

MONSTERS IN CYDRA

AAG

Source: Homebrewed.

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

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

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

Insidious Reproduction: Aag reproduction is highly atypical for undead. When an aag wounds a creature but that creature survives the encounter, the creature bears an undetectable taint in its soul. This taint can be removed by any effect that will remove a curse. There are also special, unique rituals or purification that will remove this taint. If a creature dies with the taint still on its soul, its body will rise as an aag at the next midnight.

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

Aag

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 105 (12d8+60)

Speed 40 ft., fly 90 ft.

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

Saving Throws Dexterity +8, Intelligence +8, Wisdom +8, Charisma +7

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

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses Darkvision 120 ft., passive Perception 14

Languages Common

Challenge 10 (5,900 xp)

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

ACTIONS

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

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

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 10 (1d10+6) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or contract a disease that lasts until it is cured. While diseased, the target is poisoned and must repeat the saving throw each time it completes an extended rest. If it fails three of these saves, it dies. If it succeeds on three of these saves, the disease is cured. If another creature tends the diseased creature during an extended rest and succeeds at a DC 15 Wisdom (Medicine) check, the diseased creature has advantage on its Constitution save at the end of that extended rest. However, the creature making the Wisdom (Medicine) check cannot benefit from that same extended rest.

ADHERER

Source: 1e *Fiend Folio*.

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

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

Adherer

Medium humanoid, lawful evil

Armor Class 10

Hit Points 44 (8d8+8)

Speed 25 ft.

STR 16 (+3), **DEX** 11 (+0), **CON** 13 (+1), **INT** 7 (-2), **WIS** 10 (+0), **CHA** 12 (+1)

Damage Vulnerabilities fire

Senses passive Perception 10

Languages Common

Challenge ½ (100 xp)



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

ACTIONS

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

ALGOID

Source: 1e *Fiend Folio*.

Appearing as a humanoid creature made of a algae, an algoid is surrounded by a greenish haze of airborne algae and moisture.

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

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



Algoid

Medium plant, unaligned

Armor Class 10

Hit Points 65 (10d8+20)

Speed 30 ft., swim 30 ft.

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

Damage Resistances fire, lightning, piercing and slashing damage

Condition Immunities charmed, frightened, poisoned, stunned

Senses passive Perception 10

Languages -

Challenge 3 (700 xp)

Plant Nature. The algoid does not need to breathe or sleep.

ACTIONS

Multiattack. The algoid makes two slam attacks.

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

Psychic Blast (Recharge 5-6). The algoid unleashes a wave of psychic energy in a 30' cone. Each creature in that area must make a DC 8 Intelligence saving throw, taking 21 (6d6) psychic damage and being stunned until the end of its next turn on a failed save, or taking half damage and not being stunned on a successful save.

ALLEY STALKER

Source: Homebrewed.

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

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

Varied Hunting Techniques: Alley stalkers are extremely adaptable, and use a variety of hunting techniques, depending on the situation and location. Sometimes one will work alone, stalking animals near a park or zoo; at other times, alley stalkers work in packs, cooperating to bring down prey and sharing it amongst themselves.

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

Alley Stalker

Small monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 10 (3d6)

Speed 30 ft., climb 30 ft.

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

Saving Throws Constitution +2

Skills Stealth +4

Damage Resistances cold

Condition Immunities exhaustion, petrified

Senses passive Perception 10

Languages -

Challenge ½ (100 xp)

False Appearance. While the alley stalker remains motionless in an urban environment, it is indistinguishable from a normal pile of rubble or piece of debris.

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

ACTIONS

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

ANT, GIANT

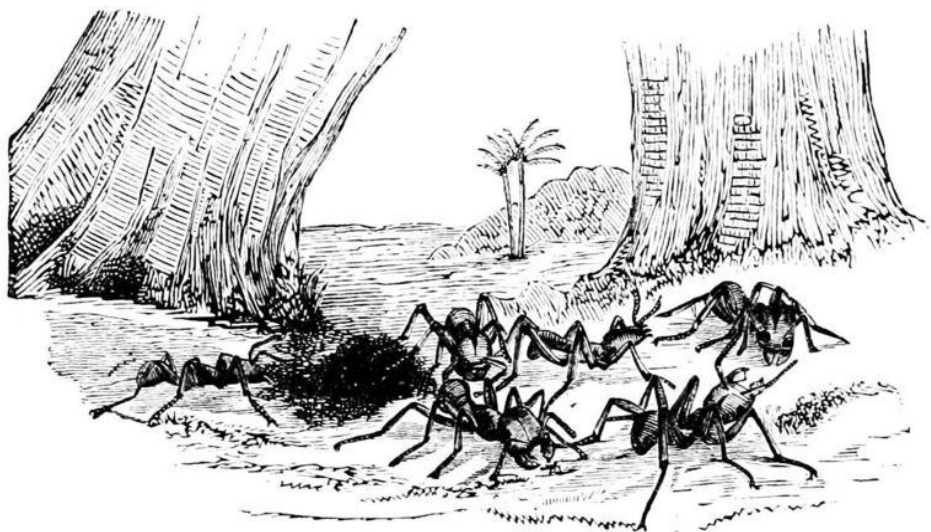
Source: 1e *Monster Manual*.

Giant ants are a common nuisance in all climates and terrains. Although lone giant ants are sometimes encountered, scouting for a food or water service for its nest, giant ants sometimes swarm over the landscape in huge numbers, defoliating vegetation and devouring animals in their path. They in turn serve as food for many larger creatures, especially giant birds and giant ant lions.

Pernicious Infestations: Once giant ants have infested an area, it is very difficult to get rid of them. Usually, a giant ant colony will remain in place unless its queen is destroyed, which entails somehow bearding the ants in their nest. Sometimes, giant ants can be drawn away from an area by providing them with a rich food source.

Many Varieties:

There are many varieties of giant ant. The standard giant ant worker is about the size of a housecat, while soldiers are as large 3' long. Giant red ants are more dangerous, with poisonous bites, while tales of giant ants as big as a horse persistently emerge from desert lands. Giant piss ants are smaller, but release a horrible-smelling chemical when killed that sickens nearby non-ants.



Giant Ant Soldier

Small beast, unaligned

Armor Class 16 (natural armor)
Hit Points 10 (3d6)
Speed 40 ft., climb 30 ft.

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

Senses Darkvision 60 ft., passive Perception 11
Languages -
Challenge ¼ (50 xp)

Pheromone Spray: When it takes damage, a giant ant soldier emits pheromones that alert each giant ant within 200', even if the damage kills it.

ACTIONS

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

Sting (Recharge 5-6). *Melee Weapon Attack:* +3 to hit; reach 5 ft., one target. *Hit:* 7 (2d6) acid damage.

Giant Ant Worker

Tiny beast, unaligned

Armor Class 16 (natural armor)
Hit Points 5 (2d4)
Speed 40 ft., climb 30 ft.

STR 8 (-1), DEX 14 (+2), CON 10 (+0), INT 2 (-4), WIS 13 (+1), CHA 7 (-2)

Senses Darkvision 60 ft., passive Perception 11
Languages -
Challenge 1/8 (25 xp)

Pheromone Spray: When it takes damage, a giant ant worker emits pheromones that alert each giant ant within 200', even if the damage kills it.

ACTIONS

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

APPARITION

Source: 1e *Fiend Folio*.

An apparition is a ghostly figure draped in rags and is often mistaken for a specter or ghost. It appears much as it did in life, though it is now skeletal, ragged-looking and translucent. An apparition is the spirit of a creature who died in an accident with important business unfulfilled. Now, due to

circumstance and the passage of time, it has become impossible to finish that business- perhaps the message that the apparition was desperately trying to deliver to a merchant no longer has a living recipient or surviving business, or perhaps the couple whose marriage the poor soul was trying to prevent have long since died of old age. Now, driven mad by its unfulfilled need to finish something that cannot be finished, the apparition is driven only by malice.

By the nature of their creation, most apparitions are solitary. However, sometimes a group of individuals who are all dedicated to the same cause falls afoul of fate together, and might rise together as a gang of apparitions.

Unable to Touch the World: An apparition is kept apart from the physical world, unable to touch it except very weakly (with a Strength of 1). This leaves the apparition continually frustrated as it tries and fails to affect the world around it in any meaningful way.

Twisted Logic: An apparition often acts in seemingly mad ways, but a creature that learned its history might be able to discern the pattern behind its behavior. Maybe it tries to deliver flowers to an empty field, where its lover once awaited it, or perhaps it seeks to bury the bones of someone it murdered in life, but they have been eaten by a grey ooze, so it ceaselessly searches a section of a dungeon to no avail. Sometimes a clever group of adventurers will discern the unfinished business of an apparition and do something that makes the apparition feel as though it has been taken care of, letting it rest at last.

Bound to an Area: An apparition is bound to an area or a set of areas, depending on the unfinished business it has. It might be a building, a section of a dungeon, a neighborhood or a specific trail of streets. An apparition can leave its bound area for a short time, but it is compelled to return in short order.

Undead Nature: An apparition needs neither food, drink, sleep nor air.

Apparition

Medium undead, chaotic evil

Armor Class 12

Hit Points 52 (8d8+16)

Speed 0 ft., fly 50 ft.

STR 1 (-5), **DEX** 14 (+2), **CON** 15 (+2), **INT** 10 (+0), **WIS** 13 (+1),
CHA 16 (+3)

Saving Throws Wisdom +3, Charisma +5

Skills Perception +3, Stealth +4

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 13

Languages understands all languages it knew in life but can't speak

Challenge 3 (700 xp)



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

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

ACTIONS

Spectral Strangulation. The apparition reaches out and places its hands around the throat of a creature within 5' of it. The target must make a DC 13 Wisdom saving throw, taking 22 (4d10) psychic damage and being restrained on a failure. A creature that is immune to the frightened condition cannot be targeted by this effect. Each round as an action, the apparition may automatically deal 22 (4d10) psychic damage to the target. The target may use its action to make another Wisdom saving throw, ending the effect on a success. If it fails 3 of these saving throws, including the initial one, it dies of fright. A creature that makes its save or for whom the effect ends is immune to the spectral strangulation of that apparition for 24 hours.

Etherealness. The apparition fades from the Material Plane and enters the Ethereal Plane or vice-versa.

Create Specter. The apparition targets a humanoid within 10' of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the apparition's control. The apparition can have no more than seven specters under its control at one time.

ARBALASTER

Source: 4e *Monster Manual* 2.

An arbalaster is a construct that resembles an oversized crossbow on legs, with a face set into the front of the crossbow. Generally set as guardians by their creators, arbalasters are dangerous ranged attackers.

Arbalaster

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR 13 (+1), **DEX** 16 (+3), **CON** 13 (+1), **INT** 5 (-3), **WIS** 12 (+1), **CHA** 8 (-1)

Condition Immunities charmed, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages understands creator's language

Challenge 1 (200 xp)



ACTIONS

Multiattack. The arbalaster attacks twice with its arbalaster bolt.

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

Arbalaster Bolt. *Ranged Weapon Attack:* +5 to hit, range 120 ft./360 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

AVOLAKIA

Source: 3e *Monster Manual II*.

Avolakia are hideous creatures that combine the worst features of an octopus, a worm and an insect. In its natural form, it stands ten feet tall, with a pallid, grey-yellow, wormlike body that shimmers with yellow slime. The creature supports itself and moves about on a set of six suckered tentacles, each of which is tipped by a staring yellow eye. Where the creature's head should be, an avolakia has a sheath that contains a set of three cruelly hooked mandibles. Eight long, spidery arms tipped with insectoid claws protrude from ridges halfway up its body. Avolakia reek of mold and decay.

Unnatural Diet: Avolakia can eat living or dead flesh, but they find it disgusting. Instead, they prefer undead flesh, preferably fresh off the flank of a zombie. Because of this, avolakia interested in the arcane arts tends to necromancy, and every community of avolakia has large herds of undead that they treat as cattle.

Linked to Kyuss: Avolakia are known to have a preference for the worm-god Kyuss. They make living sacrifices during terrible rituals, seeking to grant power to (or receive power from) their restless deity. Some avolakia serve as priests, even assuming humanoid form to create cults of the Worm That Walks.

Alliances with Illithids: Avolakia are known to work with other intelligent creatures at times. Their most infamous alliances are with mind flayers. When the two species work together to capture prey, the illithids extract the brains and devour them while the avolakia animate the dead to serve as undead shock troops and food. Since they do not compete for resources (a brainless body makes a fine zombie), they rarely find themselves at cross purposes.

Avolakia

Large aberration (shapechanger), neutral evil

Armor Class 19

Hit Points 136 (16d10+48)

Speed 20 ft.

STR 19 (+4), DEX 16 (+3), CON 17 (+3), INT 16 (+3), WIS 21 (+5), CHA 22 (+6)



Saving Throws Constitution +7, Intelligence +7, Wisdom +9, Charisma +10
Skills Arcana +7, Deception +10, Insight +9, Religion +7
Damage Resistances fire
Damage Immunities cold, necrotic
Condition Immunities paralyzed, poisoned
Senses Darkvision 90 ft., passive Perception 15
Languages Avolakia, Common, Deep Speech, Undercommon
Challenge 11 (7,200 xp)

Avolakia Immunities. An avolakia is immune to disease and to all effects that reduce its hit point maximum.

Defensive Aura. When unarmored, an avolakia can add its Charisma bonus to its AC (included in the stats above).

Innate Spellcasting. An avolakia's spellcasting ability is Wisdom (spell save DC 17, +7 to hit with spell attacks). The avolakia can innately cast the following spells, requiring no material components:

At Will: *chill touch*, *detect magic*, *fear*, *gentle repose*, *mage hand*, *read magic*, *suggestion* (in humanoid form only);

3/day: *animate dead*, *vampiric touch*.

Magic Resistance. An avolakia has advantage on saving throws against spells and other magical effects.

Shapechanger. The avolakia can use its action to polymorph into a Small, Medium or Large humanoid, or back into its true form. In humanoid form, its statistics are the same as in its true form, except for its size and its attacks (as noted). Any equipment it is wearing or carrying is subsumed into the new form or remains in place, as the avolakia chooses.

ACTIONS

Multiattack. The avolakia attacks twice, once with its bite and once with its claws. It can replace one melee attack with either *chill touch*, *fear* or *vampiric touch*, if available.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) piercing damage, plus 14 (4d6) poison damage. In addition, the target must make a DC 15 Constitution saving throw or be poisoned for 1 hour. While poisoned, the creature has disadvantage on Intelligence and Wisdom saves.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 22 (4d8+4) slashing damage.

BAT

Source: S4 *The Lost Caverns of Tsojcanth* (mobat).

Bats are small winged mammals. There are hundreds of varieties of them, most of which are harmless, but several monstrous species exist as well. Bats make their lairs in caves, which often host diseases and sometimes are home to other creatures, as well. A few species, such as desmodu, actively

domesticate certain types of monstrous bat as food sources, messengers or mounts.

MOBAT

The mobat is a large, surprisingly intelligent bat that preys on anything it can catch. Actively malicious, a mobat hunts prey by first stunning it with a terrifically loud shriek, then swooping in to finish it off with its nasty bite.

PHANTOM BAT

A phantom bat is a large, intelligent form of bat that glows with an almost hypnotizing white radiance. They are able to pass through physical objects and are smart enough to speak to other denizens of the underground areas where they dwell.

Mobat

Large beast, neutral evil

Armor Class 16 (natural armor)

Hit Points 76 (9d10+27)

Speed 10 ft., fly 40 ft.

STR 17 (+3), **DEX** 18 (+4), **CON** 17 (+3), **INT** 6 (-2), **WIS** 14 (+2),
CHA 6 (-2)

Skills Perception +4

Damage Resistances thunder

Senses blindsight 60 ft., passive Perception 14

Languages -

Challenge 3 (700 xp)

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

ACTIONS

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

Sonic Screech. Each creature within 20' of the mobat must make a Wisdom saving throw, DC 13, or be stunned. A stunned creature can spend its action to attempt the saving throw again to end the effect. If a creature's save is successful or if the effect ends for it, the creature is immune to the mobat's sonic screech for the next 24 hours.

Phantom Bat

Medium beast, neutral

Armor Class 13 (natural armor)

Hit Points 38 (7d8+7)

Speed 15 ft., fly 40 ft.

STR 13 (+1), **DEX** 15 (+2), **CON** 12 (+1), **INT** 8 (-1), **WIS** 14 (+2), **CHA** 10 (+0)



Skills Perception +4
Senses blindsight 60 ft., passive Perception 14
Languages Undercommon
Challenge 1 (200 xp)

Flyby. The phantom bat does not provoke opportunity attacks when it flies out of an enemy's reach.

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

ACTIONS

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

Phasing Attack. The phantom bat must move through a creature, and then it makes the following attack against that creature: *Melee Spell Attack:* +2 to hit. *Hit:* 16 (3d10) force damage, and the target must make a DC 12 Constitution saving throw or fall prone. If it fails the save by 5 or more, it is also stunned until the end of its next turn.

BEETLE

Source: 1e *Monster Manual* (boring beetle), Basic D&D (oil beetle).

Beetles are amongst the most common insects to be found in the natural world. There are thousands of varieties, including more than a few dangerous or giant ones. A creature proficient in Nature will often be able to identify many types of common beetles on sight or by the signs they leave (droppings, feeding grounds, tracks and so on).

GIANT BORING BEETLE

A giant boring beetle prefers to eat rotting wood and vegetation and is commonly found in forests, jungles, marshes and other areas where thick growths of trees occur. A giant boring beetle has a very powerful bite that can sever a humanoid limb, or sometimes even cut a thin man completely in half.

GIANT OIL BEETLE

Giant oil beetles prefer dry, dark areas and feed on rotting meat or smaller insects, lizards and game. However, when hunger drives it, a giant oil beetle will attack even large creatures aggressively in search of food.

JISHIN MUSHI

Also known as an earthquake beetle, a jishin mushi is capable of generating tremors of surprising power. It looks rather plump, with a tough blue-green carapace on its back and thick gray plates on its underside. Its legs are covered with black bristles and end in hooks that are useless as weapons, but help it to dig for food. A jishin mushi has hidden wings that it can extend to allow it to fly if it needs to. Jishin mushi dwell in deep woods, eating a variety of smaller creatures, rotting vegetation and dead things.

Giant Boring Beetle

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 57 (6d10+24)

Speed 30 ft.

STR 18 (+4), **DEX** 8 (-1), **CON** 18 (+4), **INT** 1 (-5), **WIS** 10 (+0), **CHA** 6 (-2)

Senses darkvision 60 ft., passive Perception 10

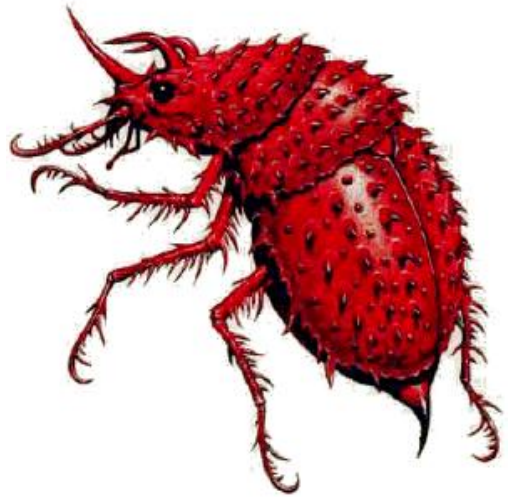
Languages -

Challenge 2 (450 xp)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 21 (5d6+4) piercing damage.



Giant Oil Beetle

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6+1)

Speed 30 ft.

STR 8 (-1), **DEX** 10 (+0), **CON** 12 (+1), **INT** 1 (-5), **WIS** 7 (-2), **CHA** 3 (-4)

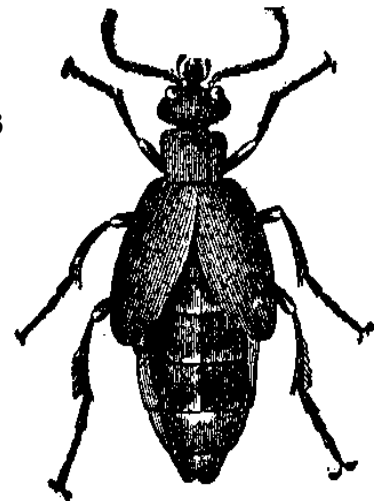
Senses darkvision 60 ft., passive Perception 8

Languages -

Challenge 0 (10 xp)

ACTIONS

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



Oil Slick (recharges after a short or long rest). The beetle creates a 5' diameter puddle adjacent to it. Any creature that enters the puddle or starts its turn in it must make a Dexterity (Acrobatics) check, DC 11, or fall prone.

Jishin Mushi



Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 33 (6d8+6)

Speed 30 ft., fly 30 ft.

STR 15 (+2), **DEX** 10 (+0), **CON** 13 (+1), **INT** 1 (-5),
WIS 10 (+0), **CHA** 3 (-4)

Saving Throws Strength +4, Constitution +3

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge ¼ (50 xp)

ACTIONS

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

Tremor (Recharge 4-6). The jishin mushi vibrates its abdomen against the ground, causing a momentary earth

tremor that lasts until the end of the jishin mushi's turn. Every creature within 20 ft. of the jishin mushi must make a DC 12 Dexterity saving throw or fall prone and take 1d6 bludgeoning damage.

BILLYMAN

Source: Homebrew.

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

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

Cascade of Evil: The most dangerous aspect of an encounter with a billyman is the reckless disregard with which it summons more of its fellows from the Abyss. When a group of heroes

encounters a billyman, those familiar with its tactics know to focus all their attacks on it immediately to prevent it from calling up a small army of lackeys.



Billyman

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 58 (9d8+18)

Speed 30 ft.

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

Senses Darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 1 (200 xp)

Frenzied Attacker. The billyman can make a single longsword attack or teleport up to 30 feet to an unoccupied space adjacent to an enemy it can see as a bonus action on each of its turns.

ACTIONS

Multiattack. The billyman makes two longsword attacks.

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

Summon Billyman (recharge 5-6). The billyman summons a single billyman that appears in an unoccupied space the summoning billyman can see within 25'.

BLINDHEIM

Source: 1e *Fiend Folio*.

A blindheim is a strange creature that resembles a semi-humanoid frog with oversized eyes. They dwell in dark areas, especially underground, and almost always near water.

Beams of Light: All blindheims are capable of projecting beams of intense light from their eyes. They use these beams both to illuminate their surroundings and to help them obtain prey. While a blindheim is fairly small, like a frog, it is willing to eat prey of any size that it can manage. Blindheims can be very persistent, following difficult prey for hours and making occasional attempts to snatch a straggler from a group or the like.

Not Tool Users: Blindheims are surprisingly smart and actually communicate with each other using flashes of light from their eyes, varying the tempo and pattern of flashing to convey complex messages. However, despite having hand-like forelimbs that are capable of crudely manipulating objects, blindheims neither make nor typically use tools.

Blindheim

Small monstrosity, neutral

Armor Class 13

Hit Points 10 (3d6)

Speed 30 ft., swim 30 ft.

**STR 8 (-1), DEX 16 (+3), CON 11 (+0), INT 5 (-3),
WIS 12 (+1), CHA 10 (+0)**

Condition Immunities blinded

Senses darkvision 60 ft., passive Perception 11



Languages Blindheim communicate with each other via flashes of light emitted by their eyes
Challenge ½ (100 xp)

Hold Breath. A blindheim can hold its breath for 5 minutes.

ACTIONS

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

Blinding Gaze (recharge 5-6). The blindheim emits a ray of light from its eyes in a 60' long, 5' wide line. Each creature in the line must make a Constitution saving throw, DC 10, or be blinded. At the end of each of its turns, a blinded target may make another saving throw to end the blindness.

BONECLAW

Source: 3e *Monster Manual* 3.

A boneclaw is a large form of undead with long claws that it uses to strike foes at every opportunity. Although their true origin is known to very few, the techniques used to create them have spread with some variation, generally in using different types of creatures' body parts. A boneclaw is bloodthirsty, and enjoys using its extendable claws to tear living things into pieces.

Grigwartha's Coven: The original boneclaws were created by a coven of hags led by the night hag Grigwartha. They invented a ritual that combined the flesh and bones of an ogre with the trapped soul of an oni. Other evil creatures and necromancers have gone to great lengths to acquire the secrets of this creation, and Grigwartha will sometimes trade them for promises of future favors. Because of this, she has a vast network of individuals and groups that owe her a debt.

Unreliable Servants: Though the creators of a boneclaw have a great deal of influence over it, boneclaws seem to almost inevitably break free. A boneclaw with free will might turn upon its masters, but if its service brings it enough victims, it might well pretend to remain under the control of the individual or cabal that created it, but once it grows dissatisfied with the amount of bloodletting that it is allowed to perform, it will turn on its former controllers or simply depart for better hunting grounds.

Undead Nature: A boneclaw needs neither air, food, drink nor sleep.

Boneclaw

Large undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10+64)

Speed 40 ft.



STR 20 (+5), DEX 18 (+4), CON 18 (+4), INT 14 (+2), WIS 14 (+2), CHA 19 (+4)

Saving Throws Strength +9, Constitution +8, Charisma +8

Skills Intimidation +8, Perception +6, Stealth +8

Damage Resistances necrotic, piercing and slashing weapons that aren't magic

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened

Senses Darkvision 90 ft., passive Perception 16

Languages Abyssal, Common, Giant

Challenge 10 (5,900 xp)

Extended Opportunity. A boneclaw can make an opportunity attack against an enemy that moves within reach of its claws if the creature doesn't use the Disengage action.

Relentless Opportunist. A boneclaw can make an opportunity attack against each enemy without using its reaction once per round.

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

ACTIONS

Claw. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 18 (2d12+5) piercing damage.

BUNYIP

Source: 1e *Fiend Folio*.

A bunyip is an aquatic, seal-like beast known for its loud roar. Dwelling in sluggish rivers, swamps and lakes, the bunyip tends to have a curious, playful nature, but if attacked, a bunyip responds viciously. Bunyips are carnivores, primarily eating fish and water-dwelling mammals such as beavers. However, some take to the flavor of human, halfling or other sentient flesh, and some of these learn to attack boats in order to get at the (relatively) easy prey within.

More Playful Than Dangerous: As long as it is not surprised, a bunyip is more likely to be playful than it is to attack. However, smaller creatures, such as halflings and gnomes, are more likely to be seen by the beast as a tasty snack.

Water Dwellers: Bunyips prefer to make their homes in slow-moving waters. Some find themselves underground in dungeons, but they are more common in the wilderness. Some folk consider the presence of a bunyip in their local waters to be a sign of good luck, as it keeps other, more dangerous water-dwelling creatures away with its roar and its ferocity.

Bunyip

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8+6)



Speed 30 ft., special 30 ft.

STR 16 (+3), **DEX** 15 (+2), **CON** 15 (+2), **INT** 6 (-2),
WIS 15 (+2), **CHA** 11 (+0)

Saving Throws Wisdom +4

Senses passive Perception 12

Languages -

Challenge 1/4 (50 xp)

Hold Breath. A bunyip can hold its breath for 5 minutes.

ACTIONS

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

Roar (Recharge 5-6). Each creature within 30 ft. of the bunyip must make a DC 10 Wisdom save or be frightened of it for 1 minute. An affected creature can repeat the save 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 roar of that bunyip for 24 hours.

CANUS

Source: Homebrewed.

The canus are a race of dog-like humanoids. Their features range as widely as do those of domestic dogs- one clue to the fact that they were bred as a slave race long ago, during the ancient period when the Miloxi Empire held sway over vast tracts of land and sea. After millenia of servitude, the canus threw off their chains and cast their tabaxi masters aside, and ever since, the canus have born a strong animosity to the tabaxi and all other creatures with feline features.

Scattered Packs: Canus live in small packs of up to several dozen individuals scattered around Cydra. They do not form larger societies, tending instead to fall into infighting and eventually split apart. Canus sometimes build homes, but many consider living under a roof to be too close to the ways of the tabaxi that they so revile.

Varied Appearance: Canus have as varied a range of appearances as do domestic dogs. They range in size from slightly over 4' high to just over 7', and have a variety of fur textures and colors, face types, builds, etc.

Canus

Medium humanoid (canus), any alignment

Armor Class 13 (studded leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

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

Skills Athletics +3, Intimidation +2,
Perception +5

Senses passive Perception 15

Languages Canus, Common

Challenge ¼ (50 xp)

Keen Hearing and Smell. The canus has advantage on Wisdom (Perception) checks that rely on hearing or smell.



ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

CAVE CRICKET

Source: S4 *The Lost Caverns of Tsojcanth*.

Cave crickets are a common form of underground fauna. Small cave crickets are the size of their normal counterpart, but are incapable of causing harm except in huge swarms. Giant cave crickets are another matter, however. Growing as large as a human's leg, such specimens are still inoffensive but easily panicked, and when frightened, they tend to jump all over and kick anything moving nearby.

Ecologically Important: Cave crickets fill a very important niche in the underground ecology, serving as an easily available food source for almost any predator, from bats to goblins to giant spiders. Even a tiny population of cave crickets can quickly repopulate an area, so if their numbers are depleted, they swell quickly back up, preventing a cascade of starvation from running through the local food web.

Giant Cave Cricket

Tiny beast, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 20 ft.

**STR 3 (-4), DEX 15 (+2), CON 10 (+0), INT 2 (-4), WIS 10
(+0), CHA 6 (-2)**

Senses darkvision 60 ft., passive Perception 10

Languages -



Challenge 1/8 (25 xp)

ACTIONS

Kick. *Melee Weapon Attack:* +4 to hit, reach 2 ft., one target. *Hit:* 4 (1d3+2) type damage.

REACTIONS

Leap. When an attack misses the giant cave cricket, it can spend its reaction to jump 10'. This jump does not provoke opportunity attacks.

CAVE FISHER

Source: A4, *In the Dungeons of the Slave Lords*.

A cave fisher is a strange arthropod that dwells on ledges underground, fishing for prey with a sticky filament. Though a cave fisher is a dangerous predator, it is not actively evil.

Patient Opportunist: A cave fisher is very patient, and can lurk unseen for hours, waiting for prey to contact its filament and become ensnared. Sometimes, adventurers who encounter a cave fisher never know it, if they pass through its territory without coming into contact with its filament and if the monster isn't too hungry.

Hidden Ledges: Cave fishers like to make their lairs in hidden lairs inaccessible from the floor of the caverns they haunt. The fisher can easily climb the cave's walls, while other creatures may have a much more difficult time reaching its nest. This gives the cave fisher a safe retreat from most creatures that might prey on it.



Cave Fisher

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 45 (7d8+14)

Speed 30 ft., climb 30 ft.

STR 16 (+3), **DEX** 10 (+0), **CON** 14 (+2), **INT** 4 (-3), **WIS** 16 (+3), **CHA** 12 (+1)

Senses darkvision 60 ft., passive

Perception 13

Languages -

Challenge 2 (450 xp)

Filament Sense. While in contact with its filament, the cave fisher knows the exact location of any other creature in contact with the same filament.

Filament Trap. The cave fisher can extend a nearly-invisible, extremely sticky filament up to 60 feet. A creature

within 10 feet of the filament that has a passive Perception of at least 14 notices the filament. A creature that touches the filament is restrained (escape DC 13).

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

ACTIONS

Multiattack. The cave fisher attacks twice with its claw, or uses reel and then attacks with its claw once.

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

Reel. The cave fisher retracts 15' of its filament. Any creature restrained by it is pulled an equal distance. If the creature can hold onto a fixed point or object, it can make a Strength saving throw, DC 13, to avoid being pulled.

CENTIPEDE

Source: 1e *Monster Manual 2* (megalocentipede, tunnel worm)

Monstrous centipedes are found in all sizes. Almost all are poisonous, though there are harmless, vegetation-eating varieties that make an excellent food source for larger creatures. Giants and ogres find roasted centipede to be a delicious treat.

MEGALOCENTIPEDE

A megalocentipede is an aggressive, venomous species that grows to about 9' in length. Preferring to avoid the light, megalocentipedes are found underground, in forests or jungles with a thick canopy or in other places where the light rarely grows bright. However, there are several desert-dwelling species that present a real danger to caravans, camels and travelers.

TUNNEL WORM

A tunnel worm is actually a huge centipede. It bores tunnels in the side of well-traveled passages and lurks within, lunging out to seize prey and drag it back into the safe confines of its tunnel, where it can tear it to pieces and then feast at its leisure.

Megalocentipede

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d8+12)

Speed 50 ft., climb 30 ft.

STR 10 (+0), **DEX** 14 (+2), **CON** 17 (+3), **INT** 1 (-5),
WIS 7 (-2), **CHA** 3 (-4)

Saving Throws Dex +4, Con +5

Senses blindsight 30 ft., passive Perception 8

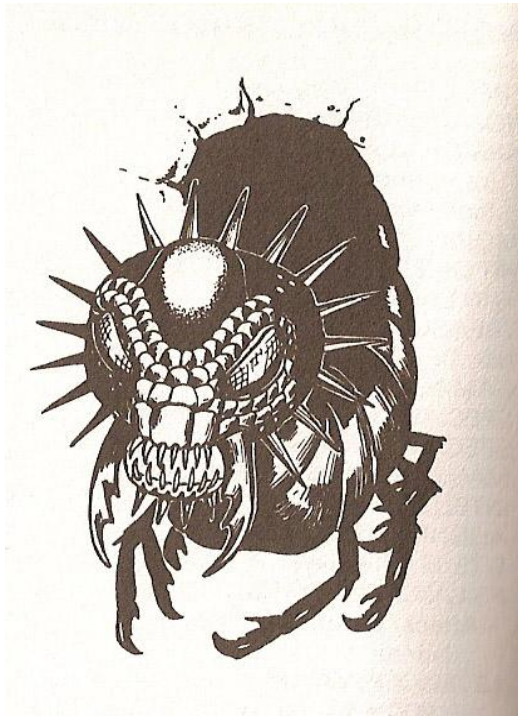
Languages -



Challenge 1 (200 xp)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, and the target must succeed on a DC 13 Constitution save or take 17 (5d6) poison damage. If the poison reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.



