many hit points.
- If a spell or effect would create one or more objects, that effect is treated as if it had been produced by a spell slot two levels higher.
- If a spell or effect would destroy one or more objects, that effect is treated as if it had been produced by a spell slot two levels higher.
- *Counterspell* and *dispel magic* checks are automatically treated as if the caster rolled a natural 20.

PRIMORDIAL HYDRA

Source: 4e *Monster Manual*.

Among the mightiest of **hydras**, and allegedly the first of their kind, are the primordial hydras. These incredibly powerful monsters dwell in remote fens and swamps, or in the Elemental Chaos. It is said that these hydras were born from the blood shed by the primordial Bryakus at the moment of its destruction during the Dawn War. Indeed, some are found in the deepest parts of the Elemental Chaos, lending credence to the notion.

A primordial hydra rarely allows any creature that might be a threat or competitor to survive near it. Only when mating do two primordial hydras come together without a tremendous clash.

Primordial Hydra Challenge Rating. When assessing the Challenge Rating of a primordial hydra, assume it has six heads for all relevant calculations. Because of its Massive Roar reaction option, increase its effective attack bonus by 1.

Primordial Hydra Treasure. A primordial hydra's lair has a 65% chance each of having 3d10 x 1,000 cp, 3d8 x 1,000 sp, 2d10 x 1,000 gp, and 1d12 x 100 pp; a 50% chance each of having 1d8 x 1,000 ep, 2d10 gems, 1d8 art objects, 1d4 pieces of magic armor, and 1d4+2 magic weapons; and a 40% chance of having 1d3+1 random magic items.

Primordial Hydra

Gargantuan Monstrosity, always unaligned

Armor Class 19 (natural armor)

Hit Points 495 (30d20+180)

Speed 40 ft., swim 30 ft.

**STR 24 (+7), DEX 12 (+1), CON 22 (+6),
INT 3 (-4), WIS 18 (+4), CHA 11 (+0)**

Saving Throws Dex +8, Int +3, Wis +11, Cha +7

Skills Perception +11

Damage Immunities acid, fire

Senses darkvision 60 ft., passive Perception 21

Languages can't speak but understands Primordial

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

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

Multiple Heads. The hydra has six heads. While it has more than one head, the hydra has advantage on saves against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 50 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, the hydra grows two heads for each of its heads that died since its last turn, unless it has taken cold damage since its last turn. The hydra regains 20 hit points for each head regrown in this way.

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

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

ACTIONS

Multiattack. The hydra uses Bite and Spit Flaming Acid in any combination a number of times equal to the number of heads it has.

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

Spit Flaming Acid. *Ranged Weapon Attack:* +8 to hit, range 50', one target. *Hit:* 10 (3d6) acid and 10 (3d6) fire damage.

REACTIONS

Massive Roar (recharge 5-6). When the hydra takes cold damage, it gives out a tremendous roar. Until the end of its next turn, the hydra has advantage on attack rolls.

PRINCESS BONNIE AUTUMN

Source: Homebrew.

Princess Bonnie Autumn is a powerful Fey entity. She stands 4' tall, with skin that ranges from blue to green in various places (the lighter areas are green). Her hair is a deep burgundy color, and she wears a dress of autumn leaves. She looks like a small elfin maiden, and she is amazingly beautiful.

Prone to obsession. Bonnie is capricious and wild, unpredictable, and sometimes cruel. Bonnie tends to find herself taken with things of beauty, and can often be distracted by pointing out the colors of turning leaves, the beauty of a passing cloud, or the like. When she takes a particular fancy to something, she often attempts to seize it for herself, unable to control her covetousness. On the other hand, if she is well-disposed to creatures she encounters (especially if they flatter her), she can be very helpful and giving, sometimes even passing treasure or secrets to those in need.

Princess Bonnie Autumn's Allies. Bonnie's mercurial ways often drive even other Fey away from her, only to draw them back when her mood improves. Still, even when she is at her kindest, those Fey familiar with her know that she can turn

at any moment and keep a wary eye on her mood when near them. Some **eladrin**, particularly those in their autumn season, orbit her at a careful distance. On the other hand, when her mood becomes foul, **redcaps** and **spriggans** like to frolic in the aftermath.

Princess Bonnie Autumn's Treasure. Bonnie doesn't keep a lair. At any given time, there is a 25% chance each that she has 1d4 pieces of jewelry, 1d4 potions, and 1 piece of magical jewelry.

Princess Bonnie Autumn

Medium Fey, chaotic neutral

Armor Class 19 (dissuading aura)

Hit Points 51 (10d8)

Speed 30 ft.

**STR 6 (-2), DEX 18 (+4), CON 11 (+0),
INT 12 (+1), WIS 8 (-1), CHA 21 (+5)**

Saving Throws Int +4, Wis +2

Skills Deception +8, Nature +4

Damage Resistances bludgeoning, piercing and slashing from weapons that aren't cold iron

Damage Immunities necrotic

Condition Immunities charmed

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Elvish, Sylvan

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

Dissuading Aura. Princess Bonnie adds her Charisma bonus to her AC (included in the stats above).

Speak With Plants. Princess Bonnie can speak with and understand plants, including ones that are not sentient.

Tree Stride. Once per turn, Princess Bonnie can step into a tree and emerge from another tree within 100' as part of her movement.

ACTIONS

Touch of Autumn. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* \10 (3d6) necrotic damage, and the target must make a DC 15 Constitution saving throw or begin to rot, taking 10 (3d6) necrotic damage at the start of each of its turns (save ends).

Spellcasting. Bonnie casts one of the following spells, using Charisma as the spellcasting ability (save DC 16) and requiring no material components:

At Will- *druidcraft*, *pass without trace*.

3/day- *blight*.

1/day- *conjure woodland beings*.

PRISMATIC MARAUDER

Source: Homebrew.

A prismatic marauder is a gigantic crystalline creature that roughly resembles a horned serpent with two arms emerging from its body. Prismatic light scintillates all around the creature, throwing off beams of colored light. Prismatic marauders come from deep in the Elemental Chaos, and are very rarely encountered on the Material Plane. When they do appear in the world, it is usually because they are delivering a terrible, devastating reprisal for a raid or magical experiment involving the furthest parts of the Elemental Planes

Council of Sovereigns. When on their own plane, prismatic marauders have a great council of sovereigns consisting of their entire race. They claim dominion over a vast swath of Inner Planar real estate that includes huge areas of both the quasiplanes of Radiance and Minerals, governing through powerful vassals who have almost complete control over their realms. The disinterested prismatic marauders mostly dwell in communion with their fellow councilors, but when one offends another, the offended party usually raids the territories of the other, wreaking tremendous havoc. Such a raid can lead to a series of back-and-forth reprisals that go on for centuries or millennia, until the Council of Sovereigns finally intervenes and negotiates a mutually agreeable settlement.

Travelers to the Plane of Mirrors. Prismatic marauders sometimes travel to the Plane of Mirrors, exploring or raiding the strange realms beyond the reflection. At least some prismatic marauders seem to be attempting to expand their realm into the Plane of Mirrors, building portals linking it to their existing realms. A few creatures of the Plane of Mirrors seem to have sworn allegiance to prismatic marauders. Interestingly, when a prismatic marauder goes into the Plane of Mirrors, it does not spawn a **mirror twin**.

