

SABER-TOOTHED TIGER

Location: *Monster Manual* p336.

Saber-Toothed Tiger Treasure. A saber-toothed tiger doesn't typically collect treasure.

Saber-Toothed Tiger Stalker

The saber-toothed tiger stalker uses the Saber-Toothed Tiger stat block with the following changes.

- Its AC is 14.
- Its Dexterity is 18 (+4).
- Its bonus to Stealth is +8.
- Its Challenge Rating is 4 (1,100 xp).

The tiger has the following additional Trait.

- ***Sneak Attack (1/turn).*** If the tiger hits a creature that it has advantage against, or if the target has another enemy within 5' of it and that enemy isn't incapacitated, the tiger can deal an extra 10 (3d6) damage.

The tiger has the following additional Bonus Action options.

- ***Cunning Action.*** The tiger Dashes, Disengages, or Hides.

SACRED STATUE

Location: *Mordenkainen's Tome of Foes* p194.

See *Eidolon*.

SACRED STONE MONK

Location: *Princes of the Apocalypse* p197.

Sacred Stone Monk Treasure. Sacred stone monks don't usually collect treasure.

SAGUARO SENTINEL

Source: *3e Sandstorm*.

A saguaro sentinel is a huge elder **cactusfolk**, immensely larger and more powerful than the younger, smaller cactusfolk around it. Typically, standard cactusfolk treat the saguaro sentinel as a revered and respected figure whose advice they generally heed. While the sentinel doesn't actually lead its fellows, they do give its opinions great weight.

Saguaro Sentinel Challenge Rating. When assessing a saguaro sentinel's Challenge Rating, assume that its spines damage one creature per round.

Saguaro Sentinel Treasure. Cactusfolk, including saguaro sentinels, don't usually collect treasure.

Saguaro Sentinel

Huge Plant (Cactusfolk), often neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d8+60)

Speed 20 ft.

**STR 18 (+4), DEX 7 (-2), CON 20 (+5),
INT 10 (+0), WIS 13 (+1), CHA 14 (+2)**

Damage Resistances fire

Condition Immunities paralyzed

Senses blindsight 60 ft., passive Perception 9

Languages Cactusfolk

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

Spines. Any creature within 5' of the cactusfolk that hits it with a melee attack takes 4 (1d8) piercing damage.

Unusual Nature. The cactusfolk doesn't need to eat.

ACTIONS

Spiny Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 26 (5d8+4) piercing damage.

Saguaro Sentinel Spine Thug

The saguaro sentinel spine thug uses the Saguaro Sentinel stat block with the following changes.

- It has 190 (20d8+100) hit points.
- Its Spines trait deals 9 (2d8) piercing damage.
- Its Spiny Slam is +7 to hit and does 31 (5d10+4) piercing damage.
- Its Challenge Rating is 7 (2,900 xp).
- Its proficiency bonus is +3.

The spine thug has the following additional Action option.

- **Thuggish Slam (recharge 5-6).** The spine thug makes one Spiny Slam attack. If it hits, the attack does an extra 16 (3d10) piercing damage and the target must make a DC 18 Str save or be knocked prone and pushed 10'.

Saguaro Sentinel Wise Elder

The saguaro sentinel spine thug uses the Saguaro Sentinel stat block with the following changes.

- Its Intelligence is 14 (+2) and its Wisdom is 17 (+3).

The wise elder has the following additional Action option.

- **Hurl Spines (3/day).** The wise elder expels spines from its body in a 5' wide, 30' long line. Each creature in the line must make a DC 15 Dex save, taking 16 (3d10) piercing damage on a failure or half that on a success.

SAHUAGIN

Location: *Monster Manual, Ghosts of Saltmarsh* (sahuagin blademaker, champion, coral smasher, deep diver, hatchling swarm, high priestess, wave shaper).

Sahuagin Treasure. Sahuagin love to raid underwater or coastal communities for treasure. A typical sahuagin carries 2d8 gp.

The lair of a group of 12 to 20 sahuagin also has a 25% chance each to have 1d10 x 100 cp, sp, and gp; and a 15% chance to have 1d6 gems.

The lair of 21 to 80 sahuagin instead also has a 40% chance each to have 1d6 x 1,000 cp, sp, and gp; as well as a 20% chance to have 1d10 gems; and a 10% chance to have 1d2 random magic items.

The lair of 81 to 300 sahuagin instead also has a 65% chance each to have 2d6 x 1,000 cp, sp, and gp; as well as a 25% chance to have 2d8 gems; and a 20% chance to have 1d6 random magic items.

The lair of 301 or more sahuagin instead also has an 80% chance each to have 1d10 x 2,000 cp, sp, and gp; as well as a 25% chance each to have 1d10 x 500 ep, 1d6 x 40 pp, 3d10 gems, and 1d6+2 random magic items.

SAHUAGIN PCS

While most sahuagin are evil, rapacious, and full of hatred for surface-dwellers, there are exceptions. Such an exceptional sahuagin might make an interesting pc. Note that its need to submerge itself every four hours is a significant drawback that cuts off many types of adventure possibilities for the character.

Low Level (4+): A sahuagin's main advantage is its Blood Frenzy feature. Its Shark Telepathy can be very powerful as well, but only in limited circumstances. Because of these two features, a sahuagin is suitable for starting with 4th level characters.

SAHUAGIN TRAITS

Sahuagin pcs have the following racial traits.

Ability Score Adjustments. Choose Strength, Constitution, Intelligence, or Wisdom and increase that score by 2. Then choose a different one of those ability scores and increase it by 1.

Age. A sahuagin reaches maturity by about six months of age. A starting pc should be no older than about 60, but sahuagin never die of old age, instead continuing to grow until it dies by violence.

Size. A sahuagin typically stands between 5' 6" and 6' 6" when grown to adulthood, and typically weighs 200 to 300 lbs. For every decade of life, it gains 1d4" in height and some weight (the weight gain increasing the larger the sahuagin becomes).

Speed. Your walking speed is 30' and you have a swim speed of 40'.

Natural Armor. You can figure your AC as 12 + your Dex bonus.

Blood Frenzy. You have advantage on melee attacks against a creature that doesn't have all its hit points.

Limited Amphibiousness. You can breathe both air and water, but you need to be submerged at least once every four hours to avoid suffocating.

Shark Telepathy. You can magically command any shark within 120', using a limited telepathy.

Natural Weapons. You have two natural weapons, a Bite that does 1d4 piercing damage and a set of Claws that does 1d4 slashing damage.

Darkvision. You have darkvision 120'.

Languages. You speak Sahuagin and your choice of Aquan or Common.

SAHUAGIN HUNTER (Sahuagin Racial Feat)

Prerequisite: Sahuagin.

You have developed your race's hunting techniques to a high degree, giving you several advantages. You gain the following benefits.

- When you take the Attack action, you can make one Bite or Claws attack as a bonus action.
- You gain proficiency in Survival. If you are already proficient in that skill, you can choose either to gain proficiency in Nature instead, or to gain expertise in Survival.
- When you hit a creature that you are flanking with a melee weapon attack, you deal an extra 1d6 damage to that creature.

Sahuagin Guard

The sahuagin guard uses the Sahuagin stat block with the following changes.

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

The guard has the following additional Trait.

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

Sahuagin Slaver

The sahuagin raider uses the Sahuagin stat block with the following changes.

It has the following additional Action option.

- **Hooked Net.** *Ranged Weapon Attack:* +2 to hit, range 5/20 ft., one target. *Hit:* 3 (1d6) piercing damage and, if the target is Large or smaller, it is restrained. A creature can use an action to make a DC 15 Str check to free the creature, but each attempt deals 2 (1d4) slashing damage to the creature.

SALAMANDER

Location. *Monster Manual.*

Salamander Treasure. A group of two to six salamanders has a 75% chance of having 1d12 x 500 gp in precious metal slag; a 40% chance of having 1d4 gems; a 25% chance of having 1d12 x 100 gp in coins; and a 20% chance of having 1 random magic item that can survive extreme heat.

A group of seven to twenty salamanders instead has a 75% chance of having 1d12 x 1,000 gp in precious metal slag; a 50% chance of having 1d8 gems; a 25% chance of having 1d10 x 250 gp in coins; and a 20% chance of having 1d3 random magic items that can survive extreme heat.

A larger group of salamanders has a 90% chance of having 2d6 x 2,000 gp in precious metal slag; a 50% chance of having 2d6 gems; a 20% chance of having 1d4+1 random magic items that can survive extreme heat; and a 10% chance of having 1d10 x 250 gp in coins.

Salamander Noble

Large Elemental (Fire), usually neutral evil

Armor Class 15 (natural armor)

Hit Points 161 (19d10+57)

Speed 30 ft.

STR 20 (+5), **DEX** 14 (+2), **CON** 16 (+3),
INT 12 (+1), **WIS** 10 (+0), **CHA** 15 (+2)

Damage Vulnerabilities cold

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

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 11 (7,200 xp)

Prof +4

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5' of it takes 10 (3d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 5 (1d10) fire damage on a hit (included in the stats below).

ACTIONS

Multiattack. The salamander makes two Spear attacks and one Tail attack.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6+5) piercing damage, or 14 (2d8+5) piercing damage if wielded in both hands to make a melee attack, plus 5 (1d10) fire damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage plus 11 (2d10) fire damage, and the target is grappled (escape DC 15). While grappled in this way, the target is restrained, the salamander can automatically hit the target with its Tail, and the salamander can't make Tail attacks against other targets.

Fan of Flames (recharge 6). The salamander creates a 20' cone of flames. Each creature in the cone must make a DC 14 Dex save, taking 31 (7d8) fire damage on a failure or half that on a success.

BONUS ACTIONS

Strike the Restrained. If the salamander has a creature grappled with its Tail, it makes one Spear attack against that creature.

SALT QUASIELEMENTAL

Source: *2e Planescape Monstrous Compendium.*

Salt quasiaelementals usually appear as rime-encrusted lizard-like creatures. They suck the moisture from everything near them, but if completely immersed in water, salt elementals will explode.

Salt quasiaelementals, like their fellow negative **quasiaelementals** from the planes of Dust, Vacuum, and Ash, are sluggish, testy, dull, and dissipated. They prefer to destroy and hate creation in any form. Salt quasiaelementals fear and hate water, and will often flee from liquid enemies such as **water elementals** and Oozes.

Because of their extreme vulnerability to moisture, salt quasiaelementals are only encountered on the World very rarely, and usually only in the driest climates.

Quasiaelemental Treasure. Quasiaelementals don't usually collect treasure.

Salt Quasiaelemental

Large Elemental (Water), always neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10+20)

Speed 25 ft.

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

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

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 xp)

Prof +3

Destroyed by Submersion. If a salt quasiaelemental is completely immersed in water, it suffers 55 (10d10) acid damage. If this reduces it to 0 hit points, the quasiaelemental dies, exploding in a 15' radius sphere. Each creature in that sphere must make a DC 15 Dexterity save, suffering 18 (4d8) piercing damage on a failure or half that on a success.

Drain Moisture. A living creature that starts its turn within 30' of the quasiaelemental takes 9 (2d8) necrotic damage.

Water Vulnerability. Every gallon of water that is poured or thrown on the quasiaelemental deals 5 (1d10) acid damage to it.

ACTIONS

Multiattack. The quasiaelemental makes two Slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 6 (1d6+3) bludgeoning damage plus 7 (2d6) necrotic damage. If this attack scores a critical hit, the severity increases by 1d8.

SALTOR

Source: 3e *Lords of Madness*.

The saltor is a type of **illithidae**, a group of creatures native to the home world of the **mind flayers**. It's not entirely certain how they came to Cydra; some sages believe that illithids brought them as pets, but others claim that mad alienists summoned the first illithidae to the Prime Material Plane.

A saltor is superficially baboon-like, but it has a half dozen small tentacles hanging from its chin. Its fur is a murky brown, and it has large, blue-black eyes. It stands about 3' high, but moves in a crouch, with arms as long as its legs. Each appendage has three fingers or toes.

Saltors are underground scavengers, and they are well aware that many other creatures in their environment are more dangerous than them. They thus are often open to parlay.

Saltors gather in **troops** of up to about twenty individuals.

Saltor Treasure: The lair of a single saltor, or up to four of the monsters, is 25% likely each to have 2d10 x 10 cp, 1d10 x 10 sp, 2d6 ep, and 3d10 gp.

The lair of five to ten saltors is instead 30% likely each to have 2d10 x 25 cp, 1d10 x 25 sp, 2d10 ep, and 1d10 x 10 gp; as well as 10% likely to have 1d4 gems.

The lair of 11 to 20 saltors is instead 35% likely each to have 1d10 x 100 cp, 1d6 x 100 sp, 1d6 x 50 gp; 30% likely to have 1d6 x 10 ep; and 10% likely each to have 1d6 gems and 1d3 potions.

Saltor

Small Aberration (Illithidae), always neutral evil

Armor Class 13

Hit Points 31 (7d6+7)

Speed 30 ft., climb 30 ft.

STR 12 (+1), **DEX** 17 (+3), **CON** 12 (+1),
INT 9 (-1), **WIS** 12 (+1), **CHA** 11 (+0)

Saving Throws Int +1, Wis +3, Cha +2

Skills Athletics +3

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Undercommon

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

ACTIONS

Hand Axe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Spellcasting (Psionics). The saltor psionically casts one of the following spells, using Charisma as the spellcasting ability, requiring no components.

3/day- *Blur*, *magic missile*.

1/day- *Haste*.

SAPPHIRE DRAGON

Location: *Fizban's Treasury of Dragons*.

Sapphire Dragon Treasure. Each dragon has an individualized hoard. Since greed is one of a dragon's driving instincts, such hoards are often very large and valuable. Many dragons have eccentricities when it comes to treasure, including odd collections (stamps, exotic beasts), preferring all its treasure in a specific material ("only

silver"), etc. See *Fizban's Treasury of Dragons* (p 66-73) for hoard rules.

Sapphire Dragons in Cydra

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

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

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

Adult Sapphire Dragon (15)

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 24.
- Its Challenge Rating is 19 (22,0500 xp).
- Its proficiency bonus is +6.

Ancient Sapphire Dragon (22)

- Its Challenge Rating is 23 (50,000 xp).

Young Sapphire Dragon (9)

- Other than gaining its Bloodied Breath, the dragon's stat block remains unchanged.
- In its lair, the dragon's Challenge Rating rises to 10 (5,900 xp).

SATYR

Satyr Treasure. A single satyr, or a **band** of up to five of them, has a 30% chance each to have 1d4 x 25 cp, sp, and gp; plus a 10% chance each to have 1d4 gems and 1d2 potions.

A **troupe** of five to twenty satyrs instead has a 30% chance each to have 1d6 x 100 gp in trade goods, 1d6 x 100 cp, sp, and gp; plus a 10% chance each to have 1d8 gems and 1d4 potions.

A larger group of satyrs instead has a 40% chance each to have 1d10 x 200 gp in trade goods, 2d6 x 500 cp, sp, and gp; plus a 10% chance each to have 2d6 gems, 1d8 potions and 1 random magic item.

Satyr Bard

The satyr bard uses the Satyr stat block with the following changes.

- It has 63 (14d8) hit points.
- Its Charisma is 16 (+3).
- Its bonus to Performance is +7.
- Its Challenge Rating is 1 (200 xp).

The bard has the following additional Action options.

- **Piping Doom (recharge 5-6).** The bard plays a terrifying tune on its pipes. Each creature of the satyr's choice within 50' that can hear it must make a DC 13 Wis save, taking 16 (3d10) psychic damage and being frightened for 1 minute (save ends) on a failure.
- **Spellcasting.** The satyr casts one of the following spells, using Charisma as the spellcasting ability (save DC 13, +5 to hit), requiring no material components.
 - At Will- *Light, minor illusion, vicious mockery* (2d4).
 - 2/day- *Cure wounds*,
 - 1/day- *Command, cure wounds* (3d8+3), *hypnotic pattern, sleep*.