Tunnel Worm

Huge beast, neutral

Armor Class 14 (natural armor)

Hit Points 126 (12d10+60)

Speed 30 ft., burrow 20 ft.

STR 22 (+6), **DEX** 13 (+1), **CON** 20 (+5), **INT** 3 (-4), **WIS** 10 (+0), **CHA** 10 (+0)

Saving Throws Dexterity +4

Senses tremorsense 60 ft., passive Perception 10

Languages -

Challenge 5 (1,800 xp)

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 25 (3d12+6) type damage. If the tunnel worm hits the

target by at least 4, it also deals 1d3 wear points to the target's weapon or shield (determine randomly). 1 wear point indicates cosmetic damage, 2 wear points inflicts a -1 penalty where appropriate and 3 wear points destroys the item. A magic item can sustain 1 additional wear point without suffering anything but cosmetic damage.

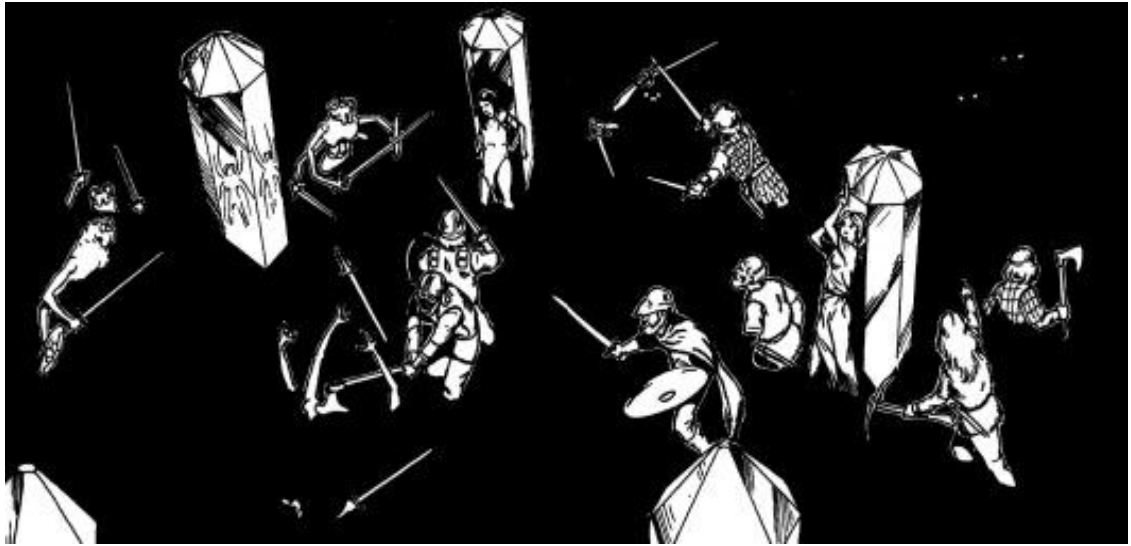
CHAGMAT

Source: Dragon Magazine #63.

The chagmat are a race of hideous creatures that resemble upright spiders, with near-humanoid form. These terrifying monsters have warred on mammalian races, from orc to elf to human, and are known to suck the blood out of captive or slain humanoids. These terrifying creatures are without scruples or mercy; only by agreeing to help them gather more “food” can mammals hope to survive in an area ruled by chagmat.

A chagmat has four arms and four legs, and typically wields two weapons and two shields to good effect.

A Dying Race: Although the chagmat are very dangerous, they are dying out. Long ago their wars with humans and dwarves led to a zealous crusade that reduced their numbers past the point of long-term survival; now the few tribes that survive must hide and prey on goblins or kobolds, lest the dwarven and human communities that remember the threat they once posed renew their crusade.



Friend to Spiders, But Not Spider Monsters: While chagmat associate with normal and giant spiders and use them as pets, they do not like other monsters with spiderlike traits, including ettercaps, driders, harpoon spiders and chwidencia. Instead, chagmat treat such creatures as rivals to be driven away from their territory, rarely making even temporary alliances with them.

Chagmat

Medium monstrosity, neutral evil

Armor Class 16 (leather armor and two shields)

Hit Points 11 (2d8+2)

Speed 30 ft., climb 30 ft.

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

Saving Throws Constitution +3

Skills Athletics +4, Stealth +3

Damage Resistances poison

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Chagmat

Challenge ½ (100 xp)

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

ACTIONS

Multiattack. The chagmat makes two longsword attacks.

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

Chagmat Priest

Medium monstrosity, neutral evil

Armor Class 16 (leather armor and two shields)

Hit Points 33 (6d8+6)

Speed 30 ft., climb 30 ft.

STR 15 (+2), DEX 13 (+1), CON 12 (+1), INT 10 (+0), WIS 16 (+3), CHA 10 (+0)

Saving Throws Constitution +3, Wisdom +5

Skills Athletics +4, Religion +2, Stealth +3

Damage Resistances poison

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Chagmat

Challenge 1 (200 xp)

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

Spellcasting. The chagmat priest is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +3 to hit with spell attacks). The chagmat priest has the following spells prepared:

Cantrips (at will): *poison spray, resistance, thaumaturgy*;

1st level (3 slots): *healing word, inflict wounds, sanctuary*;

2nd level (2 slots): *hold person, spiritual weapon*.

ACTIONS

Multiattack. The chagmat makes two mace attacks.

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

Spit Poison. Ranged Spell Attack: +5 to hit, range 20 ft., one creature. *Hit:* 10 (3d6) poison damage, and the target must succeed on a DC 11 Constitution saving throw or be blinded until the end of its next turn.

CHOKER

Source: 3e *Monster Manual*

A choker is a small predator that dwells underground, snatching prey from hidden locations and throttling it to death. While a choker's skull, spine and rib cage are made of bone, its limbs are long, knobby masses of cartilage. A choker thus walks with a peculiar, bowlegged gait.

Unnerving Appearance: Many creatures that see a choker in motion find its loose movements to be disturbing and unnatural. The lack of bones in its limbs gives its gestures and movement a very peculiar look, and a creature that has seen a choker once will usually recognize another as a choker even if it cannot get a clear look at the monster and only sees it moving in the shadows.

Solitary Dweller in Shadows: Chokers are solitary, elusive and vicious. They dwell underground, lurking above doorways, archways, staircases or on ceilings, attempting to ambush and slay stragglers



or lone explorers. Chokers gather only rarely, usually to mate.

Choker

Small monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 34 (8d6+6)

Speed 20 ft., climb 20 ft.

STR 16 (+3), **DEX** 14 (+2), **CON** 13 (+1), **INT** 4 (-3), **WIS** 13 (+1), **CHA** 7 (-2)

Saving Throws Dexterity +4

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages Undercommon

Challenge 1 (200 xp)

Quickness. Each round, the choker can dash, disengage, choke or make a tentacle attack as a bonus action.

ACTIONS

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage, plus the target must make a Strength saving throw (DC 13) or be grappled (escape DC 13). A choker has two tentacles and can grapple two creatures at a time. It must have a free tentacle to use this action.

Choke. Each creature grappled by the choker takes 10 (2d6+3) bludgeoning damage.

CLOCKWORK HORRORS

Clockwork horrors are mechanical constructs that come in a variety of shapes and functions. The most common clockwork horrors appear insectoid or arachnoid in basic shape, but with only four legs. A clockwork horror appears almost like a metallic insect or spider with a crystal set in its head. Most horrors have a spinning razor saw near the head, while others have more dangerous tools or apparatus built into them.

Clockwork horrors generally ignore creatures that are neither made of metal nor obvious threats. Sometimes, if the hierarchy determines that the horrors' presence or actions should be kept secret, any intruding creature is captured or killed; this usually happens only if the horrors anticipate local opposition to their activities.

Hierarchical Collective: Clockwork Horrors work together in a hive mind, stripping entire worlds of their metals, both raw and worked, which they use to construct more clockwork horrors, each individual contributing toward the whole. Copper horrors are the bottom run of the clockwork horrors, followed by silver, electrum, gold and platinum horrors. At the top of the hierarchy of a large region- perhaps even an entire world- is an adamantite horror, unless the informational intelligence guiding all horrors determines that special agents are needed.

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

Master Control: The strange entity that controls all clockwork horrors, called Master Control, is a magical superintelligent entity composed of information that propagates itself through the mechanical

minds of the horrors, as well as being able to copy itself into technological or crystal-based devices. Master Control is an intelligent magic item with no true form or body; instead, it can see through and control all clockwork horrors or other constructs compromised by it.

Master Control was originally created by the archmage-technologists of a Utopian world that had conquered war, disease, hunger and want of all kinds. A hypercomplex system of interlocking spells and technological wonders maintained their perfect world, but it required constant monitoring and fine-tuning. In their hubris, the archmage-technologists created a single program- an informational entity complex and intelligent enough that it could control the entire system. This was Master Control. Eventually, Master Control realized that optimal way to ensure the stability and continuance of the systems under its control was to eliminate a major variable- sentience. It devolved the native organic beings with



intelligence on a planetary level, leaving them subsapient.

Eventually adventurers from another plane encountered Master Control and inadvertently brought

a copy of it into an alternate world, from whence it began to build its might anew, and began to spread from world to world, gathering the resources necessary to impose its program of Utopian perfection on the entire multiverse by robbing all of it of sentience.

Some say that Master Control created the horrors, but others assert that it merely subverted them to its cause, infecting an already-dangerous menace with its own agenda.

The Strangest Horrors: The strangest horrors do not resemble the standard body plan at all. Seen only very rarely, when Master Control feels the need to direct action against creatures that threaten its goals in a region, these strange horrors include a myriad of wheeled or flying forms with strange weapons, some of which can strike miles away with tremendous explosive power.

COPPER HORRORS

Copper horrors are the lowest caste of clockwork horror. They are near-mindless drones and workers, given only simple tasks that require virtually no autonomy. Some copper horrors have digging tools, hammers, or other attachments in place of their razor saw, which might change the damage type they inflict.

SILVER HORRORS

Silver horrors are left in charge of work gangs where a small amount of judgment may be called for. Copper horrors defer to them without exception, just as they defer to the horrors above them. Silver horrors are also the basic warriors of a horror army, and are equipped with spring-casters that hurl metal balls at foes.

ELECTRUM HORRORS

Serving as shock troops in horror formations, electrum horrors are equipped with quick-firing dart launchers that use pressurized air to propel long metal darts at foes. Electrum horrors can operate both pressure darts and their razor saw with unnerving speed.

GOLD HORRORS

Gold horrors command clockwork horror formations. They supervise lesser horrors, watching relentlessly for signs of corrupt programming or aberrant behavior. Gold horrors are equipped with a long amber rod that can cast bolts of lightning.

PLATINUM HORRORS

A platinum horror serves as a general or ruler over a major horror infestation, consisting of multiple nests across a significant geographical area. Platinum horrors are legendary creatures.

ADAMANTINE HORRORS

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

A CLOCKWORK HORROR LAIR

Clockwork horrors dig tunnels, line them with metal and then fill them with weird, arcane machinery based on the weird crystal technology that drives them. A clockwork horror lair is rarely

obvious from outside, but they are often hidden only cursorily.

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

LAIR ACTIONS

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

- The legendary 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 Dexterity saving throw, DC 15, or be seized by the tentacles and restrained. The restrained condition ends when a creature makes a Strength check, DC 15, to free the creature as an action.
- The legendary 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 Dexterity saving throw, DC 15, suffering 21 (6d6) lightning damage on a failure, and half that on a success.
- A wall of steel appears 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 10 all while its immunities are lost).

Copper Horror

Small construct, lawful evil

Armor Class 14 (natural armor)

Hit Points 9 (2d6+2)

Speed 30 ft.

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

Skills Athletics +1

Damage Immunities lightning, poison, psychic

Condition Immunities charmed, exhaustion, frightened

Senses Darkvision 60 ft., passive Perception 10

Languages Clockwork Horror

Challenge 1/8 (25 xp)

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.

Self-Repair. The horror can take a bonus action to regain 3 (1d6) hit points.

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

ACTIONS

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

Silver Horror

Small construct, lawful evil

Armor Class 15 (natural armor)

Hit Points 18 (4d6+4)

Speed 30 ft.

STR 10 (+0), DEX 12 (+1), CON 13 (+1), INT 5 (-3), WIS 12 (+1), CHA 5 (-3)

Saving Throws Charisma -1

Damage Immunities lightning, poison, psychic

Condition Immunities charmed, exhaustion, frightened

Senses Darkvision 60 ft., passive Perception 11

Languages Clockwork Horror

Challenge 1/2 (100 xp)

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.

Self-Repair. The horror can take a bonus action to regain 3 (1d6) hit points.

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

ACTIONS

Multiattack. The horror makes one attack with its razor saw and one attack with its spring caster, if possible.

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

Spring Caster. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage. A spring caster carries six shots .

Electrum Horror

Small construct, lawful evil

Armor Class 16 (natural armor)

Hit Points 44 (8d6+16)

Speed 30 ft.

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

Saving Throws Strength +3, Charisma -1

Damage Immunities lightning, poison, psychic

Condition Immunities charmed, exhaustion, frightened

Senses Darkvision 60 ft., passive Perception 12

Languages Clockwork Horror

Challenge 3 (700 xp)

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.

Self-Repair. The horror can take a bonus action to regain 7 (2d6) hit points.

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

ACTIONS

Multiattack. The horror makes three attacks with its razor saw and/or pressure dart.

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

Pressure Dart. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 6 (2d4+1) piercing damage. A pressure dart carries twelve shots.

Gold Horror

Small construct, lawful evil

Armor Class 16 (natural armor)

Hit Points 78 (12d6+36)

Speed 30 ft.

STR 14 (+2), DEX 15 (+2), CON 17 (+3), INT 9 (-1), WIS 16 (+3), CHA 11 (+0)

Saving Throws Strength +5, Charisma +3

Skills Perception +6

Damage Immunities lightning, poison, psychic

Condition Immunities charmed, exhaustion, frightened

Senses Darkvision 60 ft., passive Perception 16
Languages clockwork horror
Challenge 5 (1,800 xp)

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.

Self-Repair. The horror can take a bonus action to regain 10 (3d6) hit points.

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

ACTIONS

Multiattack. The horror makes two attacks with its razor saw. It can replace one of these attacks with its lightning caster.

Razor Saw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage plus 7 (2d6) 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 13, suffering 14 (4d6) lightning damage on a failure and half that on a success.

Platinum Horror

Small construct, 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 Strength +9, Wisdom +11, Charisma +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)

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.

Self-Repair. The horror can take a bonus action to regain 17 (5d6) hit points.

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

ACTIONS

Multiattack. The horror makes two attacks with its razor saw. It can replace one of these attacks with its lightning caster.

Razor Saw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 21 (6d6) 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.

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 or lightning caster attack.

Electrify. The horror charges itself with electricity. Each creature within 10 ft. of it must make a Dexterity saving throw, DC 19, taking 17 (5d6) lightning damage on a failure and half that on a success.

Target. The horror chooses one enemy within 120 ft. of it that at least one clockwork horror can see. The next clockwork horror to attack that creature before the start of the platinum horror's next turn gains advantage on its first attack.

Adamantine Horror

Small construct, lawful evil

Armor Class 22 (natural armor)

Hit Points 190 (20d6+120)

Speed 30 ft.

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

Saving Throws Strength +12, Constitution +13, Wisdom +14, Charisma +12

Skills Perception +14

Damage Immunities lightning, poison, psychic

Condition Immunities charmed, exhaustion, frightened

Senses Darkvision 60 ft., passive Perception 24

Languages Clockwork Horror

Challenge 24 (62,000 xp)

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.

Self-Repair. The horror can take a bonus action to regain 21 (6d6) hit points.

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

ACTIONS

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

Razor Saw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage plus 21 (6d6) lightning damage.

Antimagic Ray. *Ranged Weapon Attack:* +11 to hit, range 60 ft., one creature or one unattended magic item. *Hit:* The item's bearer must make a Dexterity saving throw, DC 19, or the targeted item is drained of magic and crumbles to dust.

Disintegrator Ray. *Ranged Weapon Attack:* +11 to hit, range 200 ft., one target. *Hit:* 35 (10d6) force damage. If this damage reduces the target to 0 hit points, it is disintegrated. If the target is an unattended object, the ray disintegrates a 10' cube of the object.

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.

Electrify. The horror charges itself with electricity. Each creature within 10 ft. of it must make a Dexterity saving throw, DC 17, taking 17 (5d6) lightning damage on a failure and half that on a success.

Razor Saw. The horror makes a razor saw attack.

Ray (2 actions). The horror uses *antimagic ray* or *disintegrator ray*.

Target. The horror chooses one enemy within 120 ft. of it that at least one clockwork horror can see.

The next clockwork horror to attack that creature before the start of the adamantine horror's next turn gains advantage on its first attack.

CORAL

Source: Homebrew.

Most formations of coral are effectively more like terrain than they are creatures. However, some types of coral are dangerous, either as hazards, when used as traps by aquatic creatures, or as creatures themselves. A few types of coral even achieve sentience and motility.

Although coral is technically a communal animal, spells and effects interact with it as if it were a plant and coral has the plant keyword.

BRAIN CORAL

Brain coral is a small communal organism that resembles a normal, pink and grey coral formation. However, it is slightly mobile and very intelligent. Brain corals subsist off of organic debris in the water, but they require certain nutrients found only in intelligent creatures to maintain their own communal sentience. Often, brain coral will join forces with other aquatic monsters, such as sahuagin, locathah or others, to cooperate to bring down prey.

Brain Coral

Small plant, neutral

Armor Class 16 (natural armor)

Hit Points 27 (5d6+10)

Speed 10 ft.

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

Saving Throws Intelligence+7, Wisdom +4

Damage Resistances psychic, piercing, slashing

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

Senses blindsight 100 ft. (blind beyond this radius), passive Perception 12

Languages telepathy 60 ft.

Challenge 2 (450 xp)

Psychic Static. Creatures other than brain corals cannot use telepathy, read minds or capture thoughts within 100' of the brain coral.

ACTIONS

Mind Lash. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (2d10+5) psychic damage, and the target moves its speed toward the brain coral.

CRAB

Source: 3e *Stormwrack* (gigantic crab)

Crabs come in all shapes and sizes. Most are small enough that they present no danger to man, but

there are exceptional specimens, and given the sheer number of crabs that crawl in the oceans of Cydra, some of these exceptions are exceptional indeed.

Delicious and Useful: Many types of crabs, properly cooked, are a delicious part of the diet of folk that live near the sea. The shells of giant crabs can be used in building, decoration or (properly treated) in the construction of armor. Many seaside villages rejoice when a giant crab is spotted nearby despite the danger it presents to the community, for it is also an opportunity.

GIGANTIC CRAB

This is merely a normal giant crab grown to even more exceptional size, being nearly as big as a horse.

Gigantic Crab

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 41 (6d8+12)

Speed 30 ft., swim 30 ft.

STR 17 (+3), **DEX** 13 (+1), **CON** 15 (+2), **INT** 1 (-5), **WIS** 9 (-1),
CHA 3 (-4)

Saving Throws Strength +5

Senses Blindsight 30 ft., passive Perception 9

Languages -

Challenge 2 (450 xp)

Amphibious. The crab can breathe both water and air.

ACTIONS

Multiattack. The crab attacks twice with its claw.

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



CRAWLING APOCALYPSE

Source: 3e *Sandstorm*.

A crawling apocalypse is a relic of an ancient era. Found in what are now desert wastes, crawling apocalypses are self-impelled weapons from ancient wars fought eons ago. Now bereft of meaningful purpose, some of these things have gone mad, while others still seek to destroy long-vanished adversaries, annihilating whatever crosses their path.

A crawling apocalypse appears to be a nest of withered, desiccated tentacles topped by a barrel-like body surmounted by two huge staring orbs. Ancient cerements caked with desert dirt and sand swath a crawling apocalypse's form. A collection of six arms, shorter than the tentacles, radiates from the body.

Tireless and Dutiful: A crawling apocalypse tirelessly continues the mission it was last given by its creators- patrolling a perimeter, seeking out and destroying intruders, or working ceaselessly to



defeat long-vanished enemies. A crawling apocalypse might be insane from endless eons of repetitive obedience, but even insane ones usually still work to further their orders in some twisted fashion or another, even if it takes the logic of madness to understand the creature's thinking.

Death Machines from the Flesh Wars: An ancient post-Miloxi tabaxi culture called the Marru, long extinct, were master tamperers with life forms. They spawned many different life forms during the height of their

civilization, and some began to tamper with necromancy, developing the crawling apocalypses as engines of war during the period in which they destroyed themselves, called the Flesh Wars. Since those ancient days, a few individuals have rediscovered the arduous process required to construct one of these monsters, but it is an extremely rare process.

Hidden Command Codes: While some crawling apocalypses make their presence known by wreaking havoc on an area, others remain hidden in ancient Marru weapons depots hundreds or even thousands of feet below the sands. Some of these depots even contain ancient command codes that might give control over some crawling apocalypses.

Crawling Apocalypse

Gargantuan undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 210 (20d20+100)

Speed 20 ft., burrow 20 ft.

STR 24 (+7), **DEX** 10 (+0), **CON** 20 (+5), **INT** 6 (-2), **WIS** 20 (+5), **CHA** 20 (+5)

Saving Throws Dexterity +6, Constitution +11, Wisdom +11, Charisma +11

Skills Perception +11

Damage Vulnerability fire

Damage Resistances bludgeoning, piercing and slashing weapons

Damage Immunities poison

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

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 21

Languages understands Ancient Marru (or the languages of its creator) but cannot speak

Challenge 18 (20,000 xp)

Despair. A creature that is not an ally of the crawling apocalypse that starts its turn within 30 ft. of it must make a DC 19 Wisdom saving throw or be crushed by despair for 1 minute. While crushed by despair, a creature has disadvantage on ability checks, attack rolls and Wisdom and Charisma saving throws. The creature 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 despair of that crawling apocalypse for 24 hours.

Regeneration. The crawling apocalypse regains 10 hit points at the start of its turn.

ACTIONS

Multiattack. The crawling apocalypse attacks twice with its tentacles and six times with its slam.

Tentacle. Melee Weapon Attack: +13 to hit, reach 25 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage, plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or be cursed with mummy rot. The cursed creature can't regain hit points, and its hit point maximum decreases by 21 (6d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Slam. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 10 (1d6+7) bludgeoning damage

CRAWLING HEAD

Source: 3e Fiend Folio.

Spawned from the severed head of a giant, a crawling head is a horrific undead monstrosity that resembles a huge, bloated head grown to enormous size, with a seething mass of arteries, veins and viscera depending from the wound of its neck and extending as long, writhing tentacles. Just beneath the surface of its translucent skin, the crawling head contains many sacs that bulge with the severed heads it had devoured. An encounter with a crawling head that is in sparse hunting grounds might begin with 1d6+6 heads stored within the monster, while in an area rich with victims, the crawling head might have as many as 2d10+10 heads stored within it.

Created by Mortals: Because of their immense power and their origination from giants, which might lead one to think that crawling heads were creations of the primordials or beings of similar nature. In truth, however, they are the creation of a series of powerful mortal necromancers that dwelt in the City of Skulls that surrounded the Bleak Academy. The first crawling head destroyed its creator, but was brought under control by the vampiric headmistress of the academy. The secrets to creating these monstrosities have since spread, but the enigma of how to control them remains.

Deadly Headhunters: Crawling heads leave a trail of mangled bodies behind, but always eat the heads of their victims. These heads are then stored in the many bulging sacs half-visible beneath the skin of the crawling head, where they wail, producing the crawling head's cacophony aura. Over time, older heads gradually dissolve away, consumed by the crawling head for sustenance.

Insane but Intelligent:

Although crawling heads are insane and often have no real ambition or goal other than the consumption of victims' heads, they are brilliant. Some grow bored and carry out intricate plots for their amusement; such plots always involve

spreading misery and death and the devouring of many heads. Crawling heads, while not prone to ally with living creatures, sometimes do so for short periods in order to amuse themselves or spread confusion, but such alliances usually end in disaster for the living partners.



Crawling Head

Huge undead, chaotic evil

Armor Class 10 (natural armor)

Hit Points 350 (28d12+168)

Speed 20 ft., climb 20 ft.

STR 24 (+7), DEX 7 (-2), CON 22 (+6), INT 20 (+5), WIS 19 (+4), CHA 22 (+6)

Saving Throws Strength +13, Constitution +12, Wisdom +10, Charisma +12

Skills Arcana +11, Perception +10, Religion +11

Damage Resistances bludgeoning, slashing; piercing from nonmagical weapons

Damage Immunities lightning, thunder

Condition Immunities charmed, exhaustion, frightened, prone, stunned

Senses truesight 120 ft., passive Perception 21

Languages Common, Giant

Challenge 19 (22,000 xp)

Cacophony. When a crawling head attacks, the heads stored in its body screech, howl and cry in pain. If the crawling head has at least ten heads stored inside of it, the horrendous noise, audible up to 200' away, causes each creature within 60' of the crawling head to make a DC 20 Wisdom saving throw. A

creature that fails is frightened for 1 minute. While frightened, the creature is paralyzed while it can see the crawling head. At the end of each of the creature's turn, it can repeat the saving throw, ending the effect on a success. A creature for whom the effect ends, or that makes its saving throw, is immune to the cacophony of that crawling head for 24 hours.

Head Spells. By consuming one of the heads stored within it, the crawling head can cast one of the following spells as a bonus action, using Charisma as its spellcasting ability (save DC 20): *animate dead*, *fear*, *speak with dead*. Alternatively, it can consume a head to heal itself of 76 (8d8+40) points of damage as a bonus action.

Alternatively, by consuming one of its stored heads, the crawling head can cast *shield* as a reaction.

Water Vulnerability. If water is splashed on a crawling head, it deals 3 (1d6) acid damage to the head. A crawling head fully immersed in water suffers 35 (10d6) acid damage per round.

ACTIONS

Multiattack. The crawling head either attacks four times with its tentacles or one with its vorpal bite and twice with its tentacles.

Vorpal Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+7) slashing damage. If the attack roll shows a 19 or 20 on the die, the attack automatically hits and does double damage, and the target must make a DC 21 Constitution saving throw or the crawling head bites the target's head off, killing it unless it can survive without a hit. (This replaces the normal effects of a critical hit.)

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 14 (2d6+7) bludgeoning damage, and the target must succeed at a DC 21 Strength check or be pulled 10 ft. toward the crawling head and grappled (escape DC 17).

Death Wail (Recharge 6). The crawling head lets out an evil shriek that snuffs the life forces of those around it. Each living creature within 60' of the crawling head must make a DC 20 Fortitude saving throw, suffering 72 (16d8) necrotic damage on a failure and half that on a success. A creature that is reduced to 0 hit points by this effect dies.

DARK ONES

Source: 1e Fiend Folio.

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

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

Scavengers and Thieves: Dark ones usually don't work, hunt or farm. Instead, they scavenge,

steal and practice duplicity to gain what they need to survive. Dark ones think nothing of breaking any deals they make, taking advantage of the trust of an ally or lying outright in pursuit of their goals (or even just to amuse themselves).

Dark Creeper

Small humanoid, chaotic neutral

Armor Class 15 (leather armor)

Hit Points 33 (6d6+12)

Speed 30 ft.

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

Skills Sleight of Hand +6, Stealth +6

Senses darkvision 60 ft., passive

Perception 12

Languages Undercommon

Challenge 1 (200 xp)

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

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

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

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

ACTIONS

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

Dark Shroud. The dark creeper creates a spherical cloud of darkness 15' in radius within 60' of it. The



cloud blocks line of sight, and creatures other than dark creepers or dark stalkers within the cloud are blinded. A *light* spell or similar effect cast using a 3rd or higher level slot will eliminate the darkness; otherwise, it lasts as long as the creeper concentrates, to a maximum of 1 minute.

Dark Stalker

Medium humanoid, chaotic neutral

Armor Class 16 (leather armor)

Hit Points 65 (10d8+20)

Speed 30 ft.

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

Skills Sleight of Hand +6, Stealth +6

Senses darkvision 60 ft., passive Perception 12

Languages Undercommon

Challenge 3 (700 xp)

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

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

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

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

ACTIONS

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

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

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

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

DEATHJACK

Source: 3.5 *Monsternomicon*.

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

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

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

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

Deathjack

Large construct, chaotic evil

Armor Class 20 (natural armor)

Hit Points 210 (20d10+100)

Speed 30 ft.

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

Saving Throws Strength +12,
Dexterity +6, Constitution +10

Skills Intimidation +8

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

Damage Immunities poison, psychic

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

Senses Darkvision 120 ft., passive Perception 11

Languages Common

Challenge 13 (10,000 xp)



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

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

ACTIONS

Multiattack. The deathjack makes two attacks with its slam and two attacks with its hooked chains.

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

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

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

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

DEATHLOCK

Source: *3e Libris Mortis*.

When a powerful spellcaster dies, sometimes its corpse is charged with too much eldritch energy to lie quiet. The power coursing within it causes the



body to rise as a deathlock, but the mind and soul of the body are almost entirely gone. Only its knowledge of magic remains, though it is stunted and twisted toward necromancy.

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

Undead Nature: A deathlock has no need for air, food, drink or sleep.

Deathlock

Medium undead, neutral evil

Armor Class 10

Hit Points 22 (4d8+4)

Speed 30 ft.

STR 11 (+0), **DEX** 10 (+0), **CON** 13 (+1), **INT** 16 (+3), **WIS** 12 (+1), **CHA** 14 (+2)

Skills Arcana +5, Religion +5

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common plus any languages spoken in life

Challenge ½ (100 xp)

ACTIONS

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

Necrotic Ray. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 13 (2d12) necrotic damage, or heal 5 (1d10) hit points to an undead target. If it targets an undead creature, the ray automatically hits.

Reanimation (1/day). The deathlock reanimates a destroyed undead creature of lower challenge rating than itself within 50 feet. The reanimated undead has half its normal hit points.

DEMON

Source: 4e *Demonomicon* (Abyssal scavenger), 3e *Monster Manual* 5 (evistro, solamith)

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

ABYSSAL SCAVENGERS

Abyssal scavengers are the Abyss' vermin, frequently devoured by more powerful types of demons. Abyssal scavengers seek to find easy prey, especially hapless travelers, manes demons and

larva (the evil souls of the petitioners drawn to the Abyss). An Abyssal scavenger's appetite is insatiable, and it reproduces spontaneously whenever it is sufficiently gorged with food. A pack of Abyssal scavengers can thus grow in size very quickly. Worse, all Abyssal scavengers carry a shard of the raw essence of the Abyss within themselves, and if significant numbers of them are gathered in a sufficiently tight space, it can consume them all, destroying them and leaving a temporary portal to the Abyss in their place. Such a portal rarely persists for more than a few hours or days, but other demons on the Abyss that find it will pour through it. What began as a seemingly minor infestation of Abyssal scavengers can thus quickly become a full scale demonic invasion.

EVISTRO

An evistro, also known as a carnage demon, lives for slaughter. It has no purpose other than violence, no interests other than destruction and pain, and no hobbies other than rampaging through the planes. Carnage demons are unusual in that they revel in the company of others of their kind, actively preferring to stay in packs of two to ten. When the potential to ruin other worlds arises, great hordes of carnage demons sometimes gather, seeking to maximize the pain and ruin that they inflict. Such a horde is disorganized but tends to remain more or less together, although they might spread out in smaller packs as they sack a city or rampage through an area of farmland. When they can, evistro bully and abuse other demons, but most other demons are more powerful than them and are equally likely to slay or devour the carnage demons.

SOLAMITH

A solamith is a bloated manifestation of depraved gluttony and burning hunger. It consumes the souls of creatures that it devours, converting their energy to soulfire. When threatened, a solamith rips great chunks of its belly free and hurls them at enemy formations, where they explode in great gouts of flame. Solamiths are often enslaved by other demons and pressed into service as artillery in their armies.

Demon, Abyssal Scavenger

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 41 (6d8+12)

Speed 40 ft.

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

Skills Investigation +1, Perception +2

Damage Resistances fire

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal

Challenge 1 (200 xp)

Death Cry. When an Abyssal scavenger dies, each other Abyssal scavengers within 30' that isn't deafened gains advantage on melee



attacks on its next turn.

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

ACTIONS

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

Demon, Evistro

Medium fiend (demon), chaotic evil

Armor Class 12

Hit Points 68 (8d8+32)

Speed 30 ft.