Prismatic Marauder Challenge Rating.

When assessing the Challenge Rating of a prismatic marauder, assume that two creatures take damage from its Prismatic Aura each round. In addition, increase its effective AC by 2 because of the aura's blinding effect.

Prismatic Marauder Treasure. A prismatic marauder's home, deep in the Elemental Chaos, usually has 3d10 x 10,000 gp in assorted coins, jewels, and gems, as well as 1d6 random magic items, as treasure.

When a prismatic marauder dies, its body crumbles into a mix of crumbling stones, ash, and gems. One man-hour of searching will unearth 2d6 gems; a total of 3d10 x 100 gems, each worth 200 gp, can be found in the corpse.

Prismatic Marauder

Gargantuan Elemental, usually lawful evil

Armor Class 18 (natural armor)

Hit Points 372 (24d20+120)

Speed 40 ft., burrow 30 ft.

**STR 26 (+8), DEX 10 (+0), CON 20 (+5),
INT 16 (+3), WIS 14 (+2), CHA 18 (+4)**

Saving Throws Dex +7, Wis +9, Cha +11

Skills Athletics +15, Intimidation +11,
Persuasion +11

Damage Vulnerabilities thunder

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

Damage Immunities cold

Condition Immunities paralyzed, petrified,

poisoned, stunned

Senses darkvision 60 ft., passive Perception 12

Languages Terran

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

Prismatic Aura. The marauder is surrounded by an aura of blazing radiance that sheds bright multicolored light in a 60' radius and dim light for an additional 60' beyond that. A creature that enters or starts its turn in the bright light must make a DC 19 Constitution save or be blinded until the start of its next turn.

In addition, at the start of the marauder's turn, roll 1d8. One creature or object of the marauder's choice is affected by a prismatic ray as follows:

1. The target is struck by a red ray and must make a DC 19 Dexterity save, suffering 10d6 fire damage on a failure or half that on a success.
2. The target is struck by an orange ray and must make a DC 19 Dexterity save, suffering 10d6 acid damage on a failure or half that on a success.
3. The target is struck by a yellow ray and must make a DC 19 Dexterity save, suffering 10d6 lightning damage on a failure or half that on a success.
4. The target is struck by a green ray and must make a DC 19 Constitution save, suffering 10d6 poison damage on a failure or half that on a success.
5. The target is struck by a blue ray and must make a DC 19 Constitution save, suffering 10d6 cold damage on a failure or half that on a success.
6. The target is struck by an indigo ray and must make a DC 19 Wisdom save, being restrained on a failure. At the start of the creature's next turn, it repeats the saving throw. If it fails, it is petrified. If it succeeds, the restrained condition ends at the end of its turn.
7. The target is struck by a violet ray and must make a DC 19 Charisma save. If it fails, it is restrained and can't teleport until

the start of its next turn, at which point it repeats the save. If it fails, it is transported to a random other plane of existence.

8. The target is truck by two rays. Roll again twice, re-rolling further rolls of 8.

ACTIONS

Multiattack. The marauder makes one Gore, two Slam, and one Tail attack.

Gore. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) piercing damage.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6+8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 26 (4d8+8) bludgeoning damage, and each creature within 5' of the target must make a DC 23 Dexterity save, taking 10 (3d6) bludgeoning damage on a failure.

LEGENDARY ACTIONS

The marauder can take 2 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. The marauder regains spent legendary actions at the start of its turn.

- **Prismatic Beam.** The marauder chooses one creature within 60' and rolls 1d8, then applies the result of its prismatic aura trait to the chosen creature.

PROJO

Source: Homebrew.

The projo are a race of small, stout Humanoids whose very presence is disruptive to magic. Simply by touching a spell or magical effect, a projo can sometimes dispel it. They enjoy doing this, and often seek to eliminate magic items, areas, or effects, as well. Projo are a mixture of flesh and stone, and have gray-colored skin.

Their blood is a combination of thick red blood with the consistency of syrup and fine red sand. Like oil and water, the two substances don't mix.

A projo stands about 2' 8" tall and weighs about 30 lbs. It has large, round ears, full cheeks and lips, and projecting buttocks. Its comical appearance belies the danger a projo can present; while at first glance, they seem silly, once they start destroying all the magic in their vicinity, most civilized creatures rapidly reassess their opinions of the projo.

Projo can be found in any non-cold climate. They live in small bands, generally roving from place to place rather than settling down. Projo prefer rugged hills to live in, making small hidden villages like their **gnomish** cousins. Sometimes, **halflings** will make temporary alliances with them, but the projos' hatred of magic usually means that these alliances are short-term and likely to end in animosity.

Magic Destroying War Bands. Projo find magical emanations to be painful and distressing. They can feel such energies from a distance of up to a mile, so unless they are far from civilization, they are usually plagued by frequent magic-induced spasms. The projo form war bands of a dozen or so members to seek out and destroy the source of their pain. Bitter experience has taught them that they can't expect others to compromise on the matter without demanding ridiculous concessions, and the projo care little whether they harm others in the process of taking care of the magical problem.

Gnome Cousins. Projo are distant cousins of gnomes, and are therefore also related to creatures such as **spriggans**. The projo are far more willing to talk to a creature that is a member of gnomekind or a related race than to members of any other race, though the projo quickly take offense at any perceived rudeness. Like gnomes, projo are fascinated by mechanical gadgets and clever devices, and they tend to build a variety of traps, secret doors and panels, and trick mechanisms. One might even say that mechanisms and machines take the place of magic in their culture.

Projo Challenge Rating. Because of its Magic Vulnerability trait, reduce the projo's hit point multiplier by 25% as part of step 9. Assume it uses its Disrupt Spellcaster reaction once.

Projo Treasure. Projo are fond of gems. A single projo has a 50% chance of having 1d4 gems.

A **band** of two to six projo instead has a 50% chance of having 2d4 gems.

A band of 7 to 15 projo instead has a 60% chance of having 2d6 gems.

A **clan** of 16 to 30 projo instead has a 65% chance of having 3d6 gems.

Projo

Small Humanoid (Earth, Gnome), often lawful evil

Armor Class 16 (natural armor)

Hit Points 90 (12d6+48)

Speed 25 ft.

**STR 14 (+2), DEX 10 (+0), CON 18 (+4),
INT 16 (+3), WIS 12 (+1), CHA 10 (+0)**

Saving Throws Str +5, Dex +3, Con +7, Wis +4

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

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Gnomish, Terran

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

Earth Glide. The projo can walk through nonmagical, unworked earth and stone. While doing so, the projo doesn't disturb the material it moves through.

Magic Vulnerability. When a spell or magical effect deals damage to the projo, the projo takes extra damage equal to the number of damage dice dealt.

ACTIONS

Pick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) piercing damage. In addition, any spells on the target end.

Piercing Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (1d6+2 plus 2d12) piercing damage.

Disjoining Touch. The projo touches one magical effect or item within its reach. If that effect or item is not permanent, it ends. If it is permanent, the item's bearer (if any) must make a DC 11 Wisdom save, or the effect ends or the item loses its magic permanently. If it has no bearer, a permanent item or effect may attempt the save with no bonus.

BONUS ACTIONS

Sense Magic. The projo detects each magic aura within 60' that isn't behind a barrier.