SCALAMAGDRION

Source: 2e *Monstrous Compendium Annual 3*.

A scalamagdrion is a gray-scaled, green-eyed dragon with stubby wings and a long tail that ends in a deadly spike. It dwells in subarctic climates, usually underground. About 20' long from head to tail and sinuous, with a build resembling that of a silver dragon, the scalamagdrion weighs between 1,200 and 2,000 lbs.

Scalamagdrion favor a diet of Humanoids. Some legends claim that if a scalamagdrion eats a spellcaster, it absorbs part of the spellcaster's magic. The body parts and organs of such a scalamagdrion would probably be highly useful in the creation of magic items.

Hovering Attack. In combat, a scalamagdrion leaps up, using its wings to hover for just a moment, attacking with all four of its claws, its bite, and its tail. It then slams itself to the ground atop a foe, hoping to pin it and tear it apart.

A Silent Language. Scalamagdrion can communicate with each other via a silent language of head, mouth, claw, and wing movements, which other creatures might learn to understand, but can't 'speak.'

Scalamagdrion Challenge Rating. When assessing the Challenge Rating of a scalamagdrion, increase its effective AC by 2 because of its Spell Turning trait, and by another 2 because of its aura.

Scalamagdrion Treasure. Scalamagdrion collect gems and, sometimes, a few coins or pieces of jewelry. A scalamagdrion's lair is 50% likely to have 2d6 gems; 20% likely to have 1d4 pieces of jewelry; and 10% likely each to have 1d100 cp, sp, ep, gp, and pp.

The lair of a **quiet** of two to four scalamagdrions is instead 60% likely to have 4d6 gems; 25% likely to have 1d8 pieces of jewelry; and 10% likely each to have 1d10 x 25 cp, sp, ep, gp, and pp.

Scalamagdrion

Huge Dragon, usually neutral

Armor Class 14 (natural armor)

Hit Points 57 (6d12+18)

Speed 50 ft., fly 30 ft.

STR 18 (+4), DEX 14 (+2), CON 16 (+3), INT 10 (+0), WIS 16 (+3), CHA 12 (+1)

Damage Immunities cold, fire, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Scalamagdrion

Aura of Silence. The scalamagdrion radiates an invisible aura in a 15' radius around it. The area within the aura is filled with magical silence. Creatures in the aura are deafened and immune to thunder damage, and creatures can't speak or cast spells with verbal components.

Keen Senses. The scalamagdrion has advantage on Wisdom (Perception) checks relying on sight and smell.

Spell Turning. If the scalamagdrion is the target of a spell, that spell rebounds and instead targets its caster.

ACTIONS

Multiattack. The scalamagdrion makes four attacks: two with its Claws, one with its Bite, and one with its Tail Spike.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

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

Tail Spike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) piercing damage.

Pin. The scalamagdrion hovers above a creature, then crashes down on it. The creature must make a DC 15 Dexterity save, suffering 45 (10d8) bludgeoning damage on a failure or half that on a success. A Medium or smaller creature that fails its save is also knocked prone and restrained under the scalamagdrion.

BONUS ACTIONS

Hovering Attack. If the scalamagdrion leaps 10' into the air and uses its wings to hover, it can make two Claw attacks. It must land by the end of its next turn.

SCANLIANAN

Source: Homebrewed

A Scanlian is one of the original race from the traveling world Scanlana, of which the moon New Scanlana 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 Scanlana 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 the seed of a scheme to change the nature of reality. A small population of Scanlianans came with it. This piece was known as Plateau Pardish, on Gregeire, for many millennia, during which the Scanlianans 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 Scanlianans and the wizard **Fray**. Now it flies as a moon again, under the nominal control of a powerful tabaxi sorcerer called Mulmeer the Moon Lord.

Scanlian Treasure. The lair of a group of ten or more Scanlianans has a 25% chance each of having 1d6 x 1,000 gp in assorted coins and gems and 1d4 random magic items.

Scanlian

Medium Aberration, often 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 Int +5, Wis +4, Cha +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) **Prof** +2

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 increases the critical severity by 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 Scanlian's 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 (no action required).

SCARECROW

Location: *Monster Manual.*

Scarecrow Treasure. Scarecrows collect no treasure.

SCILE

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

A scile is an extremely tiny creature native to the Quasielemental Plane of Radiance. About the size of a grain of sand, the individual scile is no threat to other creatures. However, these things gather in great masses of thousands or even millions, forming a Large cloud of what appears to be flying, iridescent, glittering particles.

Sciles survive by eating colors. While they can do just fine dining on the radiant energies of their native plane, they seem to prefer the colors brought by planar travelers. While a hero's red cloak might look exactly the same shade as a beam of red light on the plane to another creature, apparently sciles can see the difference.

A Set Number? No planar sage or scholar has ever found any evidence of scile reproduction, and many believe that there is a fixed number of the tiny creatures. If this is the case, every time a scile is slain, the number of sciles falls by one, never to be regained.

Scile Challenge Rating. When assessing the Challenge Rating of a scile, treat its offensive CR as 1.

Scile Treasure. Sciles keep no treasure.

Scile Swarm

Large Swarm of Tiny Elementals (Fire, Swarm), always neutral

Armor Class 17 (natural armor)

Hit Points 55 (10d10)

Speed fly 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities fire, radiant

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

Senses passive Perception 10

Languages telepathy 360' with other sciles only

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

Darkness Vulnerability. If the swarm starts its turn in an area of darkness, it takes 7 (2d6) force damage. It cannot voluntarily enter darkness.

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

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 kitten. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Drain Colors. The swarm targets one creature it can see within 10'. That creature must make a DC 10 Con save or it gains one level of exhaustion and its colors begin to fade.

If a creature gains three levels of exhaustion in this way, it becomes transparent. While transparent, it is invisible, and has disadvantage on attacks and checks because it can barely tell where its body parts are. This effect lasts until removed

with any effect that will remove a curse or by applying a pinch of *dust of appearance* to the creature.

Scile Swarm Ravagers of Color

The scile swarm ravagers of color uses the Scile Swarm stat block with the following changes.

- It is always chaotic evil
- Its Intelligence is 14 (+2).
- It lacks the scile swarm's Drain Colors action option.

It has the following additional Action option.

- ***Ravage Color.*** The swarm targets one creature it can see within 10'. That creature must make a DC 10 Con save or it gains one level of exhaustion. If it gains a second level of exhaustion in this way, the ravager of colors drains one color from the target. The effects last until removed by any effect that will remove a curse or by applying a pinch of *dust of appearance* to the victim. Roll 1d6:
 - 1: Blue (serenity)- the creature can't benefit from a short or long rest unless it attacks a non-hostile creature at least once since its last rest.
 - 2: Red (passion)- the creature can't begin work on a new task or take an action after rolling initiative in combat until it first succeeds on a DC 12 Wis check to motivate itself.
 - 3: Yellow (hope)- the creature suffers a penalty of 1d4 to attacks and checks.
 - 4: Green (secrets)- the creature becomes unable to lie and must make a DC 12 Wis save to avoid answering a question honestly and fully.
 - 5: Violet (intellect)- the creature loses 1d2 points of Int.
 - 6: Orange (vitality)- the creature loses 1d2 points of Str.

SCORPION

Location: *Monster Manual* p337.

Scorpion Treasure. Scorpions don't keep treasure.

SCOUT

Location: *Monster Manual* p349.

Scout Treasure. A scout typically carries 3d6 sp.

Scout Captain

The scout captain uses the Scout stat block with the following changes.

- Its AC is 16 (studded leather).
- It has 55 (10d8+10) hit points.
- Its Dexterity is 18 (+4).
- Its bonus to Stealth is +8.
- Its Longbow is +6 to hit and deals 8 (1d8+4) damage.
- Its Challenge Rating is 2 (450 xp).

Scout Hawkeye

The scout hawkeye uses the Scout stat block with the following changes.

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

The hawkeye has the following additional Traits.

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

SCREAMING BLUE MEEMEE

Source: Homebrew.

Screaming blue meemees are tiny, bright blue creatures that resemble balls with no features other than mouths. They are never found alone, instead congregating in great masses that swarm over other creatures nearby, trying to gobble them up and driving them to distraction with the meemees' constant screeching and shouting. A swarm of screaming blue meemees looks like a seething carpet of bright blue bubbles, churning and bouncing.

Screaming blue meemees constantly chortle and shout, making a sound that sounds very much like a creature saying, "Me! Me! Me!" over and over again. It is from this that they earned their name.

The Product of Wild Magic. Screaming blue meemees originated as a very different creature- a gibbering moulder. The original swarm of meemees was accidentally created by a chaos-happy wild mage who was fighting for his life against the aberration. When a wild surge occurred when he tried to polymorph the moulder, the first swarm of meemees was born. Individual meemees are able to reproduce through fission, and when a swarm grows large enough, it will split in two as well.

Magic Eaters. In addition to their taste for flesh, screaming blue meemees are able to eat magic. They find spellcasters far more tasty than non-spellcasting creatures, and seek them out preferentially.

Chaos Cults. Because of their origin, some sages and chaos cultists will pay handsomely for meemees, either in order to experiment on them or out of reverence. Clerics of Na'Rat delight in the loud noises that meemees make, and some followers of Carella point to the meemees' color as a sign that their goddess favors the strange little creatures.

Screaming Blue Meemee Treasure:
Meemees collect no treasure.

Screaming Blue Meemee Swarm

Large Swarm of Tiny Aberrations, always chaotic neutral

Armor Class 13

Hit Points 49 (9d10)

Speed 40 ft.

STR 3 (-4), **DEX** 17 (+3), **CON** 11 (+0),
INT 6 (-2), **WIS** 10 (+0), **CHA** 13 (+1)

Damage Resistances psychic; bludgeoning, piercing, and slashing

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

Senses darkvision 60 ft., passive Perception 10

Languages -

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

Screaming. The screaming blue meemees constantly scream, making it hard to concentrate near them. Creatures within 15' that can hear the meemees have disadvantage on saves to maintain concentration saving throws and Int checks.

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 screaming blue meemee. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Swarm Attack. *Melee Weapon Attack:* +5 to hit, reach 0 ft., each target in the swarm's space. *Hit:* 17 (4d6+3) piercing damage, or 10 (2d6+3) piercing damage if the swarm is bloodied. In addition, if the target has any unexpended spell slots, it must make a DC 11 Wisdom saving throw. If it fails, its lowest level unexpended spell slot is expended, just as if the creature had cast a spell.

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, but this is largely because of their appearance. Some sages speculate that the screaming devilkin might be intentionally designed, either to allow some sort of infiltration of Hell by some enemy of devilkind or to provoke the response of creatures that encounter them, though why such a response might be desired, and by whom, is unclear.

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 childlike and fiendish features strikes many creatures, especially those with young children of their own, as especially horrifying. Some **humans**, **halflings**, and similar types of Humanoid with very strong ties to their young hesitate when they encounter a screaming devilkin, finding themselves unable to put it to the sword until it is too late to prevent it from killing livestock, a beloved pet, or even a child or youth.

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 Treasure. These monsters love treasure but have a hard time accumulating it. There is a 15% chance each that the lair of a screaming devilkin has 1d10 x 25 cp, 1d8 x 10 sp, 4d6 ep, 3d10 gp, 1d4 gems.

Screaming Devilkin

Tiny Monstrosity, usually 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) **Prof** +2

Constant Screaming. Because the devilkin is constantly screaming, creatures within 60' have disadvantage on checks relying on speech or hearing.

Unusual Nature. The screaming devilkin doesn't need food, drink, or sleep.

ACTIONS

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

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

BONUS ACTIONS

Followup Bite. If the screaming devilkin hit a creature with its Tail Jab this turn, it uses Bite against that creature.

Screaming Devilkin Assassin

The screaming devilkin assassin uses the Screaming Devilkin stat block with the following changes.

- Its AC is 14.
- It has 21 (6d4+6) hit points.
- Its Dexterity is 18 (+4) and its Constitution is 12 (+1).
- Its Tail Jab and Bite are each +6 to hit and deal 6 (1d4+4) damage.
- Its Challenge Rating is 2 (450 xp).

The assassin has the following additional Trait.

- **Sneak Attack (1/turn).** If the screaming devilkin hits a creature that it has advantage against, or if the target has another enemy within 5' of it and that enemy isn't incapacitated, the devilkin can deal an extra 7 (2d6) damage.

Screaming Devilkin Swarm

Medium Swarm of Tiny Monstrosities (Swarm), usually lawful evil

Armor Class 12

Hit Points 55 (10d8+10)

Speed 15 ft., fly 40 ft.

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

Damage Resistances thunder; bludgeoning, piercing, and slashing

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

Senses darkvision 60 ft., passive Perception 11

Languages Undercommon

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

Constant Screaming. Because the devilkin swarm is constantly screaming, creatures within 60' have disadvantage on checks relying on speech or hearing.

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 screaming devilkin. The swarm can't regain hit points or gain temporary hit points.

Unusual Nature. The screaming devilkin swarm doesn't need food, drink, or sleep.

ACTIONS

Swarm Attack. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature. *Hit:* 20 (4d8+2) piercing damage, or 11 (2d8+2) piercing damage if the swarm is bloodied.

BONUS ACTIONS

Deadly Scream (recharge 5-6). Each creature within 15' must make a DC 11 Con save, taking 10 (3d6) thunder damage on a failure or half that on a success.

SCYLLAN

Source: 3e *Stormwrack*.

Over the eons, the Nine Hells have been ruled by a variety of arch-devils. Lucifer predated and then succeeded Asmodeus; Geryon fell; tales of the struggle between Tiamat and Bel for dominance over Avernus could fill volumes. Other, more ancient devils have ruled one Hell or another as well, Scylla among them.

So long ago that almost all references to him it been lost, Scylla ruled Stygia from the frozen depths. Now it lurks in the Underdepths, the deepest reaches of the sea where light never reaches, brooding in the frigid waters of its exile. Scylla rarely stirs, but sometimes vomits forth a clutch of eggs that hatches after a century into a batch of the terrifying monsters known as scyllans.

A scyllan is a 20' tall creature from the deepest nightmares of seaside folk. Its upper body is a mass of lashing tentacles surrounding two fearsome huge claws. The scyllan's fish-like head has a gaping maw full of barracuda-like teeth.

Devil Men of the Deep Cultists. The devil-worshipping **sahuagin** typically devote themselves to Sekolah, the Great Shark, but there are rare instances of small groups, cut off from their normal religious hierarchy, who have fallen into a crude form of veneration of Scylla. Such groups do not consort with **sharks**, and are usually the remains of lost raiding parties that failed and were driven into unknown waters. Perhaps it requires a deep and bitter sense of failure to achieve communion with Scylla after so many eons of brooding.

When Scylla is touched by the prayers of such cultists, it might send some of his mighty brood to aid the cult, guiding them down strange paths of worship and demanding ever more evil acts from them.

Weird Broods. Scylla vomits forth the eggs that become the scyllans. Scyllans are less successful at reproducing, creating strange broods of mutant fish with tentacles or pincers, or even more bizarre stillbirths so disturbing that they make scholars shudder. Few offspring of the scyllans are viable, but a few escape to the open sea, where their true source is rarely determined.

Strange Keening. Scyllans make a dreadful keening noise that can be heard miles away on the open sea. The sound is frightening and malevolent-sounding, and most fishermen and boaters lay in a course for shore as soon as they hear it. Those foolish enough to seek out a scyllan have an easy time following the noise, but usually a far harder time surviving the encounter.