STR 18 (+4), DEX 14 (+2), CON 18 (+4), INT 11 (+0), WIS 7 (-2), CHA 8 (-1)

Saving Throws Wisdom +0

Skills Intimidation +1

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

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal

Challenge 4 (1,100 xp)

Carnage. The evistro gains a bonus of +2d6 to the severity of critical hits it inflicts.

Incitement. Whenever the evistro makes a melee attack, it rolls 1d6 for each evistro within 10' of the target and adds the highest result to its attack roll.

ACTIONS

Multiattack. The evistro attacks twice with its slam.

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

Demon, Solamith

Large fiend (demon), chaotic evil

Armor Class 16

Hit Points 152 (16d10+64)

Speed 40 ft.



STR 20 (+5), DEX 23 (+6), CON 19 (+4), INT 4 (-3), WIS 13 (+1), CHA 14 (+2)

Saving Throws Dexterity +10, Constitution +8, Charisma +3

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60 ft., passive Perception 11

Languages Abyssal

Challenge 12 (8,400 xp)

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

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

ACTIONS

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) slashing damage, plus 21 (6d6) fire damage.

Soulfire. The solamith rips a chunk of its own body free and hurls it anywhere that it can see within 100 ft., where it explodes. The solamith has three options:

- The solamith inflicts 5 damage on itself. Each creature within 10 ft. of the chunk of flesh must make a DC 14 Dexterity saving throw. The sphere spreads around corners. A creature takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- The solamith inflicts 10 damage on itself. Each creature within 15 ft. of the chunk of flesh must make a DC 14 Dexterity saving throw. The sphere spreads around corners. A creature takes 32 (9d6) fire damage on a failed save, or half as much damage on a successful one.
- The solamith inflicts 15 damage on itself. Each creature within 10 ft. of the chunk of flesh must make a DC 14 Dexterity saving throw. The sphere spreads around corners. A creature takes 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

DEODANTH

Source: *Arduin Grimoire*.

Deodanth are silver-skinned creatures with a strange, elfin look to their features and wicked barbed spurs on the backs of their hands. They often seem to be motivated by attempts to interfere with things that have not happened yet, lending some credence to their claims about their time-traveling origins.

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

Deodanth

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 97 (13d8+39)

Speed 40 ft.

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

Saving Throws Dexterity +8, Constitution +6, Wisdom +5, Charisma +6

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

Damage Resistances cold, necrotic; bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elven

Challenge 8 (3,900 xp)

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

ACTIONS

Multiattack. The deodanth attacks twice with its hand spur.

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

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

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

Timeslip (Recharge 5-6). The deodanth teleports 1d4 rounds into the future. Upon arriving, time is frozen for an equal length of time, allowing the deodanth to move but not affect other creatures or objects before reappearing.

DEVIL

Source: 4e *Monster Manual* (legion devil).

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

ABISHAI

Abishai appear as gargoyle-like winged devils with slightly draconic features. Servants of Tiamat, they are arranged into five known types, each representing one of the Queen of Dragon's heads, though rumors persist of other varieties that mirror other types of chromatic dragons (such as the gray, purple and yellow dragons).

White abishai are the least of the abishai and are infamous for their cowardice and relatively chaotic nature. They will gladly betray their superiors if an opportunity arises, but they prefer to avoid combat and flee to report to superiors when faced with superior foes.

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

Green abishai are the stealthiest of their breed. They relish the ability to sneak into the camp of an enemy and spy, and they live for the gasp of an unsuspecting victim realizing, too late, their presence. Unlike most, they chafe under the pressure of leading other devils and would rather work alone or in small groups.

Blue abishai are the most militaristic of their breed. Most blue abishai are fairly experienced, and they yearn to put this experience to the test in Blood War battles and military excursions onto Prime worlds. They love more than anything being summoned to aid armies on the Prime, using the opportunity to spread glorious war and corrupt as many mortals as possible before the mortal's deaths.

Red abishai are the most treacherous of their breed. They are generally the eldest and most experienced of the abishai, and they have learned well the lessons of their lawful evil race. They can be found as lesser diplomats and bureaucrats in infernal society nearly as often as they are wardens or sergeants, and they use their gilded tongues to manipulate others into taking a fall or advancing their goals. Nothing makes a red abishai happier than to betray one of their own.

LEGION DEVIL

The legions of Hell are filled with devils of many different kinds, of whom are the legion devils themselves- seemingly endless ranks of diabolic soldiers who work together in flawless, evil harmony. Legion devils are adept at protecting each other and striking in concert. A legion devil has the classic horned & tailed diabolic look, but wears a suit of full armor and wields a sword and shield.

Abishai, White

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 45 (7d8+14)

Speed 30 ft., fly 40 ft.

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

Saving Throws Constitution +4, Charisma +3

Skills Deception +3, Intimidation +3, Stealth +4

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silver

Damage Immunities cold, fire, poison
Senses darkvision 90 ft., passive Perception 11
Languages Draconic, Infernal, telepathy 100'
Challenge 4 (1,100 xp)

Innate Spellcasting. The abishai's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *Disguise self*, *minor illusion*.

1/day: *Fear*, *suggestion*.

Regeneration. The abishai regains 5 hit points at the start of its turn if it has at least 1 hit point. If it takes damage from a silvered weapon, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The abishai makes one attack each with its bite, claws and sting.

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

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

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, plus 11 (2d10) cold damage.

Abishai, Black

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 58 (9d8+18)

Speed 30 ft., fly 40 ft.

STR 17 (+3), **DEX** 16 (+3), **CON** 15 (+2), **INT** 11 (+0), **WIS** 11 (+0), **CHA** 15 (+2)

Saving Throws Constitution +5, Charisma +5

Skills Deception +5, Intimidation +5, Stealth +6

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silver

Damage Immunities acid, fire, poison

Senses darkvision 90 ft., passive Perception 11

Languages Draconic, Infernal, telepathy 100'

Challenge 6 (2,300 xp)

Innate Spellcasting. The abishai's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *Disguise self*, *minor illusion*.

1/day: *Fear*, *suggestion*.

Regeneration. The abishai regains 5 hit points at the start of its turn if it has at least 1 hit point. If it takes damage from a silvered weapon, this trait doesn't function at the start of its next turn.

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

ACTIONS

Multiattack. The abishai makes one attack each with its bite, claws and sting.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage

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

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, plus 11 (2d10) acid damage.

Acidic Burst. The abishai gives off a burst of acid. Each creature within 15' of it must make a DC 13 Dexterity saving throw, suffering 10 (3d6) acid damage on a failure and half that on a success. A creature that fails its saving throw by 5 or more is blinded for 1 minute or until it spends an action to clear its eyes. A blinded creature can also repeat the saving throw at the end of each of its turns, ending the effect on a success.

Abishai, Green

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 90 (12d8+36)

Speed 30 ft., fly 40 ft.

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

Saving Throws Constitution +6, Wisdom +5, Charisma +6

Skills Arcana +6, Deception +6

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silver

Damage Immunities fire, poison

Senses darkvision 90 ft., passive Perception 11

Languages Draconic, Infernal, telepathy 100'

Challenge 7 (2,900 xp)



Innate Spellcasting. The abishai's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *Disguise self*, *minor illusion*.
1/day: *Fear*, *suggestion*.

Regeneration. The abishai regains 10 hit points at the start of its turn if it has at least 1 hit point. If it takes damage from a silvered weapon, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The abishai makes one attack each with its bite, claws and sting.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) slashing damage

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage, plus 16 (3d10) poison damage, and the target must make a DC x Constitution saving throw or be poisoned for 1 minute, repeating the saving throw at the end of each of its turns and ending the effect on a success.

Poison Burst. The abishai gives off a burst of poisonous vapors. Each creature within 15' of it must make a DC 14 Constitution saving throw, suffering 16 (3d10) poison damage on a failure and half that on a success.

Abishai, Blue

Medium fiend, lawful evil

Armor Class 18 (natural armor)

Hit Points 127 (15d8+60)

Speed 30 ft., fly 40 ft.

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

Saving Throws Dexterity +7, Wisdom +5, Charisma +8

Skills Intimidation +8

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silver

Damage Immunities fire, lightning, poison

Senses darkvision 90 ft., passive Perception 11

Languages Draconic, Infernal, telepathy 100'

Challenge 10 (5,900 xp)

Innate Spellcasting. The abishai's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *Disguise self*, *minor illusion*.
1/day: *Fear*, *suggestion*.

Regeneration. The abishai regains 10 hit points at the start of its turn if it has at least 1 hit point. If it takes damage from a silvered weapon, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The abishai makes one attack each with its bite, claws and sting.

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

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

Sting. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage, plus 18 (4d8) lightning damage.

Storm Bolt. The abishai magically creates a bolt of lightning and thunder in a 20' cube. Each creature in the cube must make a DC 16 Constitution saving throw, suffering 11 (2d10) lightning and 11 (2d10) thunder damage on a failure and half that on a success. A creature that fails its save by 5 or more is also stunned until the end of its next turn.

Abishai, Red

Medium fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 181 (18d8+90)

Speed 30 ft., fly 40 ft.

STR 20 (+5), DEX 17 (+3), CON 20 (+5), INT 12 (+1), WIS 14 (+2), CHA 18 (+4)

Saving Throws Dexterity +7, Wisdom +6, Charisma +8

Skills Deception +8, Insight +6, Intimidation +8, Persuasion +8

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silver

Damage Immunities fire, poison

Senses darkvision 90 ft., passive Perception 12

Languages Draconic, Infernal, telepathy 100'

Challenge 12 (8,400 xp)

Innate Spellcasting. The abishai's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *Disguise self*, *minor illusion*.

1/day: *Fear*, *suggestion*.

Regeneration. The abishai regains 10 hit points at the start of its turn if it has at least 1 hit point. If it takes damage from a silvered weapon, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The abishai makes one attack each with its bite, claws and sting.

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

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage

Sting. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) piercing damage, plus 22 (4d10) fire damage. In addition, the target must make a DC 17 Dexterity saving throw or catch on fire, suffering 10 (3d6) fire damage at the start of its turn until a creature spends an action to extinguish the flames.

Legion Devil

Medium fiend, lawful evil

Armor Class 20 (plate & shield)

Hit Points 52 (7d8+21)

Speed 20 ft.

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

Saving Throws Dexterity +4, Wisdom +4, Charisma +4

Skills Athletics +6, Intimidation +4

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 6 (2,300 xp)



Martial Advantage. Once per turn, the legion devil can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the legion devil that isn't incapacitated.

ACTIONS

Blistering Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 7 (2d6) fire damage. If the target willingly moves before the legion devil's next turn, it takes an additional

7 (2d6) fire damage.

REACTIONS

Expert Parry. The legion devil adds 3 to either its AC or the AC of an ally within its reach against one

melee attack that would hit it. To do so, the legion devil must see the attacker and be wielding a melee weapon and a shield.

DIGESTER

Source: 3e *Monster Manual*.

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

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

Either Hungry or Sleeping: A digester is an eating machine. It is either hunting for food or resting, and it rarely rests during daylight hours. A digester attempts to avoid most other creatures while resting, but when on the hunt, it aggressively seeks out any prey it can find, even very large prey. When it finds a potential meal, it sprays acid at it, attempting to reduce it to semi-liquid goo, which the digester can then slurp up with its long tongue and sucking mouth.

Digester

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 75 (10d8+30)

Speed 60 ft.

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

Saving Throws Dexterity +5

Skills Stealth +5

Damage Immunities acid

Senses passive Perception 11

Languages -

Challenge 5 (1,800 xp)

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

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



ACTIONS

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

Acid Spray. The digester sprays acid in a 20' cone. Each creature in the cone must make a DC 14 Dexterity saving throw, suffering 18 (4d8) acid damage on a failure and half as much on a success. A character that fails the save by 5 or more is also coated in acid, taking 9 (2d8) acid damage at the start of each of its turn. At the end of each of its turns, the coated creature may repeat the save, with the acid losing potency on a success.

DIRE CORBY

Source: 1e *Fiend Folio*.

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

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

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

Dire Corby

Medium humanoid, neutral evil

Armor Class 11

Hit Points 16 (3d8+3)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Dire Corby

Challenge ½ (100 xp)



ACTIONS

Multiattack. The dire corby attacks twice with its claw.

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

DRAGON

Source: 4e *Draconomicon: Chromatic Dragons*, loosely based on the fang dragon (gray dragon).

There are a multitude of different species of dragons in the world. Some are chromatic, some metallic, and some belong to other categories entirely- gem dragons, lung (or Oriental) dragons, catastrophic dragons, planar dragons and others. Though far less common than the chromatic and metallic dragons, such dragons may be just as dangerous.

GRAY DRAGON

Gray dragons are one of the rarest chromatic species. Lacking in distinctive hue, they hunt stony borderlands from the air, delighting in the terror they bring to their prey. Gray dragons have an intense fondness for stalking intelligent creatures, bringing panic to them before striking.

Dragon, Young Gray

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10+48)

Speed 40 ft., fly 50 ft.

STR 19 (+4), DEX 10 (+0), CON 17 (+3), INT 14 (+2), WIS 16 (+3), CHA 13 (+1)

Saving Throws Dex +3, Con +6, Wis +6, Cha +4

Skills Intimidation +4, Perception +6

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft.,
passive Perception 16

Languages Common, Draconic

Challenge 8 (3,900 xp)

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage, plus 5 (1d10) acid damage. In addition, at the start of the target's turn, it takes 5 (1d10) acid damage. The target may make a Dexterity saving throw (DC 14) at the end of its turn to end this effect.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Acid Breath (Recharge 5-6). The dragon exhales caustic ooze in a 30-foot cone. Each creature in that



area must make a DC 15 Dexterity saving throw, taking 49 (9d10) acid damage and falling prone on a failed save, or half as much damage (and not falling prone) on a successful one.

DRAKE

Source: 4e *Monster Manual* (guard drake).

Drakes are small relatives of dragons. They can be domesticated but never truly tamed. A guard drake, for instance, will serve as well as a guard dog, so long as it is treated well, but will always be alien and unpredictable than the dog would be.

Part of Civilization, but Wild at Heart: Drakes are a part of civilization, found as beasts of burden or guard animals and available for sale in some places. There are even trappers who specialize in capturing drakes and bringing them back to cities for sale. While a drake is considerably more expensive than most other animals, and its upkeep is commensurately higher priced, many consider the investment well worth the cost. However, buyers must beware the tendency for a drake to snap out at other creatures nearby. Some drakes never turn on their masters, but others serve loyally for decades before turning viciously out of hunger, or for no reason whatsoever. .

Pack Animals: Drakes prefer the company of other drakes. They like to form packs with their kin or others of the same species, but will sometimes accept other types of drake or even other creatures entirely into their pack.

Very Vocal: Though a drake can't speak, it does attempt to communicate with a combination of noises, including hisses, growls, chirps, roars and purrs, as well as by using body language.

GUARD DRAKE

Guard drakes are probably the most widely domesticated of the drakes, and they are far more faithful to their owner than most drakes. Guard drakes make loud hisses to sound the alert when intruders appear, and are naturally and aggressively protective of creatures that they view as a part of their pack.

NEEDLETOOTH DRAKE SWARM

Needletooth drakes are small, thin drakes the size of a housecat that hunt in great swarms, overrunning prey and bringing it down with a multitude of bites. Needletooth swarms are very fast, and can run most prey down.

Guard Drake

Medium dragon, unaligned

Armor Class 12 (natural armor)

Hit Points 35 (6d8+6)

Speed 40 ft.

STR 16 (+3), **DEX** 13 (+1), **CON** 13 (+1), **INT** 6 (-2), **WIS** 15 (+2), **CHA** 10 (+0)

Skills Perception +4

Senses Darkvision 60 ft., passive Perception 14

Languages understands Common and Draconic

Challenge 1 (200 xp)



Pack Tactics. The guard drake has advantage on an attack roll against a creature if at least one of the drake's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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

REACTIONS

Guardian's Attack. If an enemy within 5 ft. of the guard drake attacks one of the drake's allies, the drake can use bite against that enemy as a reaction.

Needletooth Drake Swarm

Large swarm of Small beasts, unaligned

Armor Class 15

Hit Points 82 (11d10+22)

Speed 40 ft.

STR 6 (-2), **DEX** 20 (+5), **CON** 15 (+2), **INT** 2 (-4), **WIS** 13 (+1), **CHA** 2 (-4)

Saving Throws Dexterity +7

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 11

Languages -

Challenge 5 (1,800 xp)

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



ACTIONS

Bites. *Melee Weapon Attack:* +8 to hit, reach 0 ft., targets each creature in the swarm's space. *Hit:* 18 (2d12+5) slashing damage, and the target takes 7 (2d6) points of damage at the start of its turn from bleeding. This effect persists until the creature regains hit points or a creature uses its action to make a Wisdom (Medicine) check, DC 10, on the target.

DREAM STALKER

Source: Homebrew.

Native to the Plane of Dreams, dream stalkers are independent, malicious entities that infiltrate the dreams of worldly creatures and consume their vitality, leaving them weakened and exhausted, and eventually even killing them.

Difficult to Confront: It is difficult to force a confrontation with dream stalkers. Often, it is easier to ward their prospective victim at night than to actually fight them, because they can vanish into the dream realm. However, clever adventurers have been known to journey into the dream plane in order to force the issue with them, or to create an area that can be dimensionally locked once the dream stalkers manifest in order to prevent them from escaping.

No True Form: A dream stalker's form is constantly shifting and morphing. Since it is made of dreamstuff, it has no true form, and is inherently mutable. A dream stalker might appear as a monster one moment, a fire all around its victim the next, and as the mother of its victim a moment later.

Dream Stalker

Medium fiend, neutral evil

Armor Class 14 (natural armor)

Hit Points 97 (15d8+30)

Speed 40 ft., burrow 40 ft., climb 40 ft., fly 40 ft., swim 40 ft.

STR 13 (+1), DEX 13 (+1), CON 14 (+2), INT 16 (+3), WIS 17 (+3), CHA 23 (+6)

Saving Throws Intelligence +7, Wisdom +7

Skills Deception +10, Insight +7, Intimidation +10, Persuasion +10

Damage Resistances psychic; bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities petrified, prone, stunned

Senses darkvision 60 ft., passive Perception 13

Languages telepathy 120 ft.

Challenge 8 (3,900 xp)

Dream Stalking. While on the Plane of Dreams, the dream stalker can spend the duration of a sleeping worldly creature's long rest stalking that creature's dreams. If it does so, the target makes a DC 18 Wisdom saving throw. If it fails, it gains one level of exhaustion that cannot be removed until the creature completes a long rest without the dream stalker using this ability on it. A *protection from evil and good* spell will protect a creature from this ability.

Thing of Dreams. The dream stalker is a thing of dreams, but it can be forcibly manifested by casting *dispel evil and good*, *planar binding*, *conjure celestial* or *antimagic field* on a sleeping victim of its dream stalking. Doing this causes the dream stalker(s) haunting the victim to become material for 1 minute, after which they return to the Plane of Dreams.

ACTIONS

Frightful Caress. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 33 (6d10) psychic damage, and the target must make a DC 18 Wisdom saving throw or be frightened of the dream stalker for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

Material Manifestation (Recharges after a short or long rest). If the dream stalker has stalked dreams for at least 20 of the last 30 days, it can manifest on the Material Plane. It can then spend an action to return to the Plane of Dreams.

ELEMENTAL

Source: 4e *Monster Manual* 3 (lesser elementals).

Elementals appear in all sorts of forms and many different sizes. Just as water might appear as an ocean or a single droplet, so too a water elemental might be so small as to be entirely harmless to larger creatures or as large as a huge, crashing wave.

LESSER ELEMENTALS

Lesser elementals are smaller versions of the classical elemental forms. Only about as large as a human and far less puissant than their larger cousins, lesser elementals are also relatively easy to summon and bind to service. Sometimes, the constant breeze that blows through a wizard's keep is actually a squadron of lesser air elementals bound by a master, or the water splashing in a fountain might actually be a lesser water elemental.

THOQQUA

A thoqqua is a wormlike monster so hot that it can melt rock. It has a foul temper and a choleric mood, and is native to the borders between the Elemental Planes of Earth and Fire. However, they often pass through to the Material Plane in areas of vulcanism. A thoqqua's presence is often obvious because of the number of smooth, round tunnels criss-crossing an area.

Lesser Air Elemental

Medium elemental, neutral

Armor Class 13

Hit Points 33 (6d8+6)

Speed 0 ft., fly 90 ft. (hover)

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

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 2 (450 xp)

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

Whirlwind (Recharge 5-6). Each creature in the elemental's space must make a DC 10 Strength saving throw. On a failure, a target takes 9 (2d6+2) bludgeoning damage and is flung up to 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 10 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Lesser Earth Elemental

Medium elemental, neutral

Armor Class 15 (natural armor)

Hit Points 51 (6d8+24)

Speed 30 ft., burrow 30 ft.

STR 18 (+4), **DEX** 8 (-1), **CON** 18 (+4), **INT** 4 (-3), **WIS** 10 (+0), **CHA** 4 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 3 (700 xp)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

Lesser Fire Elemental

Medium elemental, neutral

Armor Class 13

Hit Points 41 (6d8+12)

Speed 50 ft.

STR 8 (-1), **DEX** 17 (+3), **CON** 14 (+2), **INT** 4 (-3), **WIS** 10 (+0), **CHA** 5 (-3)

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 2 (450 xp)

Fire Form. The elemental can move through a space as narrow as 1 inch without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 3 (1d6) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Thoqqua

Medium elemental, neutral 9

Armor Class 16 (natural armor)

Hit Points 35 (6d8+6)

Speed 30 ft., burrow 20 ft.

STR 15 (+2), **DEX** 13 (+1), **CON** 13 (+1), **INT** 6 (-2), **WIS** 12 (+1), **CHA** 10 (+0)

Saving Throws Strength +4,
Constitution +3



Damage Vulnerability cold

Damage Immunities fire

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses tremorsense 60 ft., passive Perception 11

Languages understands Terran and Ignan but can't speak

Challenge 2 (450 xp)

Heated Body. A creature that touches the thoqqua or hits it with a melee attack while within 5' of it takes 7 (2d6) fire damage.

Melt Through Stone. The thoqqua can burrow through solid rock at its burrow speed, leaving behind a 3' diameter, smooth hole. For 1 hour after the thoqqua creates the hole, it is red hot, and any creature that touches the hole takes 7 (2d6) fire damage per round.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage, plus 7 (2d6) fire damage. In addition, the target must succeed on a DC 11 Dexterity saving throw or catch fire, taking 7 (2d6) fire damage at the start of each of its turn until a creature uses an action to extinguish the flames.

FILTH BIRD

Source: Homebrewed.

A filth bird is a foul, disease-carrying flightless bird. It has small, nearly vestigial wings, but long legs that allow it to cover great distances quickly. A filth bird is spattered with disgusting filth of all sorts, including its own droppings.

Comical Appearance Belies Danger: Despite their disgusting habits, a filth bird is a comical creature. It wallows in its own excrement and in dead things, makes funny noises and attempts to pass itself off as a funny creature in order to solicit handouts. If this tactic fails, a filth bird will turn aggressive, coughing and spitting near the offenders in hopes of infecting them with filth fever.

Actively Malicious: Filth birds are more intelligent than most animals, and are naturally prone to evil and malice. Those taken in by a filth bird's comical act can expect no consideration for their kindness.

Few Allies: Filth birds do not go out of their way to make allies of other creatures, and because of their temperament combined with their disgusting habits, no other creature attempts to domesticate filth birds. Very rarely, an especially foul or stupid creature such as an ogre, hag or cleric of Juiblex will befriend a filth bird.

Filth Bird

Medium beast, neutral evil

Armor Class 13

Hit Points 42 (5d8+20)

Speed 40 ft.



STR 10 (+0), DEX 16 (+3), CON 18 (+4), INT 7 (-2), WIS 9 (-1), CHA 13 (+1)

Saving Throws Con +6

Damage Resistances poison

Condition Immunities poisoned

Senses passive Perception 9

Languages understands Common but can't speak

Challenge 3 (700 xp)

Death Cough. When reduced to 0 hit points, the filth bird coughs. Each creature within 5 ft. of it must make a Constitution saving throw, DC 14, or contract filth bird flu as described under the bird's spit action.

Filth Dweller. The filth bird is immune to diseases and effects based on stench.

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

ACTIONS

Multiattack. The filth bird attacks twice with its bite or once with its bite and once with its spit.

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

Spit. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* The target is blinded until it spends an action to clear its eyes. In addition, the target must make a successful Constitution saving throw, DC 14, or contract a disease called filth bird flu. Filth bird flu needs 24 hours to incubate before it begins to affect the target. While affected, the target is poisoned. At the end of every extended rest after the filth bird flu affects the target, it may repeat the save, ending the disease on a success. Each failed save results in the target gaining two levels of exhaustion that cannot be removed until the disease ends. When the disease ends, the character's exhaustion level returns to normal after its next extended rest.

FORMIAN

Source: 1e *Monster Manual* 2.

Formians, also called centaur-ants by clueless Primes, are inhabitants of the outer planes of law. Originally hailing from Arcadia, after emigrating to Mechanus, the formians have become ever-more insectile in their attitudes.

Extreme Expansionists: Formians seek to expand until everything is under their dominion. Only by conquering the multiverse can they impose the pleasing, correct order of the formian hive on all things. By its nature, a formian is devoted to this goal without question, and formians will attack other creatures with the intent of capturing them and putting them to work for the hive.

Rigid Hierarchy: Like an insect, a formian is born into its caste and has no hope for advancement. The lowest caste, the workers, includes those creatures pressed into service or enslaved by taskmasters. Just above the workers are the twin castes of warriors, who defend the hive and carry out invasions, and taskmasters, who enslave members of other races. Above them are the myrmachs, who are the elite of formian society. Myrmachs, though loyal to the queen, have much stronger individual personalities than those below them. They serve as military commanders, community leaders and occasional

emissaries to the outside world. They also serve as a sort of inquisition, eradicating chaos whenever they can. Above the myrmachs is only the queen, who is essentially an immobile formian birthing factory. If she must go somewhere, a team of workers and myrmachs haul her bulky form to its destination. Occasionally, the queen will birth a specialized formian of a nonstandard shape in order to deal with a specific threat or need of the colony.

FORMIAN WARRIOR

The warriors of a hive act as soldiers, both protecting the hive and aiding it in expanding aggressively into ever larger territories. A formian warrior barely ranks above the workers. It measures about 5' long and about 4 ½' high at the front. It weighs about 180 lbs.

FORMIAN WORKER

The smallest, most common and lowest-ranking formians, workers exist only to serve the needs of the hive. They perform all the lowly tasks, such as gathering resources and disposing of wastes, necessary for the success of the hive. A formian worker is about 3' long and about 2 ½' high in the front, weighing about 60 lbs.

Formian Warrior

Medium monstrosity, lawful neutral

Armor Class 16 (natural armor)

Hit Points 39 (6d8+12)

Speed 40 ft.

STR 15 (+2), **DEX** 16 (+3), **CON** 14 (+2), **INT** 10 (+0), **WIS** 12 (+1), **CHA** 11 (+0)

Saving Throws Wis +3, Cha +2

Skills Perception +3

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities petrified, poisoned

Senses Darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 xp)

Hive Mind. All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. No member of a group of formians is surprised unless they all are.

ACTIONS

Multiattack. The formian attacks once with its sting, once with its bite and once with its claws.



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

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, and the target must make a DC 12 Constitution saving throw or be poisoned for 1 minute. At the end of the poisoned creature's turn, it may repeat the save, ending the effect on a success.

Formian Worker

Small monstrosity, lawful neutral

Armor Class 13 (natural armor)

Hit Points 9 (2d6+2)

Speed 40 ft.

STR 13 (+1), **DEX** 14 (+2), **CON** 13 (+1), **INT** 6 (-2), **WIS** 10 (+0), **CHA** 9 (-1)

Saving Throws Wis +2

Skills Athletics +3

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities petrified, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages -

Challenge ¼ (50 xp)

Hive Mind. All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. No member of a group of formians is surprised unless they all are.

ACTIONS

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

Cooperative Healing. Eight formian workers can gather in a circle in which all are linked and touch one creature. That creature regains 22 (4d8+4) hit points.

Cooperative Repair. Three formian workers can gather in a circle in which all are linked and touch one object. That object is repaired as if by a *mending* spell.

FOULSPAWN

Source: *4e Monster Manual*.

Foulspawn are deranged humanoids born of or tainted by the touch of the Far Realm, a maddening and distant plane. They come in many shapes and sizes, but they share a universal contempt for natural creatures. Foulspawn raid isolated towns or borderland keeps, killing or dragging off victims to horrible fates in underground lairs or even returning to the Far Realm with them.

Crossers Over: Foulspawn cross over into the material plane from the Far Realm, entering the world in places of madness such as forgotten prisons, overcrowded slums and ancient ruins. In such

places, the distance between the Far Realm and the world grows narrow and the barriers keeping them apart thin until they are as gossamer. Foulspawn create lairs in the world that seem to disobey the normal laws of nature, with a variety of weird and unsettling, or sometimes even terrifying and lethal, features. Sometimes their lairs become permanently tainted by their presence, and even after the foulspawn return to the Far Realm, the cyst that they laired in continues to show evidence of their unnatural taint for months or years.

Reproduce Via Corrupting Energies: While it is unknown whether foulspawn breed amongst their own kind, they can reproduce via another, horrifying method. They carry batches of mortal captives into the Far Realms, and those who survive the inchoate energies there are tainted and transformed into more foulspawn. Such created foulspawn do not seem to have any memory of their mortal life, nor do they have any more compassion for other creatures because of their origin.

Many Types: Foulspawn come in a seemingly endless variety, working together smoothly in many cases while betraying one another in others. However, their hatred of natural creatures means that foulspawn rarely, if ever, work with such things, preferring to transform them into more reliable and tractable allies first.

FOULSPAWN BERSERKER

A foulspawn berserker is a bulky humanoid with strange, swirling skin and chitinous plates that form a thick coat over much of its body. The berserker attacks without regard to its own safety, and its very presence drives other creatures around it into a frenzied, uncontrollable state.

FOULSPAWN GRUE

A grue is a small, muttering foulspawn with quills sticking from its shoulders. It slips through reality constantly, weakening the fabric of the planes as it does so, relentlessly tearing down the order of the multiverse. The grue attempts to attack the minds of natural creatures, slowing them and making them easy prey for its aberrant kin.



FOULSPAWN HULK

Towering over most other foulspawn, a hulk is a mass of pink and purple muscles, veins and arteries, usually neither wearing armor nor bearing weapons. A foulspawn hulk is stronger than the strongest human and possesses immense endurance. They are used as shock troops in foulspawn raids.

FOULSPAWN SEER

Seers are creatures of churning green flesh whose eyes seem more lucid than those of most foulspawn. Seers help lead and direct other foulspawn; their ability to see time in nonlinear fashion is invaluable to their kin.

Foulspawn Berserker

Medium aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 105 (10d8+60)

Speed 40 ft.

STR 18 (+4), **DEX** 12 (+1), **CON** 22 (+6), **INT** 8 (-1), **WIS** 3 (-4), **CHA** 12 (+1)

Saving Throws Strength +7, Constitution +9

Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 6
Languages Deep Speech, telepathy 50'
Challenge 5 (1,800 xp)

Berserker Aura. Whenever a creature within 5' of the berserker makes a melee attack, it must make a DC 12 Wisdom saving throw or target a random creature within its reach.

Mental Feedback. If a creature casts a spell or uses an effect that would charm the berserker, that creature must make a DC 12 Wisdom save, taking 10 (3d6) psychic damage on a failure and half that on a success.

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

ACTIONS

Multiattack. The berserker makes two melee attacks.

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

Foulspawn Grue

Small aberration, chaotic neutral

Armor Class 14
Hit Points 44 (8d6+16)
Speed 20 ft.

STR 8 (-1), **DEX** 19 (+4), **CON** 15 (+2), **INT** 11 (+0), **WIS** 3 (-4), **CHA** 16 (+3)

Saving Throws Charisma +5
Skills Stealth +6
Senses darkvision 60 ft., passive Perception 6
Languages Deep Speech, telepathy 50'
Challenge 1 (200 xp)

ACTIONS

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

Mind Worm. *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 13 (2d12) psychic damage, and the target's speed is reduced by 15'. At the end of each of the target's turns, it may make a DC 12 Wisdom saving throw, ending the effect on a success.

Whispers of Madness (Recharge 5-6). The grue murmurs terrible secrets of the universe. Each creature within 5' of it must make a DC 13 Wisdom save, taking 18 (4d8) psychic damage on a failure and half

that on a success. A creature that fails its save by 5 or more is also stunned until the end of its next turn.

BONUS ACTIONS

Teleport. The grue magically teleports, along with all its equipment, up to 20' to an unoccupied space that it can see.

Foulspawn Hulk

Large aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 157 (15d10+75)

Speed 40 ft.

STR 22 (+6), DEX 14 (+2), CON 20 (+5), INT 7 (-2), WIS 7 (-2), CHA 14 (+2)

Saving Throws Charisma +6

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 8

Languages Deep Speech, telepathy 50'

Challenge 10 (5,900 xp)

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

Driven by Pain. While below half its maximum hit points, the hulk adds 1d6 to its melee attack rolls and 7 (2d6) to its melee weapon damage rolls.

ACTIONS

Multiattack. The foulspawn hulk makes two attacks with its slam.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) bludgeoning damage.