REACTIONS

Disrupt Spellcaster. When a creature within 5' casts a spell, the projo uses Pick against it. If the attack hits, it does an extra 10 (3d6) psychic damage.

Projo Hero

The projo hero uses the Projo stat block with the following changes.

- Its AC is 18 (natural armor and shield).
- It has 142 (19d6+76) hit points.
- Its Challenge Rating is 8 (3,900 xp).

It has the following additional Action options.

- **Multiattack.** The hero makes three Pick or Piercing Strike attacks in any combination.

Projo Mage Breaker

The projo mage breaker uses the Projo stat block with the following changes.

- Its Charisma is 14 (+2).

The mage breaker has the following additional Trait.

- **Mage Breaker.** A creature that has at least one unexpended spell slot that starts its turn within 30' of the mage breaker has disadvantage on concentration saves until the start of its next turn. In addition, it must succeed on a DC 13 Wis save or lose its lowest level unexpended spell slot.

PROTEIN POLYMORPH

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

The protein polymorph is a strange intelligent cellular colony that can change its form to appear as almost anything, most often as a collection of small creatures that are connected by transparent filaments. In its true form, the polymorph is a glob or column of gray, pulsating goo 12' to 15' in diameter. The creature's body is as tough as thick plates of horn, and it might appear with any mixture or apparent traits. Many scholars believe the protein polymorph is a close cousin of the **oblex**, or perhaps even an ancestral form.

Limited Imitation. The protein polymorph often appears as a group of kobolds or goblins, a collection of small birds or mammals, or even a large pile of treasure. However, its shapechanging ability is imperfect; it can't mimic facial expressions or produce accurate sounds, and touching the protein polymorph is a sure way to penetrate its deception. Nonetheless, from a distance, the polymorph is quite able to deceive observers.

Territorial Hunters. A protein polymorph takes over a territory and eats any other living animals that enter the area. It prefers to live in temperate to tropical areas, and might claim a section of a dungeon. If the protein polymorph

can't find prey within 24 hours, its hunger drives it to leave in search of food; it takes only a few days for an unfed protein polymorph to starve.

Rarely, a **pair** of protein polymorphs will share a territory.

Protein Polymorph Treasure. The territory of a protein polymorph, or shared by a pair of the monsters, has a 20% chance each to have 3d10 x 100 cp, 2d10 x 100 sp, and 3d6 x 25 gp; as well as a 10% chance each to have 5d10 ep, 2d6 pp, 1d6 gems, 1d4 potions, and 1 random magic item.

Protein Polymorph

Huge Ooze, always neutral

Armor Class 17 (natural armor)

Hit Points 68 (8d12+16)

Speed 30 ft.

**STR 18 (+4), DEX 12 (+1), CON 14 (+2),
INT 10 (+0), WIS 10 (+0), CHA 15 (+2)**

Senses passive Perception 10

Languages can't speak but understands Common
Challenge 3 (700 xp) **Prof** +2

Limited Shapechange. The polymorph can use a bonus action to change its apparent form to that of any creature, object, or group of creatures and/or objects that fit inside a 15' cube. Creatures within 10' can automatically tell that something is wrong with the protein polymorph's assumed form. If the polymorph attacks while it appears to be a group of creatures, all the creatures appear to attack the same target at once.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 25 (6d6+4) bludgeoning damage.

PROTON ZOMBIE

Source: Homebrew.

Many creatures exposed to radiation are dangerous, but most also have substantially shortened lifespans. Undead do not suffer from the radioactive flux they emit and never die unless slain; a pack of radioactive zombies is therefore capable of poisoning a large area if not dealt with. Proton zombies have been exposed to extraordinarily high dosages, and they in turn now emit deadly levels of radiation in a large radius.

Proton Zombie Treasure. A proton zombie collects no treasure.

Proton Zombie

Medium Undead, always neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

STR 13 (+1), **DEX** 6 (-2), **CON** 16 (+3),
INT 3 (-4), **WIS** 6 (-2), **CHA** 5 (-3)

Saving Throws Con +5, Wis +0

Damage Resistances radiant

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1 (250 xp) **Prof** +2

Liquify. When the proton zombie dies, it liquifies, forming a 5' diameter pool of stinking fluid. Each creature within 5' of the pool is poisoned. The pool dries up after 24 hours, leaving a foul stain behind.

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

Radioactive Glow. A proton zombie gives off dim light in a 10' radius, has disadvantage on Dexterity (Stealth) checks, and cannot benefit from invisibility.

Undead Fortitude. If damage reduces the proton zombie to 0 hit points, it must make a Constitution save with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the proton zombie drops to 1 hit point instead.

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

ACTIONS

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

PSEUDODRAGON

Location: *Monster Manual.*

Pseudodragon Treasure. Pseudodragons don't usually collect treasure, but one has a 10% chance of having 1 piece of jewelry.

PSEUDONATURAL

Source: *3e Tome and Blood.*

Pseudonatural creatures are unnatural beings from or touched by the Far Realm. Roughly analogous to normal worldly creatures, a pseudonatural creature can undergo a startling and disturbing transformation to reveal its true form, which might be a squamous mass of tentacles, flesh, or organs, a disconcerting and unnatural body with its features misarranged, or some other profoundly unsettling thing. Each pseudonatural creature is different and distinct, and they might have a broad range of weird and unnerving features and abilities.

Pseudonatural Creature Challenge Rating.

When evaluating the Challenge Rating of a pseudonatural creature, make the following adjustments for the following features.

- **Startling Transformation:** Double the pseudonatural creature's damage output for 1 round.

Pseudonatural Creature Treasure. A pseudonatural creature usually has no treasure.

Pseudonatural Cinder Swarm

Medium Swarm of Tiny Aberrations (Fire), usually neutral evil

Armor Class 16

Hit Points 72 (16d8)

Speed 40 ft., fly 40 ft.

STR 1 (-5), **DEX** 22 (+6), **CON** 10 (+0),
INT 4 (-3), **WIS** 11 (+0), **CHA** 11 (+0)

Damage Immunities fire, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak comprehensibly

Challenge 5 (1,800 xp)

Prof +3

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 fire elemental cinder. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Swarm of Cinders (normal form only). *Melee Weapon Attack:* +8 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) fire damage, and the target must make a DC 17 Dex save or catch fire.

A creature that catches fire takes 5 (1d10) fire damage at the start of each of its turns until a creature uses an appropriate action to put it out.

Venomous Pulse (pseudonatural form only). The swarm emits a pulse of gaseous poison. Each creature within 15' must make a DC 11 Con save, taking 18 (4d8) poison damage on a failure or half that on a success.

Veil of Normalcy. If it is in its pseudonatural form, the swarm transforms back into its normal form.

BONUS ACTIONS

Implosive Transformation. The swarm transforms into its true (pseudonatural) form, which consists of a mass of floating things that resemble 1" diameter anemones. Each creature within 10' of the swarm is put out, if it is on fire, and then must make a DC 11 Dex save, taking 18 (4d8) poison damage on a failure.

Pseudonatural Cultist

The pseudonatural cultist uses the Cultist stat block with the following changes.

- It is an Aberration.

It has the following additional Action option.

- **Veil of Normalcy.** If it is in its pseudonatural form, the cultist transforms back into its normal form.

It has the following additional Bonus Action option.