Obsessed with Failure. Scylla broods for eons on its failures, wallowing in bitterness. The few cultists that follow it do so only after suffering great failures themselves. Scyllans are prone to overestimating their ability to carry out complex plans and failing to bring them to completion. When a setback occurs to a scyllan, that creature obsesses over the setback, turning even a minor defeat into the end of the world. Scylla and its offspring and followers hold grudges forever.

Scyllan Challenge Rating. When assessing the Challenge Rating of a scyllan, assume that its Dirge of Failure deals damage once each round.

Scyllan Treasure. Scyllans love to gather treasure in their lairs in the deep. A scyllan's lair has a 50% chance each to have 3d10 x 1,000 cp, 2d10 x 1,000 sp, 3d6 x 250 ep, 3d8 x 1,000 gp, 3d6 x 200 pp, 2d6 x 10 gems (at least half of which are pearls), 4d10 pieces of jewelry, and 2d6 magic items that can survive extended immersion.

Scyllan

Huge Fiend (Devil), always lawful evil

Armor Class 19 (natural armor)

Hit Points 184 (16d12+80)

Speed 10 ft., swim 50 ft.

**STR 24 (+7), DEX 17 (+3), CON 20 (+5),
INT 8 (-1), WIS 20 (+5), CHA 6 (-2)**

Skills Perception +10, Stealth +8

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

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., green eyes, passive Perception 20

Languages Aquan, Infernal

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

Amphibious. The scyllan can breathe both air and water.

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

Dirge of Failure. The scyllan can start or stop emitting a frightful noise that magically depresses creatures that fail tasks near it (no action required). Any creature within 50' that isn't immune to the frightened condition that can hear the scyllan takes 10 psychic damage whenever it misses an attack or fails a check or save, or 25 psychic damage if the scyllan is bloodied.

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

ACTIONS

Multiattack. The scyllan makes six attacks: four with its Tentacles and two with its Claws. If it starts its turn with a creature grappled, it can use Swallow once in place of a Tentacle attack.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 11 (1d8+7) bludgeoning damage, and the target must make a DC 20 Dexterity save or be grappled by the scyllan (escape DC 17).

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (3d6+7) slashing damage.

Swallow. One creature grappled by the scyllan must make a DC 20 Strength save or be swallowed by the scyllan. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the scyllan, and it takes 22 (4d10) acid damage at the start of each of its turns.

If the scyllan takes 25 or more points of damage on a single turn from a creature inside it, the scyllan must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10' of the scyllan. If the scyllan dies, a swallowed creature is no longer restrained by it and can escape from the corpse by spending 10' of movement, ending prone.

Doom Wave (recharges when first bloodied and after a short or long rest). If it is in the water, the scyllan magically causes a wall of water 20' high, 20' thick, and up to 100' wide to form and rush away from it, moving 60' per round for as long as the scyllan concentrates, up to 1 minute. Any creature in the wave when it forms or that the wave moves over must make a DC 18 Str save, taking 35 (10d6) bludgeoning damage on a failure or half that on a success. A creature is also pushed 30' by the wave if it failed its save, or 10' if it succeeded.

Spellcasting. The scyllan casts one of the following spells, using Wisdom as the spellcasting ability (save DC 18), requiring no material components.

At Will- *Control water*.

BONUS ACTIONS

Curse of Ineptitude. One creature the scyllan can see within 120' must make a DC 18 Wis save or have disadvantage on all attacks, checks, and saves until the start of the scyllan's next turn.

SEA HAG

Location: *Monster Manual* p179.

Sea Hag Challenge Rating. When assessing the Challenge Rating of a sea hag with a Challenge Rating of 10 or lower, double its effective damage output because of its Death Glare action option.

Sea Hag Treasure. The lair of one or more sea hags has a 25% chance each to contain 1d12 x 100 cp, 1d6 x 100 sp, 1d4 x 50 ep, 1d6 gems, and 1d4 pieces of jewelry; and a 10% chance each to have 1 piece of magical jewelry and 1d2 random magic items.

Sea Hag Witch Queen

The sea hag witch queen uses the Sea Hag stat block with the following changes.

- Its AC is 17 (natural armor).
- It has 112 (15d8+45) hit points.
- Its Charisma is 18 (+4).
- The save DC of its Horrific Appearance trait is 15.
- Its Claws are +6 to hit.
- The save DC of its Death Glare action option is 15.
- Its Challenge Rating is 7 (2,900 xp).
- Its proficiency bonus is +3.

The witch queen has the following additional Action options.

- **Witch Lightning.** One creature the witch queen can see within 90' must make a DC 15 Dex save, taking 33 (6d10) lightning damage on a failure or half that on a success. A creature that fails its save is also frightened until the end of the hag's next turn. While it is frightened in this way, it is paralyzed.

The witch queen has the following additional Bonus Action option.

- **Black Heart's Influence.** The hag magically targets one creature that can see it within 30', which must make a DC 15 Wis save. If it fails, until the end of the hag's next turn, the target loses immunity to the frightened condition.

SEA HORSE

Location: *Monster Manual* p337.

Sea Horse Treasure. Sea horses don't typically collect treasure.

SEA LION

Location: *Tales from the Yawning Portal/Ghosts of Saltmarsh*.

A sea lion is an aquatic predator that dwells in the oceans, with the hindquarters of a fish and a forebody that strongly resembles that of a lion. Sea lions are aggressive when hungry, and don't fear attacking large groups of adventurers. A sea lion might be found on its own, with its mate, or in a pride of up to a dozen or so members.

Sea Lion Treasure. Sea lions don't typically collect treasure.

SEA SERPENT

Location: *Fizban's Treasury of Dragons.*

Sea Serpent Treasure. A young sea serpent's lair has a 40% chance each of having 1d10 x 1,000 cp, 1d8 x 1,000 sp, 3d6 x 100 ep, 1d6 x 1,000 gp, 2d8 x 10 pp, 2d10 gems, and 1d10 pieces of jewelry; and a 25% chance each of having 2d10 x 100 gp in trade goods that can survive underwater, 1d2 pieces of magic armor, 1d4 magic weapons, and 1d4 magic items.

An ancient sea serpent's lair has a 50% chance each of having 2d10 x 1,000 cp, 2d8 x 1,000 sp, 1d6 x 1,000 ep, 2d6 x 1,000 gp, 2d8 x 50 pp, 4d10 gems, and 2d10 pieces of jewelry; and a 35% chance each of having 2d10 x 100 gp in trade goods that can survive underwater, 1d4 pieces of magical jewelry, 1d3 pieces of magic armor, 1d4 magic weapons, and 1d4 magic items.

SEA SPAWN

Location: *Volo's Guide to Monsters.*

Sea Spawn Treasure: The lair of a group of five to twenty sea spawn has a 50% chance to have 1d10 gems (about half of which are pearls); a 30% chance each to have 1d10 x 100 cp, sp, and gp; a 25% chance each to have 2d6 x 25 ep and 1d10 pp; and a 20% chance to have 1d10 pieces of jewelry.

The lair of 21 to 100 sea spawn instead has a 50% chance to have 3d10 gems (about half of which are pearls); a 30% chance each to have 1d10 x 500 cp, sp, and gp; a 25% chance each to have 1d10 x 100 ep and 3d10 pp; and a 20% chance to have 2d8 pieces of jewelry.

The lair of more than a hundred sea spawn instead has a 50% chance to have 3d20 gems (about half of which are pearls); a 35% chance each to have 1d10 x 1,000 cp, sp, and gp; a 25% chance each to have 2d10 x 100 ep and 1d10 x 10 pp; and a 20% chance to have 2d12 pieces of jewelry.

Sea Spawn Captain

The sea spawn captain uses the Sea Spawn stat block with the following changes.

- Its AC is 14 (studded leather).
- It has 71 (11d8+22) hit points.
- Its Strength is 16 (+3), its Dexterity is 15 (+2), and its Charisma is 14 (+2).
- It can speak Aquan and Common.
- Its Multiattack allows it to make two Cutlass attacks.
- Its Challenge Rating is 2 (450 xp).

The captain has the following additional Action options.

- **Cutlass. Melee Weapon Attack:** +5 to hit, reach 5', one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if wielded in both hands.
- **Light Crossbow. Ranged Weapon Attack:** +4 to hit, range 80'/320', one target. *Hit:* 6 (1d8+2) piercing damage.

The captain has the following additional Bonus Action options.

- **Strike Now! (recharges after a short or long rest).** Up to four allied sea spawn that can hear the captain within 200' move up to half their speed and make one weapon attack.

Sea Spawn Pirate

The sea spawn pirate uses the Sea Spawn stat block with the following changes.

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

The guard has the following additional Trait.

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

Sea Spawn Scourge of the Depths

Medium Monstrosity, usually neutral evil

Armor Class 18 (natural armor)

Hit Points 130 (20d8+40)

Speed 20 ft., swim 40 ft.

**STR 20 (+5), DEX 10 (+0), CON 15 (+2),
INT 6 (-2), WIS 14 (+2), CHA 10 (+0)**

Damage Resistances cold, force

Senses darkvision 120 ft., passive Perception 12

Languages understands Aquan and Common but can't speak

Challenge 14 (11,500 xp) **Prof** +5

Legendary Resistance (3/day). When the sea spawn fails a save, it chooses to succeed instead.

Limited Amphibiousness. The sea spawn can breathe air and water, but it needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn makes two Claw attacks and one Bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage plus 11 (2d10) poison damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage plus 11 (2d10) poison damage.

Evil Cry (recharge 5-6). The sea spawn emits a terrible screeching cry. Each non-deafened creature within 90' must make a DC 13 Wis save or be magically paralyzed for 1 minute (save ends). While paralyzed in this way, a creature takes 14 (4d6) psychic damage at the start of its turn.

LEGENDARY ACTIONS

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

- **Disorient.** The sea spawn magically targets one creature in the water within 60', which must make a DC 13 Wis save. If it fails, it is blinded and its speed is reduced to 0 until the end of the sea spawn's next turn.
- **Feast.** The sea spawn makes one Bite attack against a blinded or paralyzed creature.
- **Swim.** The sea spawn swims its speed.

SEA SPRITE

Source: 1e *Greyhawk Adventures*.

Sea sprites are ocean-dwelling cousins of the more typical land-dwelling **sprite**. Cheerful of visage, a sea sprite has rounded cheeks, wide, fish-like eyes, hair the color and texture of seaweed, and gills upon its neck. It has no wings, but its toes and fingers are webbed, assisting it in swimming. The sea sprite's skin is light blue, smooth, and slick, and it wears brightly colored clothing made of eelskin or fish scales. Many sea sprites wear jewelry crafted from shells, coral, pearls, or other beautiful undersea treasures.

Colorful Homes. Sea sprites live in caves in coral reefs or amidst the wreckage of sunken ships. They enjoy decorating their homes with a mishmash of colorful items, and enjoy keeping small fish as pets, especially those with bright colors or odd shapes. Sea sprites often live in small communities consisting of four or five families, ostensibly led by the eldest male. However, that male's mate is almost always the true power in the sea sprite community, guiding their community by leading their mate to the wisest course of action.

Sea sprites eat seaweed, small crustaceans, and small fish. They often farm fish, raising them like surface-dwelling Humanoids might raise sheep or goats. A few sea sprite enclaves trade with **sea elves** or **locathah**, but avoid living too close to bigger folk due to the sprites' distrust of them. However, the only true enemy of the sea sprites are the **sahuagin**. Sea sprites can live up to around 200 years.

Sea Sprite Treasure. An individual sea sprite typically wears a variety of ornamental pieces of jewelry, but most of these are of no real value. It has a 10% chance of having 1 (1-9) or 1d3 (10) pieces of jewelry worth 2d20 gp each.

The lair of a **community** of at least five sea sprites also has a 25% chance each to have 2d10 x 10 cp, 3d10 sp, and 3d10 gp.

Sea Sprite

A sea sprite uses the **sprite** stat block with the following changes.

- It has no flying speed but has a swim speed of 40'.
- In place of its Shortbow, it has a Light Crossbow with identical statistics.

The sea sprite has the following additional Action option.

- **Spellcasting.** The sea sprite casts one of the following spells, using Charisma as the spellcasting ability (save DC 10), requiring no material components.
 - 3/day- *Slow* (range touch, one target only).
 - 1/day- *Airy water*.

SEAL

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

Seal Treasure. Seals don't usually collect treasure.

SEAWOLF

Source: 1e *Monster Manual* 2.

A seawolf is a dangerous marine monster that, in its bestial form, has the body of a seal with the head of a wolf. It can assume a Humanoid form or a hybrid form, like most **lycanthropes**. Seawolves live in **packs** that generally number a dozen or less, but might sometimes reach up to fifty members if prey is plentiful.

Seawolves are a rare example of a type of lycanthrope not bound to lunar appearances in Cydra. They generally prefer to spend the majority of their time in their bestial form, using their Humanoid forms to take the role of buccaneers, pirates, or raiders. Unlike most lycanthropes, when slain, a seawolf doesn't revert back to its natural form.

Seawolves occasionally ally with other evil water creatures, such as **weresharks**. They love the taste of **seals** and **selkies**, and take great pleasure in hunting and terrorizing them.

Though most common in cold waters, seawolves are sometimes found in more temperate climates. They shun the hottest seas, finding water that is too warm exhausting.

Seawolves often make their lairs in seaside caves or on small islets. They might come ashore and make a home near a sound or river, but rarely venture far from the sea.

Seawolf Buccaneer Challenge Rating. When assessing the Challenge Rating of a seawolf buccaneer, assume that it uses Come and Get Some once.

Seawolf Treasure. A lone seawolf has a 25% chance each to have 1d6 x 25 cp, 1d10 x 10 sp, and 1d4 x 25 gp.

The lair of a **pack** of two to six seawolves instead has a 25% chance each to have 1d6 x 100 cp, sp, ep, and gp; a 20% chance to have 2d10 pp; and a 10% chance each to have 1d4 gems, 1d4 art objects, and 1d2 random magic items.

The lair of seven to twenty seawolves instead has a 30% chance each to have 1d10 x 500 cp and sp, 1d6 x 500 gp, and 1d10 x 100 ep; a 20% chance each to have 1d12 x 5 pp and 2d4 gems; and a 10% chance each to have 1d6 art objects and 1d4 random magic items.

The lair of 21 to 50 seawolves instead has a 50% chance each to have 1d6 x 1,000 cp, 1d10 x 1,000 sp, and 3d6 x 500 gp; a 25% chance each to have 1d4 x 50 pp, 2d8 gems, and 1d12 art objects; and a 15% chance to have 1d4+2 random magic items.

Seawolf

Medium Humanoid (Lycanthrope, Shapechanger), usually chaotic evil

Armor Class 13

Hit Points 45 (7d8+14)

Speed 30 ft. (humanoid or hybrid form) or 10 ft. (seawolf form), swim 30 ft. (hybrid form) or 40 ft. (seawolf form)

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

Skills Athletics +4, Perception +4, Stealth +5

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

Senses darkvision 60 ft., passive Perception 14

Languages Aquan, Common

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

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

Keen Senses. The seawolf has advantage on Wisdom (Perception) checks based on smell.

ACTIONS

Multiattack (humanoid or hybrid form only). In humanoid form, the seawolf makes two Cutlass attacks or two Longbow attacks. In hybrid form, it

makes one Cutlass attack and one Bite attack or two Longbow attacks.

Bite (hybrid or seawolf form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution save or be cursed with seawolf lycanthropy.

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

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

Shapechanger. The seawolf can use its action to polymorph into a seawolf-humanoid hybrid, a Humanoid, or back into its seawolf form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its bestial form if it dies.