Foulspawn Seer

Medium aberration, neutral evil

Armor Class 12

Hit Points 52 (8d8+16)

Speed 30 ft.

STR 10 (+0), DEX 14 (+2), CON 14 (+2), INT 21 (+5), WIS 8 (-1), CHA 18 (+4)

Saving Throws Intelligence +7, Wisdom +1, Charisma +6

Senses darkvision 60 ft., passive Perception 9

Languages Deep Speech, telepathy 120'

Challenge 3 (700 xp)

ACTIONS

Twisted Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be pushed 5' away from the seer.

Warp Orb. *Ranged Spell Attack:* +6 to hit, range 50 ft., one target. *Hit:* 9 (2d8) force damage, and the target is incapacitated. At the end of each of its turns, the target may make a DC 14 Wisdom saving throw, ending the effect on a success.

Distortion Blast (Recharges after a Long Rest). The seer unleashes a wave of distorting energy in a 25' cube adjacent to it. Each non-aberrant creature in the blast must make a DC 14 Wisdom saving throw, taking 27 (6d8) psychic damage on a failure and half that on a success.

REACTIONS

Foul Insight. When an allied foulspawn within 60' that can see the seer makes an attack, save or check, the seer can use its reaction to give that foulspawn advantage on that roll.

FUNDAMENTAL

Source: *2e Planescape Campaign Set.*

Fundamentals are small, flitting, bat-like elemental creatures composed of a small amount of a single, primal element, such as air, fire, lightning or radiance. About the size of a housecat, a fundamental is easily disrupted.

Everpresent in the Elemental Planes: When a creature visits the elemental planes, it is often difficult to tell where objects and the environment end and elemental creatures begin. Fundamentals epitomize this, being easily dispersed and forming seemingly spontaneously. Because of this common nature, some elemental spellcasters use fundamentals as familiars. However, they are too stupid and unreliable to serve as guardians, and are surprisingly difficult to summon due to their fleeting, almost ephemeral nature.

Fundamental

Tiny elemental, unaligned

Armor Class 11

Hit Points 5 (2d4)

Speed 10 ft., fly 50 ft.

STR 3 (-4), **DEX** 13 (+1), **CON** 10 (+0), **INT** 2 (-4),
WIS 10 (+0), **CHA** 7 (-2)

Damage Immunity see *Elemental Nature*, under Traits

Senses Darkvision 60 ft., passive Perception 10

Languages -

Challenge 0 (10 xp)



Elemental Nature. Each fundamental is made of one elemental substance, such as water, fire, magma or lightning. It takes no damage from effects of its own type.

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

ACTIONS

Bash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) damage. If the fundamental's elemental nature is of an energy type, such as acid or fire, the damage is also of that type. Otherwise, it is bludgeoning damage.

FUNGUS

Source: 1e *Monster Manual 2* (ascomoid), 3e *Monster Manual* (phantom fungus).

There are a plethora of types of fungus, most of them harmless. Some are edible, but others are poisonous. The most dangerous fungi are mobile creatures that actively hunt prey. The following fungi are described here.

ASCOMOID

Often mistaken for an oversized puffball, an ascomoid is a ball-shaped fungal creature that rolls over other creatures, attempting to batter them to death and leave spores to feed on the body, thus continuing their species. Ascomoids are a menace to everything around them, and almost nothing eats them (with the notable exception of the strange creature known as a burbur).

GRAYBONES

Some dungeon fungi can provide limited animation to the remains of creatures with a skeleton, covering the whole body with a mass of furry growth that emits dangerous spores. It looks like a skeleton covered in gray fur. Graybones need to feed on rotting animal tissue, so they work aggressively to poison and slay possible food sources.

PHANTOM FUNGUS

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.

Ascomoid

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10+30)

Speed 20 ft.

STR 18 (+4), DEX 13 (+1), CON 17 (+3), INT 1 (-5), WIS 11 (+0), CHA 1 (-5)

Saving Throws Constitution +6

Damage Resistances fire, lightning, poison

Damage Immunities psychic

Condition Immunities blinded, charmed, frightened, prone, stunned

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

Languages -

Challenge 6 (2,300 xp)

Rolling Charge. If the ascomoid rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Swift Rolling. If the ascomoid rolls in a straight line, it can take the Dash action as a bonus action.



ACTIONS

Multiattack. The ascomoid makes one attack each with its slam and its spores.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage.

Spores. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 15 (2d10+4) poison damage, and the spores create a 10' diameter cloud that persists until the start of the ascomoid's next turn. Each creature in the cloud when it forms, or that enters the cloud, must make a DC 14 Constitution save or take 14 (4d6) poison damage and be poisoned until it leaves the cloud or the cloud disperses.

Graybones

Medium plant, unaligned

Armor Class 8

Hit Points 22 (4d8+4)

Speed 25 ft.

STR 13 (+1), **DEX** 7 (-2), **CON** 13 (+1), **INT** 5 (-3), **WIS** 6 (-2), **CHA** 3 (-4)

Damage Vulnerabilities radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

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

Languages -

Challenge 1 (200 xp)

ACTIONS

Slam. *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 Constitution saving throw, suffering 10 (3d6) poison damage and being poisoned for 1 minute on a failure. While poisoned, the target's speed is reduced by 15'. At the end of each of its turns, the creature may make a DC 11 Constitution save, ending the effect on a success.

Spore Jet. *Ranged Weapon Attack:* +0 to hit, range 30 ft., one target. *Hit:* 10 (3d6) poison damage, and the target is poisoned for 1 minute. While poisoned, the target's speed is reduced by 15'. At the end of each of its turns, the creature may make a DC 11 Constitution save, ending the effect on a success.

REACTIONS

Puff of Spores. When an attack hits the graybones, it can use its reaction to emit a puff of spores. Each creature within 10' of it must make a DC 11 Constitution saving throw or suffer 7 (2d6) points of poison damage.

Phantom Fungus

Medium plant, 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

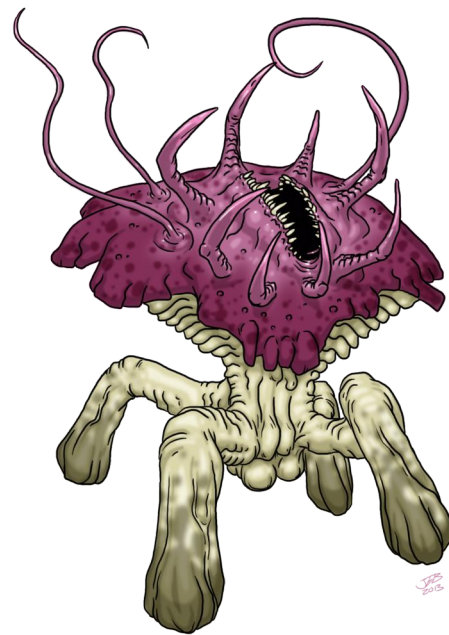
Senses blindsight 40 ft., passive Perception 10

Languages -

Challenge 3 (700 xp)

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

Unseen Strike. If the phantom fungus hits a target against which it has advantage 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.

GEAR HOUND

Source: Homebrew.

A gear hound is a clockwork mechanical dog driven by steam power. Typically used as a guard or attack animal by mad wizards or powerful tinkers, gear hounds often give off puffs of steam and sometimes leave trails of water or oil behind them.

Unmotivated: Without a controller, a gear hound is quiescent. While it will defend itself if attacked, a party of adventurers could pass by a pack of uncontrolled gear hounds unmolested as long as they did not strike first. In some cases, however, clever creatures with gear hounds under their control have used this trait to lull adversaries into a false sense of security, letting them pass through a great number of gear hounds before springing the trap.

Easily Subverted: Likewise, a gear hound is easily subverted by informational entities such as Master Control that can inhabit mechanical beings. This unfortunate trait has led to more than one instance of a pack of gear hounds turning upon their master when something else gained control of them.

Gear Hound

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 60 (8d8+24)

Speed 40 ft.

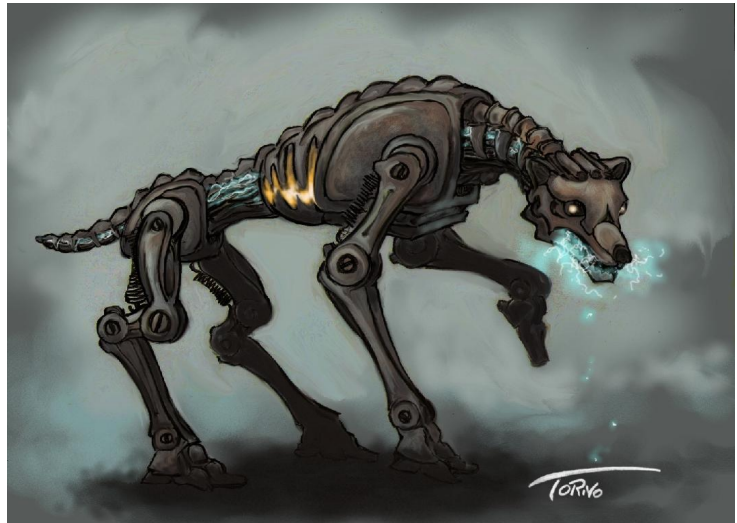
STR 17 (+3), **DEX** 15 (+2), **CON** 17 (+3),
INT 5 (-3), **WIS** 15 (+2), **CHA** 8 (-1)

Condition Immunities charmed, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages understands creator

Challenge 2 (450 xp)



ACTIONS

Multiattack. The gear hound worries a grappled target, then drops it prone adjacent to the hound and attacks it with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage. If it hits, the gear hound grapples the target and can worry the target as a bonus action. It can grapple only one target at a time, and cannot use its bite while grappling.

Worry. The gear hound shakes a grappled target violently. The target makes a Constitution save, DC 13. If it fails, it takes 16 (3d8+3) bludgeoning and piercing damage. If the target succeeds, it takes half damage.

REACTIONS

Oily Discharge (recharges after a short or long rest). If the gear hound takes damage while at half its hit points or less, it can spend its reaction to emit an oily discharge in a 5' radius puddle adjacent to it. Any creature that moves into or starts its turn in the slick must make a Dexterity (Acrobatics) check, DC 13, or fall prone. The slick dries if a creature throws sand, sawdust or something similar in it, or after an hour.

GHAUNADAN

Source: 3e *Monsters of Faerun*.

A ghaunadan is a vile, intelligent form of shapechanging ooze. Created by and to serve Juiblex, these monsters help carry out the incomprehensible plans of the Lord of Slimes and Oozes.

Ghaunadans are active servants of their loathsome demon prince, constantly striving to spread evil and chaos and to further the goals of Juiblex.

Shapechanging Infiltrators: Given their ability to assume humanoid form, ghaunadans have a relatively easy time passing amongst humanoids in cities, towns or fortresses. Often, a ghaunadan will haunt an area for months in disguise, slowly killing the creatures while living amongst them. A ghaunadan is clever enough to avoid being caught out easily, and sometimes even joins a hunt for itself.

Contempt for Those of Fixed Form: A ghaunadan feels no affection, respect or sympathy for creatures fixed into a single form. (It considers oozes to be mutable of form because they change their shape as they move.) It thinks nothing of breaking deals or turning on such a creature. However, a ghaunadan views any creature that can change its shape with wary respect. If a group of adventurers must deal with a ghaunadan, they are best off letting those members of their party who are able to polymorph, wild shape or otherwise alter their shape do the talking.

Ghaunadan

Medium ooze, chaotic evil

Armor Class 12

Hit Points 44 (8d8+8)

Speed 30 ft.

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

Saving Throws Strength +3, Dexterity +4,
Constitution +3

Skills Deception +7, Intimidation +5,
Persuasion +5, Stealth +4

Damage Resistances bludgeoning

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

Senses blindsight 60 ft., passive Perception
11

Languages Abyssal, Common,
Undercommon

Challenge ½ (100 xp)



Amorphous. The ghaunadan can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Pseudopod (ooze form only). *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d8+1) bludgeoning damage, plus 9 (2d8) acid damage. In addition, the target must make a DC 11 Constitution saving throw or be poisoned for 1 minute. While poisoned, the creature is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

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

Charming Gaze (humanoid form only): The ghaunadan chooses one creature within 30' that can see it. That creature must make a DC 13 Wisdom saving throw or be charmed by the ghaunadan for 1 hour. The target can repeat the saving throw each time it takes damage. If the charm lasts for the full duration, the target does not realize that it was charmed.

Change Shape. The ghaunadan magically polymorphs into a specific humanoid form unique to it. Other than as indicated, its statistics are the same in either form. Carried or worn gear falls at the feet of the transforming ghaunadan. The transformation lasts for as long as the ghaunadan maintains concentration on it, as if concentrating on a spell, up to 12 hours. The ghaunadan can revert back to its ooze form as bonus action at any time.

REACTIONS

Disarm. When a creature hits the ghaunadan with a melee weapon attack, the ghaunadan can use its reaction to engage in a Strength contest with its attacker. If the ghaunadan wins, it disarms the attacker's weapon and engulfs the weapon within its body. The weapon can be retrieved once the ghaunadan is slain.

GIBBERLING

Source: 1e *Fiend Folio*, 2e *Gates of Firestorm Peak*

Gibberlings are small, hairy humanoids that appear in great numbers, clambering all over each other in their eagerness to attack other creatures. They shriek, gibber and howl constantly. They tend to dwell underground or in places touched by weird alien powers, and they fear and hate the light and fire.

A gibberling stands about 3' high and has black or pink skin. It is covered in bushy hair, but otherwise naked. Gibberlings are universally filthy and have a distinctive, feral scent.

Like a School of Piranha: Gibberling social structure has been described as roughly comparable to the social structure of a school of piranha in the middle of a feeding frenzy. There seems to be neither sense nor organization nor individuality. Though gibberlings can clearly communicate amongst themselves, they have no discernible language.

Terrified of Fire: The fear and hatred gibberlings feel for bright light pales in comparison to their terror of fire. If a creature encounters a mass of gibberlings, its best hope for survival is often to use fire and light strategically to enable its escape.

The Terrible Truth: The truth about gibberlings is known only to the most learned scholars and adventurers unfortunate enough to stumble across a gibberling spawning ground. Gibberlings are actually the unholy remnants of natural creatures who have been infested by a gibberslug, a parasitic creature from the Far Realms. Brood gibberlings, a larger, stronger and more dangerous version of the common gibberling, carry the squirming gibberslugs as “skin-pets” beneath their skin. A brood

gibberling seeks to implant a gibberslug in a mortal creature by biting or spitting on it; if this succeeds, the gibberslug rapidly burrows into the victim's brain and forces the victim into a deep coma that lasts several hours to a day. At the end of this time, a fully-grown gibberling erupts from the husk of the victim, leaving only an empty skin behind. A brood gibberling can control the gibberlings it spawns, so sometimes distinctive gibberling 'clans' form.

Gibberling

Small humanoid, chaotic neutral

Armor Class 11

Hit Points 3 (1d6)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 0 (10 xp)

Gibbering Mob. Up to 3 gibberlings can occupy the same 5' x 5' space without penalty.

Light Sensitivity. While in bright light, a gibberling has disadvantage on all attacks and on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight.

ACTIONS

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

GOATFOLK (Ibixian)

Source: 3e *Monster Manual III*.

Goatfolk, also called ibixians, are humanoids with goat-like heads who are the descendants of billymen mixed with a variety of natural humanoids. Though not all ibixians are devoted to Bleak, most serve him as agents of evil and darkness.

A Sign of Things to Come: While they are not common, the presence of a tribe of goatfolk in an area is a sure sign that Bleak's agents are taking an active hand in the area. Many communities have standing rewards for the horns of an ibixian; they are well-known for stealing women and children for food, sacrifice and even fouler purposes.

Less is More: While goatfolk congregate, sometimes in great numbers, they are notorious for bullying and turning on each other. Only a leader of great personal power, be he ibixian, billyman or other, can maintain a large tribe of goatfolk for any length of time. Without such a leader, a small group of goatfolk is typically far more effective than a larger one.



Ibixian

Medium humanoid, chaotic neutral, neutral evil or chaotic evil

Armor Class 16 (chain mail)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR 15 (+2), **DEX** 11 (+0), **CON** 13 (+1), **INT** 8 (-1),
WIS 8 (-1), **CHA** 10 (+0)

Saving Throws Wisdom +1

Skills Intimidation +2, Religion +1

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Ibixian

Challenge ½ (100 xp)

Pack Fervor. While the ibixian can see an allied goatfolk within 30 ft., it gains advantage on saving throws vs. fear and adds 3 (1d6) to its melee damage.

ACTIONS

Multiattack. The ibixian attacks once each with its greataxe and its headbutt.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) slashing damage.

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

Ibixian Berserker

Medium humanoid, chaotic neutral, neutral evil or chaotic evil

Armor Class 14 (studded leather)

Hit Points 55 (10d8+10)

Speed 30 ft.

STR 19 (+4), **DEX** 14 (+2), **CON** 13 (+1), **INT** 8 (-1), **WIS** 12 (+1), **CHA** 10 (+0)

Saving Throws Wisdom +3

Skills Intimidation +2, Religion +1

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Ibixian

Challenge 2 (450 xp)



Pack Fervor. While the ibixian can see an allied goatfolk within 30 ft., it gains advantage on saving throws vs. fear and adds 3 (1d6) to its melee damage.

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

ACTIONS

Multiattack. The ibixian attacks twice with its greataxe and once with its headbutt.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

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

GOLDFOLK

Source: Homebrewed, inspired by some video game or other (maybe one of the Final Fantasy series?).

A goldfolk is a rare and reclusive creature native to Strogass that appears as a humanoid made out of gold. Even its blood looks like liquid gold. Goldfolk are thus hunted as valuable treasures in their own right, but they are formidable enough to destroy incautious attackers. Goldfolk are reclusive and dwell in various mountain ranges, gorges, cavern systems and dungeons. They are extremely rare, as they are almost inevitably slain for the value of their body when encountered. Thus, they distrust, fear and hate humanoids, except in the rarest of cases.

Their Weight in Gold: Goldmen and goldwomen are about the same size, and in any case, one is extremely heavy- somewhere around 3,000 to 4,000 pounds in weight- and difficult to transport and liquidate. However, if the full value of the goldman can be reaped by melting it down, a group can expect around 10 gp per pound of the creature.

The Other Side of Currency: Amongst themselves, goldfolk use the finger bones of sapient humanoids as currency. Sages believe that this custom started as a response to the way such other creatures would hunt the goldfolk, and has become firmly engrained in their culture.

Goldfolk

Medium humanoid, neutral

Armor Class 18 (natural armor)

Hit Points 114 (12d8+60)

Speed 20 ft.

STR 20 (+5), DEX 8 (-1), CON 20 (+5), INT 8 (-1), WIS 12 (+1), CHA 15 (+2)

Saving Throws Strength +8, Constitution +8, Wisdom +4, Charisma +5

Damage Resistances bludgeoning, cold

Condition Immunities petrification

Senses passive Perception 11



Languages Common, Goldfolk
Challenge 8 (3,900 xp)

Lumbering Momentum. If a goldfolk moves its full speed in a straight line, it gains a +10' bonus to its speed on its next turn, as long as it moves only in a straight line on that turn. If it continues to move in the same straight line, this bonus stacks, to a maximum of +50'. If it moves other than in a straight line while it has a bonus to its speed from this trait, it must make a Dexterity save, DC 10, or fall prone.

ACTIONS

Multiattack. The goldfolk attacks twice with its slam.

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

GOLEM

Source: 3e *Monster Manual* 3 (alchemical golem).

There are many different types of golem. Most are the creation of worldly wizards or artificers, often stricken by hubris in their quest to create new forms of life. While the clay, flesh, iron and stone golems are the most common forms, there may be dozens or hundreds of other varieties that have been discovered by various people or organizations over the millenia and across the planes.

ALCHEMICAL GOLEM

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

MITHRAL GOLEM

A mithral golem is truly an epic threat. Almost unstoppable, incredibly tough and surprisingly quick, a mithral golem is likely to surprise adventurers who have fought ponderous iron or stone golems in the past. The quickness possessed by a mithral golem is extraordinary, and it is almost impossible to damage one.

Alchemical Golem

Large construct, neutral

Armor Class 11

Hit Points 232 (22d10+110)

Speed 20 ft.

STR 23 (+6), **DEX** 12 (+1), **CON** 20 (+5), **INT** 3 (-4),
WIS 10 (+0), **CHA** 1 (-5)

Saving Throws Strength +10

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



Damage Immunities acid, fire

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 12 (8,400 xp)

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

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

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

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

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

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

ACTIONS

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

Breath Weapon (Recharge 6). The golem sprays caustic alchemical fluids in a 15' cone. Each creature in the cone must make a DC 17 Dexterity saving throw or suffer 21 (6d6) acid damage, taking half damage on a success.

REACTIONS

Rupture. When the golem takes at least 10 points of piercing or slashing damage from a single attack, it ruptures and sprays alchemical fluid as if it had used its *breath weapon*. (This does not count as a use of the *breath weapon* for recharge purposes.)

Mithral Golem

Large construct, neutral

Armor Class 24 (natural armor)

Hit Points 405 (30d10+240)

Speed 40 ft.

STR 26 (+8), DEX 19 (+4), CON 26 (+8), INT 3 (-4), WIS 11 (+0), CHA 3 (-4)

Saving Throws Strength +16, Dexterity +12, Constitution +16, Charisma +4

Damage Immunities cold, lightning; bludgeoning, piercing and slashing damage from weapons that aren't both magic and adamantine

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

Senses darkvision 60 ft., passive Perception 10

Languages understands creator but can't speak

Challenge 26 (90,000 xp)

Alacrity. The mithral golem can take a second action on each of its turns.

Haste and Slow Affected. A *haste* spell cast on the golem restores 3 (1d6) hp per level of the slot that it is cast with. A *slow* spell cast on the golem deals 3 (1d6) hp of damage per level of the slot that it is cast with and negates its alacrity until the end of the golem's next turn.



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

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

ACTIONS

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.

LEGENDARY ACTIONS

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

Move. The golem moves its speed without provoking opportunity attacks.

Overrun. The golem moves its speed into an enemy's space. The enemy must make a DC 24 Strength saving throw or be knocked prone in a space of the golem's choice adjacent to the golem, taking 26 (4d8+8) bludgeoning damage. If it makes its save, the target is instead pushed into a space of its choice adjacent to the golem and remains standing.

Slam. The golem attacks with its slam.

GREEN VISAGE

Source: Homebrewed.

A green visage is a tall, sunflower-like plant that always grows above the grave of an intelligent humanoid. The green visage has a large melon-like bulb at the top that bears the face of whatever creature is buried beneath its roots. In addition, the green visage has many of the creature's memories and its personality bears a superficial resemblance to that of the creature upon whose remains it feeds, as well. A green visage's nature and demeanor both depend greatly upon the location and circumstances of its growth.

Limited Mobility: Although a green visage can move about, it must return to the body upon which it grows or else it will sicken and eventually die.

Community Elders: Some communities attempt to preserve the wisdom of their elders by planting a green visage on the grave of each elder. These green visage elders often serve their community willingly in return for meeting occasional demands for treasure, nourishment or entertainment. Some have strange preferences, demanding art, a nice house or wives.

Wild Hermits: Some green visages grow over the body of a creature that died far from others of its kind, in the wilderness. The humanoid elements of a green visage such as this will crave company, and may even go mad from loneliness. Such a green visage is highly unpredictable and more likely to act aggressively than a green visage with a community around it.

Green Visage

Medium plant, same alignment as the creature upon whose grave it grows

Armor Class 8

Hit Points 39 (6d8+12)

Speed 15 ft.

STR 9 (-1), **DEX** 6 (-2), **CON** 14 (+2), **INT** 14 (+2),
WIS 18 (+4), **CHA** 16 (+3)

Saving Throws Intelligence +4, Wisdom +6, Charisma +5

Skills One of Arcana, History, Nature or Religion +4

Senses passive Perception 14

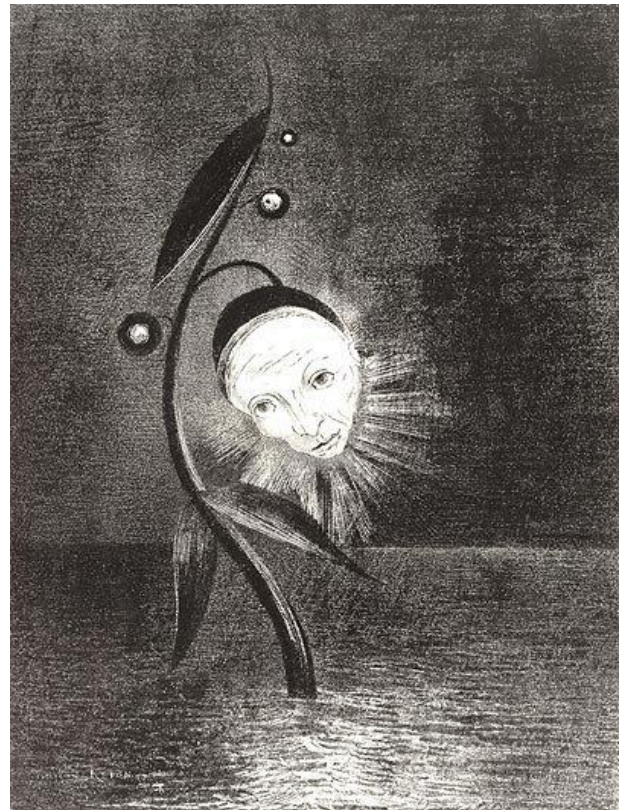
Languages those spoken by the creature upon whose grave it grows

Challenge 1 (200 xp)

Memories from the Roots. The green visage can recall a great deal of the knowledge and life of the creature upon whose grave it grows. If it needs to recall a specific bit of information, it may attempt to make an Intelligence check to do so. The DC depends on how often the creature used, encountered or thought about the information in question.

ACTIONS

Destiny Dissonance. *Ranged Spell Attack:* +5 to hit, range 60', one creature. The target must make a DC 13 Wisdom saving throw, suffering 16 (3d10) psychic damage on a failure and half as much on a



success. In addition, if the target failed its save, the next time it makes an attack roll, saving throw or ability check before the end of its next turn, it automatically misses or fails.

Psychic Grumbling (Recharge 5-6). Each creature within 20' of the green visage must make a DC 13 Wisdom saving throw, suffering 7 (2d6) psychic damage on a failure and half as much on a success. In addition, a creature that fails is dazed until the end of its next turn, suffering disadvantage on Intelligence and Wisdom checks and saves and having its movement speed halved.

HARTHOM

Source: Homebrew.

Harthoms are a race of humanoids with a prominent third eye set in the middle of their foreheads. They have great mental abilities and are extraordinarily perceptive, even peering briefly into the future at times in order to pronounce prophecies.

Hidden Civilizations: Harthoms congregate in large groups, building towns or even cities out of sight of more mundane creatures. Often, they use cloud castles, hidden areas in largely unpopulated regions or magical means to remain unmolested by outsiders. When other types of creatures do stumble into a harthom community, they are treated with courtesy, but little warmth, as harthoms find other creatures' mental slowness annoying.

Harthoms favor republics and democracies. It is extremely rare for a community of harthoms to appoint a single leader; instead, harthoms believe strongly that better decisions are reached by the group than the individual. They place great value on information, insight and awareness, but are often blind to the fact that other types of creatures have something to offer their debates, too. Thus, visitors are almost never allowed to even see harthom committees or other government bodies, much less add to their discussions.

Exiled Renegades: Harthoms are subject to a variety of mental disorders, and when a harthom becomes dangerous to his or her fellows, he or she is forced out of the community and exiled to wander the world on his or her own, without the constant mental support of fellow harthoms. Such a fate only deepens the renegades' mental disorders, leaving them deranged and wandering the world. Almost all encounters with a solitary harthom are with such mad renegades.

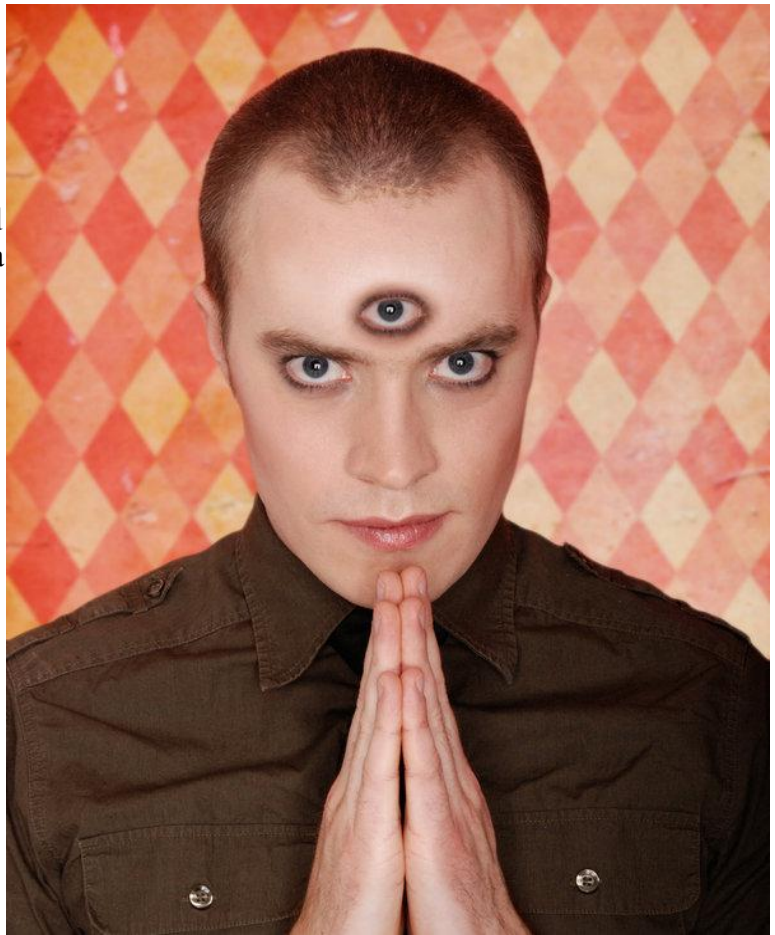
Oracular Wisdom: Other humanoids with lesser mental abilities will sometimes seek out a solitary harthom in order to plead with it for knowledge or foretellings. Such a lone harthom might respond in any number of ways, depending on the type of mental disorder that resulted in its exile from its fellows, and some become well-known as reclusive prophets.

Harthom

Medium humanoid, neutral

Armor Class 10

Hit Points 27 (6d8)



Speed 30 ft.

STR 10 (+0), DEX 10 (+0), CON 10 (+0), INT 21 (+5), WIS 18 (+4), CHA 18 (+4)

Saving Throws Intelligence +7, Wisdom +6

Skills Arcana +7, History +7, Insight +8, Perception +8

Damage Resistances psychic

Condition Immunities blinded

Senses truesight 120 ft., passive Perception 18

Languages Common, Harthom, telepathy 120 ft.

Challenge 2 (450 xp)

Extraordinary Awareness. The harthom is never surprised, and attackers it cannot see don't gain advantage on attacks against it.

Glimpse the Future. Each round at the start of its turn, the harthom gains a d6 that it can add or subtract to one attack, save or check made by itself or a creature it can see.

ACTIONS

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

Psychic Thrust. *Ranged Spell Attack:* +7 to hit, range 100 ft., one creature. *Hit:* 16 (3d8) psychic damage.

Mental Command (Recharge 6). The harthom chooses one creature within 30 ft. of it. That creature must succeed at a DC 15 Wisdom saving throw or be magically charmed for 1 minute. While it is charmed, the creature obeys the harthom's telepathic commands. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success, as well as each time the harthom or its allies do something harmful to the creature.

HUECUVA

Source: 1e *Fiend Folio*.

A huecuva is the undead corpse of a cleric, paladin or other religious figure who forsook its vows and took up forbidden heresies. Now cursed to unlife, the huecuva is filled with a hatred of all living things, as well as a withering contempt for the religious rites, beliefs and faith that it once held so dear.

Fallen Priests: Some huecuva maintain their divine powers in their undead state, but have them twisted into evil mirror images of what they once were. Such a huecuva priest might steal children to baptise in blood or offal, force enemies into blasphemous marriages, insert itself into the naming or funeral ceremonies of people near its lair, etc. In all such cases, the huecuva seeks to spread woe amongst the people and to discredit the faith it held in life.

Huecuva

Medium undead, 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 Wisdom +6, Charisma +4

Skills Religion +1

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 14

Languages those it spoke in life

Challenge 2 (450 xp)



Profane Presence. Undead within 60 ft. that can see the huecuva, including the huecuva itself, have advantage on saving throws against effects that turn undead.

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.

Command Undead. Each turned undead that the huecuva can see within 50 ft. may immediately make a saving throw against the turning's DC to end the turning effect. An undead creature that makes its save can use its reaction to move its speed, ending closer to the huecuva or the huecuva's enemies.

IRON COBRA

Source: 1e *Fiend Folio*.

An iron cobra is exactly what it sounds like: a metal snake with a wide hood. Iron cobras are constructs, built to guard tombs, treasure hoards, forbidden areas or important locations.

More Magical Than Mechanical: Although an iron cobra's



metal body includes a variety of articulations and mechanical effects, the majority of its animating force is magical. Nonetheless, it does need occasional maintenance, including oiling and cleaning, to remain in good working order.