- **Startling Transformation.** The cultist transforms into its true (pseudonatural) form. Each creature that isn't an aberration that can see the transformation within 60' must make a DC 10 Wis save or be stunned until the end of its next turn.

Pseudonatural Griffon

The pseudonatural cultist uses the Griffon stat block with the following changes.

- It is an Aberration.
- Its Intelligence is 8 (-1).
- It has Damage Resistance to bludgeoning, piercing, and slashing that isn't magic.
- Its Challenge Rating is 4 (1,100 xp).

It has the following additional Action options.

- ***Veil of Normalcy.*** If it is in its pseudonatural form, the griffon transforms back into its normal form.
- ***Vile Vomit (recharge 5-6).*** The griffon vomits acid in a 15' cone. Each creature in the cone must make a DC 13 Dex save, taking 10 (3d6) acid damage on a failure. A creature that fails its save is also poisoned until the end of its next turn.

It has the following additional Bonus Action option.

- ***Startling Transformation.*** The cultist transforms into its true (pseudonatural) form. Each creature that isn't an aberration that can see the transformation within 60' must make a DC 10 Wis save or be stunned until the end of its next turn.

Pseudonatural Thought Slayer

Huge Aberration, always neutral

Armor Class 14 (natural armor)

Hit Points 161 (14d12+70)

Speed 40 ft.

**STR 22 (+6), DEX 13 (+1), CON 21 (+5),
INT 7 (-2), WIS 12 (+1), CHA 15 (+2)**

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 8 (3,900 xp)

Prof +3

Ethereal Vision. The thought slayer can see into the Prime Material Plane from the Ethereal Plane and vice-versa.

Mind-Consuming Gaze. A creature that starts its turn within 30' of the thought slayer and can see it must make a DC 13 Intelligence save, being stunned until the start of its next turn on a failure.

ACTIONS

Eat Thoughts. One creature within 5' of the thought eater must make a DC 13 Intelligence save, suffering 40 (9d8) psychic damage and losing 1d8 points of Intelligence on a failure, or taking half damage and losing no Intelligence on a success. If its Intelligence score falls to 0, the creature dies. The creature regains lost Intelligence when it completes a long rest.

Tentacles (pseudonatural form only). *Melee Weapon Attack:* +9 to hit, one target, reach 10'. *Hit:* 28 (4d10+6) bludgeoning damage plus 19 (3d12) acid damage.

Veil of Normalcy. If it is in its pseudonatural form, the griffon transforms back into its normal form

BONUS ACTIONS

Ethereal Jaunt. The thought slayer transfers itself from the Ethereal Plane to the Prime Material Plane or back again.

Startling Transformation. The thought slayer transforms into its true (pseudonatural) form. Each creature that isn't an aberration that can see the transformation within 60' must make a DC 15 Wis save or be stunned until the end of its next turn.

PSEUDO-UNDEAD

Source: 1e *Monster Manual* 2.

Pseudo-undead are a clade of strange Humanoids who have adapted to imitate Undead creatures, taking advantage of most creatures' tendency to shun the unliving to protect themselves, in addition to adapting attacks that ape some of those of their undead inspirations.

Many Species. Each type of pseudo-undead is a distinct but closely related species. Sometimes, a pseudo-undead, especially a pseudo-vampire, can interbreed with **humans**, though most couplings have no issue or result in a stillbirth. The most successful offspring tend to be those drawn from a mix of human and pseudo-vampire stock, with the child frequently demonstrating superior and unpredictable abilities and power levels.

A few instances of different species of pseudo-undead interbreeding have been seen by adventurers. About one in six of such interbred pregnancies survive to birth, but these are likely to be sterile or to have genetic deficiencies, rather than to show hybrid vigor.

Pseudo-undead as a whole are surprisingly common and relatively successful, although each species is relatively rare and few in numbers.

Imitators. Pseudo-undead generally imitate the Undead that they resemble in terms of habitat and sometimes basic hunting patterns. However, since many undead don't need to eat or drink and pseudo-undead do, the pseudo-undead often make adjustments out of necessity.

Secret Lairs for Childbirth and Rearing.

Given that they are living Humanoids, pseudo-undead reproduce naturally. When a pseudo-undead becomes pregnant, it retreats to a secret lair, hiding itself away for the duration of its pregnancy. Once it gives birth, it leaves its child in the hidden lair, bringing it food in secret for several years until the child is old enough to fend for itself at the age of six. During this time, the pseudo-undead child learns the virtues of silence, patience, and stillness, all important elements of the pseudo-undead lifestyle and culture.

Shun the Undead. Pseudo-undead shun actual Undead creatures out of fear that they will give the game up by how they treat the pseudo-undead. After all, the Undead are rarely fooled by the pseudo-undead's facade, and are just as prone to feed on their would-be imitators as they are on any other Humanoid.

Pseudo-Undead Apparition

Pseudo-Undead Apparition Treasure. The lair of one to six pseudo-undead apparitions has a 20% chance each to contain 2d6 x 10 cp, 1d10 x 10 sp, 3d10 gp, and 1d4 gems.

The lair of seven or more pseudo-undead apparitions instead has a 20% chance each to contain 2d10 x 50 cp, 2d6 x 50 sp, 1d8 x 50 gp, and 1d8 gems.

Medium Humanoid (Pseudo-Undead), often chaotic evil

Armor Class 12

Hit Points 52 (8d8+16)

Speed 50 ft.

**STR 15 (+2), DEX 14 (+2), CON 15 (+2),
INT 10 (+0), WIS 13 (+1), CHA 16 (+3)**

Saving Throws Wis +3, Cha +5

Skills Perception +3, Stealth +4

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Pseudo-Undead

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

Light Step. The pseudo-undead steps so lightly that it leaves no tracks.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5', one target. *Hit:* 18 (3d10+2) slashing damage, and the target must make a DC 12 Dex save or the pseudo-undead grapples it (escape DC 12).

Strangle. One creature grappled by the pseudo-undead takes 18 (3d10+2) bludgeoning damage.

Pseudo-Undead Banshee

Pseudo-Undead Banshee Treasure. The lair of one to four pseudo-undead banshees has a 25% chance each to contain 1d8 x 100 cp, 2d10 x 25 sp, 1d10 x 10 gp, 1d3 art objects, and 1d3 potions; and a 10% chance to have 1 random magic item.

The lair of five to twelve pseudo-undead banshees instead has a 35% chance each to contain 1d6 x 250 cp, 1d8 x 100 sp, 1d4 x 100 gp, 1d3 art objects, and 1d3 potions; and a 10% chance to have 1 random magic item.

The lair of 13 or more pseudo-undead banshees instead has a 35% chance each to contain 1d6 x 500 cp, 1d8 x 250 sp, 1d8 x 100 gp, 1d4 art objects, and 1d4 potions; and a 20% chance to have 1d3 random magic items.

Medium Humanoid (Pseudo-Undead), usually chaotic evil

Armor Class 12
Hit Points 58 (13d8)
Speed 40 ft.

STR 11 (+0), **DEX** 14 (+2), **CON** 10 (+0),
INT 12 (+1), **WIS** 11 (+0), **CHA** 17 (+3)

Saving Throws Wis +2, Cha +5
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Pseudo-Undead
Challenge 1 (200 xp) **Prof** +2

Light Step. The pseudo-undead steps so lightly that it leaves no tracks.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6+2) slashing damage.