Seawolf Buccaneer

The seawolf buccaneer uses the Seawolf stat block with the following changes.

- It has 65 (10d8+20) hit points.
- Its Strength is 18 (+4).
- Its bonus to Athletics is +6.
- Its Bite is +6 to hit and does 9 (1d10+4) damage.
- Its Cutlass is +6 to hit and does 7 (1d6+4) damage.
- Its Challenge Rating is 4 (1,100 xp).

The buccaneer has the following additional Reaction option.

- **Come and Get Some (recharges when first bloodied).** When an enemy comes within 5' of the buccaneer, the buccaneer makes one melee weapon attack against that enemy.

Seawolf Raider

Medium Humanoid (Lycanthrope, Shapechanger), usually chaotic evil

Armor Class 14

Hit Points 1 (minion)

Speed 30 ft. (humanoid or hybrid form) or 10 ft. (seawolf form), swim 30 ft. (hybrid form) or 40 ft. (seawolf form)

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

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

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common

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

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

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

Keen Senses. The seawolf has advantage on Wisdom (Perception) checks based on smell.

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

ACTIONS

Multiattack (humanoid or hybrid form only). In humanoid form, the seawolf makes three melee weapon attacks.

Bite (hybrid or seawolf form). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution save or be cursed with seawolf lycanthropy.

Battle Axe (humanoid or hybrid form). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

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

Shapechanger. The seawolf can use its action to polymorph into a seawolf-humanoid hybrid, a Humanoid, or back into its seawolf form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its bestial form if it dies.

REACTIONS

Minion Resistance. If the minion takes cold, force, lightning, or thunder damage, it can make a Con save, DC 10 + the damage dealt. If it makes the save, it takes no damage.

SECONDUS

Source: 1e *Monster Manual* 2.

The four secundi are the viceroys of the quarters of Mechanus, reporting directly to **Primus**, the One and the Prime. They are virtually the rulers of the modron realms, with their authority unquestionable except in the extremely rare case that Primus itself determines that one has made an error.

A secundus appears as a tall, thin, humanoid-shaped creature with a narrow face and deep-set eyes. The secundi live in great towers, from which they oversee their territories.

Secundi basically never leave their lairs, which are staffed with countless base **modrons** and a significant number of hierarch modron officers and bureaucrats.

Secundus Challenge Rating. When assessing the Challenge Rating of a secundus, increase its effective damage output by 25% to account for its ability to permanently stun creatures.

Secundus Treasure. A secundus does not typically keep treasure.

Secundus

Large Construct (Modron), always lawful neutral

Armor Class 20 (natural armor)

Hit Points 231 (22d10+110)

Speed 50 ft., fly 50 ft.

**STR 21 (+5), DEX 17 (+3), CON 20 (+5),
INT 20 (+5), WIS 23 (+6), CHA 18 (+4)**

Saving Throws Con +12, Wis +13, Cha +11

Skills Insight +13, Persuasion +11

Damage Immunities psychic

Senses truesight 120 ft., passive Perception 16

Languages speaks all languages

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

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

Deadly Attacker. A secundus scores a critical hit on an 18-20, and it increases the severity of critical hits it inflicts by 2d6. If a target suffers a critical hit, it must make a DC 20 Constitution save or be stunned. It can repeat the save at the end of its next turn, ending the effect on a success; otherwise, it is stunned until the secundus chooses to end the condition or dies, or until another effect ends the condition.

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

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

Unusual Nature. The secundus needs no food, drink, air, or sleep.

ACTIONS

Multiattack. The secundus makes two Slam attacks. Alternatively, it makes one Slam attack and uses Spellcasting.

Slam. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d12+5) bludgeoning damage plus 39 (6d12) psychic damage.

Order's Wrath. Each creature within 15' of a point the secundus can see within 120' must make a DC 19 Dex save, taking 44 (8d10) force damage on a failure or half that on a success.

A lawful creature has advantage on the save, and a chaotic creature has disadvantage on it.

Spellcasting. The secundus casts one of the following spells, using Wisdom as the spellcasting ability (save DC 19, +11 to hit).

At Will- *Guidance, light, mending, resistance, spare the dying.*

4/day- *Repair damage.*

2/day- *Dispel magic, repair damage (2d8+5).*

1/day- *Banishment, chain lightning, dimensional anchor, dispel good and evil, divine word, fireball, geas, harm, hold person, legion's hold, locate creature, locate object, repair damage (6d8+5), spirit guardians, vision, wish.*

REACTIONS

Freedom. When an effect grapples, paralyzes, or restrains the secundus, or reduces its speed, that effect ends.

Reactive Repair (recharges after a short or long rest). When the quarton becomes bloodied, it regains 74 (6d10+40) hit points.

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

SELKIE

Source: 3e *Fiend Folio*.

Selkies are shapechangers who appear human on land but transform into seals when in the water. In human form, a selkie is very attractive. It usually has unnaturally pale skin and gray air. Selkies are deeply curious about humanity, and often leave the sea to learn about them. Sometimes, this leads to a marriage between selkie and human, but such unions rarely end happily, for the pull of the sea inevitably calls the selkie away from its family in the end.

Relationships Tinged with Tragedy. Selkies are very passionate and love to forge deep relationships with land-dwelling creatures. When the selkie's yearning for the sea pulls too strongly on it, it abandons its life, leaving family, friends, and children alike to their own devices. Half-selkie children sometimes end up feeling the same longing for the sea, and a few become selkies themselves upon responding to it, but most end up drowning or living bitter lives on land, never satisfied without the waves all around them.

Selkie Treasure. A selkie has a 20% chance each to have 2d10 cp and sp, and 1d10 gp.

The lair of a group of four to twelve selkies also has a 25% chance each to have 1d8 x 25 cp, sp, and gp; and a 15% chance to have 1d6 pieces of jewelry.

The lair of 13 to 30 selkies instead also has a 30% chance each to have 1d6 x 100 cp, 1d10 x 100 sp, 1d8 x 50 gp, and 1d6 pieces of jewelry; and a 15% chance each to have 1d20 x 10 ep and 2d10 pp.

SELKIE PCS

A selkie is a fine choice for a starting pc in Cydra, and is one of the races that can bridge the divide between water based adventures and land based adventures with minimal trouble.

First Level: A selkie's racial package is slightly inferior to most other standard races in most circumstances, though it is better than average in the water. A selkie is a suitable race for starting characters.

SELKIE TRAITS

Selkie pcs have the following racial traits.

Ability Score Adjustments. Your Dexterity increases by 2. Then choose Intelligence or Charisma and increase that ability score by 1.

Age. A selkie is considered an adult by the age of 4, is old by 20, and rarely lives past 35.

Size. You are Medium. A selkie male averages about 6' 4" tall in Humanoid form and weighs about 400 lbs., with females being significantly smaller and averaging about 5' 2" tall and 280 lbs. Despite its weight, a selkie doesn't usually appear very fat in Humanoid form. Its seal form is usually slightly shorter in length than its Humanoid form's height, but it maintains a consistent weight.

Speed. Your walking speed is 30'. You have a swim speed of 40 ft.

Natural Weapons. You have a natural bite attack while in seal form that deals 1d6 points of piercing damage.

Hold Breath. You can hold your breath for up to ten minutes.

Shapechanger. You can use your action to polymorph into the form of a **seal** or back into your true (Humanoid) form. In seal form, your statistics remain unchanged. Any equipment you are wearing or carrying is subsumed into the new form or remains in place, as you choose.

Languages. You speak Common and Aquan.

Selkie

Medium Humanoid (Shapechanger), often neutral

Armor Class 11

Hit Points 13 (3d8)

Speed 30 ft., swim 40 ft.

**STR 9 (-1), DEX 13 (+1), CON 11 (+0),
INT 12 (+1), WIS 10 (+0), CHA 12 (+1)**

Senses passive Perception 10

Languages Aquan, Common

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

Hold Breath. The selkie can hold its breath for up to ten minutes.

ACTIONS

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

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

Shapechanger. The selkie can use its action to polymorph into the form of a **seal** or back into its true (humanoid) form. In seal form, its statistics are the same as in its true form. Any equipment it is wearing or carrying is subsumed into the new form or remains in place, as the selkie chooses.

Selkie Guardian

The selkie guardian uses the Selkie stat block with the following changes.

- Its AC is 14 (shell harness).
- It has 31 (7d8) hit points.
- Its Strength is 13 (+1) and its Dexterity is 15 (+2).
- Its Bite and Short Sword are +4 to hit and deal 5 (1d6+2) damage.
- Its Challenge Rating is ½ (100 xp).

The guardian has the following additional Action option.

- **Light Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

The guardian has the following additional Reaction option.

- **Guardian's Strike.** When a creature damages an ally of the guardian that the guardian can see, the guardian moves up to 10' and makes one weapon attack against the triggering creature.

Selkie Mischief Maker

The selkie mischief maker uses the Selkie stat block with the following changes.

- Its AC is 14 (*mage armor*).
- It has 58 (13d8) hit points.
- Its Intelligence is 16 (+3).
- Its Challenge Rating is 1 (200 xp).

The mischief maker has the following additional Action options.

- **Spellcasting.** The jackalwere casts one of the following spells, using Intelligence as the spellcasting ability (save DC 13, +4 to hit), requiring no material components.
 - At will- *mage hand*, *ray of frost*.
 - 1/day- *charm person*, *invisibility*, *sleep*, *Tasha's hideous laughter*.

The mischief maker has the following additional Reaction option.

- **Shield (2/day).** When an attack hits the mischief maker or it is targeted by *magic missile*, the mischief maker creates a shield of force that grants it a +5 bonus to AC and immunity to *magic missiles* until the end of its next turn.

Selkie Seducer

The selkie seducer uses the Selkie stat block with the following changes.

- Its Charisma is 17 (+3).
- It is trained in Deception +7 and Persuasion +7.

SEPTON

Source: 1e *Monster Manual* 2.

A septon is a powerful **modron** similar in appearance to **octons**, but with seven jointed arms emerging from its body's central disc. A septon is an inspector responsible for maintaining order in Mechanus as a whole, seeing to it that all regulations are obeyed and that harmony is preserved.

Seven septons serve each **hexton** assigned to the **quintons**. The septons travel from place to place, examining records, work, and behavior, rooting out rogue modrons and imperfect actions, and keeping a close eye on visitors to the Clockwork Nirvana. It also ensures the efficient transport of information to the towers that serve as the capitols of the regions, quarters, and the entirety of the modron-controlled part of Mechanus.

Septon Treasure. A septon keeps no treasure.

Septon

Large Construct (Modron), always lawful neutral

Armor Class 16 (natural armor)

Hit Points 123 (13d10+52)

Speed 30 ft., swim 30 ft.

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

Saving Throws Con +8, Wis +9, Cha +7

Skills Insight +9, Perception +9

Senses truesight 120 ft., passive Perception 19

Languages Modron

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

All-Around Vision. The modron is never surprised.

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

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

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

Magical Senses. The septon is constantly under the effects of *detect magic* and *detect thoughts* (no concentration required).

ACTIONS

Multiattack. The septon chooses one of the following options:

- It makes seven Slam attacks.
- It makes two Slam attacks and casts a spell.
- It makes two Slam attacks and uses Order's Wrath.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) bludgeoning damage.

Order's Wrath. The septon creates a 30' cube of lawful power centered on a point it can see within 120'. Modrons in the cube gain a +2 bonus to AC until the start of the hexton's next turn. Each non-modron in the cube must make a DC 17 Dex save, being affected as follows.

- If it is lawful, it takes 22 (4d10) force damage on a failure or half that on a success.
- If it is ethically neutral, it takes 44 (8d10) force damage on a failure or half that on a success.
- If it is chaotic, it takes 66 (12d10) force damage on a failure or half that on a success. In addition, if it fails by 5 or more, it is stunned until the end of its next turn.

Spellcasting. The septon casts one of the following spells, using Wisdom as its spellcasting ability (spell save DC 17, +9 to hit with spell attacks).

At Will- *Detect good and evil, light, telekinesis, water walk.*

3/day- *Dispel magic, hold person, inflict wounds, locate object, repair damage, tongues.*

2/day- *Banishment, locate creature.*

1/day- *Dispel evil and good, geas.*

SHABOATH

Source: 3e *Lords of Madness*.

A shaboath is a powerful construct made by **aboleths**. Composed of a mass of water about 10' in diameter, the shaboath is created by aboleth savants, who exude mystical slime into the body of water as part of the process of creating the shaboath. While the shaboath is shapeless, it can form powerful tentacles, which it uses both to attack and to grasp or manipulate objects. A shaboath weighs about 12,000 lbs.

Servants of Aboleth. Shaboaths serve aboleth communities as guards, workers, and assassins. One might haul rock for the aboleths, while another might seek out and capture slaves, while another might move through underground waterways until it reaches a kuo-toa shrine on a mission to kill their high priest. Shaboaths usually work individually, but their masters might assign a **gang** of two to four of them to handle particularly important, difficult, or dangerous missions.

Shaboath Treasure. A shaboath doesn't collect treasure.

Shaboath

Large Construct (Water), always neutral

Armor Class 9

Hit Points 103 (11d10+44)

Speed 20 ft., swim 30 ft.

STR 21 (+5), **DEX** 9 (-1), **CON** 18 (+4),
INT 4 (-3), **WIS** 11 (+0), **CHA** 1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities acid, cold

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

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

Languages -

Challenge 7 (2,900 xp)

Prof +3

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

Unusual Nature. The shaboath has no need for food, drink, sleep, or air.

Water Form. The shaboath 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 shaboath makes four Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage.

Whelm (Recharge 5-6). Each creature in the shaboath's space must make a DC 16 Strength save. On a failure, a target takes 15 (3d6+5) bludgeoning damage. If it is Medium or smaller, it is also grappled (escape DC 15). While grappled, the target is restrained and unable to breathe unless it can breathe water. If the save succeeds, the target is pushed out of the shaboath's space.

The shaboath can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the shaboath's turns, each target grappled by it takes 15 (3d6+5) bludgeoning damage. A creature within 5' of the shaboath can pull a creature or object out of it by using an action to make a DC 15 Strength check.

SHACKLEDEATH

Source: 3.0 *Creature Collection 2*, with heavy lore modifications.

A shackleddeath is a gruesome servant of the god Torog. A shackleddeath appears as a skeletal figure with green glowing eyes. Its shoulder bones are unnaturally long, extending several feet to either side of its body. From each of the shoulder bones depend two lengths of chain about six feet long, ending in manacles of shackles of black iron. Some shackleddeaths wear the tattered remnants of Torog's clergy's raiments.

Enforcers and Wardens. A shackleddeath is an enforcer of Torog's will. When not actively fulfilling an edict of the Tortured One, a shackleddeath takes great pleasure in imprisoning and tormenting living creatures of all kinds. Rarely, a shackleddeath will work alongside a **priest** of Torog, but it never sees itself as subordinate to such a priest. If it works with non-clerical followers of Torog, the shackleddeath always considers itself superior, both morally and in terms of hierarchy.

Holy Torturer. A shackleddeath is often dispatched to demonstrate to a creature that has offended Torog that incurring the Broken God's displeasure is no laughing matter. The target is captured and subject to great torments for weeks, months, or even years, depending on the nature of the offense offered by it. Eventually, it is released, alive but horribly traumatized, left with the knowledge of what awaits it should it incur Torog's wrath again.

Leave Enemies Alive. A shackleddeath prefers to leave enemies alive, but maimed or crippled. A creature reduced to 0 hit points by a shackleddeath is almost always subdued, tortured, and tormented before being released as a broken wreck. Only when Torog demands death does a shackleddeath intentionally kill its enemies.