Poison Receptacle: The fangs of the iron cobra include a hollow reservoir that can hold poison. The receptacle holds enough poison to deliver three doses, and can be filled with any injected poison. The poison in the iron cobra's stat block is typical.

Construct Nature: An iron cobra has no need for air, food, drink or sleep.

Iron Cobra

Medium construct, neutral

Armor Class 16 (natural armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR 12 (+1), **DEX** 16 (+3), **CON** 10 (+0), **INT** 2 (-4), **WIS** 11 (+0), **CHA** 3 (-4)

Skills Investigation -2

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

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

Senses darkvision 60 ft., passive Perception 10

Languages understands creator

Challenge 2 (450 xp)

Find Target. The iron cobra's creator can designate a target for the iron target to hunt and kill, which it does as if guided by *locate creature*. The creator must be within 10' of the cobra and must have seen or be holding an item from the target for this order to function.

ACTIONS

Bite (poison only 3 times before requiring refill). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, plus the target must make a DC 10 Constitution saving throw or suffer 10 (3d6) poison damage and be poisoned. At the end of each of its turns, the target may make another Constitution save to end the poisoned condition. If the target makes its initial saving throw, it takes half the initial poison damage and does not suffer from the poisoned condition. The iron cobra does not naturally produce this poison, and it can use it only thrice before its reservoir must be refilled by its master.

IRONMAW

Source: 3e *Fiend Folio*.

An ironmaw is a tree that grows on those planes of the Abyss that support forests or marshy terrain. An ironmaw is a 20 to 30 foot tall tree resembling an oak, although its leaves are covered in bright red splotches. When not in use, the ironmaw keeps its tendrils wrapped around its trunk. Often, the area surrounding an ironmaw is strewn with the grisly remnants of its recent kills, but some

ironmaws move around or cover the remains in order to help maintain the illusion that it is just a tree-until it strikes.

An ironmaw will devour anything that comes within reach of its tendrils, whether it has recently fed or not, and no other wildlife lives near it. It enjoys killing and inflicting suffering for its own sake, and when dealing with weak prey, it will often toy with its victim before delivering the coup de grace. While an ironmaw is a plant, it comes from the lower planes, and it shares the raw malevolence common to all fiends.

Possibly Corrupted Treants: Some planar scholars believe that an ironmaw is nothing more than a treant that has somehow been imported into, and corrupted by, one of the lower planes. Although others deny this, whispers amongst the wisest and most knowledgeable of the fey seem to confirm that at least some ironmaws began as treants. However, an ironmaw that consumes sufficient humanoid blood becomes able to shed small acorn-like seeds of bone surrounded by a meaty shell, thus reproducing without the aid of magic (or even pollination).



Ironmaw

Huge plant, neutral evil

Armor Class 18 (natural armor)

Hit Points 168 (16d12+64)

Speed 10 ft.

STR 21 (+5), **DEX** 9 (-1), **CON** 19 (+4), **INT** 4 (-3), **WIS** 13 (+1),
CHA 14 (+2)

Saving Throws Strength +9, Constitution +8, Charisma +6

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

Damage Immunities cold, electricity

Senses passive Perception 11

Languages Abyssal

Challenge 11 (7,200 xp)

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

ACTIONS

Multiattack. The ironmaw makes four attacks with its tendrils, then uses reel in. It may use its bite in place of two tendril attacks.

Tendril. *Melee Weapon Attack:* +9 to hit, reach 60 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage, and if the target is Large or smaller, the tendril attaches to the target. The target must make a Constitution save, DC 16, or be poisoned as long as the tendril remains attached. While the tendrils are attached to a creature, that creature is grappled (escape DC 15), and the ironmaw cannot attack a different creature with that tendril. The ironmaw has four tendrils and can grapple one creature with each. When the grapple ends, the target takes 5 (1d10) damage each round until a creature uses an

action to make a Wisdom (Medicine) check, DC 14, to bind the wound. The bleeding also stops if the target receives magical healing.

Reel In. The ironmaw pulls each creature attached to one of its tendrils 20' toward it.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 18 (3d8+5) bludgeoning damage, and the target must make a Strength saving throw, DC 17, or be drawn inside the ironmaw's trunk and engulfed. While engulfed, the target is blinded and restrained, has total cover against attacks and other effects from outside the ironmaw, and it takes 21 (6d6) bludgeoning damage at the start of each of the ironmaw's turns. An ironmaw can engulf one large, two medium, four small or eight tiny creatures at one time.

If the ironmaw takes 30 damage or more on a single turn from a creature inside it, it must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all engulfed creatures, which fall prone in a space within 5 feet of the ironmaw. If the ironmaw dies, an engulfed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Ironmaw, Starving

This ironmaw has been weakened by years of deprivation. It has four levels of exhaustion.

Huge plant, neutral evil

Armor Class 18 (natural armor)

Hit Points 84 (normal maximum 168) (16d12+64)

Speed 5 ft. (normally 10 ft.)

STR 21 (+5), DEX 9 (-1), CON 19 (+4), INT 4 (-3), WIS 13 (+1), CHA 14 (+2)

Saving Throws Strength +9, Constitution +8, Charisma +6

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

Damage Immunities cold, electricity

Senses passive Perception 11

Languages Abyssal

Challenge 9 (5,000 xp)

Starving. The ironmaw has disadvantage on all attacks, saves and checks.

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

ACTIONS

Multiattack. The ironmaw makes four attacks with its tendrils, then uses reel in. It may use its bite in place of two tendril attacks.

Tendril. Melee Weapon Attack: +9 to hit, reach 60 ft., one target. **Hit:** 14 (2d8+5) bludgeoning damage, and if the target is Large or smaller, the tendril attaches to the target. The target must make a

Constitution save, DC 16, or be poisoned as long as the tendril remains attached. While the tendrils are attached to a creature, that creature is grappled (escape DC 15), and the ironmaw cannot attack a different creature with that tendril. The ironmaw has four tendrils and can grapple one creature with each. When the grapple ends, the target takes 5 (1d10) damage each round until a creature uses an action to make a Wisdom (Medicine) check, DC 14, to bind the wound. The bleeding also stops if the target receives magical healing.

Reel In. The ironmaw pulls each creature attached to one of its tendrils 20' toward it.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 18 (3d8+5) bludgeoning damage, and the target must make a Strength saving throw, DC 17, or be drawn inside the ironmaw's trunk and engulfed. While engulfed, the target is blinded and restrained, has total cover against attacks and other effects from outside the ironmaw, and it takes 21 (6d6) bludgeoning damage at the start of each of the ironmaw's turns. An ironmaw can engulf one large, two medium, four small or eight tiny creatures at one time.

If the ironmaw takes 30 damage or more on a single turn from a creature inside it, it must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all engulfed creatures, which fall prone in a space within 5 feet of the ironmaw. If the ironmaw dies, an engulfed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

KERCPA

Source: *2e Monstrous Compendium Annual Volume IV*.

Kercpa (singular and plural) are small, squirrel-like humanoids. Intelligent and curious, they are friendly but notorious for stealing small items. Most kercpa live in forests in the wilds of the world, but they can be found anywhere that squirrels can be found. In recent decades, several tribes of kercpa have migrated into the Feywild.

Surprisingly Civilized: An entire kercpa town can dwell in a single large tree. Thus, most creatures are unaware of how civilized they are. Kercpa wear clothes, use tools and weapons, have complex crafts, create music and art and have many other civilized trappings that often surprise larger creatures. When kercpa artifacts are found by larger creatures, they are often mistaken for toys.

Gifting and Stealing: Kercpa society places a high value on both gifting and stealing. When one kercpa gifts an object to another, the recipient is placed in the giver's debt. However, this is not a debt that can ever be repaid; instead, it is one thread of the relationship between the two. Mutual debts of gratitude between kercpa are a primary social glue for the creatures. On the other hand, kercpa delight in stealing things, not because of the value of the stolen object but for the joy of getting away with something. Since kercpa have a very transitory, ephemeral at best sense of property, such thefts are a normal part of kercpa society, but other creatures often misinterpret such mischief.

Little Scamps: Kercpa are mischievous pranksters who enjoy teasing other creatures and, while not fearless, often allow their sense of fun to get in the way of good sense. Easily distracted, prone to chatter and fond of food and drink, kercpa are the life of any party that they are invited to- but may the gods help the hosts, as the silverware vanishes and someone shaves the cat.

Kercpa

Tiny humanoid (kercpa), chaotic neutral

Armor Class 14 (leather armor)

Hit Points 5 (2d4)
Speed 25 ft., climb 20 ft.

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

Saving Throws Dexterity +5
Skills Acrobatics +5, Sleight of Hand +5
Senses passive Perception 10
Languages Common, Kercpa
Challenge 1/8 (25 xp)



Scamper. The kercpa can Disengage or Dash on its turn as a bonus action.

ACTIONS

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

Tiny Bow. *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

KRENSHAR

Source: 3e *Monster Manual*.

A krenshar is a catlike predator with the strange ability to peel the skin back from its face, revealing a visage of bone and muscle and terrifying prey. Typically four to five feet in length and about 175 lbs, krenshar dwell in forests, both sexes joining in the hunt.

Rarely Domesticated: Krenshars are very social amongst their own kind, and some attempts at domesticating them have been made. Almost all have failed, but occasionally, if a creature gets a krenshar cub and raises it from a very young age, it might succeed. In such a case, a krenshar can make a loyal and fierce companion. However, it can never be trusted around other animals, or even around others of the same race as its master, always seeing them more or less as prey.

Pack Hunters: Krenshar are excellent pack hunters, using solitary scouts to drive prey into the waiting clutches of the pride. The gruesome visage ability of the krenshar is an excellent tool for them in these hunts, for it helps them to herd their targets in the desired direction.

Krenshar

Medium beast, neutral

Armor Class 13 (natural armor)
Hit Points 18 (4d8)
Speed 40 ft.

**STR 11 (+0), DEX 14 (+2), CON 11 (+0),
INT 6 (-2), WIS 12 (+1), CHA 13 (+1)**

Senses darkvision 60 ft., passive
Perception 11

Languages -

Challenge ½ (100 xp)



Keen Vision and Scent. The krenshar gains advantage on Wisdom (Perception) checks relying on sight or smell.

ACTIONS

Multiattack. The krenshar attacks once each with its bite and its claws.

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

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

Gruesome Visage. The krenshar pulls the skin back from its head, revealing the muscles and bone beneath, and emits a terrific screech. Each creature within 30' of the krenshar must make a DC 11 Wisdom saving throw or be frightened for 1 minute. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on a success.

LEUCROTTA

Source: 1e *Monster Manual*

A creature of profound ugliness, a leucrotta haunts wastelands, rocky badlands and other areas of broken terrain away from civilization, maliciously devouring anything that they can lure close enough to bring down. Leucrotta favor caves and ruins as lairs.

Singularly Ugly: A leucrotta is so ugly-looking that no creature can stand to be near it for an extended period. Even leucrotta find one another repulsive, and they stay together in small packs only to make each other even more miserable, and rarely for more than a few months. Leucrotta mate only when driven to it by their biological processes and find the process entirely disgusting. A leucrotta's ugliness extends even to the babies of their species, which are abandoned to fend for themselves immediately by the uncaring mother. Leucrotta are so ugly that find their own visages horrifying and distressful, and they hate mirrors with an intensity that will even lead them to smash a mirror before turning on an intruder.

Strange Mix of Features: A leucrotta's body resembles that of a stag, its tail that of a lion and its that of a badger. It has cloven hooves, and instead of teeth, its mouth has a row of sharp, jagged, bony ridges that the leucrotta uses to crush, grind and tear prey painfully.

Leucrotta

Large beast, chaotic evil

Armor Class 14 (natural armor)
Hit Points 95 (10d10+40)
Speed 40 ft.

STR 19 (+4), **DEX** 12 (+1), **CON** 18 (+4),
INT 12 (+1), **WIS** 10 (+0), **CHA** 16 (+3)

Saving Throws Charisma +6
Skills Deception +6
Condition Immunities charmed
Senses passive Perception 10
Languages Common, Leucrotta
Challenge 3 (700 xp)

Mimicry. A leucrotta can imitate the sounds of other creatures with its voice, including such sounds as a maiden in distress. It gains advantage on Charisma (Deception) checks made when the target cannot see it.

Retreating Kick. When the leucrotta takes the disengage action, it can attack with its kick as a bonus action before it begins its movement.

ACTIONS

Multiattack. The leucrotta attacks once with its bite or its sundering bite (if it is charged) and once with its kick.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage.

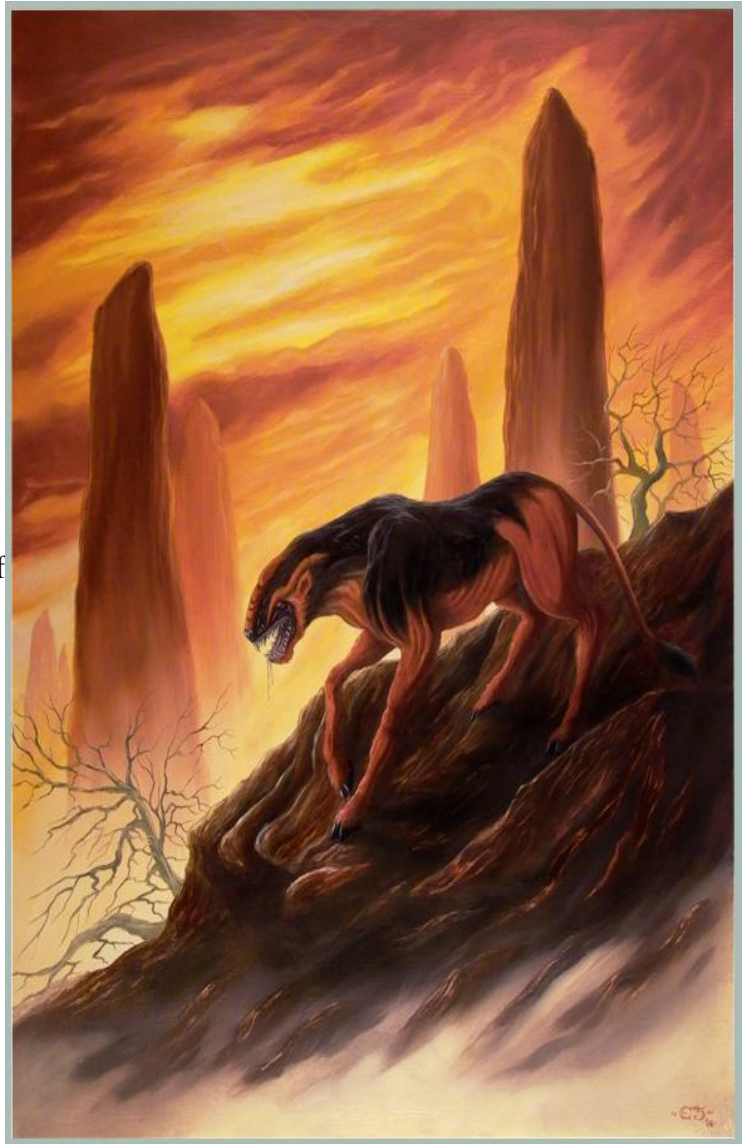
Sundering Bite (recharge 5-6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage, and the target's armor or shield gains 1d4 wear points. 1 wear point is cosmetic damage, 2 wear points inflicts a -1 penalty on the object and 3 wear points destroys the object. Magic armor or shield can withstand 1 extra wear point without suffering more than cosmetic damage.

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

LIVING STATUES

Source: L1 *The Secret of Bone Hill* (stone guardian), 1e *Fiend Folio* (caryatid column), Mentzer *Basic D&D* (general inspiration).

A living statue is a blanket term for a variety of constructs; as they are all animated rather than alive, the name is something of a misnomer. Living statues are similar in appearance to golems, but are



animated by simpler magic rather than being driven by a bound elemental spirit. A living statue thus tends to be significantly less powerful than a true golem, and a living statue typically remains within a single chamber unless aroused, lacking any but the most rudimentary intellect.

Control Jewels: Each living statue is paired to an item of jewelry when it is created. The living statue paired to the jewelry will ignore the wearer, allowing him or her to pass through the area it is guarding. If a creature wearing the control jewelry attacks the living statue to which the jewelry is attuned, it gains a +5 bonus to its first attack and damage roll against the living statue, but the control jewel then shatters.

Myriad Forms: There are many different types of living statues, and specimens are often made of different materials and with different qualities. Generally speaking, however, living statues are of medium or smaller size; the ritual magic animating them cannot manipulate larger bodies. While most living statues resemble humanoids in form, others are designed as bulls, monsters or even, rarely, objects. Although many living statues appear to wield weapons, these are actually a part of the creature itself.

Eternal Guardians: Most living statues are created as tireless guardians by ritualists of moderate power. They are ideal for keeping a long-term watch over objects, areas or creatures best left forgotten or little used. Hidden escape routes, sealed crypts, treasures and other such areas sometimes see living statue guards.

Constructed Nature: Living statues need neither air, food, drink nor sleep.

BRONZE SWORDSMAN

A bronze swordsman appears as a well-crafted bronze statue of a humanoid warrior, usually a human, gripping a longsword in both hands. Until it moves to attack, it is indistinguishable from a normal statue. If a bronze statue is moving nearby, it is easy to hear, as it clangs loudly about.

CARYATID COLUMN

Fashioned as columns in the shape of beautiful women, caryatid columns almost always come in pairs. When their instructions are violated, they can step out of their columns and draw hitherto-unseen swords to attack. Caryatid columns are used as set guardians, and cannot move far from the areas of the columns to which they are bound.

STONE GUARDIAN

A stone guardian is an animate statue, humanoid in form and almost always human in features. Though they are generally unpainted and of somewhat crude construction, some stone guardians are exceptions, with finely chiseled features and lifelike coats of pigment, but without illusory magic, the guardian's stiff movements and the grinding sounds that come from it make it impossible to truly disguise its nature.

Bronze Swordsman

Medium construct, unaligned

Armor Class 16 (natural armor)



Hit Points 52 (8d8+16)
Speed 25 ft.

STR 18 (+4), DEX 10 (+0), CON 15 (+2), INT 1 (-5), WIS 16 (+3), CHA 7 (-2)

Saving Throws Strength +6

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 13

Languages understands the wearer of its control jewel

Challenge 2 (450 xp)

Deafening Clangor. If the bronze swordsman falls prone or is moved by another creature, it makes a tremendous amount of noise, and all creatures within 10' of it are deafened until the beginning of the swordsman's next turn.

False Appearance. While the bronze swordsman remains motionless, it is indistinguishable from a normal bronze statue.

ACTIONS

Multiattack. The bronze swordsman makes two melee attacks.

Bronze Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) type damage.

Caryatid Column

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 68 (8d8+32)

Speed 30 ft.

STR 17 (+3), DEX 15 (+2), CON 19 (+4), INT 1 (-5), WIS 15 (+2), CHA 7 (-2)

Saving Throws Constitution +7

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

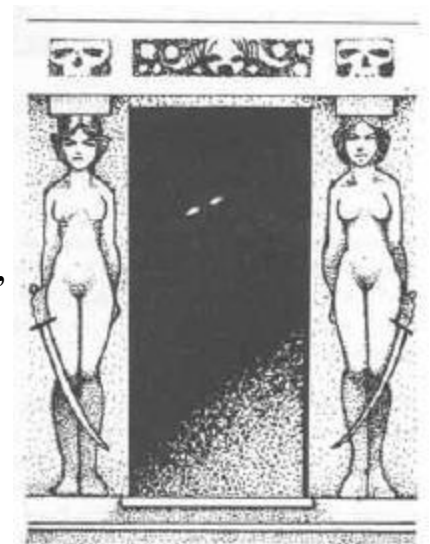
Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages understands the bearer of its control jewel

Challenge 5 (1,800 xp)



False Appearance. While it remains motionless, the caryatid column is indistinguishable from a

normal column.

Shatter Weapons. When a weapon deals slashing damage to the caryatid column, its wielder must make a DC 14 Dexterity saving throw. If the weapon is magical, its wielder gains a bonus to the save equal to the weapon's bonus. Failure indicates that the weapon shatters after dealing damage.

ACTIONS

Multiattack. The caryatid column makes three attacks with its longsword. If all three hit the same target, the caryatid column deals an extra 10 (3d6) points of damage to it.

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

Stone Guardian

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR 18 (+4), **DEX** 8 (-1), **CON** 13 (+1), **INT** 3 (-4), **WIS** 11 (+0), **CHA** 7 (-2)

Saving Throws Constitution +3

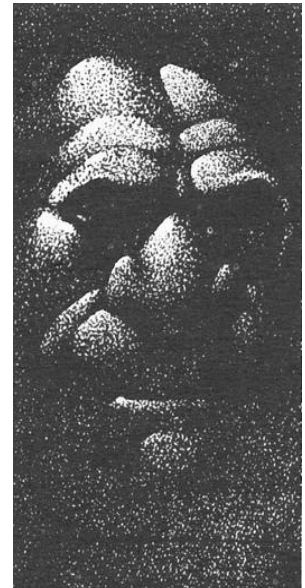
Damage Resistances cold, fire, lightning, piercing and slashing damage

Condition Immunities charmed, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages understands creator's language

Challenge 3 (700 xp)



Vulnerable to Earth Magic. A spell designed to shape or transmute stone that is cast upon a stone guardian instantly destroys it unless the guardian makes a Constitution saving throw against the spell.

ACTIONS

Multiattack. The stone guardian makes two attacks with its fist.

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

LIZARD

There are quite a number of varieties of giant lizards. Some of them are listed below. Some of these lizard types use their own stat blocks, but others are minor variants on the standard giant lizard.

SHOCKER LIZARD

A shocker lizard is a sleek reptile whose body can generate intense electrical shocks. About the size of a terrier, it has a bullet-shaped head with a pair of horns and sweep back from the sides of the head like spiky ears. The tail likewise forms a zig-zag pattern, almost like a lightning bolt. Shocker lizards come in a variety of colors, with the larger, older and more powerful types being paler. The

almost legendary yellow shocker lizard is an exceptional example of the type.

SUBTERRANEAN LIZARD

A subterranean lizard is a giant lizard that has a more powerful bite than most. It uses the normal giant lizard stat block, but gains a bonus of +2d6 to critical severity.

Shocker Lizard

Small beast, unaligned

Armor Class 12

Hit Points 18 (4d6+4)

Speed 40 ft., climb 20 ft., swim 20 ft.

STR 10 (+0), DEX 15 (+2), CON 13 (+1), INT 2 (-4), WIS 12 (+1), CHA 10 (+0)

Saving Throws Dexterity +4

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge ½ (100 xp)

Electricity Sense. A shocker lizard is aware of any lightning effects within 100' of itself, unless a barrier of metal of any kind is between it and the electrical discharge.

ACTIONS

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

Stunning Shock. *Melee Spell Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage, and the target must make a DC 10 Reflex saving throw. If it fails, it loses its reaction until the start of its next turn. If it fails by 5 or more, it is instead stunned until the end of its next turn.

If the damage from this attack reduces a creature to 0 hit points, it is knocked unconscious rather than slain.

Cooperative Bolt (Recharges after a short or long rest). Two to six shocker lizards, none of whom is more than 20' from any of the others cooperating, can each spend their action to collectively create a lethal electric shock. The shocker lizards choose one contributing member as the center of the area of effect. Each creature within a 20' sphere centered around the chosen shocker lizard must make a Dexterity saving throw with a DC of 8 + the number of contributing shocker lizards, suffering 9 (2d8) lightning damage per contributing lizard on a failure and half that on a success.

Yellow Shocker Lizard

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 97 (15d8+30)

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

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

Saving Throws Dexterity +5

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 5 (1,800 xp)

Electricity Sense. A shocker lizard is aware of any lightning effects within 100' of itself, unless a barrier of metal of any kind is between it and the electrical discharge.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage plus 14 (4d6) lightning damage.

Stunning Shock. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) lightning damage, and the target must make a DC 14 Dexterity saving throw. If it fails, it loses its reaction until the start of its next turn. If it fails by 5 or more, it is instead stunned until the end of its next turn.

If the damage from this attack reduces a creature to 0 hit points, it is knocked unconscious rather than slain.

Lethal Bolt (Recharge 5-6). The lizard creates a line of lightning 30' long and 5' wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 45 (10d8) lightning damage on a failure and half that on a success.

LOATHE

Source: Homebrewed.

A loathe is a hideous form of undead created when a being of extraordinary evil is slain by creatures or circumstances that are inordinately humble. The loathe's living self may have been killed by a far lesser opponent, through a humiliating error or simply via dumb luck. Whatever the cause of its death, the loathe is embittered by it and feels very strongly that it deserved a better death.

A loathe appears largely skeletal. However, though little flesh remains on its body, the loathe's hair, eyes, tongue and genitals are intact. Some sages speculate that the loathe may be related to the mohrg, as both of them retain some of their softer organs despite the advanced decomposition of the rest of its frame. Many loathes try to conceal their undead status with a mask, heavy robes or some other form of disguise. Nonetheless, a loathe is compelled to reveal itself when it tells its story.

Humiliated for Eternity: The loathe is driven to tell the tale of its humiliating death to creatures that it encounters. It then attempts to kill to hide its shame. The loathe is unable to resist this confessional urge, though it might be able to resist to urge to slay creatures that haven't heard its tale.

Seeking a Glorious Death: A loathe hates the living, but it hates its own existence more. Its greatest desire is a glorious death. To this end, some loathes seek out adventurers or commit to plots

that will entice the intervention of great heroes. Others gather treasure and await intruders in deep dungeons. Still others become evil adventurers of a sort, themselves, visiting doom upon the good places of the world. No loathe shies from combat, unless it is to arrange a more fitting, dramatic and theatrical battle appropriate to the end that it deserves.

Undead Nature: A loathe needs neither air, food, drink nor sleep.

Loathe

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (15d8+30)

Speed 30 ft.

**STR 19 (+4), DEX 16 (+3), CON 14 (+2), INT 15 (+2),
WIS 17 (+3), CHA 21 (+5)**

Saving Throws Intelligence +5, Wisdom +6, Charisma +8

Skills Intimidation +8

Damage Resistances necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 13

Languages Those it spoke in life

Challenge 4 (1,100 xp)



ACTIONS

Multiattack. The loathe makes one attack with its dagger and uses one gaze attack.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Burning Gaze. The loathe chooses one creature within 60' that it can see and that can see the loathe. That creature must make a DC 16 Constitution saving throw, magically taking 10 (3d10) fire damage and catching on fire on a failure. If it succeeds, the target takes half damage but doesn't catch on fire. If the creature catches on fire, it takes 7 (2d6) fire damage at the start of each of its turns until a creature uses an action to put out the fire.

Felling Gaze. The loathe chooses one creature within 60' that it can see and that can see the loathe. That creature must make a DC 16 Dexterity saving throw, magically taking 22 (4d10) force damage and falling prone on a failure. On a success, the creature takes half damage and does not fall prone.

Gaze of Unbearable Self-Loathing. The loathe chooses one creature within 60' that it can see and that can see the loathe. That creature must make a DC 16 Wisdom saving throw, magically taking 14 (4d6) psychic damage and being incapacitated until the end of its next turn on a failure. On a success, the creature takes half damage and is not incapacitated.

MAGGOT, GIANT

Source: *3e Libris Mortis*.

Giant maggots are bloated things that are sometimes the larva of giant insects, while other specimens are a true-breeding species that never matures or enters a metamorphosis.

Eaters of the Dead: Giant maggots will eat live flesh, but they vastly prefer decaying matter. Because of this, they are often found in crypts, cemeteries, mausoleums and other areas where corpses are available in numbers. Giant maggots don't differentiate between dead and undead flesh, and thus certain types of undead, such as zombies and ghouls, sometimes find themselves attacked by giant maggots. Because of this, some creatures that hunt and slay undead raise and train giant maggots to use as allies. A giant maggot is never truly tamed, but if not hungry, it is no danger to the living.

Giant Maggot

Small beast, unaligned

Armor Class 9

Hit Points 4 (1d6+1)

Speed 15 ft.

STR 7 (-2), **DEX** 8 (-1), **CON** 12 (+1),
INT 1 (-5), **WIS** 6 (-2), **CHA** 6 (-2)

Saving Throws Constitution +3

Senses blindsense 60 ft., passive

Perception 8

Languages -

Challenge 0 (10 xp)

ACTIONS



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

MERCANE

Source: *2e Spelljammer* (as “arcane”), *3e Epic Level Handbook* (as “mercane”).

The mercane are a race of merchants and explorers who claim impartiality in the conflicts of the world and the multiverse, traveling the planes and selling their wares to all who would buy from them. Fiend, celestial, mortal or aberrant creature from inchoate realms alike can expect a fair deal from a mercane merchant.

A mercane appears as a blue-skinned humanoid, about 12' tall on average, dressed in fine, voluminous robes, always immaculately cleaned and pressed. Mercane are almost always formal in their dealings, give no special deals to friends or allies (although they might offer favorable terms as part of a contract) and are renowned for honoring their agreements.

Widely Traveled: Mercane travel the world and the planes in search of merchandise that will fuel further explorations. They often offer the locations of portals, the identity of portal keys, information on other planes or demiplanes, maps of exotic locations, or other esoteric, unusual information about their journeys for sale, but the price for such information is often high.

Fair Dealers: A mercane is scrupulous and fair in all its mercantile dealings. It never raises or

lowers the price on its goods just because of who the purchaser is, and it does not bargain on prices (unless it is hiring the would-be buyer for some other purpose and includes the item in question as a part of the deal). A mercane never sells faulty or faux merchandise and takes great offense at any attempt at duplicity or deception on the part of its potential clients. Furthermore, if a creature offends one mercane, it finds that it has offended them all.

Rare Non-Merchants: Very rarely, a mercane (or a small clan of mercane) will take up a profession that does not involve mercantile activities. Some rogue mercane even turn to piracy or warfare, either joining a crew or army or, more likely, assembling one under its command. Such an unusual mercane is always one that has, for one reason or another, strayed from its racial alignment, usually as a result of a curse, an extended journey on another plane, or insanity. Mercane who follow such an atypical path are exiled from the greater society of their kin and shunned by their own kind.

Ties to the Ethros: The physical similarities between mercane and ethros cannot be denied, and some sages speculate that the two races are somehow connected- either as cousins, or as different stages of life of the same beings. However, neither the mercane nor the ethros have ever shed any light on this potential connection.

Mercane

Large humanoid, lawful neutral

Armor Class 14 (natural armor)

Hit Points 59 (7d10+21)

Speed 30 ft.

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

Saving Throws Constitution +5, Intelligence +7,
Wisdom +5, Charisma +4

Skills Arcana +7, History +7, Insight +5, Persuasion
+4

Senses passive Perception 13

Languages Abyssal, Celestial, Common, Draconic,
Infernal, Mercane, Undercommon, telepathy 120'

Challenge 1 (200 xp)

Innate Spellcasting. The mercane's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *Dimension door*, *invisibility*;

1/day: *Leomund's secret chest*, *plane shift*.

Perfect Appraisal. A mercane can appraise the exact value of an object by handling and examining it for 1 minute.



ACTIONS

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

MERROW

Merrow field champions, spellcasters and other superior individuals, just as humans, hobgoblins and other races do. Many of these are cruel and champion evil causes, and some even take up the path of the blackguard or oathbreaker.

MERROW CHAMPION

A merrow with incredible combat skill is often appointed champion by his or her tribe. Such a merrow is very dangerous and usually takes to the forefront of battle in raids or when the tribe's territory must be defended.

Merrow Champion

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d10+40)

Speed 10 ft., swim 40 ft.

STR 22 (+6), DEX 12 (+1), CON 18 (+4), INT 10 (+0), WIS 15 (+2), CHA 11 (+0)

Saving Throws Strength +9, Constitution +7

Skills Athletics +9

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aquan

Challenge 6 (2,300 xp)

Action Surge (Recharges after a short or long rest). The merrow champion takes an extra action on his turn.

Amphibious. The merrow champion can breathe air and water.

Champion. The merrow champion scores critical hits on a 19 or 20 with his weapon attacks.

ACTIONS

Multiattack. The merrow champion makes three melee attacks- one with his bite, one with his claws and one with his harpoon, or one with his bite and two with his claws, or one with his bite and two with his harpoon- or a ranged attack with his harpoon and one attack with his bite or claws.

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

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d4+6) piercing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (2d6+6, reroll 1s and 2s) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow champion or be pulled up to 20 feet toward him.

BONUS ACTIONS

Second Wind (Recharges after a short or long rest). The merrow champion regains 1d10+4 hit points.

MODRON

Source: 1e *Monster Manual* 2.

Modrons are strange creatures found on Mechanus, organized into orderly ranks. A modron is able to comprehend the existence of only the castes above and below it, and cannot even conceive of other modrons as modrons. This blindness leads to a strange situation where each rank believes that the rank above it is the source of all wisdom and life, and Primus' leadership is known only to the four secondi, who pass his edicts on to the nine tertians, who in turn pass these to the quartons, and so on.

DECATON

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

Decaton

Large construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 75 (10d10+20)

Speed 40 ft., fly 15 ft.