BONUS ACTIONS

Terrifying Wail (1/day). The pseudo-undead banshee releases a mournful wail. Each living

creature within 30' must make a DC 13 Wis save or be frightened until the end of the creature's next turn.

Pseudo-Undead Blood Hulk

Pseudo-Undead Blood Hulk Treasure. Pseudo-undead blood hulks don't usually keep treasure.

Medium Humanoid (Pseudo-Undead), usually neutral evil

Armor Class 11 (natural armor)
Hit Points 85 (10d8+40)
Speed 25 ft.

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

Damage Immunities poison
Senses darkvision 60 ft., passive Perception 9
Languages Pseudo-Undead
Challenge 1 (200 xp) **Prof** +2

Blood Bloated. If the blood hulk suffers a critical hit, the severity is increased by +2d8.

Bloody End. When the blood hulk falls to 0 hit points, it bursts, spraying blood on everything within 10'. Each creature in the area must succeed on a DC 14 Dex save or be blinded until the end of its next turn.

ACTIONS

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

REACTIONS

Bloody Pool. When the blood hulk becomes bloodied, it spews blood on the ground in a 10' square adjacent to it. A creature that ends its turn in this pool must make a DC 14 Dex save or fall prone.

Pseudo-Undead Corruption Corpse

Pseudo-Undead Corruption Corpse

Treasure. The lair of one to six pseudo-undead corruption corpses has a 20% chance each to contain 2d6 x 10 cp, 1d10 x 10 sp, 3d10 gp, and 1d4 gems.

The lair of seven to twenty pseudo-undead corruption corpses instead has a 20% chance each to contain 2d10 x 25 cp, 2d10 x 10 sp, 1d10 x 10 gp, and 1d6 gems.

The lair of 21 or more pseudo-undead corruption corpses instead has a 30% chance each to contain 2d10 x 100 cp, 2d6 x 100 sp, 1d8 x 100 gp, and 2d6 gems.

Medium Humanoid (Pseudo-Undead), usually neutral evil

Armor Class 13

Hit Points 60 (8d8+24)

Speed 20 ft.

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

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Pseudo-Undead

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

Stench. Any living creature that starts its turn within 5' of the corruption corpse must succeed on a DC 13 Constitution save or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all corruption corpses for 1 hour.

ACTIONS

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

Mote of Filth. The corruption corpse hurls a gob of filth at one target. *Ranged Weapon Attack:* +5 to hit, range 50 ft., one target. *Hit:* 5 (1d4+3)

bludgeoning plus 9 (2d8) acid damage. In addition, the target must make a DC 13 Constitution save or be poisoned until the end of its next turn.

Pseudo-Undead Ghast

Pseudo-Undead Ghast Treasure. The lair of one to six pseudo-undead ghasts has a 20% chance each to contain 2d6 x 10 cp, 1d10 x 10 sp, 3d10 gp, and 1d4 gems.

The lair of seven to twenty pseudo-undead ghasts instead has a 20% chance each to contain 2d10 x 25 cp, 2d10 x 10 sp, 1d10 x 10 gp, and 1d6 gems.

The lair of 21 or more pseudo-undead ghasts instead has a 30% chance each to contain 2d10 x 100 cp, 2d6 x 100 sp, 1d8 x 100 gp, and 2d6 gems.

A pseudo-undead ghast uses the Ghast stat block with the following changes.

- It is a Humanoid (Pseudo-Undead).
- It can also speak Pseudo-Undead.
- It isn't resistant to necrotic damage.
- It isn't immune to poison damage.
- Its only Condition Immunity is poisoned.
- It lacks the ghast's Turn Defiance trait.
- Its Bite is +5 to hit.
- Its Claws don't paralyze.

It has the following additional Action option.

- **Multiattack.** The pseudo-undead makes one Claws attack and one Bite attack.

Pseudo-Undead Ghoul

Pseudo-Undead Ghoul Treasure. The lair of one to six pseudo-undead ghouls has a 20% chance each to contain 2d6 x 10 cp, 1d10 x 10 sp, 3d10 gp, and 1d4 gems.

The lair of seven to twenty pseudo-undead ghouls instead has a 20% chance each to contain 2d10 x 25 cp, 2d10 x 10 sp, 1d10 x 10 gp, and 1d6 gems.

The lair of 21 or more pseudo-undead ghouls instead has a 30% chance each to contain 2d10 x 100 cp, 2d6 x 100 sp, 1d8 x 100 gp, and 2d6 gems.

A pseudo-undead ghoul uses the Ghoul stat block with the following changes.

- It is a Humanoid (Pseudo-Undead).
- It can also speak Pseudo-Undead.
- It isn't immune to poison damage.
- Its only Condition Immunity is poisoned.
- Its Bite is +4 to hit.
- Its Claws don't paralyze.

It has the following additional Action option.

- **Multiattack.** The pseudo-undead makes one Claws attack and one Bite attack.

Pseudo-Undead Huecuva

Pseudo-Undead Huecuva Treasure. The lair of one to six pseudo-undead mummies has a 20% chance each to contain 2d6 x 10 cp, 1d10 x 10 sp, 3d10 gp, and 1d4 spell scrolls.

The lair of seven to twenty pseudo-undead mummies instead has a 20% chance each to contain 2d10 x 25 cp, 2d10 x 10 sp, 1d10 x 10 gp, and 1d6 spell scrolls.

The lair of 21 or more pseudo-undead mummies instead has a 30% chance each to contain 2d10 x 100 cp, 2d6 x 100 sp, 1d8 x 100 gp, and 2d6 spell scrolls.

Medium Undead (Cleric), usually neutral evil

Armor Class 16 (chain mail armor)

Hit Points 55 (10d8+10)

Speed 30 ft.

**STR 15 (+2), DEX 9 (-1), CON 13 (+1),
INT 4 (-3), WIS 19 (+4), CHA 14 (+2)**

Saving Throws Wis +6, Cha +4

Skills Religion -1

Condition Immunities poisoned

Senses Darkvision 60 ft., passive Perception 14

Languages Pseudo-Undead

Challenge ½ (100 xp)

Prof +2

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, and the target must succeed on a DC 11 Constitution save or become diseased with huecuva blight. While diseased, the creature is poisoned, and after completing a long rest, its maximum hit points are reduced by 7 (2d6). After each complete long rest, the target repeats the saving throw, ending the disease on a success. If the disease ends, the target's maximum hit points return to their normal maximum immediately.

Pseudo-Undead Mummy

Pseudo-Undead Mummy Treasure. The lair of one to six pseudo-undead mummies has a 20% chance each to contain 2d6 x 10 cp, 1d10 x 10 sp, 3d10 gp, and 1d4 gems.

The lair of seven to twenty pseudo-undead mummies instead has a 20% chance each to contain 2d10 x 25 cp, 2d10 x 10 sp, 1d10 x 10 gp, and 1d6 gems.

The lair of 21 or more pseudo-undead mummies instead has a 30% chance each to contain 2d10 x 100 cp, 2d6 x 100 sp, 1d8 x 100 gp, and 2d6 gems.

A pseudo-undead mummy uses the Mummy stat block with the following changes.