Shackleddeath Allies. A shackleddeath prefers to think of any creatures that work with it as its lackeys or, at best, subordinates. It often works alongside **wrackspawn**, and sometimes forges a partnership with an **excruciator**.

Shackleddeath Treasure. Each shackleddeath keeps what it confiscates from its victims for itself, hoarding wealth and magic greedily. It has a 75% chance each of having 1d6 x 100 cp and sp, 1d10 x 100 ep, and 2d10 x 100 gp; a 35% chance of having 1d4 random pieces of jewelry; and a 20% chance of having 1 (75%) or 1d4 (25%) random magic items.

Shackleddeath

Large Undead, always chaotic evil

Armor Class 16 (natural armor)

Hit Points 75 (10d10+20)

Speed 30 ft.

STR 18 (+4), DEX 16 (+3), CON 15 (+2),

INT 16 (+3), WIS 16 (+3), CHA 16 (+3)

Skills Intimidation +6

Damage Vulnerabilities bludgeoning

Damage Resistances acid

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Celestial, Common, Infernal, Undercommon

Challenge 6 (2,100 xp)

Prof +3

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

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

ACTIONS

Multiattack. The shackleddeath uses Punish, then makes two Claw attacks. It then makes one attack with each Shackle that isn't already attached to a creature.

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

Shackle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* The target is shackled. While shackled, the creature cannot move more than 10' away from the shackled creature, and its speed is reduced by 10' per shackle holding it. Attacks against the shackled creature have advantage, and the shackled creature has disadvantage on Dexterity saves. The creature can use its action to try to escape by succeeding in a Strength or Dexterity contest against the shackled creature's Strength, but the shackled creature gains a +2 bonus on the check for each shackle attached to the creature. The shackled creature has four shackles, each of which can shackle only one creature.

Punish. The shackled creature magically punishes each creature with one or more shackles attached to it. For each shackle attached to a creature, it suffers 5 (1d10) necrotic damage. In addition, the shackled creature can impose one of the following effects on each creature that takes necrotic damage, based on how many shackles are attached to it. It can choose to use an effect offered by fewer shackles.

One Shackle Attached: The target must make a DC 14 Constitution save or be poisoned for 1 minute (save ends). Alternatively, the shackled creature can inflict the critical effect of a critical hit with a severity of 2d8 on a creature that fails its save.

Two Shackles Attached: The target must make a DC 15 Constitution save or be either blinded or paralyzed (shackled creature's choice) for 1 minute (save ends). Alternatively, the shackled creature can inflict the critical effect of a critical hit with a severity of 2d12 on a creature that fails its save.

Three Shackles Attached: The target must make a DC 16 Constitution save or gain two levels of exhaustion. Alternatively, the shackled creature can inflict the critical effect of a critical hit with a severity of 3d10 on a creature that fails its save.

Four Shackles Attached: The target must make a DC 17 Constitution save or have its hit point maximum reduced by a number equal to the necrotic damage that it took from the shackles this round. Alternatively, the shackled creature can inflict the critical effect of a critical hit with a severity of 5d8 on a creature that fails its save.

BONUS ACTIONS

Release. The shackled creature releases one creature that is shackled by it, provided it didn't use Punish on that creature this round.

Shackled creature Master Torturer

The shackled creature master torturer uses the Shackled creature stat block with the following changes.

- Its AC is 19 (natural armor).
- It has 187 (25d10+50) hit points.
- Its Strength is 20 (+5).
- Its bonus to Intimidation is +7.
- Its Claw is +9 to hit and does 10 (1d10+5) slashing plus 13 (3d8) psychic damage.
- Its Shackle is +9 to hit, and it gains a +4 bonus to its Str check to keep a creature grappled for each shackle attached to the target.
- Its Punish action deals 13 (2d12) necrotic damage per attached shackle, and its save DCs increase by 2.
- Its Challenge Rating is 12 (8,400 xp).
- Its proficiency bonus is +4.

SHADAR-KAI

Location: *Mordenkainen's Tome of Foes* (shadar-kai gloom weaver, shadar-kai shadow dancer, shadar-kai soul monger).

Source: *3e Fiend Folio*.

In Cydra, shadar-kai are not related to elves in any fashion. Instead, consistent with previous lore, they are Fey of the Shadowfell. Gloomy, bitter, depressed, and angst-ridden, shadar-kai are infamous for wearing spiked bracers and other jewels that inflict pain on them. Without this pain, a shadar-kai slowly loses touch with all of its feelings, and the shadow curse that afflicts all of their race eventually conquers it. When this happens, the shadar-kai's soul is lost forever.

Cities of Shadow. The shadar-kai built few communities, but they do have several great cities on the Shadowfell. These dark civilizations based on predation are not friendly to outsiders, treating them coldly. Strangers in a shadar-kai city must constantly maintain their guard, lest assassins or mad shadar-kai vivisectioners capture or kill them for some reason cloaked in shadows. There is little call for mortal beings to travel to a shadar-kai community, and when one must, it would be well-advised to bring a substantial force with it for protection and to demonstrate its strength.

The Shadow Curse. Long ago, attempting to prevent the rise of the Humanoid races, the shadar-kai made a dark pact with an unknown power of the Shadowfell, hoping to cast the whole Prime Material Plane into twilight. Instead, the shadar-kai ended up bound to the Shadowfell, where the nature of the plane has pushed them ever deeper into both cruelty and ennui. In order to stave off the gradual loss of its soul, a shadar-kai must constantly prod itself to feel. The easiest way to do this is through pain; this explains their racial proclivity to spiky jewels that stab the wearer. As the shadow curse grows in a shadar-kai, its heart grows colder and emptier. Only staying in the Shadowfell allows the shadar-kai to feel anything again, but such feelings are melancholy at best.

Shadar-kai hate their home plane and would vastly prefer to dwell in the world or the Feywild, but when they travel to other planes, the numbness that afflicts them grows vastly more powerful.

Powerful Witches. When shadar-kai form into larger groups, they are often led by mighty witches who are capable of performing a variety of magical feats by manipulating shadow magic. Some mortal spellcasters seek out shadar-kai witches in the hopes of learning the secrets of nethermancy from them, but as often as not, this is a fool's errand that leads only to the death or enslavement of the would-be student.

Shadar-Kai Allies. Shadar-kai frequently work with other creatures of shadow, including **shadows**, **slow shadows**, **shadow mastiffs**, **shades**, **ecalypses**, and **shadow demons**. They infrequently work with other types of Undead, **skulks**, and even evil Humanoids and

Monstrosities. While some shadar-kai seem to be tied to the mysterious Shadowfell power known as the Raven Queen, rumors persist that their original patron was one of the powerful Shadowfell entities known as a **dark lord**, and some certainly work for such enigmatic masters.

Shadar-Kai Treasure. A shadar-kai typically carries 3d8 gp, 1d6 pp and 1d2 pieces of jewelry worth 1d10 x 10 gp each.

A group of six to sixteen shadar-kai also has a 40% chance of having 2d10 x 50 gp in assorted coins and gems; a 20% chance of having 1d8 art objects; and a 15% chance of having 1d4 magic items.

A group of 17 to 70 shadar-kai instead also has a 90% chance of having 1d12 art objects; a 65% chance of having 3d6 x 500 gp in assorted coins and gems; and a 20% chance of having 1d6+1 random magic items.

A larger group of shadar-kai always has 3d6 art objects; and has a 75% chance of having 2d10 x 1,000 gp in coins and gems; a 50% chance of having 2d4 potions; and a 25% chance of having 1d6+1 random magic items.

Shadar-Kai in Cydra. Shadar-kai in Cydra have the following changes to their stat blocks.

- They are Fey and lack the Elf tag.

Shadar-Kai

Medium Fey, often neutral evil

Armor Class 15 (studded leather armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR 10 (+0), DEX 16 (+3), CON 11 (+0),

INT 11 (+0), WIS 10 (+0), CHA 9 (-1)

Saving Throws Wis +2

Skills Intimidation +1, Stealth +5

Senses Darkvision 120 ft., passive Perception 10

Languages Common, Elven, Shadar-Kai, Sylvan

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

Hide in Shadows. As long as it is not in bright light, a shadar-kai can take the Hide action even when directly observed.

Sneak Attack (1/turn). If the shadar-kai hits a creature with an attack when it has advantage against the target or when an ally of the shadar-kai is within 5' of the target, the shadar-kai deals an extra 7 (2d6) points of damage.

ACTIONS

Spiked Chain. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4+3) slashing damage.

Shadow Jaunt (recharges after a short or long rest). As long as it is not in bright light, the shadar-kai teleports 30' to a space it can see.

BONUS ACTIONS

Shadowy Stealth. If the shadar-kai used Shadow Jaunt this turn and is not in bright light, it Hides.

Shadar-Kai Assassin

Medium Fey, often neutral evil

Armor Class 16 (studded leather armor)

Hit Points 85 (9d8+9)

Speed 30 ft.

**STR 14 (+2), DEX 19 (+4), CON 13 (+1),
INT 12 (+1), WIS 10 (+0), CHA 9 (-1)**

Saving Throws Wis +2

Skills Intimidation +1, Stealth +6

Senses Darkvision 120 ft., passive Perception 10

Languages Common, Elven, Shadar-Kai, Sylvan

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

Hide in Shadows. As long as it is not in bright light, a shadar-kai can take the Hide action even when directly observed.

Sneak Attack (1/turn). If the shadar-kai hits a creature with an attack when it has advantage against the target or when an ally of the shadar-kai is within 5' of the target, the shadar-kai assassin deals an extra 14 (4d6) points of damage.

ACTIONS

Multiattack. The assassin makes two attacks against targets from which it is hidden.

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4+4) slashing damage.

Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage plus 3 (1d6) poison damage.

Shadow Jaunt (recharges after a short or long rest). As long as it is not in bright light, the shadar-kai teleports 30' to a space it can see. .

BONUS ACTIONS

Shadowy Assassin. The shadar-kai assassin Disengages, Hides, or Uses an Object.

Shadar-Kai Dimling

The shadar-kai dimling uses the Shadar-Kai stat block with the following changes.

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

The dimling has the following additional Trait.

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

Shadar-Kai Witch

Medium Fey (wizard), often neutral evil

Armor Class 15 (studded leather armor)

Hit Points 54 (12d8)

Speed 30 ft.

STR 10 (+0), **DEX** 16 (+3), **CON** 11 (+0),

INT 18 (+4), **WIS** 10 (+0), **CHA** 9 (-1)

Saving Throws Int +6, Wis +2

Skills Arcana +6, Intimidation +1, Stealth +5

Senses Darkvision 120 ft., passive Perception 10

Languages Common, Elven, Shadar-Kai, Sylvan

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

Hide in Shadows. As long as it is not in bright light, a shadar-kai can take the Hide action even when directly observed.

ACTIONS

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

Shadow Jaunt (recharges after a short rest). As long as it is not in bright light, the shadar-kai teleports 30' to a space it can see.

Spellcasting. The shadar-kai casts one of the following spells, using Intelligence as the spellcasting ability (save DC 14, +6 to hit).

At will- *Chill touch, minor illusion, poison spray.*

2/day- *Darkness, magic missile.*

1/day- *Evard's black tentacles, phantasmal killer, slow, vampiric touch.*

BONUS ACTIONS

Shadowy Stealth. If the shadar-kai used Shadow Jaunt this turn and is not in bright light, it Hides.

REACTIONS

Counterspell (1/day) (3rd level spell). When the shadar-kai sees a spell being cast within 60', it counters the spell if the spell is 3rd level or lower. Otherwise, the shadar-kai makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered.

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

SHADOW

Location: *Monster Manual.*

Shadow Treasure. Many shadows habitually haunt the same areas, and the treasure of their victims accumulates. The lair of a **gang** of up to ten shadows has a 70% chance each to have 1d6 mundane pieces of armor and 1d6 mundane weapons; a 25% chance each to have 2d6 x 200 cp, 1d10 x 100 sp, 1d10 x 25 ep and 3d6 x 25 gp; and a 10% chance each to have 1d20 pp, 1d4 gems and 1 random magic item.

The lair of a **swarm** of 11 to 30 shadows instead has a 70% chance each to have 1d6 mundane pieces of armor and 1d6 mundane weapons; a 40% chance each to have 2d6 x 1,000 cp, 1d10 x 500 sp, 1d10 x 25 ep and 3d6 x 25 gp; and a 10% chance each that they have 1d20 pp, 1d4 gems and 1d3 random magic items.

The lair of a **doom** of 31 or more shadows instead has a 70% chance each to have 2d4 mundane pieces of armor and 2d6 mundane weapons; a 60% chance each to have 3d6 x 1,000 cp, 2d6 x 1,000 sp, 1d6 x 100 ep, and 3d8 x 250 gp; and a 10% chance each to have 1d10 x 5 pp, 2d6 gems, and 1d6 random magic items.

Shadow Chilling Void

The shadow chilling void uses the Shadow stat block with the following changes.

- Its AC is 15.
- It has 49 (9d8+9) hit points.
- Its Dexterity is 20 (+5).
- Its bonus to Stealth is +7.
- It is vulnerable to fire instead of radiant damage.
- It is also immune (not resistant) to cold.
- Its Strength Drain is +7 to hit and deals 21 (3d10+5) cold damage, as well as draining 1d4 Strength.
- Its Challenge Rating is 4 (1,100 xp).

Shadow Splash of Darkness

The shadow splash of darkness uses the Shadow stat block with the following changes.

- It has 1 hit point (minion).
- It lacks the shadow's damage resistances.
- It is also immune to bludgeoning, piercing, and slashing damage that isn't magic.
- Its Strength Drain allows the target a DC 13 Con save to avoid the strength draining effect.
- It is worth 20 xp.

The splash of darkness has the following additional Trait.

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

SHADOW ASSASSIN

Location: *Waterdeep: Dungeon of the Mad Mage.*

SHADOW DEMON

Location: *Monster Manual* p64.

Shadow Demon Treasure. Shadow demons sometimes use treasure to lure victims into their lairs. A solitary shadow demon's lair has a 25% chance of having 1d10 gems; plus a 10% chance each of having 1d4 art objects and 1d2 random magic items.

On the extremely rare occasions where multiple shadow demons lair together, their lair instead has a 40% chance of having 2d6 gems; plus a 10% chance each of having 1d4 art objects, 1d2 pieces of magical jewelry, and 1d2 random magic items.

Shadow Demon Possessor

A shadow demon possessor uses the Shadow Demon stat block with the following additional Action option.

- **Possession (1/day).** One living creature that the demon can see within 5 ft. of it must succeed on a DC 12 Charisma saving throw or be possessed by the demon; the demon then disappears, and the target is incapacitated and loses control of its body. The demon now controls the body but doesn't deprive the target of awareness. The demon can't be targeted by any attack, spell, or other effect, except ones that turn or hedge out Fiends, and it retains its Alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points or the demon is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the demon reappears in an unoccupied space within 5 ft. of the body. The target is immune to this shadow demon's Possession action option for 24 hours after succeeding on the saving throw or after the possession ends.

SHADOW DRAGON

Location: *Monster Manual* p84 (young red shadow dragon).

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

Shadow Dragons in Cydra

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

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

If it does, its statistics change as noted under the base dragon's entry. In the case of the sample dragon, its stat block changes as follows.

Young Red Shadow Dragon

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 19.
- Its proficiency bonus is +5.

Several additional shadow dragons are detailed below.

Adult Copper Shadow Dragon

The adult copper shadow dragon uses the Adult Copper Dragon stat block with the following changes.

- It is also trained in Stealth +7.
- It is resistant to necrotic damage.
- Its Acid Breath is replaced by Shadow Breath, which is identical except that it

deals necrotic damage. A Humanoid reduced to 0 hit points by this damage dies and a **shadow** rises from the corpse, acting immediately after the dragon. The shadow is under the dragon's control.