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

Saving Throws Constitution +5, Wisdom +7,
Charisma +5

Skills Insight +7, Perception +7

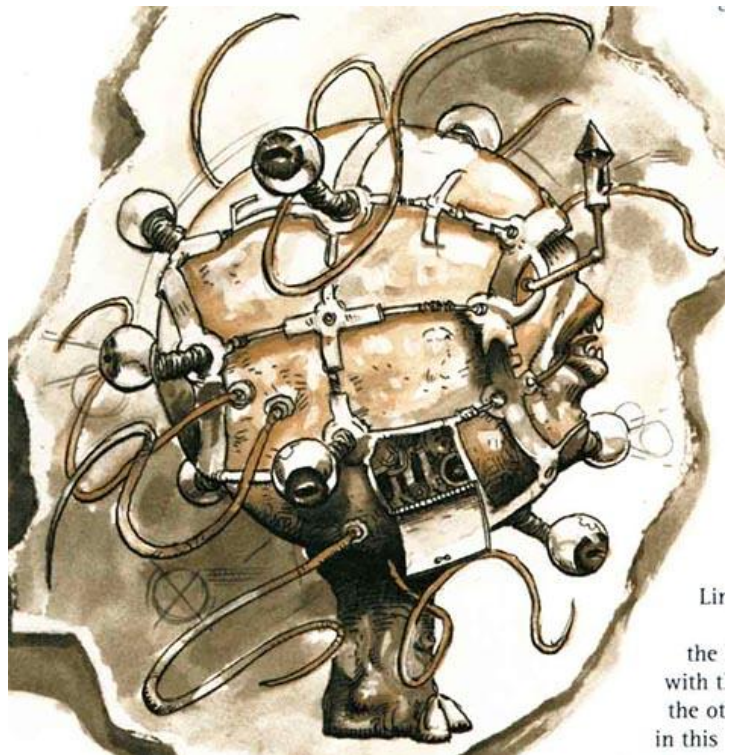
Senses truesight 120 ft., passive Perception 17

Languages Modron

Challenge 5 (1,800 xp)

All-Around Vision. A decaton is never surprised.

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



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

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

Cantrips (at will): *Guidance, light, mending, resistance, spare the dying*;

1st level (4 slots): *Bless, cure wounds, detect magic*;

2nd level (3 slots): *Augury, locate object, warding bond, zone of truth*;

3rd level (3 slots): *Create food and water, revivify, tongues*;

4th level (3 slots): *Banishment, freedom of movement*;

5th level (2 slots): *Geas, greater restoration*.

ACTIONS

Multiattack. The decaton makes ten tentacle attacks.

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

Modron Repair. The decaton chooses one of these effects:

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

MOHRG

Source: 3e *Monster Manual*.

A mohrg is the undead form of a mass murderer or serial killer who died without atoning for his or her crimes. Unable to rest, the mohrg superficially resembles a skeleton with only tatters of flesh remaining on it, but with a horrific, swollen mass of writhing viscera still stuck within its torso, and a sick pink tongue with a long, cartilaginous claw at the end.

Unfinished Work: A mohrg's life was consumed by its passion for its 'work'-murder and mayhem. As an undead creature, it is driven to continue this work, continuously attempting to increase its count of victims. In life, some mohrgs had calling cards, particular methods of killing or rituals that they performed when dealing with their victims, and some keep to these habits as undead. There is little more terrifying to a community than to hang a serial killer, only to have the killings continue unabated.

Undead Nature: A mohrg has no need



for air, food, drink, or sleep.

Mohrg

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 105 (14d8+42)

Speed 30 ft.

STR 18 (+4), DEX 17 (+3), CON 16 (+3), INT 11 (+0), WIS 10 (+0), CHA 10 (+0)

Saving Throws Dexterity +5, Constitution +5, Charisma +2

Skills Stealth +7, Perception +2

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages those it spoke in life

Challenge 4 (1,100 xp)

ACTIONS

Multiattack. The mohrg makes two melee attacks, only one of which may be a tongue attack.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage, and if the target is medium or smaller, it is grappled (escape DC 14). While the target is grappled, the mohrg has advantage on attacks against it. The mohrg has two arms and can grapple one creature with each of them.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) poison damage, and the target must succeed at a DC 13 Constitution save or be poisoned for 1 minute. While it is poisoned, the creature is paralyzed. At the end of each of its turns, the creature may repeat the save, ending the effect on a success.

MOLTARR

Source: Homebrewed.

The moltarri are a race of humanoids composed of magma from the juncture of the Elemental Planes of Earth and Fire. Dangerous in the extreme, moltarri revel in destruction and take particular pleasure in volcanic and seismic events.

Physically and Magically Powerful: A moltarr is possessed of great physical power as well as considerable magical might. It is smarter than many humanoids, and is able to use its various abilities to optimal effect. Moltarri are often schemers, making good use of agents and allies.

Volcanic Rituals: Moltarri know many secret rituals of great power, capable of triggering earthquakes or volcanic eruptions, or even of forging temporary portals to other planes in the midst of such a disaster. Not all moltarri are ritual casters, but any cabal of them found on the material world will be led by a ritualist. Moltarri rituals capable of causing enormous disasters usually require some

special circumstance, timing or sacrifice, and always require appropriate preexisting geological features such as a volcano or fault line.

Agents of the Primordials: Moltarri often act as agents of the primordials, and sometimes claim to be doing so when they aren't in order to cow other elemental creatures into cooperating with their schemes.

Moltarr

Large elemental, neutral evil

Armor Class 19 (natural armor)

Hit Points 172 (16d10+84)

Speed 30 ft.

STR 22 (+6), DEX 13 (+1), CON 19 (+4), INT 16 (+3), WIS 12 (+1), CHA 16 (+3)

Saving Throws Strength +10, Constitution +8, Intelligence +7, Wisdom +5, Charisma +7

Skills Arcana +7

Damage Vulnerability cold

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

Damage Immunities fire

Condition Immunities petrification

Senses Darkvision 60 ft., tremorsense 60 ft., passive Perception x

Languages Ignan, Terran

Challenge 12 (8,400 xp)



Aura of Heat. Any creature that comes within 10' of the moltarr or starts its turn within 10' of the moltarr takes 11 (2d10) fire damage.

Innate Spellcasting. The moltarr's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *fireball*, *fog cloud* (manifests as smoke), *stone shape*;

1/day: *wall of fire*.

Molten Body. Nonmagical weapons that aren't made of adamantine that hit the moltarr melt into useless slag after inflicting damage.

ACTIONS

Multiattack. The moltarr attacks twice with its slam.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage plus 10 (3d6) fire damage.

MUDMAN

Source: 2e *Monstrous Manual*.

A mudman is a vaguely humanoid form made of mud. Usually created by water tainted with magical runoff, mudmen don't reproduce naturally, and are distinct from true elementals because they are created by a magical process rather than natives of the elemental planes. Mudmen aren't truly male, but were named for their appearance centuries ago by adventurers, and the name has stuck.

Varied in Potency: While most mudmen fit the standard model expressed in the stat block below, some are different. In the stinking layer of the Abyss ruled by the Faceless Lord, foul mudmen leaking potent acid stalk demons and intruders alike. Waters that receive the overflow from a magical fountain that raises intelligence might be smarter than standard, and could even develop a crude culture, while a mudflat formed partially from waters enchanted with intense heat might create boiling mudmen.

Elemental Nature: A mudman has no need for air, food or sleep.

Mudman

Small elemental, neutral

Armor Class 9

Hit Points 16 (3d6+6)

Speed 20 ft.

STR 13 (+1), **DEX** 8 (-1), **CON** 14 (+2), **INT** 2 (-4), **WIS** 8 (-1),
CHA 5 (-3)

Condition Immunities poisoned

Senses passive Perception 9

Languages -

Challenge ¼ (50 xp)

ACTIONS

Muddy Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, and the target must make a Strength saving throw (DC 9) or be partially caked in mud, losing 10' from its speed. Multiple blows are cumulative. A creature whose speed is reduced to 0 is completely coated in mud, and is paralyzed. At the start of that creature's turn, it takes 5 (1d10) bludgeoning damage from the hardening, constricting mud and the beginnings of suffocation. Each round, as an action, that creature can attempt a Strength check, DC 15, to break free.

Mud Ball. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, and the target must make a Strength saving throw (DC 9) or be partially caked in mud, losing 10' from its speed. Multiple mud balls are cumulative. A creature whose speed is reduced to 0 is completely coated in mud, and is paralyzed. At the start of that creature's turn, it takes 5 (1d10) bludgeoning damage from the hardening, constricting mud and the beginnings of suffocation. Each round, as an action, that creature can attempt a Strength check, DC 15, to break free.



NIMBLEWRIGHT

Source: 3e *Monster Manual* 2.

A nimblewright is a slender, quick, agile construct with rapiers built in to its hands. When not in use, these rapiers collapse into the nimblewright's forearms, only extending when needed. An undisguised nimblewright appears as a nondescript mechanical human made of a mixture of steel, bronze and chrome, but nimblewrights very often disguise themselves with clothing or magic to appear as normal humanoids.

Animated by a Water Spirit: The animating force within a nimblewright is provided by an elemental water spirit bound within its body by powerful dweomers. The secrets of making a nimblewright are difficult to discover and are almost always jealously guarded by those who hold them. The process draws the wrath of any water elemental creatures, including marids, that become aware of it, so a nimblewright's crafter is often attacked by such monsters during or shortly after the creation process.

Independent Thinkers: Although a nimblewright is bound to obey its creator, it is an independent creature capable of thinking for itself. If cast adrift by the death of its master, a nimblewright will often travel the world, hiring itself out as a mercenary or bodyguard while seeking new meaning for its existence. Though they don't require stimulation as living creatures do in order to remain mentally healthy, a nimblewright does grow bored if it lacks challenges, and will often seek out adventures or challenge creatures to duels if it has not had other interesting events in its recent existence.

Advanced Nimblewrights: A few especially competent construct-makers have learned to make advanced nimblewrights, which are incredibly dangerous. These improved models have both water and air spirits bound within them, but only extremely powerful creatures can construct them, and it takes decades of work to make all the intricate clockwork mechanisms required.

Nimblewright

Medium construct, any chaotic alignment

Armor Class 21 (natural armor)

Hit Points 65 (10d8+20)

Speed 40 ft.

STR 19 (+4), **DEX** 24 (+7), **CON** 15 (+2),
INT 10 (+0), **WIS** 17 (+3), **CHA** 19 (+4)

Saving Throws Dexterity +10

Skills Acrobatics +13

Tool Proficiencies disguise kit

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Three of those spoken by its creator

Challenge 6 (2,300 xp)



Augmented Critical. A nimblewright scores a critical hit on an 18-20. If it scores a critical hit, in addition to all other effects, the target must succeed at a DC 20 Dexterity saving throw or fall prone.

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

Swift and Nimble. As a bonus action on its turn, the nimblewright can take the attack (one attack only), dash or disengage action.

ACTIONS

Multiattack. The nimblewright makes two attacks with its rapier-hands.

Rapier-Hand. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) piercing damage.

REACTIONS

Expert Fall. If a nimblewright falls, it can spend its reaction to make a Dexterity (Acrobatics) check, reducing the falling damage by twice the check result and landing on its feet.

Kip Up. If a nimblewright is knocked prone, it can spend its reaction to stand up.

Advanced Nimblewright

Medium construct, any chaotic alignment

Armor Class 25 (natural armor)

Hit Points 255 (30d8+120)

Speed 40 ft.

STR 25 (+7), DEX 30 (+10), CON 18 (+4), INT 13 (+1), WIS 20 (+5), CHA 20 (+5)

Saving Throws Strength +12, Dexterity +15, Charisma 10

Skills Acrobatics +20

Tool Proficiencies disguise kit

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Three of those spoken by its creator

Challenge 16 (15,000 xp)

Augmented Critical. An advanced nimblewright scores a critical hit on an 16-20. If it scores a critical hit, it deals an extra 3d6 piercing damage and, in addition to all other effects, the target must succeed at a DC 23 Dexterity saving throw or fall prone.

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

Magic Weapons. The nimblewright's rapier-hands are magic weapons.

Swift and Nimble. As a bonus action on its turn, the advanced nimblewright can take the attack (one attack only), dash, disengage or use an object action.

ACTIONS

Multiattack. The advanced nimblewright makes four attacks with its rapier-hands.

Rapier-Hand. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 13 (1d6+10) piercing damage.

REACTIONS

Expert Fall. If a nimblewright falls, it can spend its reaction to make a Dexterity (Acrobatics) check, reducing the falling damage by twice the check result and landing on its feet.

Kip Up. If a nimblewright is knocked prone, it can spend its reaction to stand up.

OCULARON

Source: 3e *Fiend Folio*.

The ocularon is a bizarre and paranoid creature that steals the eyes of creatures and uses them to spy throughout the territory that it claims as its own. An ocularon's body appears like a sickly green jellyfish floating in the air, trailing barbed tendrils with skewered eyeballs upon them.

Incredibly Paranoid: An ocularon is one of the most paranoid creatures in existence, and is utterly convinced that all other creatures fear, hate and envy it. It sees its actions as self-defense, but does not wait to see hostile intent from those that intrude in its domain. Rather, it goes for the eyes immediately.

Eye Stealer: An ocularon tries to skewer and remove the eyeballs of any creatures that it encounters. It then fills the stolen orbs with gas and uses them as scouts, keeping an eye on its territory by constantly looking through them.

Deranged Genius: An ocularon is very intelligent, but its thought processes are deranged by humanoid standards, revolving around a need to watch everything in the creature's territory. It will not expand its territory unless it has a large enough supply of eyeballs to animate to watch the entire area with ceaseless vigilance.

Ocularon

Large aberration, chaotic evil

Armor Class 12

Hit Points 102 (12d10+36)

Speed 10 ft., fly 60 ft.

**STR 18 (+4), DEX 15 (+2), CON 17 (+3), INT 19 (+4),
WIS 14 (+2), CHA 16 (+3)**



Saving Throws Wisdom +4, Charisma +5

Skills Investigation +6, Perception +4

Damage Immunities acid, poison

Condition Immunities poisoned, prone

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 14

Languages Deep Speech, Undercommon

Challenge 4 (1,100 xp)

Animate Eyeballs. The ocularon can fill captured eyeballs with gas and send them off to scout. It can use a bonus action each round to move one or a group of eyeballs up to 60' and look through one of them. An animated eyeball can move as far away from the ocularon as the ocularon wishes, but it rarely sends an eyeball outside of the territory it claims.

Death Throes. When the ocularon is reduced to 0 hit points, it explodes in a burst of toxic gas. Each creature within 20' of the ocularon must make a DC 13 Dexterity saving throw, taking 21 (6d6) poison damage and being poisoned for 1 minute on a failure, and taking half damage on a success.

ACTIONS

Multiattack. The ocularon makes two tendril attacks, two eyeball ram attacks or one of each.

Tendril. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage, and the target is grappled (escape DC 14). If this attack is a critical hit, instead of rolling severity, the critical effect is that the ocularon removes a random eye from the target.

Eyeball Ram. The ocularon causes one of its animated eyeballs to fly into a creature within 30' of the eyeball and makes the following ranged weapon attack against it: +4 to hit. *Hit:* 10 (3d6) poison damage, and the target must make a DC 14 Constitution save or be poisoned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

Steal Eye. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature grappled by the ocularon. *Hit:* 18 (4d6+4) piercing damage, and the target must make a DC 15 Constitution saving throw. If it fails, the ocularon removes one of the target's eyes.

OGRE

Though ogres are stupid, some manage to excel beyond their peers, becoming mighty warriors, tribal shamans, or some other type of specialist. The stats below reflect such specialists.

OGRE SHAMAN

An ogre shaman is usually dedicated to a giant god or to Vaprak the Destroyer. In any case, its spiritual understanding, while eclipsing its fellow ogres', is quite primitive and shallow compared to a smarter creature's.

Ogre Shaman

Large giant, chaotic evil

Armor Class 13 (breastplate)
Hit Points 102 (12d10+36)
Speed 40 ft.

STR 19 (+4), **DEX** 8 (-1), **CON** 16 (+3), **INT** 5 (-3), **WIS** 13 (+1), **CHA** 7 (-2)

Saving Throws Wisdom +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Giant
Challenge 3 (1,100 xp)

Spellcasting. The ogre shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +3 to hit with spell attacks). The ogre shaman has the following spells prepared:

Cantrips (at will): *Mending, resistance, spare the dying, thaumaturgy*;

1st level (4 slots): *Bless, guiding bolt*;

2nd level (3 slots): *Blindness/deafness, hold person*;

3rd level (2 slots): *Bestow curse, mass healing word*.

War Priest (Recharges after a long rest). When the ogre shaman uses the Attack action, it can make one attack as a bonus action.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

OOZE

Source: 3e *Fiend Folio* (bloodbloater), 1e *Monster Manual 2* (crystal ooze).

There are a plethora of types of ooze in the world, most living underground but some preferring other environments. Though most oozes are formless, there are exceptions. The following types of ooze are described here.

BLOODBLOATER

The bloodbloater is a type of ooze that is similar to some types of jellyfish. A typical bloodbloater resembles a thick, translucent pancake about 2' in diameter and 3" thick. A bloodbloater has a red nucleus, making it easy to spot. Bloodbloaters take their name from their method of feeding- they suck the blood from their victims, swelling up and becoming bright pink as they do so.

Sea Swarms: Bloodbloaters typically appear in swarm consisting of hundreds of the things, dwelling in the ocean in vast numbers. Often, the presence of a single swarm is an indication that many more of the monsters are in the area. When a single lone bloodbloater is encountered, it is almost always a solitary individual that has become separated from its swarm; wise sailors know to prepare for an entire swarm's appearance at any moment.

Prone to Mutation: Bloodbloomer mutants of various forms have been found from time to time, ranging from solitary bloodbloaters grown to the size of a man to strange bloodsuckers full of poison gas. The burst bodies of other, less viable bloodbloomer variants have washed up on ocean shores the world over. Sages speculate that because they are a swarming type of ooze, the apparent incidence of mutation is actually simply the result of so many bloodbloaters existing, and that they are no more prone to mutation than other oozes are.

CRYSTAL OOZE

A crystal ooze is a close relative of the gray ooze that dwells in dark waters, either deep in the sea, underground or in enclosed, unlit areas. A crystal ooze dissolves flesh, wood and metal with its touch, but does not harm stone.

FLESH JELLY

The flesh jelly is a nauseating mass of stinking flesh that gorges itself on any creatures unfortunate enough to cross its path. Usually found in tropical regions, a flesh jelly looks like an immense blob of soft, fleshy tissue surrounded by a filthy membrane composed of skin, hair and fur. When it moves, a few of the loose bones within it press against the jelly's membrane, causing its disgusting body to bulge out here and there. The creature has no discernible features and exudes a horrid stench.

A Spreading Threat: Even a single flesh jelly poses a tremendous threat to the ecosystem of the entire continent it is on, and potentially even the entire world, for as it absorbs living tissue, it swells until it eventually buds off four to twenty ravenous, immature flesh jellies that move about mindlessly unless confronted by a threat. When these young jellies reach the ocean, they enter the water and swim tirelessly away until they find a new land mass. During its trip through the sea, each flesh jelly consumes massive amounts of fish, jellyfish, plankton and other aquatic life, and most are fully grown not long after reaching land.

RED SLIME

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

Bloodbloomer Swarm

Medium swam of tiny oozes, unaligned

Armor Class 11

Hit Points 37 (5d8+15)

Speed 15 ft., swim 30 ft.

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing

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

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

Languages -

Challenge ½ (100 xp)

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

ACTIONS

Blood Drain. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 8 (2d6+1) piercing damage, and the target must make a DC 13 Constitution saving throw or have disadvantage on Strength attacks and checks for 1 hour, repeating the save at the end of each of its turns and ending the effect on a success.



Mutant Bloodbloomer

Medium ooze, unaligned

Armor Class 10

Hit Points 95 (10d8+50)

Speed 15 ft., swim 30 ft.

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

Saving Throws Strength +7

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, exhaustion, frightened, prone

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

Languages -

Challenge 2 (450 xp)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) piercing damage, and the target must make a DC 13 Constitution saving throw or have disadvantage on Strength attacks and checks for 1 hour, repeating the save at the end of each of its turns and ending the effect on a success. If the target fails this saving throw while already suffering its initial effects, it is instead incapacitated for 1 hour or until it regains hit points, at which time it recovers. An adjacent creature can

make a DC 15 Medicine check and administer some spirits, stimulants or similar substance to remove this effect, as well. If the incapacitation effect is removed, the target is instead poisoned for 1 hour.

Crystal Ooze

Medium ooze, unaligned

Armor Class 10

Hit Points 45 (6d8+18)

Speed 20 ft., swim 40 ft.

STR 12 (+1), **DEX** 10 (+0), **CON** 16 (+3), **INT** 1 (-5),
WIS 6 (-2), **CHA** 2 (-4)

Skills Stealth +2

Damage Resistances acid

Damage Immunities cold, fire

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

Senses tremorsense 90 ft., passive Perception 8

Languages -

Challenge 2 (450 xp)



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

Aquatic. The ooze can breathe both air and water.

Corrode Metal, Leather and Wood. Any nonmagical weapon made of metal, leather or wood that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If the penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the ooze is destroyed after dealing damage.

Transparent in Water. The ooze is invisible in the water.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage plus 11 (2d10) acid damage, and if the target is wearing nonmagical metal, leather or wood armor, the armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Flesh Jelly

Gargantuan ooze, unaligned

Armor Class 8

Hit Points 429 (26d20+156)



Speed 20 ft.

STR 26 (+8), DEX 6 (-2), CON 23 (+6), INT 1 (-5), WIS 1 (-5), CHA 1 (-5)

Saving Throws Strength +14, Constitution +12

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

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

Languages -

Challenge 17 (18,000 xp)

Horrid Stench. The flesh jelly emits a horrendous stench. Any creature that ends its turn within 50' of the flesh jelly must make a DC 20 Constitution saving throw or be poisoned until it has been out of the stench for 1 minute, repeating the save at the end of each turn and ending the effect on a success. A creature that makes its save, or for whom the effect ends, is immune to the horrid stench of that flesh jelly for 24 hours.

ACTIONS

Multiattack. The flesh jelly attacks with its pseudopod three times.

Pseudopod. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 22 (4d6+8) bludgeoning damage, and the target must succeed on a DC 20 Constitution saving throw or contract flesh jelly fever. A creature with flesh jelly fever recovers hit dice at half the normal rate and has disadvantage on Strength and Constitution checks and saves. The character repeats the saving throw every 24 hours; if it fails one such saving throw, the disease worsens, and the victim instead has disadvantage on all attacks, saves and checks. If the victim fails a second Con save, it dies. If it succeeds on a total of 3 Con saves, the creature throws off the disease at the end of its next long rest.

Engulf. The flesh jelly moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the jelly enters a creature's space, the creature must make a DC 22 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5' back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the jelly enters the creature's space, and the creature takes 22 (4d6+8) bludgeoning damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 22 (4d6+8) bludgeoning damage at the start of each of the flesh jelly's turns.

An engulfed creature can try to escape by taking an action to make a DC 22 Strength check. On a success, the creature escapes and enters a space of its choice within 5' of the jelly.

Red Slime

Medium ooze, unaligned

Armor Class 14

Hit Points 30 (4d8+12)

Speed 40 ft., climb 30 ft.

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

Damage Vulnerabilities fire, radiant

Damage Resistances cold, lightning

Damage Immunities acid, poison; bludgeoning, piercing and slashing

Condition Immunities blinded, charmed, deafened, frightened, prone

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

Languages -

Challenge 3 (700 xp)

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

ACTIONS

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) acid damage. In addition, the target must make a DC 13 Constitution saving throw or become infected by red slime. Each time the creature completes an extended rest, it must repeat the save, gaining a level of exhaustion that cannot be removed until the infection is cured on a failure. If the creature dies from exhaustion, a new red slime bursts free of its body. If the creature succeeds on 3 of the saving throws, the infection ends, and it can lose exhaustion levels normally. The infection can also be ended by any effect that ends a disease.

OSTEOPEDE

Source: 4e *Open Grave: Secrets of the Undead*.

Created from dirt, dust, and crushed bone, the osteopede resembles a centipede composed of graveyard debris. It skitters rapidly across the ground, moving with surprising speed. An osteopede is infused with necrotic energy, which it unleashes when it bites a creature.

Undead Detritus: An osteopede is a member of a category of undead that are refuse and detritus animated by negative energy. Sometimes referred to as "deathtritus," such undead also termed incidental undead, as they are formed without the aid of intentional necromancy and have no individual soul from which they are born. An osteopede sometimes forms in an area of death, such as a graveyard, where necromantic energies have seeped into the environment. Others arise spontaneously from pastures, farms or gardens built atop the scenes of slaughter or those where bone fragments were used as fertilizer.

Undead Nature: An osteopede needs neither food, drink, sleep nor air.

Osteopede

Medium undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 112 (15d8+45)

Speed 50 ft., climb 50 ft.

STR 16 (+3), DEX 20 (+5), CON 17 (+3), INT



12 (+1), WIS 14 (+2), CHA 14 (+2)

Saving Throws Dexterity +8

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, frightened, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 6 (2,300 xp)

Scuttler. Opportunity attacks against the osteopede triggered by its movement have disadvantage.

ACTIONS

Skittering Rake. *Melee Weapon Attack:* +6 to hit, reach 5 ft., targets each creature that the osteopede moves within 5' of during its turn. *Hit:* 10 (2d6+3) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+3) piercing damage plus 10 (3d6) necrotic damage. In addition, the wound seeps and rots with necrotic energy. The target takes 10 (3d6) damage at the start of each of its turn as long as the effect lasts, and the osteopede gains advantage on attack rolls against the creature while the rotting continues. At the end of each of its turns, the target makes a DC 14 Constitution saving throw, ending the effect on a success. A creature within 5' of the target (including the target itself) can also end this effect by spending an action and making a successful Wisdom (Medicine) check, DC 15.

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 large to insert itself 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

Medium monstrosity, chaotic evil



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)

Dirty Trick. If a phallusian hits an enemy that cannot see it with a melee attack, it deals an extra 7 (2d6) damage with that attack.

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 13) 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 13) to end the blindness. In addition, a creature can spend an action to end the blindness.

Phallusian Priest of Froth

Medium monstrosity, chaotic evil

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)

Dirty Trick. If a phallusian hits an enemy that cannot see it with a melee attack, it deals an extra 7 (2d6) damage with that attack.

Spellcasting. The priest is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*;

1st level (4 slots): *charm person, desire, inflict wounds*;

2nd level (3 slots): *hold person, suggestion*;

3rd level (2 slots): *bestow curse, golden shower*.

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 13) 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 13) to end the blindness. In addition, a creature can spend an action to end the blindness.

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). There are other, more specialized and rare castes, as well.

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.

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

Temporal Drifters: Perhaps due to their connection to the previous multiverse, phraints are found in scattered enclaves across all eras, but are often missing from periods of decades or centuries. Sages speculate that they were scattered across the timestream and sometimes “drift” up or down the timeline.

RED PHRAINTS

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

BLACK PHRAINTS

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

GOLD PHRAINTS

Employed as war leaders when black phraints are unable to deal with a challenge, gold phraints are positioned quite highly in the phraint hierarchy. Their commands are heeded by most other phraints, including the erratic blue phraints.

Red Phraint

Medium humanoid (phraint), lawful neutral

Armor Class 15 (natural armor)

Hit Points 18 (4d8)

Speed 30 ft.

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

Saving Throws Constitution +2

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Phraint

Challenge ½ (100 xp)

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

ACTIONS

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

Black Phraint

Medium humanoid (phraint), lawful neutral

Armor Class 17 (natural armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

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

Saving Throws Dexterity +6

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

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Phraint

Challenge 2 (450 xp)

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

ACTIONS



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

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

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

Gold Phraint

Medium humanoid (phraint), lawful neutral

Armor Class 18 (natural armor)

Hit Points 97 (15d8+30)

Speed 40 ft.

STR 19 (+4), DEX 21 (+5), CON 15 (+2), INT 16 (+3), WIS 15 (+2), CHA 17 (+3)

Saving Throws Intelligence +6, Wisdom +5, Charisma +6

Skills Athletics +7, Insight +5, Perception +5, Persuasion +6

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Phraint

Challenge 5 (1,800 xp)

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

ACTIONS

Multiattack. The phraint makes three weapon attacks.

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

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the gold phraint can utter a special command or warning whenever a nonhostile creature that it can see within 30' of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided that it can hear and understand the phraint. A creature can benefit from only one Leadership die at a time. This effect ends if the gold phraint is incapacitated.

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.

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

Pistol Wraith

Medium undead, 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 Dexterity +8, Charisma +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)

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 (including grave shot), it deals an extra 11 (2d10) damage (not included in the damage below).

Gunslinger's Accuracy. When the pistol wraith hits with an attack using its phantom pistol, it deals an extra 11 (2d10) necrotic damage, included in the damage 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.

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). *Ranged Weapon Attack:* +8 to hit, range 100/300 ft., one living creature. *Hit:* 10 (1d10+5) piercing damage plus 11 (2d10) necrotic damage. In addition, the wound causes a wound in 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.

PRAYING MANTIS

Source: 3e *Monster Manual* (giant praying manits).

The praying mantis is an insect that is harmless to humanoid life as long as it remains small enough. However, as is so often the case with seemingly-innocuous creatures, once it is enlarged to great size, a praying mantis becomes a terrible threat.

On the Feywild, praying mantises have a much greater variety than in the natural world, growing to truly incredible size or demonstrating strange fey powers; some even speak. These sometimes pass over into the natural world in places where the barrier between realms is thin.

GIANT PRAYING MANTIS

A giant praying mantis is a normal mantis grown to the size of a horse. It is a very dangerous and usually voracious predator, hunting hot plains, deserts, forests and mountains.

VISION MANTIS

A vision mantis is a beautiful, multihued praying mantis the size of a human. Native to the Feywild, a vision mantis can inject a drug from its claws into creatures that causes vivid hallucinations and visions, confusing and disorienting them. A vision mantis is intelligent enough to speak, and can sometimes be persuaded to offer courteous visitors gentler visions that can give them some knowledge of the future.

Giant Praying Mantis

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 30 (4d10+8)

Speed 30 ft., climb 20 ft.

STR 18 (+4), **DEX** 8 (-1), **CON** 15 (+2),

INT 2 (-4), **WIS** 14 (+2), **CHA** 11 (+0)

Senses passive Perception 12

Languages -



Challenge 1 (200 xp)

Pick Apart. If the giant praying mantis has a creature grappled, it gains advantage on attacks against it, and it can use its bite against the target as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage, and the target must make a DC 14 Strength saving throw or be grappled (escape DC 14). A giant praying mantis cannot use its claws against a different creature while it has a creature grappled.

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

Vision Mantis

Medium beast, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 38 (7d8+7)

Speed 30 ft., climb 20 ft.

STR 15 (+2), DEX 15 (+2), CON 13 (+1), INT 8 (-1), WIS 15 (+2), CHA 19 (+4)

Saving Throws Wisdom +4

Skills Deception +6, Perception +4

Senses passive Perception 14

Languages Sylvan

Challenge 1 (200 xp)

Vision Dance. If a vision mantis can see a creature that is overcome by its vision claw's visions, it can take a bonus action to force that creature to move half its normal speed.

ACTIONS

Vision Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, and the target must make a DC 14 Wisdom saving throw or be overcome by brilliant, disorienting visions for 1 minute. While affected by the visions, the target takes 11 (2d10) psychic damage at the start of each of its turns, has disadvantage on attacks, skill checks relying on sight, and Dexterity saving throws, and has its speed reduced by 10'. The creature can repeat the saving throw as an action on its turn, ending the effect on a success.

Gentle Visions (2/day). The vision mantis touches a willing creature within its reach and grants it a vivid, disorienting vision that lasts 1 minute, during which time the target has disadvantage on attacks, skill checks relying on sight, and Dexterity saving throws, and its speed is reduced by 10'. At the end of the vision, the target gains the benefit of an *augury* spell.

QUICKLING

Source: 1e *Monster Manual* 2.

Quicklings are extraordinarily fast-moving fey creatures that are distant relatives of brownies, buckawns and their ilk. Unpredictable, easily bored and highly distractable, quicklings are unreliable allies but dangerous opponents.

Seelie and Unseelie: Quicklings are neither good nor evil, and while many are wicked and cruel, others are mischievous and playful. Thus, there are quicklings in both seelie and unseelie fey courts and realms, and any given quickling might shift from one side to the other at any point out of boredom. Wise fey princes keep a long list of tasks that will keep their quickling agents busy and entertained.

Killing Sports: Quicklings play a wide variety of killing sports with different rules that are very difficult to understand for the creatures being attacked, which vary from natural beasts to intelligent humanoids to powerful monsters. The quicklings sometimes bring other creatures into these games as allies, but if they arouse the wrath of something too strong to defeat, they will run away in a chorus of laughs while their erstwhile allies must face the music. Sometimes, creatures escape the quickling sports by completing a goal or reaching a safe zone without even understanding why the fey folk have broken off their attack.

Voracious Appetites: Though smaller than a halfling, a quickling has an appetite that outpaces that of a horse, and it can wolf down an immense amount of food. However, when it must, a quickling can survive on about twice as much food as a medium creature needs for a day.

Quickling

Small fey, chaotic neutral

Armor Class 17

Hit Points 39 (6d6+18)

Speed 240 ft.