- It is a Humanoid (Pseudo-Undead).
- It has no damage vulnerabilities, resistances, or immunities.
- Its only Condition Immunity is poisoned.
- It speaks Pseudo-Undead.
- Its Multiattack allows it to make two Slam attacks.
- Replace its Rotting Fist with a Slam attack that deals 2d6+3 damage and has no further effect.
- It lacks the mummy's Dreadful Glare action option.
- Its Challenge Rating is 2 (450 xp).

Pseudo-Undead Skeleton

Pseudo-Undead Skeleton Treasure. The lair of one to six pseudo-undead skeletons has a 25% chance each of having 3d6 x 5 cp, 4d10 sp, and 4d8 gp.

The lair of seven to 30 pseudo-undead skeletons instead has a 25% chance each of having 1d6 x 25 cp, 1d10 x 10 sp, and 1d8 x 5 gp.

The lair of 31-150 pseudo-undead skeletons instead has a 25% chance each of having 2d8 x 100 cp, 1d10 x 100 sp, and 1d6 x 100 gp.

The lair of 151 or more pseudo-undead skeletons instead has a 25% chance each of having 1d6 x 1,000 cp, 2d10 x 100 sp, and 2d6 x 100 gp.

A pseudo-undead zombie uses the Zombie stat block with the following changes.

- It is a Humanoid (Pseudo-Undead).
- Its AC is 13 (natural armor).
- It has no damage vulnerabilities or immunities.
- It is not immune to exhaustion.
- It can speak Pseudo-Undead.

Pseudo-Undead Vampire

Pseudo-Undead Vampire Treasure. The lair of a pseudo-undead vampire has a 50% chance each to contain 1d6 x 1,000 cp, 2d10 x 100 sp, and 2d8 x 100 gp; as well as a 25% chance each to have 2d10 x 10 ep and 3d10 pp; and a 15% chance each to have 1d3 art objects and 1 random magic item.

The lair of two to five pseudo-undead vampires instead has a 50% chance each to contain 1d6 x 1,000 cp, 2d10 x 100 sp, and 2d8 x 100 gp; as well as a 25% chance each to have 2d10 x 10 ep and 3d10 pp; and a 15% chance each to have 1d3 art objects and 1 random magic item.

The lair of six or more pseudo-undead vampires instead has a 50% chance each to contain 1d10 x 1,000 cp, 1d6 x 1,000 sp, and 1d4 x 1,000 gp; as well as a 25% chance each to have 1d6 x 100 ep and 1d10 x 10 pp; and a 15% chance each to have 1d4 art objects and 1 (1-4) or 1d4 (5-6) random magic items.

A pseudo-undead vampire uses the Vampire stat block with the following changes.

- It is a Humanoid (Pseudo-Undead).
- It has no damage resistances.
- It speaks Common and Pseudo-Undead.
- It lacks all the vampire's listed Traits.
- It lacks the vampire's Charm and Children of the Night Action options.
- Its Bite does only piercing damage.
- It has no Legendary Actions.
- Its attack, save, and skill bonuses fall by 2.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

Pseudo-Undead Wight

Pseudo-Undead Wight Treasure. The lair of one to six pseudo-undead wights has a 20% chance each to contain 2d6 x 10 cp, 1d10 x 10 sp, 3d10 gp, and 1d4 gems.

The lair of seven to twenty pseudo-undead wights instead has a 20% chance each to contain 2d10 x 25 cp, 2d10 x 10 sp, 1d10 x 10 gp, and 1d6 gems.

The lair of 21 or more pseudo-undead wights instead has a 30% chance each to contain 2d10 x 100 cp, 2d6 x 100 sp, 1d8 x 100 gp, and 2d6 gems.

A pseudo-undead wight uses the Wight stat block with the following changes.

- It is a Humanoid (Pseudo-Undead).
- It speaks Pseudo-Undead.
- It has no damage resistances or immunities.
- Its only Condition Immunity is poisoned.
- It lacks the wight's Sunlight Sensitivity trait.
- It lacks the wight's Life Drain action option.
- It is Challenge Rating 1 (200 xp).

Pseudo-Undead Wraith

Pseudo-Undead Wraith Challenge Rating.

Because of its Reactive Dodge Reaction option, when assessing the Challenge Rating of a pseudo-undead wraith, increase its effective AC by 1.

Pseudo-Undead Wraith Treasure. The lair of one to four pseudo-undead wraiths has a 25% chance each to contain 1d8 x 100 cp, 2d10 x 25 sp, 1d10 x 10 gp, 1d3 art objects, and 1d3 potions; and a 10% chance to have 1 random magic item.

The lair of five to twelve pseudo-undead wraiths instead has a 35% chance each to contain 1d6 x 250 cp, 1d8 x 100 sp, 1d4 x 100 gp, 1d3 art objects, and 1d3 potions; and a 10% chance to have 1 random magic item.

The lair of 13 or more pseudo-undead wraiths instead has a 35% chance each to contain 1d6 x 500 cp, 1d8 x 250 sp, 1d8 x 100 gp, 1d4 art objects, and 1d4 potions; and a 20% chance to have 1d3 random magic items.

Medium Humanoid (Pseudo-Undead), usually neutral evil

Armor Class 16 (natural armor)

Hit Points 67 (9d8+27)

Speed 60 ft.

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

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Pseudo-Undead

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

Light Step. The pseudo-undead steps so lightly that it leaves no tracks.

ACTIONS

Rend. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 21 (4d8+3) slashing damage.

REACTIONS

Reactive Dodge (recharge 5-6). When an enemy comes within 5' of the pseudo-undead, the pseudo-undead Dodges.

Pseudo-Undead Zombie

Pseudo-Undead Zombie Treasure. A pseudo-undead zombie typically keeps no treasure.

A pseudo-undead zombie uses the Zombie stat block with the following changes.

- It is a Humanoid (Pseudo-Undead).
- Its Intelligence is 6 (-2).
- It isn't immune to poison damage.
- It can speak Pseudo-Undead.
- Replace its Undead Fortitude trait with an identical trait called Fortitude can be used 1/day.

PSIONIC SINEW

A psionic sinew is a revolting, wormlike length of muscle that attaches to its host's arm. The sinew can draw upon its host's body to create a set of savage, sharp, black claws that the host can attack with to devastating effect. Psionic sinews are created by illithids, aboleths, gith, and other psionic creatures.

Psionic Sinew

Tiny aberration, lawful evil

Armor Class 9 (*mage armor*)

Hit Points 17 (5d4+5)

Speed 5 ft.

STR 14 (+2), **DEX** 3 (-4), **CON** 13 (+1),
INT 6 (-2), **WIS** 8 (-1), **CHA** 11 (+0)

Condition Immunities prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages can't speak but understands Deep Speech

Challenge 1/8 (25 xp)

Bond. The sinew can bond to a willing living creature by spending one round within 1' of it, remaining stationary, and taking no actions. The hood remains bonded to the host until the sinew uses an action to end the bond or until the sinew dies. The host can remove the sinew by succeeding on an escape check against it (DC 12).

While it is bonded to a host, the host gains the following effects.

- Its Dexterity and maximum Dexterity are reduced by 2.
- It is forced to use an attunement slot to bond to the sinew. If it has no available attunement slots, it chooses which slot to give up immediately.
- It is charmed by the sinew.
- Its Strength and maximum Strength increase by 2.
- It can use a bonus action to grow claws from the hand the sinew is attached to. The creature can attack with the claw as a one-handed weapon that deals 2d8 + the creature's Str bonus, and the creature is considered proficient in the claw.
- If its Challenge Rating is below 1, it increases to 1. If its Challenge Rating is 1, it increases to 2.