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 23.
- Its Challenge Rating is 18 (25,000 xp).
- Its proficiency bonus is +6.

The shadow dragon has the following additional Traits.

- ***Living Shadow.*** While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.
- ***Sunlight Sensitivity.*** While in sunlight, the dragon has disadvantage on attacks, as well as on Wis (Perception) checks that rely on sight.

The dragon has the following additional Bonus Action option.

- ***Shadow Stealth.*** If it is in dim light or darkness, the dragon Hides.

The dragon has the following additional Reaction option.

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

Ancient Green Shadow Dragon

The ancient green shadow dragon uses the Ancient Green Dragon stat block with the following changes.

- It is resistant to necrotic damage.
- Its Poison Breath is replaced by Shadow Breath, which is identical except that it deals necrotic damage. A Humanoid reduced to 0 hit points by this damage dies

and a **shadow** rises from the corpse, acting immediately after the dragon. The shadow is under the dragon's control.

- Its Challenge Rating is 24 (62,000 xp).

The shadow dragon has the following additional Traits.

- **Living Shadow.** While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.
- **Sunlight Sensitivity.** While in sunlight, the dragon has disadvantage on attacks, as well as on Wis (Perception) checks that rely on sight.

The dragon has the following additional Bonus Action option.

- **Shadow Stealth.** If it is in dim light or darkness, the dragon Hides.

The dragon has the following additional Reaction option.

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

Purple Shadow Dragon Wyrmling

Medium Dragon (Chromatic), usually chaotic evil

Armor Class 17 (natural armor)

Hit Points 44 (8d8+8)

Speed 30 ft., fly 40 ft.

STR 12 (+1), **DEX** 15 (+2), **CON** 12 (+1),
INT 13 (+1), **WIS** 14 (+2), **CHA** 17 (+3)

Saving Throws Con +3, Int +3, Wis +4, Cha +5
Skills Deception +4, Insight +4, Intimidation +5,
Persuasion +5

Damage Immunities psychic

Damage Resistances necrotic

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

Perception 12

Languages Common, Draconic

Challenge 1 (450 xp) **Prof** +2

Living Shadow. While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.

Sunlight Hypersensitivity. If the deep dragon starts its turn in bright sunlight, it takes 16 (3d10) radiant damage, and it has disadvantage on attacks, as well as on Wis (Perception) checks that rely on sight.

ACTIONS

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

Shadow Breath (Recharge 5-6). The dragon exhales a cloud of vapors in a 30' cone. Each creature in the cloud must make a DC 11 Wisdom save, taking 10 (3d6) necrotic damage on a failure and half that on a success. A creature that fails the save takes 7 (2d6) necrotic damage at the start of each of its turns (save ends). A Humanoid reduced to 0 hit points by this damage dies and a **shadow** rises from the corpse, acting immediately after the dragon. The shadow is under the dragon's control.

BONUS ACTIONS

Shadow Stealth. If it is in dim light or darkness, the dragon Hides.

SHADOW MASTIFF

Location: *Volo's Guide to Monsters.*

Shadow Mastiff Treasure. Shadow mastiffs don't collect treasure.

Shadow Mastiff Tracker

The shadow mastiff tracker uses the Shadow Mastiff stat block with the following changes.

- It has 1 hit point (minion).
- It is also trained in Survival +3.
- It is worth 90 xp.

The hawkeye has the following additional Traits.

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

SHAMAN

Source: 4e *Players Handbook* 2.

A shaman is an individual, often a Humanoid, who communes with the spirits and calls upon them for magical aid. Similar to a **druid** or **priest**, a shaman uses magic to assist, heal, and restore its allies, but many of its abilities are actually used by calling upon spirits to perform them rather than via spellcasting.

Shamans are common among folk with tribal lifestyles. They are rarely, if ever, found in towns or cities, as the spirits they summon shy away from such more civilized areas, where the connections to the spirit world become thin unless the spirits are constantly honored. Instead, in most “civilized” areas, the spirits are neglected or even forgotten by the living that dwell there.

Shaman Challenge Rating. When assessing the Challenge Rating of a shaman, assume that the shaman always benefits from being within 5' of the spirit and that its Frightful Spirit reaction deals damage once.

Shaman Treasure. A shaman has a 25% chance each of having 1d4 potions and 1d2 spell scrolls.

Shaman

Medium Humanoid, any alignment

Armor Class 11 (leather)

Hit Points 22 (4d8+4)

Speed 30 ft.

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

Saving Throws Con +3, Wis +4

Skills Nature +2, Survival +4

Senses passive Perception 12

Languages Common plus any one

Challenge ¼ (50 xp) **Prof** +2

ACTIONS

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

Spellcasting. The shaman casts one of the following spells, using Wisdom as the spellcasting ability (save DC 12, +4 to hit).

At Will- *Dancing lights, druidcraft, toll the dead.*

2/day- *Cure wounds.*

1/day- *Augury* (as an action), *detect evil and good, detect magic, speak with dead.*

Spirit Strike. If it has a spirit summoned, the shaman causes the spirit to touch one creature within 5' of the spirit, making the following attack: *Melee Spell Attack:* +4 to hit, reach 5', one target. *Hit:* 5 (1d10) necrotic damage.

BONUS ACTIONS

Call Spirit (recharges after a short or long rest).

The shaman summons a Medium spirit, which appears in an unoccupied space the shaman can see within 60'. The spirit remains as long as the shaman concentrates, up to 1 minute. Other creatures can move through it freely.

The spirit is AC 10 and uses the shaman's save bonuses. If it takes any damage, it vanishes.

Creatures of the shaman's choice within 5' of the spirit gain advantage on saving throws and resistance to bludgeoning, piercing, and slashing damage that isn't magic.

Move Spirit. If it has a spirit summoned, the shaman moves that spirit up to 30' to an unoccupied space it can see.

REACTIONS

Frightful Spirit. When a creature moves into a space within 5' of the shaman's summoned spirit or through its space, the shaman causes the spirit to emit a creepy howl. The triggering creature must make a DC 12 Wis save or become frightened for 1 minute (save ends). While frightened in this way, the creature must end its turn farther from the spirit than it started or take 7 (2d6) psychic damage.

Shaman Spirit Speaker

The shaman spirit speaker uses the Shaman stat block with the following changes.

- It has 55 (10d8+10) hit points.
- Its Wisdom is 17 (+3).
- Its Wisdom save bonus is +5.
- Its Spellcasting action has a save DC of 13 and has the following options.
 - At Will- *Dancing lights, druidcraft, speak with dead, toll the dead* (2d8 or 2d12).
 - 2/day- *Cure wounds, darkness, protection from evil and good.*
 - 1/day- *Augury* (as an action), *charm person, detect evil and good, detect magic, hold person, sleep* (9d8).
- Its Spirit Strike action option is +5 to hit and does 11 (2d10) necrotic damage.
- Its Call Spirit bonus action option has a recharge of 5-6.

- Its Frightful Spirit reaction option has a save DC of 13.
- Its Challenge Rating is 2 (450 xp).

SHAMBLING MOUND

Location: *Monster Manual.*

Shambling Mound Treasure. Shambling mounds don't collect treasure.

Shambling Mound Fear Burner

The shambling mound fear burner uses the Shambling Mound stat block with the following changes.

- Its bonus to Stealth is +3.
- Its attack bonuses and save DCs increase by 1.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

It has the following additional Traits.

- **Fear Burner.** If the shambling mound hits a frightened creature, the attack does an extra 14 (4d6) fire damage. A frightened creature engulfed by the fear burner takes this damage at the start of each of its turns, in addition to the bludgeoning damage it takes.
- **Regeneration.** The shambling mound regains 10 hit points at the start of its turn if it has at least 1 hit point.
- **Terrifying Appearance.** A creature that starts its turn within 30' of the shambling mound that can see the mound must succeed on a DC 14 Wis save or be frightened of the mound for 1 minute (save ends). The frightened condition also ends if the creature can't see the mound at the start and end of a turn.

Shambling Mound Lightning Brute

The shambling mound lightning brute has grown to immense heights after repeated exposure to lightning. It uses the Shambling Mound stat block with the following changes.

- It is Huge.
- It has 285 (30d12+90) hit points.
- Its Strength is 22 (+6).
- Its Multiattack's grapple escape DC is 19.
- Its Slam is +10 to hit and does 19 (3d8+6) bludgeoning plus 11 (2d10) lightning damage.
- Its Engulf has a save DC of 19 and does 28 (4d10+6) bludgeoning plus 18 (4d8) lightning damage on a failed save. The mound can engulf one Large, two Medium, or four Small or smaller creatures at a time.
- Its Challenge Rating is 15 (13,000 xp).
- Its proficiency bonus is +5.

Shambling Mound Rotten Stinker

The shambling mound rotten stinker uses the Shambling Mound stat block with the following changes.

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

It has the following additional Trait.

- **Stench.** A creature that starts its turn within 10' of the rotten stinker must succeed on a DC 14 Constitution save or be poisoned until the end of its next turn. A creature that makes this save is immune to the stench of all shambling mound rotten stinkers for 24 hours.

Shambling Mound Shriveled Scrub

The shambling mound shriveled scrub uses the Shambling Mound stat block with the following changes.

- It has 68 (8d10+24) hit points.
- Its speed is 15', swim 20'.
- Its Strength is 15 (+2).

- The save DC against its Multiattack is 12.
- Its Slam is +4 to hit and does 9 (2d6+2) bludgeoning damage.
- The save DC against its Engulf is 12, and it does 11 (2d8+2) bludgeoning damage.
- Its Challenge Rating is 4 (1,100 xp).
- Its proficiency bonus is +2.

Shambling Mound Ultimate Mound

Gargantuan Plant, usually unaligned

Armor Class 18 (natural armor)

Hit Points 540 (40d20+120)

Speed 30 ft., swim 30 ft.

**STR 25 (+7), DEX 8 (-1), CON 16 (+3),
INT 5 (-3), WIS 10 (+0), CHA 8 (-1)**

Skills Stealth +5

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

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

Languages -

Challenge 20 (25,000 xp)

Prof +6

Death Bud. When the mound dies, 1d3+1 **shambling mounds** bud off from it, appearing in its space, which becomes a mound of difficult terrain.

Legendary Resistance (2/day). If the shambling mound fails a saving throw, it can choose to succeed instead.

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two Slam attacks. If both hit a Huge or smaller target, the target is grappled (escape DC 20) and the mound uses Engulf on it.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 25 (4d8+7) bludgeoning damage.

Engulf. The shambling mound engulfs a Huge or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 20 Con save at the start of each of the mound's turns or take 25 (4d8+7) bludgeoning damage. If the mound moves, any engulfed creatures move with it. The mound can have one Huge, two Large, four Medium, or eight Small or smaller creatures at a time.

LEGENDARY ACTIONS

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

- **Noxious Emission.** The shambling mound releases a cloud of foul, stinking gas that fills a 10' radius around it. Each creature in that radius must succeed on a DC 17 Con save or be poisoned until the end of the creature's next turn. Shambling mounds are immune to this effect.
- **Pull.** The shambling mound targets one creature within 25' with a set of tendrils, attempting to drag it toward the mound. The target must make a DC 20 Str save, being pulled 15' on a failure.
- **Sticky Glob.** The mound hurls a glob of rotting vegetation at a creature within 50'. The target must make a DC 17 Dex save,

becoming restrained (save ends) on a failure or having its speed reduced by 10' (save ends) on a failure.

SHARN

Source: *3e Monsters of Faerun.*

Sharn are bizarre monsters that created themselves to oppose a terrible threat to their nation- the **phaerimm**. The exact origins of the sharn are mysterious, but legends tell that a group of people performed a ritual that caused them to combine into one being, which then split into the many sharn, in order to battle the phaerimm. Though they eventually bound most phaerimm away in a specially-created demiplane, the sharns' victory was Pyrrhic, for their people were destroyed before the sharn won it.

A sharn has a large, teardrop-shaped body with three eyeless heads. It is black and oily-looking. Three arms emerge from its back, each branching into a tripartite limb below the elbow. One of the hands emerging from each of the arm's segments typically wields a weapon, often a longsword. Sharn are very strange-looking, and are always surrounded by a halo of violet motes that flicker and dance around it. When it creates a hex portal, the portal manifests as a hexagon of this same violet energy.

Unpredictable and Dangerous. Sharn seem to act on a whim, with no real motivation or reason that is discernible to other creatures. The only time they can be predicted is if they encounter a phaerimm, in which case battle is sure to ensue. In other encounters with sharn, the sharn might be helpful, might attack, or both- in either order.

Some sages posit that sharn have been corrupted by the powers of Chaos, and now embody that primal force. Others suggest that the reason a sharn behaves so unpredictably is that each is made of multiple personalities that are in constant conflict, unable to agree on anything for more than a few moments.

Thankfully, sharn are rarely encountered in groups, but when more than two are found together, such a group is known as a **parliament** of sharn. Other creatures are very unlikely to work for or alongside sharn, given that the sharn might turn on them without reason or notice.

Sharn Challenge Rating. When assessing the Challenge Rating of a sharn, assume it regenerates each round and uses Diminish Pain once. Increase its effective AC by 3 to account for its Shield reaction.

Sharn Treasure. A sharn has a 50% chance each to have 2d6 x 1,000 sp, 2d10 x 1,000 gp, and 3d8 gems. It also has a 35% chance each to have 2d10 x 100 ep, 1d10 x 100 pp, 1d10 art objects, and 1d2 magic items.

Sharn

Large Aberration, always chaotic neutral

Armor Class 17 (natural armor and swiftiness)

Hit Points 168 (16d10+80)

Speed 10 ft., fly 40 ft.

**STR 18 (+4), DEX 20 (+5), CON 20 (+5),
INT 18 (+4), WIS 18 (+4), CHA 20 (+5)**

Saves Dex +7

Skills Arcana +10

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

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common

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

Archetypical Shape. The sharn cannot change shape or have its shape changed, and no other creature can adopt the shape of a sharn or anything approximating it.

Evasion. If the sharn makes a Dexterity save against an effect that does half damage on a save, it instead takes no damage on a success or half damage on a failure.

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

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

Regeneration. If the sharn starts its turn with at least 1 hit point and has no hex portals open, it regains 10 hit points.

Swiftiness. The sharn gets a +2 bonus to AC and Dexterity saves (included in the stats above). On its turn, it can take an extra action. If it takes the Attack action, it can make only one attack. If it takes the Cast a Spell action, it can cast only a cantrip.

ACTIONS

Multiattack. The sharn makes three Longsword attacks. Each time it hits with one of these attacks, it can also make a Claws attack against the target as part of the same action.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

Spellcasting. The sharn casts one of the following spells, using Charisma as the spellcasting ability (save DC 18, +10 to hit with spell attacks).

At will- *Flame bolt, prestidigitation, shocking grasp.*

2/day- *Fireball, invisibility, magic missile.*

1/day- *Banishment, chain lightning, confusion, dispel magic, dominate monster, suggestion, wall of force.*

BONUS ACTIONS

Open Hex Portal. The sharn opens one hex portal at a point it can see within 20'. The hex portal remains as long as the sharn concentrates on it, up to 1 hour. It can have up to three hex portals active at once, with the same concentration applying to all of them.

The sharn can treat the hex portal as its location for purposes of determining what it can see, and it can use the portal as the origin point for any attacks or spells. Other creatures can't penetrate the portal to attack through it, but can ready attacks against the sharn if it attacks or casts spells through the portal. In such a case, the sharn gets a +5 bonus to AC and Dexterity saves due to cover.