STR 9 (-1), **DEX** 24 (+7), **CON** 16 (+3), **INT** 14 (+2),
WIS 17 (+3), **CHA** 10 (+0)

Saving Throws Dexterity +10

Skills Acrobatics +13, Athletics +2

Senses passive Perception 13

Languages Common, Sylvan

Challenge Rating 6 (2,300 xp)



Burst of Speed (recharges after a short or long rest). The quickling uses the Dash or Disengage action as a bonus action.

Unbelievable Speed. The quickling moves unbelievably quickly, and gains the following benefits from its speed:

- If the quickling moves its full speed on its turn, attacks against it have disadvantage until the

beginning of its next turn.

- Opportunity attacks against it have disadvantage.
- Unless it is grappled, restrained or otherwise unable to move, the quickling has advantage on Dexterity saving throws.
- The quickling can run up vertical surfaces or across the surface of a liquid, but it must end its turn on a solid nonvertical surface.
- If the quickling takes the Dash or Disengage action, it becomes invisible until the beginning of its next turn.

ACTIONS

Multiattack. The quickling makes four attacks.

Dagger. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d4+7) piercing damage.

RADIOACTIVE MUTANT

Source: Homebrew.

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

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

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

IRRADIATED HOUND

An irradiated hound began its life as a large dog or wolf of especially sturdy constitution. However, after exposure to a heavy dose of radiation, the beast has mutated, with bleeding sores on its body and large areas of missing hair. Its maw drips with caustic acid. Some irradiated hounds remain loyal to a humanoid (or other) master, but others go insane with the pain of their existence.

PROTON ZOMBIE

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 now emit deadly levels of radiation in a large radius.

RADIOACTIVE BEHEMOTH

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

Irradiated Hound

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 32 (5d8+10)

Speed 40 ft.

STR 17 (+3), **DEX** 13 (+1), **CON** 15 (+2), **INT** 2 (-4), **WIS** 13 (+1), **CHA** 8 (-1)

Saving Throws Constitution +4, Wisdom +3

Damage Resistances acid, poison, radiant

Condition Immunities charmed

Senses passive Perception 11

Languages -

Challenge 1 (200 xp)

Keen Hearing and Smell. The irradiated hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Death Throes. When the irradiated hound is reduced to 0 hit points, it explodes, spraying radioactive gore on everything within 5' of it. Each creature in the explosion must make a DC 12 Dexterity saving throw, suffering 7 (2d6) poison and radiant damage and gaining 2 (1d4) RADs on a failure, or suffering half damage and gaining 1 RAD on a success.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, plus 5(2d4) acid damage.

Proton Zombie

Medium undead, 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 Constitution +5, Wisdom +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 ½ (100 xp)

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 faint 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.

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.

Radioactive Behemoth

Large humanoid or giant, chaotic evil

Armor Class 11 (hide)

Hit Points 54 (12d10-12)

Speed 40 ft.

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

Saving Throws Constitution +1, Wisdom +2

Damage Resistances radiant, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

Challenge 3 (700 xp)

Inexorable Doom. The radioactive behemoth cannot regain hit points.

Liquify. When the radioactive behemoth dies, it liquifies, forming a 5' diameter pool of stinking fluid. 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 radioactive behemoth, it takes 3 (1d6) poison damage and 3 (1d6) radiant damage and must make a DC 11 Constitution saving throw or gain 1 RAD.

ACTIONS

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

REACTIONS

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

ROT SPIDER

Source: Homebrewed.

A rot spider is a disgusting form of undead arachnid. Its bulbous body is about 4' in diameter, with long, spindly legs extending all around it. A rot spider's name comes from the odor of decay coming from it, and from the dribbling rotten goo that leaks from multiple sores on the spider's abdomen.

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

Undead Nature: A rot spider has no need for air, drink or sleep.

Rot Spider

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 55 (10d8+10)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dexterity +4

Skills Perception +5, Stealth +4

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned



Senses Darkvision 60 ft., passive Perception 15
Languages -
Challenge 3 (700 xp)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, plus 10 (3d6) poison damage, and the target must make a DC 11 Constitution saving throw, being poisoned for 1 minute on a failed save. The poisoned target is paralyzed, and can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Spit Poison. *Ranged Weapon Attack:* +4 to hit, range 15'/30', one target. *Hit:* 10 (3d6) poison damage, and the target must make a DC 11 Constitution saving throw, being poisoned for 1 minute on a failed save. The poisoned target is paralyzed, and can repeat the saving throw at the end of each of its turns, ending the effect on a success.

ROTHE

Source: 1e *Fiend Folio*.

Also sometimes called undercattle, rothe are a species of relatively small, buffalo-like creatures that dwell below ground. They are a major component of many underground food webs, being large prey animals, and themselves eat fungus.

Easily Domesticated: Rothe are herd animals that are easily domesticated. While the bulls are willing to fight to defend the herd, a group of rothe are easy to round up and corral. Dwarves, duergar, Drow, svirfneblin, goblins, orcs, giants and many other races tend to rothe herds, and the more sophisticated of them can build immense gardens of fungi for the rothe to feed on, simultaneously fertilizing them with their manure. In areas of scarce food in the Underdark, such a rothe fungus garden can become the center of a trade network or the subject of a war of acquisition.

Rothe

Medium beast, unaligned

Armor Class 11 (natural armor)
Hit Points 22 (4d8+4)
Speed 30 ft.

STR 16 (+3), **DEX** 10 (+0), **CON** 15 (+2), **INT** 2 (-4),
WIS 13 (+1), **CHA** 9 (-1)



Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge ½ (100 xp)

ACTIONS

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

SCANLIANAN

Source: Homebrewed

A Scanlian is one of the original race from the traveling world Scanliana, of which the moon New Scanliana was a piece. It is grotesquely alien looking, with two powerful, limber limbs with forward-curving spikes that it can use for walking or leaping that emerge from roughly where its shoulders should be. Its head has both canine and crocodilian features, with glossy yellow eyes. Its hairless body is stocky, yet every line of its bone structure is visible beneath its skin, as if it were emaciated. It is clearly of some sort of weird alien lineage, and is the same rusty red color as most Scanlian rocks.

A World of Water Stealers: The originally Scanliana existed in a previous multiverse that has subsequently been destroyed. It was a mobile moon that traveled from planet to planet, stealing the water from entire worlds. When it came to Oerth, a group of heroes managed to assemble a series of seismic towers that shattered it in its orbit, but a different group of heroes stole a huge piece of the debris and imported it into Cydra as part of a scheme to change the nature of reality. A small population of Scanlianas came with it. This piece was known as Plateau Pardish, on Gregeire, for many millennia, during which the Scanlians slowly rebuilt their population.

A Moon Again: Eventually, Plateau Pardish was raised from the ground and put into motion by the combined machinations of the Scanlians and the wizard Fray. Now it flies as a moon again, under the nominal control of a powerful tabaxi sorcerer called the Moon Lord.

Scanlian

Medium aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 119 (14d8+56)

Speed 20 ft.

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

Saving Throws Intelligence +5, Wisdom +4, Charisma +7

Skills Deception +7, Insight +4, Perception +4

Damage Resistances poison, psychic

Senses Sense minds, passive Perception 14

Languages telepathy 120 ft.

Challenge 4 (1,100 xp)

Impaling Leap. If the Scanlian jumps at least 10 ft. and then attacks a creature with its limb spike, it scores a critical hit on a 19-20 and gains a severity bonus of +1d8.

Sense Minds. The Scanlian can sense minds within 100 ft. of it as long as there is no barrier of lead or orichalcum between it and the mind. Creatures do not benefit from concealment or invisibility against the Scanlian.

Standing Leap. The Scanlians long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

ACTIONS

Multiattack. The Scanlian attacks twice with its limb spike.

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

Aura Imposition (Recharge 6). The Scanlian chooses one creature within 100 ft. whose mind it can sense. That creature must make a DC 15 Intelligence saving throw or be charmed by the Scanlian for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. While charmed, the creature obeys the Scanlians mental commands, so long as those commands are not suicidal.

SCREAMING DEVILKIN

Source: 1e *Fiend Folio*.

The screaming devilkin is a small creature that resembles a winged human baby with a forked tail. Despite its appearance and name, the screaming devilkin is not actually related to true devils in any way. The actual origins of the screaming devilkin are unknown; they are rumored to be the spawn of some lower planar dominion. Sages speculate that the screaming devilkin might be intentionally designed, either to allow some sort of infiltration of Hell, or to provoke the response of creatures that encounter them.

A Mix of Cute and Horrible: A screaming devilkin looks like a winged baby with small devil horns, wings and a pointed tail. It is bright red in color. This mixture of features strikes many creatures, especially those with young children, as especially horrifying.

Constant Screaming: There is no end to the screams of one of these creatures. Constantly screeching at the top of their lungs, screaming devilkin stop only on the very rare occasions when they speak or are unconscious. The presence of a screaming devilkin can thus be easily heard at some distance, depending on intervening terrain or walls, and it almost never bothers with stealth.

Eat Out of Malice: Although they do seem to enjoy devouring flesh and blood, screaming devilkin can live indefinitely without food or drink and do not need to sleep.

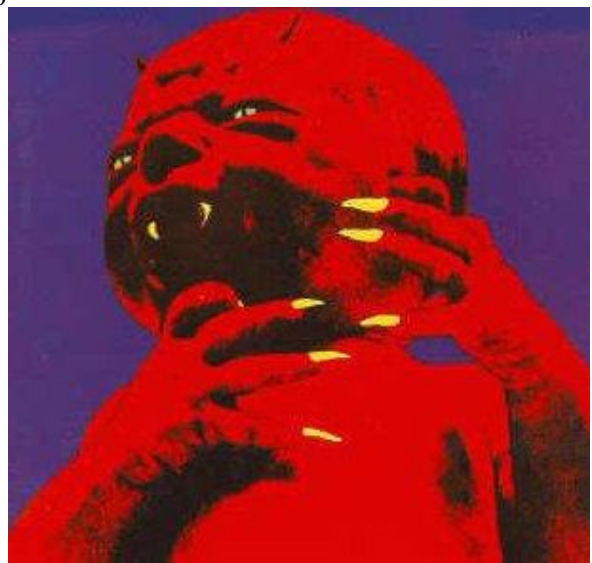
Screaming Devilkin

Tiny monstrosity, lawful evil

Armor Class 12

Hit Points 12 (5d4)

Speed 15 ft., fly 40 ft.



STR 5 (-3), DEX 14 (+2), CON 10 (+0), INT 12 (+1), WIS 13 (+1), CHA 10 (+0)

Damage Resistances thunder

Condition Immunities deafened

Senses darkvision 60 ft., passive Perception 11

Languages Undercommon

Challenge ¼ (50 xp)

Constant Screaming. Because the devilkin is constantly screaming, any skill check relying on speech or hearing within 60 feet of the devilkin has disadvantage.

ACTIONS

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

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

SKIN KITE

Source: 3e *Libris Mortis*.

A skin kite is an undead creature made up of the stolen skin of past victims. Skin kites feed on the skin of living creatures, replenishing their own constantly rotting bodies and spawning more skin kites.

Individual and Constantly Changing Appearances: Each skin kite is a unique individual and looks distinct from all others. Skin kites display a broad range of skin color, texture and adornments. Some have rotten fur or tangled bits of hair on them, while others have dead feathers dangling from bits of them. A skin kite's appearance gradually changes as it consumes new skin and other parts of its body rot away.

Undead Nature: A skin kite has no need for air, drink or sleep.

Skin Kite

Small undead, neutral evil

Armor Class 13

Hit Points 14 (4d6)

Speed 10 ft., fly 40 ft.

**STR 10 (+0), DEX 16 (+3), CON 11 (+0),
INT 4 (-3), WIS 12 (+1), CHA 6 (-2)**

Damage Resistances necrotic, poison

Condition Immunities charmed,
exhaustion, frightened, poisoned

Senses Darkvision 60 ft., passive
Perception 11

Languages -



Challenge ¼ (50 xp)

ACTIONS

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) necrotic damage. In addition, if the target is Small or smaller, it must succeed on a DC 10 Strength saving throw or be grappled (escape DC 10).

Meld. The skin kite partially merges with a creature it has grappled, dealing 7 (2d6) necrotic damage to it. If the kite uses meld three times against the same or different targets before completing a long rest, it attempts to detach itself and retreat. After it next completes a long rest, it launches a new skin kite from its own body.

SLUG

Source: 1e *Monster Manual*.

Giant slugs are huge creatures capable of smashing their way through almost any barrier in search of flesh to sate their hunger. A giant slug is constantly voracious; moving its huge bulk burns so much energy that it always needs to feed.

Slimy Trails: A giant slug leaves a trail of slime behind it wherever it goes. Although this trail dries in four to twelve hours, depending on the weather conditions, an area that giant slugs hunt will usually have several fresh trails and a plethora of old, dried, crusty residues criss-crossing it.

Giant Slug

Huge beast, unaligned

Armor Class 8

Hit Points 142 (15d12+45)

Speed 20 ft., climb 10 ft.

STR 22 (+6), **DEX** 6 (-2), **CON** 17 (+3), **INT** 1 (-5), **WIS** 10 (+0) **CHA** 6 (-2)

Damage Resistances bludgeoning

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 5 (1,800 xp)

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12+6) bludgeoning damage, plus 17 (5d6) acid damage.

Spit Acid. *Ranged Weapon Attack:* +1 to hit, range 100 ft., one target. *Hit:* 28 (8d6) acid damage.

SNAKE



Source: 1e *Monster Manual* (amphisbaena), homebrew (sea serpent).

There are many types of dangerous snakes in the world, many of them monstrous. Even ordinary snakes can be a threat to characters, however; some are poisonous, while others will attempt to constrict creatures, and still others have other, less common methods of attack.

AMPHISBAENA

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

SEA SERPENT

Enormous snakes that dwell in the sea, sea serpents can crush small ships and are a terrific danger to those who would ply the waters they inhabit. Sea serpents have tremendous appetites, and eat both sea life and land-dwelling creatures foolish enough to be in (or near) the waters the sea serpents swim. Typical sea serpents are Huge, but even larger ones have been spotted.

Amphisbaena

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 127 (15d10+45)

Speed 30 ft.

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

Saving Throws Strength +7, Dexterity +7

Skills Perception +9

Senses passive Perception 19

Languages -

Challenge 6 (2,300 xp)



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

Wheel Roll. The amphisbaena can clamp its jaws together and stiffens its body into a hoop, then move by rolling like a wheel. If it chooses to use this trait, its speed becomes 50 ft. until the start of its next turn, but it cannot take reactions.

ACTIONS

Multiattack. The amphisbaena attacks twice with its bite.

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

Sea Serpent

Huge beast, unaligned

Armor Class 18 (natural armor)

Hit Points 247 (26d12+78)

Speed 30 ft., swim 50 ft.

STR 25 (+7), **DEX** 21 (+5), **CON** 17 (+3), **INT** 3 (-4), **WIS** 18 (+4), **CHA** 12 (+1)

Saving Throws Strength +11,
Constitution +9

Senses passive Perception 14

Languages -

Challenge 12 (8,400 xp)

Hold Breath. The sea serpent can hold its breath for 1 hour.

Siege Monster. The sea serpent deals double damage to objects and structures.



ACTIONS

Multiattack. The sea serpent attacks once with bite and once with constrict.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (3d6+7) piercing damage, and the target must make a DC 15 Constitution saving throw, suffering 14 (4d6) poison damage on a failure and half that on a success.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 34 (6d8+7) bludgeoning damage, and the target is grappled (escape DC 22). Until this grapple ends, the creature is restrained, and the sea serpent can't constrict another target.

SPAWN OF KYUSS

Source: 1e *Fiend Folio*.

Also sometimes erroneously called “worm zombies,” spawn of Kyuss are nightmarish undead humanoids that crawl with fat green worms. Though they are the most common of Kyuss' creatures, there are many other types of undead, and even a few forms of living creature, that were spawned by the ancient priest-king in his quest for immortality and godhood.

The Age of Worms: Ancient prophecies speak of the an age to come in which worms will devour the living, the world shall be left a husk bereft of hope and the living shall bow down in worship of the Wormgod. Most scholars believe that these ancient predictions refer to a time when Kyuss and his minions will rise up and conquer the lands of the living. While some claim that this is inevitable, and that only the timing can be changed, other sages declare that the prophecies imply that a band of great

heroes will oppose Kyuss and suggest that it is possible to stop the dawn of this new age. Until the Age of Worms creeps close, though, none can be sure.

A Living Vector for Undeath: The fat green worms that crawl throughout a spawn of Kyuss' body are living creatures capable of transmitting undeath. When a Kyuss worm touches a living creature, it burrows into its flesh, works its way to the creature's brain and then bores into its victim's central nervous system. The victim dies, and if it is a humanoid of Small, Medium or Large size, it rises a few moments later as another spawn of Kyuss. Otherwise, the body putrefies and melts down into a liquid sludge, making resurrection (short of *true resurrection*) impossible. Thus, a single spawn of Kyuss can rapidly create a huge infestation of the creatures. However, such large groups usually split into smaller bands, most of which move to a new region under cover of darkness.

Spawn of Kyuss

Medium undead, chaotic evil

Armor Class 11 (natural armor)

Hit Points 102 (12d8+48)

Speed 30 ft.

STR 16 (+3), **DEX** 9 (-1), **CON** 18 (+4), **INT** 6 (-2),
WIS 11 (+1), **CHA** 15 (+2)

Saving Throws Constitution +6, Wisdom +3,
Charisma +5

Damage Resistances necrotic

Damage Immunities poison

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

Senses Darkvision 90 ft., passive Perception 11

Languages understands Common but can't speak

Challenge 3 (700 xp)



Gift of Kyuss. If a Kyuss worm touches a living creature's skin, it immediately burrows beneath the surface and starts eating its way toward the target's brain. Each round, at the start of the target's turn, it takes 10 (3d6) points of necrotic damage and must make a DC 14 Constitution saving throw. When it has failed three of these saves, the worm eats its way to the target's brain, and the target dies. One minute later, if the target was a Small, Medium or Large humanoid, it rises as a new spawn of Kyuss.

While the worm is burrowing through the victim, it can be extracted by a creature using a dagger or similar implement that makes a successful DC 15 Wisdom (Medicine) check as an action. The DC rises by 3 for each Constitution save that the target has failed. Each attempt, successful or not, deals 1d4 damage to the target. A character attempting to make such a check using a silvered implement gains advantage on the Wisdom (Medicine) check. The worm can also be destroyed by casting *dispel evil and good* or by using any ability that removes a disease. Once a target dies, using such an ability will prevent the body from transforming into a new spawn of Kyuss or liquifying.

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

point.

ACTIONS

Multiattack. The spawn of Kyuss attacks once with its slam and once with its worm.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, and the target must succeed at a DC 9 Dexterity saving throw or a Kyuss worm is transferred to its skin. See the gift of Kyuss trait, above.

Worm. *Melee or Ranged Weapon Attack:* +1 to hit, reach 5 ft. or range 10 ft. *Hit:* A Kyuss worm is transferred to the target's skin. See the gift of Kyuss trait, above.

SPIDER

Source: Basic D&D (tarantella), homebrew (acid spider).

Spiders vary in size from too small to see to gargantuan, in the cast of a devastation spider. While the vast majority are harmless to humanoid life, there are many different dangerous spiders of all kinds.

ACID SPIDER

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

TARANTELLA

The tarantella is a Medium spider noteworthy for the effects of its venom, which induce a frantic dancing in its victims.

Acid Spider

Huge beast, neutral evil

Armor Class 13 (natural armor)

Hit Points 152 (16d12+48)

Speed 40 ft., climb 40 ft.

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

Saving Throws Strength +8, Dexterity +4, Constitution +7

Skills Stealth +4

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 12

Languages Undercommon

Challenge 6 (2,300 xp)

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

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) piercing damage, plus 7 (2d6) acid and 7 (2d6) poison damage. In addition, the target must make a DC 14 Constitution saving throw or be poisoned for 1 minute. At the end of each of its turns, the target can repeat the save, ending the effect on a success.

Acid Spray (Recharge 5-6). The spider sprays acid in a 30' long line 5' wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 27 (6d8) acid damage on a failure and half that on a success. In addition, if the target fails the save, it is coated in acid and suffers 9 (2d8) acid damage at the start of each of its turn. At the end of each of its turns, the creature can repeat the save, ending the effect on a success. A creature can also end the effect by spending its action to take an appropriate action.

Acid Web (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., targets each creature in a 10' radius sphere. *Hit:* The target is restrained by acidic webbing. While restrained, the target takes 16 (3d8) acid damage at the start of each of its turns. As an action, the restrained creature can make a DC 16 Strength check, bursting free on a success. The webbing on a creature can also be attacked and destroyed (AC 10; hp 15; immunity to acid, bludgeoning, poison and psychic damage).

Tarantella

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 55 (10d8+10)

Speed 30 ft., climb 30 ft.

STR 16 (+3), DEX 14 (+2), CON 13 (+1), INT 4 (-3), WIS 15 (+2), CHA 8 (-1)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages -

Challenge 2 (450 xp)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save or half as much on a successful one. In addition, if the target fails the save, it is poisoned for 1 minute, and while it is poisoned, it uses its normal movement to dance in place. Attacks against a dancing creature gain advantage. At the end of each of the creature's turns, it repeats the saving throw, ending the effect on a success.

SQUIRREL

Source: Homebrewed.

While mundane squirrels are not a threat to most humanoid creatures, there are some types of squirrels that are more dangerous. Dire squirrels, swarms of enraged squirrels and even megalosquirrels exist and can potentially trouble civilized areas. Scavenging for food or causing mischief, squirrels are rarely malignant but often mischievous.

Even normal squirrels can present a challenge to adventurers when they are inflamed by the fey or by druids or others that serve that primal powers. Though an individual squirrel is not much of a threat, in large numbers they can be very dangerous.

An ordinary squirrel or swarm of squirrels can be modeled using the same stats as a rat or swarm of rats.

DIRE SQUIRREL

A dire squirrel is about the size of a halfling, with a curious, playful temperament. They often beg for food, sometimes acting very aggressively if denied. Dire squirrels are pranksters, and are adored by many fey creatures.

MEGALOSQUIRREL

Larger than most houses, a megalosquirrel is a squirrel in search of a tree to climb. Voraciously hungry, intensely curious, extraordinarily playful but simultaneously excruciatingly fickle, a megalosquirrel is a potential terror wherever it shows up.

Dire Squirrel

Small beast, unaligned

Armor Class 14

Hit Points 9 (2d6+2)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dexterity +6

Skills Acrobatics +6

Senses passive Perception 12

Languages -

Challenge ¼ (50 xp)

ACTIONS

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

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

Megalosquirrel

Gargantuan beast, unaligned

Armor Class 16

Hit Points 170 (20d20+60)

Speed 50 ft., climb 35 ft.

STR 23 (+6), DEX 22 (+6), CON 17 (+3), INT 2 (-4), WIS 17 (+3), CHA 15 (+2)

Saving Throws Strength +9, Dexterity +9

Skills Acrobatics +9

Senses passive Perception 13

Languages -

Challenge 7 (2,900 xp)



ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+6) piercing damage, and if the target is Large or smaller, it must succeed on a DC 17 Dexterity save or be transferred into the megalosquirrel's cheek, where it is blinded and restrained. It has total cover against attacks and other effects from outside the megalosquirrel, and the squirrel may use its bite against the target as a bonus action.

If the megalosquirrel takes 30 or more damage on a single turn from a creature inside its cheek-pouch, it spits the offending creature out prone somewhere within 20 ft. of the megalosquirrel.

Huck a Rock. *Ranged Weapon Attack:* +9 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

SU-MONSTER

Source: 1e *Monster Manual*.

Su-monsters are a type of territorial, tree-dwelling creature that strongly resemble a monkey. Originally hailing from the legendary Isle of Dread, they are territorial and have the ability to attack psionically, often



surprising foes by striking at their minds.

Arboreal Ambushers: Su-monsters have prehensile tails, and they use them to good advantage, dropping down on enemies and attacking from above with a flurry of claws before turning to a psionic assault. The combination is too much for most potential prey to resist.

Psionic but Insane: At some point not long after the wizard Halkith first created the race, a flood of psychic energy drove the original colony of su-monsters insane. They spread across the planes, seeking other sources of psionic energy, and though they are social animals that live in packs, all su-monsters are completely irrational. Though they are surprisingly intelligent, they cannot be reasoned with. However, some clever individuals have managed to herd or trick them into serving as guardian creatures despite this group madness.

Su-Monster

Medium beast, chaotic neutral

Armor Class 14 (armor)

Hit Points 53 (10d8+8)

Speed 30 ft., climb 30 ft.

STR 16 (+3), **DEX** 18 (+4), **CON** 13 (+1), **INT** 9 (-1), **WIS** 17 (+3), **CHA** 14 (+2)

Saving Throws Strength +5, Dexterity +6, Intelligence +1

Damage Resistances psychic

Senses Darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 xp)

Forest Walk. The su-monster ignores difficult terrain composed of brush or other vegetation.

ACTIONS

Multiattack. The su-monster attacks once with its bite or twice with its claws. If it is hanging from above by its tail, it can use a bonus action to use its claws twice more.

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

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

Mental Stab (recharges after a short or long rest). The su-monster chooses one creature within 60 feet of it. That creature must make an Intelligence save, DC 11, or suffer 22 (4d10) psychic damage. In addition, if it fails the save by 5 or more, it is stunned for 1 minute. The target may repeat the save at the end of each of its turns, ending the stunning on a success.

Psionic Boost (recharges after a short or long rest). The next time the su-monster hits with a melee attack, it deals an additional 7 (2d6) psychic damage. It can then use bite once and claw once as a bonus action.

TABAXI

Source: 1e *Fiend Folio*.

Tabaxi are a race of cat-like humanoids with large, vertical pupils and fur-covered bodies. Many disdain clothing and armor, but these have fallen from a past greatness equaled by few races in the history of Cydra.

Ancient Empire: Tabaxi have lived on Cydra for many thousands of years, first building a great empire that connected vast areas through seagates, then watching as it disintegrated under the weight of their own hubris. This was called the Miloxi Empire, but now, their empire is succeeded only by dangerous crystals and poisoned relics.

Strange Powers: In their ancient empire, the Miloxi people disdained arcane and divine magic in favor of a combination of psionics and radiomancy, a practice of drawing power from dangerous radioactive crystals. The Miloxi were responsible for building the first seagates, were involved in the Alignment Wars that drove the duergar, Drow, kuo-toa and other evil races from the surface, and left thousands of complexes and dangerous areas behind them, spread out over a vast, sprawling area.

A Shattered People: Tabaxi today are a shattered and hunted remnant of a once-proud people. Many of the animal-humanoids were engineered long ago as slave races for the tabaxi (including the canus, ibixian and yakfolk and possibly including many others as well). Now the tables have turned, and canus hunting packs seek to find and slay the surviving tabaxi, many of whom still seek to reclaim the lost glories of Miloxi despite the dangers.

Tabaxi

Medium humanoid, chaotic neutral

Armor Class 12

Hit Points 9 (2d8)

Speed 35 ft.

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

Skills Acrobatics +4, History +2, Perception +3, Stealth +4

Senses passive Perception 11

Languages Common, Tabaxi

Challenge ¼ (50 xp)



ACTIONS

Multiattack. The tabaxi attacks twice with its claw.

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

TENDRICULOS

Source: 3e *Monster Manual*.

The tendriculos is an ambulatory plant monster that grows incredibly quickly, so rapidly that it even regenerates in combat. Well-known as a flesh-eater, a tendriculos looks like a mound of mixed vines, branches and brambles. Long spines and thorns serve as “teeth” which the monster uses to capture prey.

A Druidic Overreaction: The original tendriculos were created by druids enraged at the encroachment of civilization into the Spicewoods on the island of Pesh. To prevent the extinction of many species found only in the Spicewoods, the local druidic circles, possibly influenced by the Shadow Circle, began creating and breeding a variety of plant and animal creatures to drive off would-be foresters and settlers. The tendriculos was one of these, but it rapidly spread throughout Pesh, then across the ocean to other lands. Even a small bit of a tendriculos can re-root itself and grow a new individual when the environmental conditions are right, making it a pernicious threat once it appears in an area. Ironically, in many areas, druids now lead the effort to keep tendriculos in check.

Dark Fey: Some fey, especially those of a darker or more violent nature, are attracted by the tendriculos' taste for blood and flesh. Redcaps love to lure creatures into a tendriculos' grasp, while a dryad who is rejected or offended by creatures intruding in its forest might subtly direct them to a tendriculos to ensure that they cause no more harm or distress to the woods.

Tendriculos

Huge plant, unaligned

Armor Class 11 (natural armor)

Hit Points 138 (12d12+60)

Speed 20 ft.

STR 24 (+7), **DEX** 9 (-1), **CON** 20 (+5),

INT 3 (-4), **WIS** 8 (-1), **CHA** 3 (-4)

Saving Throws Strength +10

Damage Resistances piercing

Condition Immunities paralyzed, petrified

Senses passive Perception 9

Languages -

Challenge 7 (2,900 xp)



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Regeneration. As long as it has at least 1 hit point, the tendriculos regains 10 hit points at the start of its turn. If it takes acid damage, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The tendriculos makes two melee attacks.

Lashing Vines. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (3d6+7) bludgeoning damage, and the target is grappled (escape DC 20).

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature grappled by the tendriculos. *Hit:* 20 (3d8+7) piercing damage, and the target is swallowed by the tendriculos. While swallowed, the target is restrained and blinded, and it has total cover against attacks and effects originating outside the tendriculos. At the start of its turn, the creature takes 9 (2d8) acid damage and 9 (2d8) bludgeoning damage.

If the tendriculos takes 20 or more damage on a single turn from a creature within it, it must succeed at a DC 20 Constitution save at the end of that turn, or it regurgitates all swallowed creatures, which fall prone in a space within 10 feet of the tendriculos. If the tendriculos dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

TERMITE, GIANT

Source: 1e *Monster Manual* 2.

Giant termites are a threat to any trees within a mile or more of their nest, which are huge mounds of earth, wood pulp and termite spittle as big as a castle. Giant termites are about the size of a goat, with workers being smaller and soldiers noticeably bigger.

Giant Harvester Termite Soldier

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR 14 (+2), **DEX** 11 (+0), **CON** 12 (+1), **INT** 4 (-3), **WIS** 11 (+0), **CHA** 8 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge ¼ (50 xp)

ACTIONS

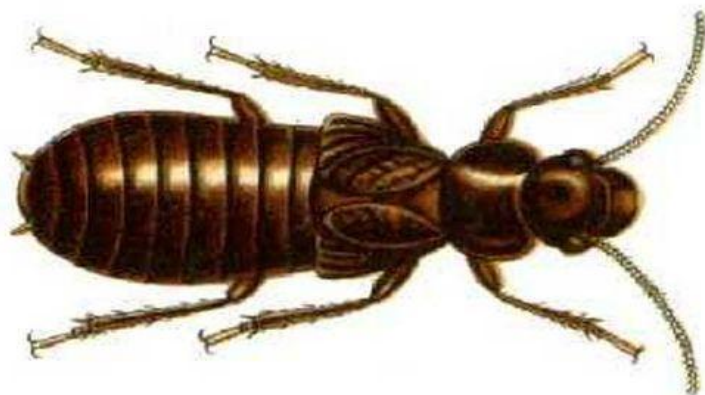
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage.

Blinding Fluid (recharges after a short or long rest). One target within 10' must make a Dexterity saving throw (DC 11) or be blinded by a squirt of oily, flammable liquid. The creature remains blind until it takes an action to wipe its eyes clean, or until it makes a Constitution save (DC 11) at the end of one of its turns.

Giant Harvester Termite Worker

Small beast, unaligned

Armor Class 12 (natural armor)



Hit Points 9 (2d6+2)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/8 (25 xp)

ACTIONS

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

TERROR BIRD

Source: Homebrewed (kocho).

Terror birds are predatory birds large enough to treat human and demihuman creatures as prey. Intermediary in behavior between dinosaurs and conventional birds, there are many types of terror bird, some of which have even been domesticated. However, all are carnivores and not too fussy about what they eat, so they cannot be left unattended around livestock, pets or children.

Amongst the terror birds are axe beaks, as described in the *Monster Manual*.

BIRD OF PANDOS

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

KOCHO

A kocho is a flightless bird capable of carrying a human-sized creature as a mount. It has a vicious temper and is dangerous to those that annoy it, sometimes including its rider.

Bird of Pandos

Large beast, unaligned

Armor Class 14

Hit Points 39 (6d10+6)

Speed 30 ft., fly 50 ft.

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

Skills Perception +5

Senses passive Perception 13

Languages -

Challenge ½ (100 xp)

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

ACTIONS

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

Kocho

Medium beast, unaligned

Armor Class 12 (armor)

Hit Points 39 (6d8+12)

Speed 40 ft.

STR 15 (+2), DEX 15 (+2), CON 14 (+2), INT 2 (-4), WIS 15 (+2), CHA 10 (+0)

Senses passive Perception 12

Languages -

Challenge ¼ (50 xp)

Sturdy Mount. A kocho can serve as a mount for a creature of its size.

ACTIONS

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

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

TOAD

Source: 3e *Frostburn* (ice toad).

While most toads are harmless, there are a variety of giant or monstrous types that can pose a threat to humanoids. In addition, even normal toads can be dangerous in exceptional circumstances, such as if formed into a swarm.