Mage Armor. The psionic sinew is surrounded by a psionic field of force and can determine its Armor Class as 13 + Dex modifier.

Symbiosis. When bonded to a host, the symbiont shares its host's initiative but doesn't take actions, is aware of anything its host is aware of, and it receives the benefit of any beneficial spell that targets the host. Anytime the symbiont takes damage, the host takes half the damage for it.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target. *Hit:* 4 (1d3+2) bludgeoning damage.

PSURLON

Source: 3e *Monster Manual* 2.

Psurlons are upright wormlike creatures with fantastic mental powers. A psurlon also has two long arms with claws on the end and two long legs, but no bones at all. Though they are of genius intelligence and their claws allow them to manipulate items almost as well as a humanoid's hands do, psurlons never use weapons.

A psurlon avoids combat, preferring to work through minions and lackeys. It tends to be suspicious, surly, and bad-tempered. Many psurlon attack any creatures that come too close that aren't under the psurlon's control.

Often Solitary. Most encounters with psurlons are with a lone member of the race, plus any servant creatures it might have. Many psurlon don't get along with anything that isn't subservient to them, a trait that makes it hard for the race to form large communities, since the individual psurlons tend to clash.

However, some psurlon work together in teams of up to six, and sometimes a group of up to 15 or so forms, called a cluster. Such a group is always under the direction of an elder psurlon; if the elder is slain, the community falls apart in short order, sometimes violently.

Psurlon Treasure. A solitary psurlon usually has 1d10 x 25 sp and 1d10 x 10 gp, plus a 10% chance each to have 1d6 x 50 cp, 3d10 ep, and 1d4 potions. The lair of a group of two to eight psurlons also has a 25% chance each to have 1d10 x 100 cp, sp, and gp, 1d6 x 50 gp in trade goods, and 1d4 pieces of jewelry. The lair of a group of nine or more instead also has a 35% chance each to have 1d10 x 500 cp, sp, and gp, 1d10 x 100 gp in trade goods, and 1d8 pieces of jewelry, plus a 10% chance to have 1d2 magic items.

PSURLON MASTER

An elder psurlon is a leader among its people, and often draws a community around it, holding more psurlons together than would otherwise stay in one place.

PSURLON GIANT

A giant psurlon is bred for combat, standing 12' high and weighing nearly 600 lbs. It is more powerful than a standard psurlon, both physically and mentally. Giant psurlons are the race's war caste.

Psurlon

Medium aberration, lawful evil

Armor Class 10

Hit Points 38 (7d8+7)

Speed 30 ft.

STR 10 (+0), **DEX** 10 (+0), **CON** 12 (+1),
INT 18 (+4), **WIS** 11 (+0), **CHA** 17 (+3)

Damage Resistances psychic

Condition Immunities charmed, paralyzation

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

Languages Psurlon; telepathy 60'

Challenge ½ (50 xp)

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

At Will- *detect thoughts, dominate person, hold monster, sleep*

ACTIONS

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

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

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

Psurlon Master

Medium aberration, lawful evil

Armor Class 12

Hit Points 66 (12d8+12)

Speed 30 ft.

STR 14 (+2), **DEX** 15 (+2), **CON** 12 (+1),
INT 19 (+4), **WIS** 17 (+3), **CHA** 17 (+3)

Damage Resistances psychic

Condition Immunities charmed, paralyzation

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

Languages Psurlon; telepathy 60'

Challenge 1 (200 xp)

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

At will- *detect thoughts, dominate person, hold monster, sleep*
3/day- *suggestion*

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

ACTIONS

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

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

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

Psurlon Giant

Large aberration, lawful evil

Armor Class 12

Hit Points 135 (18d10+36)
Speed 30 ft.

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

Damage Resistances psychic; bludgeoning, piercing, and slashing that isn't magic
Condition Immunities charmed, paralyzation
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Psurlon; telepathy 120'
Challenge 7 (2,900 xp)

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

At will- *detect thoughts, dominate person, hold monster, sleep*
3/day- *dominate person, suggestion* (3 targets)
1/day- *disintegrate*

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

ACTIONS

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

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

PTERAFOLK

Location: *Tomb of Annihilation.*

PTERANODON

Location: *Monster Manual* p80.

Archmage Treasure. Fill in when formatting.

PUNGI RAY

Found only in the shallows near the edge of continental or island shelves, pungi rays conceal themselves in the sand with the spikes that protrude from their back thrusting upward. These green or brown spikes appear at a glance to be plant growth, covering an area three or four feet square. When a creature steps on the spike, the pungi ray's deadly poison is injected.

Pungi Ray

Large beast, unaligned

Armor Class 10
Hit Points 22 (4d10)
Speed swim 40 ft.

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

Senses passive Perception 11
Languages -
Challenge 2 (450 xp)

False Appearance. The pungi ray is indistinguishable from a patch of underwater vegetation until it attacks or moves without a DC 20 Wisdom (Perception) or Wisdom (Survival) check.

Water Breathing. The ray can breathe only water.

ACTIONS

Spikes. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 7 (3d4) piercing damage, and the target must make a DC 10 Constitution save, suffering 22 (4d10) poison damage on a failure or half that on a success.

PURPLE DRAGON

Purple dragons, also called deep dragons, are sly manipulators who enjoy discovering new networks of underground caverns and tunnels, and love to tread places that no other intelligent being has ever been. Purple dragons dwell deep underground, and rarely come to the surface, so they are relatively unknown by surface-dwellers. Their dark color sometimes lead to them being misidentified as black dragons.

Contests for Control: Purple dragons often end up at odds with creatures like aboleths and mind flayers, for they all compete for control over other creatures. The dragon's breath weapon is a cloud of psychotropic vapors that dulls the minds of creatures it affects, making it easier for the dragon to manipulate them.

Seeking Azarakka. An ancient myth claims that a terrible being named the King of Terror hid a mystical realm called Azarakka deep underground, concealed from all discovery. Within Azarakka, it is said, is a font of knowledge set down by Io, the primeval draconic deity from whom Tiamat and Bahamut sprang. The legend claims that a dragon who drinks from this font will gain so much knowledge that it will become a god. Many purple dragons seek fabled Azarakka.

LAIR ACTIONS

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

- Multicolored mist billows into existence centered on a point the dragon can see within 120', filling a 30' radius sphere and going around corners. The area of the mist is heavily obscured, and the mist ends after 10 minutes or when the dragon takes another lair action.
- The dragon chooses a point it can see within 60'. Each creature that is taking ongoing psychic damage within 5' of that point must succeed on a DC 15 Wisdom

save or use its reaction to move its speed in a direction of the dragon's choice.

- A section of wall up to 40' long and up to 15' thick vanishes until the dragon next takes a lair action. If a creature is in the area when the wall reappears, the creature must make a DC 15 Dexterity save, taking 14 (4d6) force damage on a failure and no damage on a success, and being displaced to the nearest space outside the wall either way.

REGIONAL EFFECTS

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

- Within 20 miles of the lair, new caves and underground passages open up.
- Within 1 mile of the lair, creatures frequently hear whispering voices.
- The dragon can see and hear through the senses of Small and Tiny beasts within 1 mile of the lair.