Move Hex Portals. The sharn moves each hex portal it has opened up to 20' to a point it can see.

REACTIONS

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

Diminish Pain. When the sharn takes damage, it reduces that damage by 7 (3d4), but never by more than half the total damage.

Shield (2/day). When an attack hits the acolyte or it is targeted by *magic missile*, the acolyte creates a shield of force that grants it a +5 bonus to AC and immunity to *magic missiles* until the end of its next turn.

SHATOR

Source: 3e *Fiend Folio*.

A variety of types of fiends dwell on the various Lower Planes of reality. **Demodands**, also sometimes called **gehreleths**, are among them: they consist of three races self-appointed as the keepers of the prisoners bound to the plane of Carceri. Jailers and wardens, the demodands themselves are prisoners of the plane as surely as those they watch over. Unfortunately for visitors to Carceri, the demodands consider anything on the plane to be a prisoner.

A shator is a fat monster with a bulldog-like face, large, bat-like wings, and shaggy skin that

hangs in many folds. Clear slime drips from its folds constantly. It stands 10' tall and weighs nearly 700 lbs. The shators are the top echelon of demodand society, considering themselves the wardens of Carceri, and are cruel and petty. They secretly hope that one of "their" prisoners will make an escape attempt so that they can hunt it down and issue the most painful and humiliating corrections that they can devise.

The Deciders. The shators make all important decisions in demodand life. They choose which fugitives to pursue, sending other demodands out to hunt them down, and which to let go. They constantly plot against each other and any other factions on Carceri, hoping to extend the influence of their race and their individual power. They treat other types of demodands as mere lackeys and other shators as deadly rivals, but will band together for self-preservation or to overcome a difficult mutual obstacle.

Hated and Despised. Shators are hated and despised by all other Fiends, including other demodands. Though they are the leaders of the **farastu** and **kelubar**, the shators constantly bully and humiliate their fellow wardens of Carceri, and even those that won't speak or act against the shators wish them nothing but ill. Even the closest relationships between gehreleths are fraught with loathing. Of course, every gehreleth also loathes itself, so the desire for revenge that it feels is mixed with a sense that it deserves whatever horrible abuse is heaped upon itself.

Shator Challenge Rating. When assessing the Challenge Rating of a shator, double its effective damage output to account for its ability to paralyze. Increase its effective AC and attack bonus by 4 to account for its ability to turn invisible as a bonus action.

Shator Treasure. Each shator keeps its own treasure. A shator always has 2d10 x 2,000 gp in assorted coins, gems, and jewelry, and it has a 50% chance to have an addition 1d10 x 2,000 gp in such assets as well. A shator also has a 65% chance of having 1d3 magic items.

Shator

Large fiend (demodand), neutral evil

Armor Class 20 (natural armor)

Hit Points 190 (20d10+80)

Speed 40 ft.

**STR 23 (+6), DEX 15 (+2), CON 18 (+4),
INT 16 (+3), WIS 16 (+3), CHA 21 (+5)**

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

Skills Deception +11, Insight +9, Intimidation
+11, Persuasion +11

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

Damage Immunities acid, cold, fire, poison,
psychic

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

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

Languages speaks all languages

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

ACTIONS

Multiattack. The demodand makes three attacks:
one with its Bite and two with either its Claw or its
Glaive.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft.,
one target. *Hit:* 15 (2d8+6) piercing damage. In
addition, the target must make a DC 18
Constitution save or be poisoned for 1 minute
(save ends). While poisoned in this way, the target
is paralyzed. An affected creature repeats the save
at the end of each of its turns, ending the effect on
a success.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5
ft., one target. *Hit:* 13 (2d6+6) slashing damage. In
addition, the target must make a DC 18
Constitution save or be poisoned for 1 minute
(save ends). While poisoned in this way, the target

is paralyzed. An affected creature repeats the save
at the end of each of its turns, ending the effect on
a success.

Glaive. *Melee Weapon Attack:* +12 to hit, reach 15
ft., one target. *Hit:* 17 (2d10+6) slashing damage.

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

At Will- *Clairvoyance, detect magic, fear.*

3/day- *Fog cloud, ray of enfeeblement.*

2/day- *Cloudkill, dispel magic, stinking cloud.*

BONUS ACTIONS

Freedom of Movement. If the demodand is
grappled or restrained, it ends that condition,
slipping free of any physical restraints in the
process.

Invisibility. The shator turns invisible until its
concentration is broken, to a maximum of 1 hour,
it attacks, or it casts a spell

Shator Bounty Hunter

The shator bounty hunter uses the Shator stat
block with the following changes.

It has the following additional Action option.

- **Bind Captive.** The shator touches a
paralyzed creature within 5' and forces it to
make a DC 19 Cha save. If it fails, it is
magically placed into a demiplane for as
long as the shator concentrates, up to 24
hours, or until the shator dies or the shator
or effect is targeted by a *dispel magic* that
dispels a 7th level spell. The demiplane
moves with the shator, including across
planes. While in the demiplane, the
creature can take no actions and can't end
the paralyzed condition on itself.

SHEDU

Source: 1e *Monster Manual*.

The shedu (plural shedim) is a wise creature from the Upper Planes that travels the planes, extolling the virtues of good and law. It offers protection and guidance to those worthies in need, but has no truck with evil or chaos.

A shedu appears as a five-legged bull with feathered wings and a wise, human head. Male shedim wear long, braided beards that are typically squared off at the end. Shedim often travel in groups and work together in groups called **synods**.

Vision Beyond the Material World. Shedim always consider more than just the worldly impact of a creature's actions. They see how even the smallest actions impact the future, as well as the spiritual planes. Unlike many Celestials, a shedu considers the motivations behind a creature's actions to be almost as relevant as the actions themselves.

On the Prime Material Plane, shedim usually inhabit hot, dry climates, especially deserts. They often survey nearby hills or badlands from the air as they fly. The lair of a shedu on the World is often made in the ruins of a forgotten temple or a site sacred to a lawful good religion. Rarely, a shedu might dwell in the tomb of a forgotten hero, an ancient priest of a lawful good faith, or a noble or king of old. Others live closer to the worldly creatures that they seek to aid, perhaps in a thriving temple, with a group of reclusive **monks** devoted to bettering their spiritual state, or even in a city that thrives under the rule of a lawful good magistrate, king, or emperor, rooting out corruption and serving as an active source of inspiration for those who seek to promote the cause of weal. Some shedim devote themselves to helping feed the poor, protecting them from those who would exploit them.

Many shedim dwell instead on the Upper Planes, generally on Mount Celestia. However, quite a few also live on the plane of Arcadia, and many make their homes on the Astral and Ethereal Planes. In addition, a number of shedim dwell in the Outlands, especially in Sigil, where some serve as members of the Fraternity of Order, the Harmonium, or the Mercykillers.

Counselors and Advisers. Lawful good clerics sometimes call upon a shedu for counsel and advice, especially on matters of planar import. Rarely, a shedu will enter an agreement to serve as a guardian for a temple or relic, especially during important events such as the selection of a new leader or the deliver of a prophesied messianic child.

Shedu Allies. The shedim often put their heads together with **lammasu** when confronted by powerful forces of evil, especially Fiends, powerful Dragons, or mighty **sphinxes**. They will ally with Good-aligned Humanoids to form hunting bands to attempt to bring an end to such foes, making an appeal to both the moral sense of those Humanoids and to their self-interest. More than one individual shedu has formed friendships with an **androsphinx**, enjoying riddle-games and long intellectual or philosophical discussions.

While a shedu doesn't exactly shun the company of **angels**, it usually finds them a bit too single-minded in the pursuit of their god's interests, which contrasts directly with the wide view that the shedu takes.

Shedu Treasure. A lone shedu is 25% likely each to have 1d6 x 500 gp, 1d10 x 100 pp, 1d6 gems, 1d8 pieces of jewelry, and 1d3 random magic items other than armor (except barding) or weapons.

A synod of up to ten shedim is instead 50% likely each to have 2d6 x 1,000 gp, 1d6 x 500 pp, 2d10 gems, 2d12 pieces of jewelry, and 1d6 (50%) or 1d4+4 (50%) random magic items other than armor (except barding) or weapons.

Shedu

Large Celestial, always lawful good

Armor Class 16 (natural armor)

Hit Points 110 (13d10+39)

Speed 30 ft., fly 60 ft.

STR 17 (+3), **DEX** 11 (+0), **CON** 17 (+3),

INT 19 (+4), **WIS** 18 (+4), **CHA** 16 (+3)

Saving Throws Str +6, Dex +3, Wis +7, Cha +6

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

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Celestial, Common, Draconic, Infernal

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

Circle Against Evil. The shedu is surrounded by an aura that extends to a distance of 20'. Attacks by Fiends and Undead against creatures in the aura have disadvantage, and creatures in the aura can't be charmed or frightened by Fiends or Undead.

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

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) bludgeoning damage.

Spellcasting (Psionics). The shedu psionically casts one of the following spells, using Wisdom as the spellcasting ability (save DC 15), requiring no components.

At will- *Clairvoyance*, *etherealness*, *see invisibility*, *telekinesis*.

3/day- *Dominate person*, *overwhelm*.

1/day- *Plane shift* (self only).

BONUS ACTIONS

Swelling Radiance. The shedu radiates bright light in a 10' radius and dim light in a 20' radius. Evil creatures in the bright light take 11 (2d10) radiant damage.

Shedu Great One

The shedu great one uses the Sheddu stat block with the following changes.

- Its AC is 18 (natural armor).
- It has 161 (19d10+57) hit points.
- Its Wisdom is 20 (+5).
- Its save bonuses are Str +7, Dex +4, Wis +9, Cha +7.
- Its skill bonuses are Insight +9, Perception +9, Religion +8.
- Its Hooves are +7 to hit and deal 21 (4d8+3) bludgeoning damage plus 11 (2d10) radiant damage.
- Its Spellcasting action option has a save DC of 17 and includes the following additional options.
 - 3/day- *Dimension door*, *polymorph* (self only).
 - 1/day- *Divination*.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

SHEET UNDEAD

Source: 1e *Fiend Folio*.

Sheet undead are a category of strange undead consisting of sheet phantoms and their victims, who animate as sheet ghouls. It's not certain whether sheet phantoms originated as some kind of magical experiment, as undead **lurkers**, or some other way entirely. Many scholars posit that the creation of a sheet phantom is simply caused when a truly reprehensibly evil creature dies in bed and its spirit refuses to rest, possessing the linens that it died upon.

Sheet Phantoms. A sheet phantom looks similar to a blanket or sheet. It usually measures between 11' and 16' wide and 7' to 12' long and is about a quarter of an inch thick. At first glance, the sheet phantom appears to be a normal, albeit worn and ragged, sheet. When active, its underside shows two small glowing green specks, which function as its eyes. It prefers to haunt ruins or buildings with beds, especially little-used ones. The sheet phantom flies along walls and ceilings, showing remarkable patience as it seeks living creatures to slay, often hanging itself as a curtain or draping itself across a piece of furniture to conceal its true nature.

Sheet Ghouls. When a sheet phantom slays a Humanoid creature, it merges with the corpse for 12 hours, after which the victim arises as a sheet ghoul. The sheet ghoul looks like a normal **ghoul**, except that close inspection reveals wispy, spiderweb-like fibers on its face and chest. Some carry what appear to be burial shrouds, which are the remains of the sheet phantom that spawned the sheet ghoul.

The sheet ghoul has jagged fangs and claws. Foul brown fluid leaks from its mouth. Unlike a normal ghoul, it doesn't paralyze its victims, but it can spit its acidic drool at nearby creatures.

Normal **ghouls** and **ghasts** can sense the nature of a sheet ghoul, and they usually shun it.

Sheet Undead Treasure. Sheet undead don't collect treasure.

Sheet Ghoul

Medium Undead, always chaotic evil

Armor Class 13 (natural armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR 13 (+1), **DEX** 13 (+1), **CON** 13 (+1),
INT 9 (-1), **WIS** 10 (+0), **CHA** 8 (-1)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 xp)

Prof +2

Unusual Nature. Sheet undead don't need to eat, drink, sleep, or breathe.

ACTIONS

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) slashing damage.

Acid Squirt. The sheet ghoul squirts acid from its mouth at one creature within 10'. That creature must make a DC 11 Dexterity save, suffering 13 (3d8) acid damage on a failure or half that on a success.

REACTIONS

Reactive Squirt. When the sheet ghoul becomes bloodied, it uses Acid Squirt against the creature that bloodied it, if that creature is in range.

Sheet Ghoul Haunt

The sheet ghoul haunt uses the Sheet Ghoul stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 80 xp.

The sheet ghoul haunt has the following additional Trait.

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

Sheet Phantom

Large Undead, always chaotic evil

Armor Class 10

Hit Points 19 (3d10+3)

Speed 20 ft., fly 30 ft.

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

Skills Stealth +2

Senses darkvision 60 ft., passive Perception 11

Languages can't speak but understands Common

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

Create Spawn. If the sheet phantom kills a Humanoid creature, it wraps itself around the corpse for 12 hours, at which point it merges with the body and rises as a sheet ghoul.

Damage Transfer. While it is grappling a creature, the sheet phantom takes only half the damage done to it (rounded down) and the creature takes the other half.

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

Unusual Nature. Sheet undead don't need to eat, drink, sleep, or breathe.

ACTIONS

Envelope. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage, and if the target is a Medium or smaller creature, the phantom moves into the target's space and grapples it (escape DC 17). While grappled, the target is blinded, can't breathe, and can't make weapon attacks except with light weapons. The

sheet phantom can't attack other creatures while it is grappling a creature.

REACTIONS

Blinding Flap (recharge 5-6). If the sheet phantom is grappling a creature and another creature within 5' makes an attack against the phantom, the phantom slaps part of its body at the target, which must make a DC 11 Dex save or be blinded until the end of the target's next turn.

SHEN LUNG (Spirit Dragon)

Source: 1e *Fiend Folio*.

A shen lung, also known as a spirit dragon, is one of the most beautiful types of Dragon in existence. Slender and bright eyed, the shen lung has a long multicolored body with two horns, a spiked tail, a ridged back, and golden whiskers. The shen lung's colors are dull when it is young, but brighten and scintillate in older dragons.

A shen lung functions as a courtier and messenger between the Celestial Bureaucracy and other **lung dragons**. Generally modest, loyal, and interested in everything, a shen lung enjoys mingling with **humans** and their ilk while disguised in Humanoid form. Often, a community that has had some interaction with a shen lung comes to view it as a messenger from the gods or spirits, a bringer of good fortune, and a sign of favor from the heavens. Such a community might build a shrine or monument to honor the shen lung, and might perform elaborate ceremonies to curry favor with the dragon.

A shen lung is often assigned to accompany and advise a **chiang lung** or, rarely, another creature, such as a Celestial, **priest**, or other Humanoid hero. A shen lung prefers to parley rather than fight, though it is willing to engage in combat if it must (or when provoked).

Water Dwellers. When on the Prime Material Plane, a shen lung typically creates an underwater lair, usually either in a river or lake. Though the majority of its diet consists of precious gemstones, a shen lung loves to supplement its meals with fish, shellfish, and small mammals. Many shen

lung are assigned responsibility over the body of water they live in by the Celestial Bureaucracy, sometimes as a reward for service rendered, sometimes as a punishment for failing to fulfill its duties properly, and sometimes merely as a formality.

A Modest Dragon. Unlike almost all dragons, a shen lung is often modest. It might even indulge in self-deprecating talk, leaving those who encounter it in alternate forms no clue that it is truly a dragon. This modesty is but a part of the stringent etiquette that shen lungs are taught to practice because of their frequent interactions with the Celestial Bureaucrats, who insist on following every formality and the scrupulous execution of even the smallest ritual when dealing with them.