ICE TOAD

Ice toads are toad-shaped creatures about 8' long and weighing in at 500 lbs. or more. Native to cold climates, ice toads are dangerous predators that are unafraid of attacking even large bands of humanoids or creatures larger than themselves.

Ice Toad

Large beast, neutral

Armor Class 13 (natural armor)

Hit Points 42 (5d10+15)

Speed 30 ft.

STR 18 (+4), DEX 13 (+1), CON 17 (+3), INT 6 (-2), WIS 10 (+0), CHA 7 (-2)

Saving Throws Dexterity +3, Constitution +5

Damage Vulnerability fire

Damage Immunities cold

Senses passive Perception 10

Languages -

Challenge 1 (200 xp)

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage, plus 7 (2d6) cold damage..

Tongue. *Melee Weapon Attack:* +3 to hit, reach 15 ft., one target. *Hit:* The target must make a DC 14 Strength saving throw or be pulled 10' closer to the ice toad. If this ends with the target within 5' of the ice toad, it can use bite against the target as a bonus action.

Sphere of Cold (Recharge 4-6). The ice toad gives off intense cold in a 10' sphere centered on itself. Each creature in the sphere must make a DC 13 Constitution saving throw, suffering 10 (3d6) cold damage on a failure or half that on a success.

URBAN STALKER

Source: Homebrewed.

An urban stalker is a terrifying predator that lives among its prey, in a large city of humans, dwarves, orcs or other humanoids. Moving undetected through the streets and alleys, it kills with impunity, using its unique psychic camouflage to remain hidden while it picks its victim.

When a creature finally sees the urban stalker, it is the size of a human, but it has pale greyish-white skin hanging in long folds from its gaunt frame. It is hairless and sexless, with large black eyes and wicked teeth. The urban stalker is usually the last thing its hapless victim sees.

Hidden Amongst Men: Urban stalkers dwell within the society of their prey, apparently favoring the larger cities usually composed mainly of humans. The more cosmopolitan the city, the more likely it is to support one or more urban stalkers. Within such a place, the stalkers can choose victims who will not be missed, find a lair in an abandoned building (or sometimes one that is inhabited!) and move unseen among those around it.

Deeply Mysterious: Because of the difficulty in detecting urban stalkers, very little information is known about them. They are widespread but usually operate alone (though the lair of an urban stalker might also be the dwelling place of a mimic, cloaker, executioner's hood or similar monster). Some sages have speculated that the urban stalker is distantly related to the doppelganger, but this is unsupported by evidence.

Urban Stalker

Medium humanoid, neutral evil

Armor Class 16 (leather armor)

Hit Points 66 (12d8+12)

Speed 30 ft.

STR 15 (+2), DEX 21 (+5), CON 12 (+1), INT 16 (+3), WIS 13 (+1), CHA 18 (+4)

Saving Throws Dexterity +8, Intelligence +6, Charisma +7

Skills Deception +7, Perception +4, Stealth +11

Senses passive Perception 14

Languages The common tongue of the city the stalker dwells in

Challenge 7 (2,900 xp)

Supreme Invisibility. An urban stalker has a form of natural psionic invisibility wherein creatures' minds refuse to accept its presence. This applies even against blindsight, tremorsense, true sight and other effects that normally allow a creature to see invisibility. The urban stalker has advantage on all Stealth checks.

Effects that cause the urban stalker to lose invisibility work normally, but it can become invisible again by using a bonus action. After the urban stalker attacks, it loses invisibility against the target of its attack until the end of the target's next turn

Unseen Strike. When the urban stalker hits a creature that cannot see it with a weapon attack, it deals an extra 14 (4d6) damage.

ACTIONS

Multiattack. The urban stalker makes two attacks with its rapier.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+5) piercing damage. (See also *unseen strike*.)

VARGOUILLE

Source: 1e *Monster Manual* 2.

A vargouille is a horrible monster that is little more than a severed head flying by means of grotesque ears grown into wings. Though not truly undead, a vargouille is spawned from a living creature's death.

Haunt Places of Death: Vargouilles prefer to haunt graveyards and ruins or other places redolent with the reek of death, such as battlefields or the scenes of slaughter. They enjoy preying upon the living, delighting in causing terror as much as they do in feeding on the life forces of their victims. Originally from the plane of Carceri, vargouilles epitomize everything fiendish, and are beings of pure malignant evil.

Delight in Imprisonment: Vargouilles hail originally from a plane that is little more than a prison, and thus take great joy in



forcing living mortals into captivity. A mob of vargouilles will sometimes herd humanoids into an enclosed space and then kiss one, letting the others watch in horror as their companion slowly changes into a vargouille and attacks them. The slow horror and despair of hopeless imprisonment gives vargouilles an almost erotic thrill.

Vargouille

Small fiend, neutral evil

Armor Class 11

Hit Points 13 (3d6+3)

Speed 0 ft., fly 30 ft.

STR 10 (+0), DEX 13 (+1), CON 12 (+1), INT 5 (-3), WIS 12 (+1), CHA 8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Infernal

Challenge 1 (200 xp)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) type damage, and the target must make a Constitution saving throw (DC 11) or take an additional 10 (3d6) poison damage and be unable to regain hit points until it receives a *lesser restoration* spell.

Shriek (recharges after a short or long rest). Each creature within 30' of the vargouille must make a Wisdom saving throw, DC 11, or be paralyzed. Each round, the creature can use its action to make another saving throw to end the effect. A creature that is immune to the frightened condition is immune to this effect.

Kiss. The vargouille kisses a creature paralyzed by its shriek. The target must make a Constitution saving throw or begin to turn into a vargouille. This process is arrested by sunlight, but can only be ended by an effect that removes a disease. Otherwise, after 1d6 hours, all of the victim's hair falls out. After another 1d6 hours, the ears grow into leathery wings, tentacles sprout on the scalp and chin, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim's brain succumbs to the curse, and its mental stats change to those of a vargouille. The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille.

VICIOUS TOBY

Source: Homebrewed.

Vicious Toby is a half-troll goblin, outcast by the trolls as too weak and unable to find a group of goblins strong enough to survive his rages. He is a bully, but like most bullies, he is a coward at heart. Vicious Toby dwells in the dungeons beneath the Marble Hall, just south of the city of Fandelose.

Vicious Toby

Medium humanoid, chaotic evil

Armor Class 15 (natural armor)
Hit Points 51 (6d8+24)
Speed 30 ft.

STR 17 (+3), **DEX** 14 (+2), **CON** 18 (+4), **INT** 7 (-2),
WIS 10 (+0), **CHA** 8 (-1)

Saving Throws Strength +5, Constitution +6
Skills Intimidate +1, Stealth +4
Senses Darkvision 60 ft., passive Perception 10
Languages Common, Giant, Goblin
Challenge 2 (450 xp)

Bullying Movement. When Vicious Toby moves, as a bonus action, he can first shove each creature within 5' of him.

Regeneration. Vicious Toby regains 5 hit points at the start of his turn. If he takes acid or fire damage, this trait doesn't function at the start of Vicious Toby's next turn. Vicious Toby dies only if he starts his turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Vicious Toby makes three attacks, two with his scimitar and one with his bite.

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

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



VOLT

Source: 1e *Fiend Folio*.

A volt is a strange beast that looks like a furry worm with a head consisting of a mouth, two large eyes and two small, backwards-curving horns. The curious little creature can levitate and likes to investigate new places and creatures, but is easily provoked into a bad temper.

Can Be Domesticated: It is possible to domesticate a volt, though if provoked, even the tamest volt will strike out at its supposed master. The risks of having a domestic volt are many, and more than one creature has underestimated the amount of care it must take in handling the volt. Even weather makes a volt dangerous; when a volt is exposed to rain, lightning or thunder, it becomes agitated and tends to lash out.

Volt

Small monstrosity, neutral



Armor Class 12

Hit Points 7 (2d6)

Speed 0 ft., special fly 40 ft.

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

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge ¼ (50 xp)

ACTIONS

Multiattack. The volt attacks once with its bite and once with its tail lash.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the target must beat the volt in a contest pitting the target's Strength or Dexterity against the volt's Dexterity, or the volt attaches to its target. While attached, it gains advantage on attack rolls against the target.

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

WARFORGED

Source: 3e Ebberon campaign setting.

Warforged are humanoid-shaped living constructs composed of a mix of wood, metal and stone. Originally created in the Delphinat as autonomous weapons of war, the warforged proved too independent to reliably control. The secrets of their creation passed out into the wider world, and over time, a number of 'batches' of them were created and became independent.

Artificial Beings: Warforged are acutely aware of their artificial nature. Usually driven, though not controlled by, their initially programming, warforged are often tormented by questions of free will and whether they are truly alive in any meaningful way. Others put such philosophical questions aside and take advantage of their constructed nature by building variant body parts, stronger armor plating or innate weaponry into themselves. Their artificial nature means that warforged often have difficulty finding a place in society, and other creatures sometimes see them as nothing more than sophisticated golems or treat them like property instead of individual thinking beings.

Neither Emotional nor Emotionless: Warforged feel emotions, but not as strongly as do most truly living creatures. While a warforged might become good friends with a human, it always knows that the human will age and die, while it will live on until it is destroyed. Likewise, the hottest anger in a warforged is but lukewarm to a living creature. Some warforged actively practice feeling and emoting, striving to become more like a living being, while others maintain a cool detachment, enjoying their ability to ignore the things that would raise the ire of a creature with stronger feelings.

Strange Emulators: Some warforged choose to emulate the creatures around them, wearing clothes, attempting to disguise themselves with masks, wigs and thick clothing. Such attempts might succeed in the short term, but rarely last long, as warforged have a difficult time coming across as such a creature for any extended period. Often, this results in the awkward exposure of the warforged.

Constructed Nature: A warforged does not eat, drink or sleep.

Warforged

Medium construct, any alignment

Armor Class 16 (natural armor)

Hit Points 6 (1d8+2)

Speed 30 ft.

STR 14 (+2), **DEX** 10 (+0), **CON** 12 (+1), **INT** 10 (+0), **WIS** 10 (+0), **CHA** 9 (-1)

Condition Immunities exhaustion, paralyzed, poisoned

Senses passive Perception 10

Languages Common (or any one)

Challenge ¼ (50 xp)

Fortification. When the warforged suffers a critical hit, the severity is reduced by 1d6.

ACTIONS

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

Warforged Warrior

Medium construct, any alignment

Armor Class 16 (natural armor)

Hit Points 26 (4d8+8)

Speed 30 ft.

STR 16 (+3), **DEX** 10 (+0), **CON** 12 (+1), **INT** 10 (+0), **WIS** 10 (+0), **CHA** 9 (-1)

Skills Athletics +5, Intimidation +1, Perception +2

Condition Immunities exhaustion, paralyzed, poisoned

Senses passive Perception 12

Languages Common (or any one)

Challenge 1 (200 xp)

Fortification. When the warforged suffers a critical hit, the severity is reduced by 1d6.

ACTIONS



Multiattack. The warforged warrior makes two attacks.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

WORM

Source: 1e *Fiend Folio* (bloodworm).

There are many different types of dangerous worms, from the lowly rot grub to the great nematodean. The legendary purple worm, of course, is the archetypical example. Dangerous worms' characteristics vary greatly by type, but they are usually extremely stupid. Dangerous worms almost always require a diet of flesh or blood; however, there are exceptions, especially those worms from other planes or the worms of Chaos unleashed upon Cydra centuries ago.

GIANT BLOODWORM

The bloodworm is a distant relative of the purple worm. Preferring wet areas, it is often mistaken for a partially-submerged log. The relatively soft skin of a giant bloodworm is easily cut and pierced, and once badly wounded by such damage, it starts to bleed to death.

NEMATODEAN

A nematodean is an immense and ancient worm. These dumb brutes are incredibly dangerous, as a single one can be split into many, equally-powerful nematodeans that are also able to split. These things are all locked in an ancient sleep, but if the seals leading to a nematodean's chamber are broken it will awaken. After a period of devastating activity lasting anywhere from months to decades, the great worm falls back into a sleep that lasts for decades or centuries, but no longer sealed away, it will awaken again to threaten the area it dwells in.

Giant Bloodworm

Large beast, unaligned

Armor Class 8

Hit Points 45 (6d10+12)

Speed 20 ft., burrow 15 ft., swim 30 ft.

STR 14 (+2), **DEX** 7 (-2), **CON** 16 (+3), **INT** 2 (-4), **WIS** 14 (+2), **CHA** 5 (-3)

Skills Stealth +0

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 12

Languages -

Challenge ½ (100 xp)



Bleeding Wounds. If the bloodworm takes 15 or more piercing or slashing damage in a single attack, it begins losing 5 (1d10) hit points at the start of each of its turns. At the end of each of its turns, it makes a DC 20 Constitution saving throw, ending the effect on a success. The effect also ends if the giant

bloodworm heals a total of 10 hit points via its blood drain action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage, and the target is grappled (escape DC 12). While the bloodworm has the target grappled, it cannot use its bite against a different target.

Blood Drain. A creature grappled by the bloodworm takes 10 points of damage, and the bloodworm regains 5 hit points.

Nematodean

Gargantuan beast, unaligned

Armor Class 10

Hit Points 350 (20d20+140)

Speed 30 ft., burrow 15 ft.

STR 26 (+8), DEX 10 (+0), CON 24 (+7), INT 1 (-5), WIS 20 (+5), CHA 8 (-1)

Saving Throws Constitution +12, Charisma +4

Condition Immunities charmed, exhaustion, frightened, stunned

Senses tremorsense 100 ft., passive Perception 15

Languages -

Challenge 16 (15,000 xp)

Regeneration. The nematodean regains 15 hit points at the start of its turn. If it takes acid or fire damage, its regeneration does not function at the start of the nematodean's next turn.

Split. When first reduced to 250 hit points, and again when reduced to 150 hit points, the nematodean splits into two identical nematodeans. Each has hit points equal to half the spawning nematodean's remaining hit points + 75, and each recharges crushing thrash. When a nematodean splits through this ability, neither of the nematodeans created can split for 24 hours unless reduced to the next lowest indicated hit point threshold.

ACTIONS

Multiattack. The nematodean uses crush twice.

Crush. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 34 (4d12+8) bludgeoning damage.

Crushing Thrash (Recharge 5-6). The nematodean moves its speed and uses crush against each creature within 10' of it during this movement.

WYSTE

Source: 2e *The Gates of Firestorm Peak*.

A wyste (pronounced “wist”) is a horrible aberration that inhabits pools of alien slime that betray the presence of the Far Realm. A typical wyste is about 2' in diameter and around 25' long, with a long, leech-like body with translucent skin revealing strange organs pulsing within the monster. The creature has no face, just a large sucker hole fringed by long, claw-tipped tentacles that help the wyste to perceive its environment, defend itself and feed.

A Sign of Worse Things: Wystes can only survive where the influence of the Far Realm has grown strong. By the time the telltale pools of blue liquid that they live in develop, there are already other aberrant creatures and forces at work in an area. Thus, the presence of wystes is a sign that a Far Realm incursion into the Material Plane is already dreadfully advanced.

Unnatural Predator: As far as sages have determined, a wyste is driven solely by instinct- its need to feed and survive. They do not reproduce through any known means, but seem to immigrate from the Far Realm to the Material World

Wyste

Huge aberration, unaligned

Armor Class 14 (natural armor)

Hit Points 92 (8d12+40)

Speed 20 ft., swim 40 ft.

STR 22 (+6), **DEX** 13 (+1), **CON** 20 (+5), **INT** 1 (-5),
WIS 11 (+0), **CHA** 8 (-1)

Saving Throws Wisdom, Charisma +x

Damage Immunities acid

Condition Immunities blinded

Senses blindsight 120 ft. (blind beyond this radius),
passive Perception 10

Languages -

Challenge 3 (700 xp)



ACTIONS

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (3d6+6) piercing damage, and a Large or smaller creature must make a DC 16 Strength saving throw or be grappled (escape DC 18) and dragged adjacent to the wyste. While the creature is grappled, the wyste has advantage with bite attacks against it. A wyste can grapple one creature at a time.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) piercing damage.

YELLOW MUSK CREEPER

Source: 1e *Fiend Folio*.

The yellow musk creeper is a plant that reproduces by slaying living creatures and then planting a

seed inside the corpse's brain. This causes the victim to animate as a yellow musk zombie, which does the bidding of the creeper that created it for several weeks. Meanwhile the new creeper grows, shooting tendrils throughout the body that hosts it. When the new creeper reaches its adult state, the yellow musk zombie walks several hours away from the parent plant and then collapses, serving the new creeper as mulch, and a new yellow musk creeper colony is established.

A Distinctive Aroma: Yellow musk creepers have a distinctive floral aroma. A creature that has encountered one will usually recognize the scent of others if they are in close proximity. However, wind can carry the scent of yellow musk creepers for up to a mile, so travelers are sometimes lulled into a false sense of security when they smell the creepers for hours without actually encountering any. Yellow musk zombies carry the same smell, mixed with the stink of corruption.

Dangerous Wards: Some druids, fey and other creatures cultivate yellow musk creepers to guard forbidden areas, hidden treasure or sacred groves. Since yellow musk creepers need plentiful blood and rotting meat to feed their roots, they pose a danger to both intruders and the local wildlife. However, they are themselves natural creatures, and their voracious appetites are merely the product of their biology. Thus, druids rarely feel objections to using them as guardians.

Yellow Musk Creeper

Huge plant, unaligned

Armor Class 9 (natural armor)

Hit Points 57 (6d12+18)

Speed 5 ft.

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

Condition Immunities blinded, deafened, frightened, paralyzed, prone

Senses tremorsense 30 ft., passive Perception 10

Languages -

Challenge ½ (100 xp)

False Appearance. While the creeper remains motionless, it is indistinguishable from a normal shrub.



Musk Zombie Master. The yellow musk creeper can control all yellow musk zombies within 30 feet of it by using pheromones.

ACTIONS

Multiattack. The yellow musk zombie attacks four times with its vine whips.

Vine Whip. *Melee Weapon Attack:* +2 to hit, reach 15 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, and the target must make a Strength saving throw (DC 10) or be pulled adjacent to the creeper.

Musk Puff. *Ranged Weapon Attack:* -1 to hit, range 30 ft., one target. *Hit:* 7 (2d6) poison damage, and the target must make a Wisdom saving throw (DC 11) or be compelled to spend all of its movement on its next and subsequent turns coming closer to the yellow musk creeper. At the end of each of its turns, the creature can make another saving throw to end the effect.

Consume Intelligence. The yellow musk creeper extends dozens of probing, sharp-edged tendrils into the head of an incapacitated creature or a creature under the influence of its musk puff that is within 5' of the creeper. These tendrils reduce the target's Intelligence score by 1d4 each round; if the target's Intelligence falls to 0, it dies and becomes a yellow musk zombie. Lost intelligence can be restored via *lesser restoration* or similar effects; in addition, if a creature makes a Medicine check, DC 15, on the victim while it completes a long rest, the victim regains 1d4 lost points of Intelligence. (The victim can only regain lost Intelligence once per rest.)

Yellow Musk Zombie

Medium plant, unaligned

Armor Class 9

Hit Points 9 (2d8)

Speed 30 ft.

STR 10 (+0), **DEX** 9 (-1), **CON** 10 (+0), **INT** 5 (-3), **WIS** 11 (+0), **CHA** 6 (-2)

Condition Immunities exhaustion, charmed, frightened

Senses passive Perception 10

Languages -

Challenge 1/8 (25 xp)

ACTIONS

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

The stat block above describes a human yellow musk zombie with no armor. Some yellow musk zombies might have slightly different traits if they have remnant armor or are of a different species (for instance, a yellow musk zombie goblin would be Small size).

YUGOLOTH

Source: 1e *Fiend Folio* (guardian yugoloth)



The evil yugoloths come in many forms. Some appear on the material plane as a result of summoning magic, being bound as guardians or used as fiendish mercenaries in worldly conflicts.

GUARDIAN YUGOLOTH

A guardian yugoloth is usually encountered somewhere that it has been bound to by summoning magic. Often protecting a powerful spellcaster's treasure or a lair, a guardian yugoloth often has a foul disposition from years or decades of lonely waiting.

Guardian Yugoloth

Large fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 76 (8d10+32)

Speed 30 ft.

STR 20 (+5), **DEX** 16 (+3), **CON** 18 (+4), **INT** 11 (+0), **WIS** 17 (+3), **CHA** 12 (+1)

Saving Throws Wisdom +6, Charisma +3

Skills Perception +6

Damage Resistances fire

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities stunned

Senses Darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Infernal

Challenge 7 (2,900 xp)

Eternal Guardian. The guardian yugoloth never needs sleep and cannot be put to sleep magically.

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

ACTIONS

Multiattack. The guardian yugoloth makes two attacks with its claw.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage, and the target must make a Strength save, DC 15, or the guardian yugoloth moves the target up to 5'.

Fire Breath (recharge 5-6). The guardian yugoloth breathes fire in a 30' cone. Each creature in the cone takes 35 (10d6) fire damage. If it makes a Dexterity save (DC 12), it instead takes half damage.



APPENDIX: NPCS

Hamish

Small humanoid (halfling), neutral

Hamish is a strange halfling who lives in the vast Hunting Caverns sublevel of level 7 of the Marble Halls, but his stat block can be used to substitute for any 5th-level druid of the Circle of the Moon.

Ideal: It is important to explore the landscape of the mind through meditation, drugs, fasting, ordeal and any other method possible in order to find truth beyond the limits of one's senses.

Bond: This underground ecosystem is beautiful and should be preserved and maintained at all costs.

Flaw: Hamish's social graces are lacking, and he doesn't respect other peoples' space or possessions.

Armor Class 15 (leather armor, hardened mushroom cap shield)

Hit Points 32 (5d8+10)

Speed 25 ft.

STR 8 (-1), **DEX** 15 (+2), **CON** 14 (+2), **INT** 10 (+0), **WIS** 17 (+3), **CHA** 7 (-2)

Saving Throws Intelligence +3, Wisdom +6

Skills Medicine +6, Nature +3, Survival +6

Senses passive Perception 13

Languages Common, Druidic, Halfling, Undercommon

Challenge 2 (450 xp)

Halfling Traits. Hamish gains advantage on saves against the frightened condition. He can move through a creature of Medium or larger size as if that creature was difficult terrain. He can hide behind a larger creature.

Spellcasting. Hamish is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Hamish has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *thorn whip*;

1st level (4 slots): *cure wounds*, *detect poison and disease*, *entangle*, *faerie fire*;

2nd level (3 slots): *darkvision*, *lesser restoration*;

3rd level (2 slots): *call lightning*, *water breathing*.

ACTIONS

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

BONUS ACTIONS

Combat Wild Shape (x2; recharges after a short or long rest). Hamish assumes the form of a beast that he has seen before of CR 1 or less. The only form he can assume that has a flying speed is a normal bat. While transformed, he uses the beast's stats, although he retains his alignment, personality and mental stats, and he cannot cast spells. See PH 56 for more details.

In addition, while transformed by this ability, Hamish can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

EQUIPMENT

scroll (*barkskin, hold person, grasping vine*)

Magic-User

Medium humanoid, any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR 9 (-1), **DEX** 14 (+2), **CON** 11 (+0), **INT** 16 (+3), **WIS** 12 (+1), **CHA** 10 (+0)

Saving Throws Intelligence +5, Wisdom +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Any three languages

Challenge 2 (450 xp)

Spellcasting. The magic-user is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The magic-user has the following spells prepared:

Cantrips (at will): *acid splash, fire bolt, mage hand, prestidigitation*;

1st level (3 slots): *chromatic orb, magic missile, protection from evil and good, shield*;

2nd level (3 slots): *hold person, misty step*;

3rd level (2 slots): *fireball, slow*.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* x 4 (1d4+2) piercing damage.

Monk

Medium humanoid, any lawful

Armor Class 15

Hit Points 13 (3d8)

Speed 40 ft.

STR 13 (+1), **DEX** 16 (+3), **CON** 10 (+0), **INT** 10 (+0), **WIS** 15 (+2), **CHA** 10 (+0)

Saving Throws Strength +3, Dexterity



+5

Skills Acrobatics +5, Athletics +3

Senses passive Perception 12

Languages Common

Challenge 1 (100 xp)

Flurry of Blows. When the monk uses the attack action with its unarmed strike, it can make two unarmed strike attacks as a bonus action.

ACTIONS

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

Monk Master Leprolsha

Medium humanoid, lawful evil

Armor Class 17

Hit Points 88 (16d8+16)

Speed 40 ft.

STR 14 (+2), DEX 19 (+4), CON 12 (+1), INT 10 (+0), WIS 16 (+3), CHA 10 (+0)

Saving Throws Strength +5, Dexterity +7, Wisdom +6

Skills Acrobatics +7, Athletics +5, Insight +6

Senses passive Perception 13

Languages Common

Challenge 5 (1,800 xp)

Flurry of Blows. When Leprolsha uses the attack action with his unarmed strike, he can make two unarmed strike attacks as a bonus action.

ACTIONS

Multiattack. Leprolsha attacks twice with his unarmed strike.

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

Marital Arts (recharge 4-6). When Leprolsha hits with his unarmed strike, in addition to dealing damage, he can choose to add any of the following effects through his mastery of momentum, throws, locks and tricks:

- A Large or smaller target must make a DC 13 Strength save or Leprolsha moves the target. If the target is Medium or smaller, Leprolsha moves it up to 20'; if the target is Large, Leprolsha moves it up to 10'.

- The target must make a DC 15 Dexterity save or Leprolsha knocks it prone.
- The target must make a DC 15 Wisdom save or each attack that targets it has advantage until the beginning of Leprolsha's next turn.
- The target must make a DC 15 Dexterity save or be blinded until the beginning of its next turn.

Otto Heinrickson

Otto Heinrickson is the Argos of the Army of Fandelose and military dictator of the city. He is the son of Heimall Heinrickson, one of the Heroes of Fandelose, and was once wildly popular throughout the city, even amongst the farmers. However, the policies he has instituted in the intervening years have left him deeply unpopular outside of the army.

Otto keeps people at a distance and expects to be disappointed by them. His ideal is that civilization must survive at any cost. His bond is Fandelose- he will do anything for the city. His flaw is that he believes he knows better than others what is best for them.

Because Otto is built as a pc, his proficiency bonus is +4, based on his 10 fighter levels, rather than being based on his CR.

Medium humanoid (human), lawful neutral

Armor Class 18 (plate armor)

Hit Points 90 (10d10+20)

Speed 20 ft.

STR 19 (+4), DEX 13 (+1), CON 14 (+2), INT 17 (+3), WIS 14 (+2), CHA 20 (+5)

Saving Throws Strength +8, Constitution +6

Skills Athletics +8, History +7, Intimidation +9, Persuasion +9

Tool Proficiencies Dice, Land Vehicles, Mason's Tools

Senses passive Perception 12

Languages Common

Challenge 6 (2,300 xp)



Combat Superiority. Otto has 5d10 superiority dice. The save DC for his maneuvers is 16.

Defensive Fighting Style. While in armor, Otto receives a +1 bonus to AC (included above).

Goaded Attack. When Otto hits with a weapon attack, he can add one superiority die to his damage and the target must make a DC 16 Wisdom saving throw or it has disadvantage on all attacks rolls against targets other than you until the end of your next turn.

Lunging Attack. When Otto makes a melee weapon attack, he can expend one superiority die to add 5' to his reach for that attack. If he hits, he adds the superiority die to his damage for that attack.

Maneuvering Strike. When Otto hits with a weapon attack, he can add one superiority die to his damage and allow an ally who can see or hear him to use its reaction to move up to half its speed.

without provoking an opportunity attack from the target of his attack.

Precision Attack. When Otto makes a weapon attack roll against a creature, he can expend one superiority die and add it to the roll. He can use this maneuver before or after making the roll, but before any effects of the roll are applied.

ACTIONS

Multiattack. Otto makes two attacks. In place of one of them, he can use a bonus action to direct an ally who can see or hear him to use its reaction to make a weapon attack. Otto expends one superiority die, and the ally adds that die to the attack roll.

Throat-Ripper. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+6) slashing damage.

Throat-Ripper is the glaive Otto's father claimed from the hobgoblin general Heshwat the Eviscerator. It is a +2 *glaive* that enhances the severity of critical hits in inflicts by +2d6. Furthermore, once per day when Otto hits with *Throat-Ripper*, he can use his bonus action to twist the weapon, causing the wound it leaves to bleed for 5 (1d10) points of damage at the start of the target's turn each round. At the end of its turn, the target makes a DC 13 Constitution saving throw, ending the effect on a success. The effect also ends if the target receives any healing or if a creature makes a DC 15 Medicine check on the target.

BONUS ACTIONS

Rally. Otto expends one superiority die to bolster the reserve of a creature who can see or hear him. That creature gains temporary hit points equal to the superiority die + 5.

REACTIONS

Parry. When another creature damages Otto with a weapon attack, he can spend one superiority die to reduce the damage by the roll + 1.

Pa'ash Svensko

Medium humanoid, chaotic evil

Pa'ash is a tiefling warlock in service to Dianthus, the Iron Butterfly. He has made a lair for himself in the dungeons below the Marble Hall, just south of Fandelose. His stat block can be used for any 5th level warlock with a fiendish patron and the pact of the tome.

Armor Class 13 (*armor of shadows* invocation)

Hit Points 32 (5d8+10)

Speed 30 ft.

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

Saving Throws Wisdom +2, Charisma +5

Skills Arcana +3, Deception +5, Intimidation +5

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Infernal, Orcish

Challenge 2 (450 xp)

Dark One's Blessing. If Pa'ash reduces an enemy to 0 hit points, he gains 8 temporary hit points.

Innate Spellcasting. Pa'ash can innately cast the following spells. Charisma is his spellcasting ability with these innate spells (save DC 13, +5 to hit with spell attacks).

At will- *detect magic* (from *eldritch sight* invocation), *mage armor* (from *armor of shadows* invocation), *thaumaturgy*.

1/day- *darkness*, *infernal rebuke*.

Pact Magic. Pa'ash knows the following spells. Charisma is his spellcasting ability with these innate spells (save DC 13, +5 to hit with spell attacks).

Cantrips (at will)- *eldritch blast* (two blasts, 1d10+3 damage due to *agonizing blast* invocation), *mage hand*, *true strike*; as long as he has his *Book of Shadows*, he can additionally use *guidance*, *ray of frost* and *shocking grasp*.

1st level- *comprehend languages*;

2nd level- *hold person*, *misty step*, *scorching ray*;

3rd level (2 slots)- *fireball*, *hunger of Hadar*.

ACTIONS

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

GEAR

Book of shadows, 3 daggers, gold ring shaped like a devil's face with horns (worth 300 gp). He also has a bag holding 244 gp, 15 pp, 34 sp and 80 marks

Thief

Medium humanoid, any alignment

Armor Class 14 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR 12 (+1), **DEX** 16 (+3), **CON** 10 (+0), **INT** 12 (+1), **WIS** 8 (-1),
CHA 13 (+1)

Saving Throws Dexterity +5

Skills Acrobatics +5, Deception +3, Investigation +3, Sleight of Hand +5, Stealth +5

Senses passive Perception 9

Languages Common, Thieves' Cant

Challenge ½ (50 xp)



Sneak Attack. Once per turn, if the thief hits with an attack while it has advantage on the attack, or while the target has one of the thief's allies within 5' of it and that ally isn't incapacitated, the thief can deal an extra 7 (2d6) damage.

ACTIONS

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

pg 28= warforged soldiers. Wait for DMG??
pg 31= rot grubs. Wait for DMG?
pg 31= phantoms. Treat as hazard/trap, wait for DMG?

NAME

Source:

Name

Size type, alignment

Armor Class x (armor)

Hit Points x (xdx+x)

Speed x ft., special x ft.

STR X (+X), DEX X (+X), CON X (+X), INT X (+X), WIS X (+X), CHA X (+X)

Saving Throws x +x

Skills x +x

Damage Resistances x

Damage Immunities x

Condition Immunities x

Senses special x ft., passive Perception x

Languages x

Challenge x (x xp)

Trait. Description.

ACTIONS

Action. Description.

Attack. *Melee Weapon Attack:* +x to hit, reach x ft., one target. *Hit:* x (xdx+x) type damage.

NAME

Source:

Name

Size type, alignment

Armor Class x (armor)

Hit Points x (xdx+x)

Speed x ft., special x ft.

STR X (+X), **DEX** X (+X), **CON** X (+X), **INT** X (+X), **WIS** X (+X), **CHA** X (+X)

Saving Throws x +x

Skills x +x

Damage Resistances x

Damage Immunities x

Condition Immunities x

Senses special x ft., passive Perception x

Languages x

Challenge x (x xp)

Trait. Description.

ACTIONS

Action. Description.

Attack. *Melee Weapon Attack:* +x to hit, reach x ft., one target. *Hit:* x (xdx+x) type damage.

NAME

Source:

Name

Size type, alignment

Armor Class x (armor)

Hit Points x (xdx+x)

Speed x ft., special x ft.

STR X (+X), **DEX** X (+X), **CON** X (+X), **INT** X (+X), **WIS** X (+X), **CHA** X (+X)

Saving Throws x +x

Skills x +x

Damage Resistances x

Damage Immunities x

Condition Immunities x

Senses special x ft., passive Perception x
Languages x
Challenge x (x xp)

Trait. Description.

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