Adult Purple Dragon

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12+90)

Speed 40 ft., fly 60 ft.

STR 20 (+5), DEX 15 (+2), CON 20 (+5), INT 17 (+3), WIS 18 (+4), CHA 21 (+5)

Saving Throws Con +10, Int +8, Wis +9, Cha +10

Skills Deception +10, Insight +9, Intimidation +10, Persuasion +10

Damage Immunities psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Common, Draconic

Challenge 13 (10,000 xp)

Sunlight Hypersensitivity. If the deep dragon

starts its turn in bright sunlight, it takes 16 (3d10) radiant damage.

ACTIONS

Multiattack. The dragon uses its frightful presence, then makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.
Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 18 Wisdom save or become frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychotropic Breath (Recharge 5-6). The dragon exhales a cloud of vapors in a 30' cone. Each creature in the cloud must make a DC 18 Wisdom save, taking 31 (9d6) psychic damage on a failure and half that on a success. A creature that fails the save takes 7 (2d6) psychic damage at the start of each of its turns, repeating the save at the end of each of its turns and ending the effect on a success.

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.

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

Ancient Purple Dragon

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 455 (26d20+182)

Speed 40 ft., fly 60 ft.

**STR 24 (+7), DEX 15 (+2), CON 24 (+7),
INT 19 (+4), WIS 20 (+5), CHA 23 (+6)**

Saving Throws Con +14, Int +11, Wis +12, Cha +13

Skills Deception +13, Insight +12, Intimidation +13, Persuasion +13

Damage Immunities psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Common, Draconic

Challenge 22 (41,000 xp)

Sunlight Hypersensitivity. If the deep dragon starts its turn in bright sunlight, it takes 16 (3d10) radiant damage.

ACTIONS

Multiattack. The dragon uses its frightful presence, then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) piercing damage.

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

Tail. *Melee Weapon Attack:* +14 to hit, reach 15

ft., one target. *Hit*: 16 (2d8+7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 21 Wisdom save or become frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychotropic Breath (Recharge 5-6). The dragon exhales a cloud of vapors in a 30' cone. Each creature in the cloud must make a DC 22 Wisdom save, taking 42 (12d6) psychic damage on a failure and half that on a success. A creature that fails the save takes 10 (3d6) psychic damage at the start of each of its turns, repeating the save at the end of each of its turns and ending the effect on a success.

LEGENDARY ACTIONS

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

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

Purple Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 44 (8d8+8)
Speed 30 ft., fly 40 ft.

STR 12 (+1), DEX 15 (+2), CON 12 (+1), INT 13 (+1), WIS 14 (+2), CHA 17 (+3)

Saving Throws Con +3, Int +3, Wis +4, Cha +5
Skills Deception +4, Insight +4, Intimidation +5, Persuasion +5

Damage Immunities psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 12

Languages Common, Draconic

Challenge 2 (450 xp)

Sunlight Hypersensitivity. If the deep dragon starts its turn in bright sunlight, it takes 16 (3d10) radiant damage.

ACTIONS

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

Psychotropic Breath (Recharge 5-6). The dragon exhales a cloud of vapors in a 30' cone. Each creature in the cloud must make a DC 12 Wisdom save, taking 10 (3d6) psychic damage on a failure and half that on a success. A creature that fails the save takes 7 (2d6) psychic damage at the start of each of its turns, repeating the save at the end of each of its turns and ending the effect on a success.

Young Purple Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10+48)

Speed 30 ft., fly 40 ft.

STR 16 (+3), DEX 15 (+2), CON 16 (+3), INT 15 (+2), WIS 16 (+3), CHA 19 (+4)

Saving Throws Con +5, Int +4, Wis +5, Cha +6
Skills Deception +6, Insight +5, Intimidation +6, Persuasion +6

Damage Immunities psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Common, Draconic

Challenge 4 (1,100 xp)

Sunlight Hypersensitivity. If the deep dragon starts its turn in bright sunlight, it takes 16 (3d10) radiant damage.

ACTIONS

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

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

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

Psychotropic Breath (Recharge 5-6). The dragon exhales a cloud of vapors in a 30' cone. Each creature in the cloud must make a DC 13 Wisdom save, taking 24 (7d6) psychic damage on a failure and half that on a success. A creature that fails the save takes 7 (2d6) psychic damage at the start of each of its turns, repeating the save at the end of each of its turns and ending the effect on a success.

PURPLE WORM

Purple Worm Treasure. While a purple worm doesn't collect treasure, its gut has a 10% chance each to have 3d6 cp, sp, ep and gp, 1d10 pp and 1d6 gems.

PUTRID SLAAD

Source: 4e *Monster Manual* 3.

Putrid Slaad

Large undead, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 142 (15d10+60)

Speed 25 ft.

STR 16 (+3), **DEX** 11 (+0), **CON** 18 (+4), **INT** 6 (-2), **WIS** 9 (-1), **CHA** 8 (-1)

Damage Resistances acid, necrotic

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 9

Languages Slaad, telepathy 60 ft.

Challenge 8 (3,900 xp)

ACTIONS

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If it hits the same target with two claw attacks, that target is grappled (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage, plus 5 (1d10) acid damage and 5 (1d10) necrotic damage.

Horrific Spew (recharge 6). The slaad vomits forth a disgusting mess in a 15' cone. Each creature in the cone must make a DC 15 Dex save, suffering 14 (4d6) acid and 14 (4d6) necrotic damage on a failure or half that on a success. A creature that fails its save takes an additional 6 (1d12) acid and 6 (1d12) necrotic damage at the start of each of its turns. It can make a DC 15 Con save at the end of each of its turns, ending the ongoing damage on a success. Applying at least one gallon of water to the creature gives it advantage on its next save to end the effect.

PYROLISK

Source: 1e *Monster Manual* 2.

The pyrolisk is a close relative of the cockatrice and is easily mistaken for one, except

that the plumage of the pyrolisk is shaded to red and orange, especially in one striking tail feather and the wings tips. While a pyrolisk doesn't turn creatures to stone, it does nonetheless have a deadly gaze.

Dangerous Flocks. Pyrolisks gather in flocks of up to about thirteen individuals. Such groups of these monsters can wreak havoc on entire communities as they pass through.

Pyrolisk Treasure. Pyrolisks don't collect treasure or maintain lairs.

Pyrolisk

Small monstrosity, neutral evil

Armor Class 13

Hit Points 21 (6d6)

Speed 20 ft., fly 60 ft.

STR 6 (-2), **DEX** 17 (+3), **CON** 11 (+0),
INT 4 (-3), **WIS** 13 (+1), **CHA** 9 (-1)

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1 (200 xp)

Pyrotechnics. As a bonus action, the pyrolisk can cause a fire source it can see within 30' to explode in a dazzling flash. Each creature within 30' of the fire source must make a DC 10 Dexterity save or be blinded until the end of its next turn.

ACTIONS

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

Conflagration Gaze. One creature within 30' of the pyrolisk must make a DC 10 Dexterity save or burst into flames, suffering 18 (4d8) fire damage on a failure and half that on a success. In addition, a creature that fails its save catches fire, taking 5 (1d10) fire damage at the start of each of its turns until a creature uses an appropriate action to put the creature out.