Some shen lung assume Humanoid forms to facilitate interaction with other creatures. Such a disguise serves multiple purpose, helping to put others at ease and also to test their true intentions. After all, a creature confronted by a dragon in its true form is likely to be more flattering, polite, and obsequious than it otherwise would. By appearing as a less powerful creature, the shen lung can see how others behave when not cowed by the dragon's true form.

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

LAIR ACTIONS

On initiative count 20 (losing ties), a legendary shen lung takes a lair action to cause one of the following effects. A shen lung can't use the same lair actions two rounds in a row.

- All fires within 60 ft. of the dragon go out. A permanent magical fire reignites after 1 minute.

- A snap of cold air blows through a 10' wide, 50' long line within 120 ft. of the dragon. Each creature in the line must make a DC 15 Constitution save, taking 10 (3d6) cold damage and having its speed reduced by 10' until initiative count 20 on the next round on a failure.
- Lights (including torches, fireplaces, candles, etc) in the lair flare up and blaze with radiant energy. A creature within 10' of a light source must make a DC 15 Dexterity save, being blinded until initiative count 20 on the next round on a failure.
- Up to four creatures within 120 ft. of the dragon (possibly including the dragon itself) receive the effects of the *bane* or *bless* spell until initiative 20 on the next round.

REGIONAL EFFECTS

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

- Within 6 miles of the lair, sentient creatures are more inclined to talk than fight. When a creature with an Intelligence of 7 or higher wants to attack, if it hasn't itself been attacked, taken damage, or been the target of a hostile spell in the last minute, it must first succeed on a DC 15 Wisdom save.
- Creatures within 1 mile of the lair can magically understand any spoken language they hear.
- Light sources within 1 mile of the lair give off bright and dim light twice as far as normal.

Adult Shen Lung

Huge Dragon (Lung), usually lawful neutral

Armor Class 20 (natural armor)

Hit Points 162 (13d12+78)

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

STR 22 (+6), **DEX** 14 (+2), **CON** 23 (+6),

INT 18 (+4), **WIS** 21 (+5), **CHA** 20 (+5)

Saving Throws Dex +6, Int +8 Wis +9, Cha +9

Skills Insight +9, Persuasion +9, Religion +8

Damage Vulnerabilities fire

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, the Spirit Tongue

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

Amphibious. The dragon can breathe both air and water.

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

Vermin Barrier. Insects and arthropods can't willingly approach within 60 ft. of the shen lung. If such a creature starts its turn within 60 ft. of a shen lung, it must use its movement and action, if necessary, to move until it is at least 60 ft. away from the dragon.

ACTIONS

Multiattack. The dragon makes one Bite attack, one Claws attacks, and one Tail Spike attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Tail Spike. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (2d12+6) piercing damage.

Spellcasting. The shen lung casts one of the following spells, using Wisdom as the spellcasting ability, requiring no material components.

At will- *Invisibility* (self only).

3/day- *Control weather*.

Scaly Command (3/day). Each scaled creature with an Intelligence of 6 or lower within 120 ft must make a DC 17 Wisdom save or be charmed by the dragon for 1 hour. While charmed, the creature understands and obeys the pan lung's commands.

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

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

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

LEGENDARY ACTIONS

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

regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Move.** The dragon moves its speed without provoking opportunity attacks.
- **Water Fire.** The dragon uses its water fire ability.

Adult Shen Lung Ghost

Huge Undead, usually lawful neutral

Armor Class 12

Hit Points 162 (13d12+78)

Speed 0 ft., fly 40 ft. (hover), swim 40 ft.

**STR 10 (+0), DEX 14 (+2), CON 23 (+6),
INT 18 (+4), WIS 21 (+5), CHA 20 (+5)**

Skills Insight +9, Persuasion +9, Religion +8

Damage Vulnerabilities fire

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

Damage Immunities cold, lightning, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, the Spirit Tongue

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

Unusual Nature. The ghost doesn't require air, food, drink, or sleep.

Vermin Barrier. Insects and arthropods can't willingly approach within 60 ft. of the shen lung. If such a creature starts its turn within 60 ft. of a shen lung, it must use its movement and action, if necessary, to move until it is at least 60 ft. away from the dragon.

ACTIONS

Frightful Roar. The ghost lets out a terrifying roar. Each creature within 60' that can hear the dragon must make a DC 17 Wis save, taking 33 (6d10) psychic damage on a failure or half that on a success. A creature that fails its save is also frightened for 1 minute (save ends). A creature that succeeds on its save is immune to being frightened (but not damaged) by this action for 24 hours.

Mental Grip. The dragon magically targets one creature it can see within 90', which must make a DC 17 Str save, taking 44 (8d10) force damage or half that on a success. A creature that fails its save is also restrained as long as the dragon concentrates, up to 1 minute. While restrained in this way, the creature can use an action to repeat the save, ending the effect on a success or taking 11 (2d10) force damage on a failure.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal and vice versa, yet it can't affect or be affected by anything on the other plane.

Scaly Command (3/day). Each scaled creature with an Intelligence of 6 or lower within 120 ft must make a DC 17 Wisdom save or be charmed by the dragon for 1 hour. While charmed, the creature understands and obeys the pan lung's commands.

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

Ancient Shen Lung

Gargantuan Dragon (Lung), usually lawful neutral

Armor Class 20 (natural armor)

Hit Points 388 (21d20+168)

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

**STR 25 (+7), DEX 14 (+2), CON 27 (+8),
INT 20 (+5), WIS 23 (+6), CHA 22 (+6)**

Saving Throws Dex +9, Int +12 Wis +13,
Cha +13

Skills Insight +13, Persuasion +13, Religion +12

Damage Vulnerabilities fire

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, the Spirit Tongue

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

Amphibious. The dragon can breathe both air and water.

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

Vermin Barrier. Insects and arthropods can't willingly approach within 60 ft. of the shen lung. If such a creature starts its turn within 60 ft. of a shen lung, it must use its movement and action, if necessary, to move until it is at least 60 ft. away from the dragon.

ACTIONS

Multiattack. The dragon can use Frightful Presence, then makes one Bite attack, one Claws attacks, and one Tail Spike attack.

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

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

Tail Spike. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 26 (3d12+7) piercing damage.

Spellcasting. The shen lung casts one of the following spells, using Wisdom as the spellcasting ability, requiring no material components.

At will- *Invisibility* (self only).

3/day- *Control weather*.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. and is aware of it must succeed on a DC 21 Wisdom save or become frightened for 1 minute (save ends). If it makes the initial or a subsequent save, the creature is immune to the dragon's frightful presence for 24 hours.

Scaly Command (3/day). Each scaled creature with an Intelligence of 6 or lower within 120 ft must make a DC 21 Wisdom save or be charmed by the dragon for 1 hour. While charmed, the creature understands and obeys the pan lung's commands.

Water Fire. While it is touching water, the dragon can cause an aura of ghostly, flickering, multicolored flames to surround it. These flames last as long as the dragon concentrates, to a maximum of 1 hour, or until the dragon is no longer touching water. Any creature within 5' of the dragon that hits it with a melee attack takes 16 (2d10) radiant damage.

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

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

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Move.** The dragon moves its speed without provoking opportunity attacks.
- **Tail Spike (costs 2 actions).** The dragon makes a Tail Spike attack.
- **Water Fire.** The dragon uses its water fire ability.

Young Shen Lung

Large Dragon (Lung), usually lawful neutral

Armor Class 18 (natural armor)

Hit Points 104 (11d10+44)

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

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

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

Skills Insight +7, Persuasion +7, Religion +6

Damage Vulnerabilities fire

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, the Spirit Tongue

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

Amphibious. The dragon can breathe both air and water.

Vermin Barrier. Insects and arthropods can't willingly approach within 60 ft. of the shen lung. If such a creature starts its turn within 60 ft. of a shen lung, it must use its movement and action, if necessary, to move until it is at least 60 ft. away from the dragon.

ACTIONS

Multiattack. The dragon makes one Bite attack, one Claws attack, and one Tail Spike attack.

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Tail Spike. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 10 (1d12+4) piercing damage.

Spellcasting. The shen lung casts one of the following spells, using Wisdom as the spellcasting ability, requiring no material components.

At will- *Invisibility* (self only).

Scaly Command (3/day). Each scaled creature with an Intelligence of 6 or lower within 120 ft must make a DC 15 Wisdom save or be charmed by the dragon. While charmed, the creature understands and obeys the pan lung's commands.

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

SHIELD GUARDIAN

Location: *Monster Manual*.

Shield Guardian Treasure. Shield guardians don't collect treasure, though any creature it guards might.

Shield Guardian Adamantine Defender

The shield guardian adamantine defender uses the Shield Guardian stat block with the following changes.

- Its AC is 22 (natural armor).
- It has immunity to bludgeoning, piercing, and slashing damage that isn't adamantine or magic.
- It has resistance to bludgeoning, piercing, and slashing damage that isn't adamantine and magic.
- Its Fist does 17 (2d12+4) bludgeoning damage.
- Its Challenge Rating is 11 (7,200 xp).
- Its proficiency bonus is +4.

SHIMMERLING SWARM

Source: *3e Monster Manual* 3.

A shimmerling is a tiny, stupid, vapid fey creature about 4" tall. It resembles a tiny, brightly colored elf with dragonfly wings. Shimmerlings always appear in great swarms, their wings buzzing and their little voices squeaking when they rise, scintillating with color.

Dangerous When Hungry. Often, a shimmerling swarm goes on the move when the individuals making it up grow hungry. If they haven't eaten in a long enough time, the shimmerlings might become a real danger to nearby pets, children or even adult Humanoids, hypnotizing some and falling upon and devouring one of them.

Shimmerling Treasure. Shimmerlings don't collect treasure or stay in one place long.

Shimmerling

Tiny Fey, usually chaotic neutral

Armor Class 13

Hit Points 2 (1d4)

Speed 5 ft., fly 35 ft.

STR 1 (-5), **DEX** 17 (+3), **CON** 11 (+0),
INT 6 (-2), **WIS** 10 (+0), **CHA** 12 (+1)

Senses passive Perception 10

Languages Sylvan

Challenge 0 (0 xp) **Prof** +2

Illumination. The swarm sheds dim light in a 20' radius.

Shimmerling Swarm

Medium Swarm of Tiny Fey (Swarm), usually chaotic neutral

Armor Class 13

Hit Points 49 (11d8)

Speed 5 ft., fly 50 ft.

STR 1 (-5), **DEX** 17 (+3), **CON** 11 (+0),
INT 6 (-2), **WIS** 10 (+0), **CHA** 16 (+3)

Damage Resistances bludgeoning, piercing, and slashing

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

Senses passive Perception 10

Languages Sylvan

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

Dazzling Colors. The swarm's constantly shifting colors are disorienting and hypnotic. A creature that starts its turn within 15' of the swarm that can see the swarm can take an action or a bonus action, but not both, on its turn, can't use reactions, has its speed reduced by half, and reduces any attack roll or Perception check it makes by 1d4. This effect lasts until the start of the creature's next turn.

Illumination. The swarm sheds bright light in a 60' radius and dim light in a 120' radius.

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 shimmerling. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Swarm of Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., targets each creature in the swarm's space. *Hit:* 17 (4d6+3) piercing damage, or 10 (2d6+3) piercing damage if the swarm is bloodied.

SHITTER

Source: Homebrew.

Shitters, also called **Abyssal crows** by some (although this is a misnomer, as they are neither Abyssal in origin nor crows), are small bird-like beings composed of malice made flesh and feather. Spawned by intense hate and suffering in certain astral domains, shitters exist solely to bring unhappiness and misery to mortal souls. A shitter looks like a large black crow spattered with its own droppings.

Befoul the Planes. Shitters are very widespread, being found in the Abyss, the Nine Hells, the world, in the Shadowfell and in many other realms and worlds. Since they are largely uncontrollable and offer little as guard beasts, sages speculate that they can fly the planes under their own power, rather than needing to be summoned up by conjurers. However, this is speculation, and so far it is unbacked by evidence; it is possible that they reproduce so rapidly that even a single pair of them is enough to spread them to a new world.

Hate and Despise Everything. Shitters detest even the foulest other creatures. Even creatures that revel in filth, such as **filth birds** or **corruption corpses**, are treated with disdain and hatred by shitters. Shitters are loyal to no one and nothing; they don't obey creatures that summon them, they view other Fiends with malevolent

loathing, and creatures that offer them food are treated as just another thing to eat or shit on. Only by charming shitters can any kind of positive interaction be assured, and that only lasts as long as the charm.

Nonetheless, some creatures find shitters to be useful tools. Some mad **warlocks of the fiend** or **conjurers** have been known to bring them forth to poison an area that defies them, and some Fiends will bring them to the World, either intentionally or inadvertently, to spread sickness and misery for its own sake, parting ways with the shitters immediately and not caring what mischief they get up to.

Summoning a Shitter. Any spell that summons a Fiend of any kind can be modified to summon one or more shitters instead. Learning the alterations requires a full day of study and the expenditure of 100 gp in components. Actually modifying the spell requires the caster to succeed on a DC 12 Int (Arcana) spell when casting it. If this succeeds, instead of summoning the Fiend or Fiends that it normally would call forth, the spell summons one or more shitters. The number of shitters called forth is equal to the number of CR $\frac{1}{4}$ Fiends the spell would normally summon; alternatively, if the spell can only summon Fiends of a higher Challenge Rating, it summons 2 shitters x the CR of the Fiend that would be summoned. The caster has no control over the shitters, and the shitters remain until destroyed.

Shitter Swarm Challenge Rating. When assessing the Challenge Rating of a shitter swarm, reduce the save DC for its Befouling Rain action option by 1 to account for the advantage creatures have against it while it is bloodied.

Shitter Treasure. Shitters collect no treasure. If their victims have any treasure, the shitters usually scatter it far and wide.

Shitter

Tiny Fiend, always chaotic evil

Armor Class 12

Hit Points 2 (1d4)

Speed 15 ft., fly 45 ft.

STR 7 (-2), **DEX** 15 (+2), **CON** 10 (+0),
INT 3 (-4), **WIS** 13 (+1), **CHA** 8 (-1)

Saving Throws Con +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge ¼ (50 xp) **Prof** +2

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 2 ft., one target. *Hit:* 4 (1d4+2) piercing damage plus 3 (1d6) poison damage and the target must succeed on a DC 10 Constitution save or be poisoned for 1 minute (save ends).

Befoul. The shitter releases filth in a 5' diameter cylinder extending 30' down underneath it. Each creature in the cylinder must make a DC 10 Constitution save, suffering 3 (1d6) acid damage and 3 (1d6) poison damage on a failure. A creature that fails its save by 5 or more is also poisoned for 1 minute (save ends).

Shitter Swarm

Large Swarm of Tiny Fiends (Swarm), always chaotic evil

Armor Class 12

Hit Points 55 (10d10)

Speed 15 ft., fly 45 ft.

STR 13 (+1), **DEX** 15 (+2), **CON** 10 (+0),
INT 3 (-4), **WIS** 13 (+1), **CHA** 8 (-1)

Saving Throws Con +3

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing

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

Senses darkvision 60 ft., passive Perception 11

Languages -

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

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

ACTIONS

Beaks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (4d6+2) piercing damage plus 14 (4d6) poison damage, or 9 (2d6+2) piercing damage plus 7 (2d6) poison damage if the swarm is bloodied, and the target must succeed on a DC 11 Constitution save or be poisoned for 1 minute (save ends).

Befouling Rain. The shitter swarm releases filth in a 10' diameter cylinder extending 60' down underneath it. Each creature in the cylinder must make a DC 11 Constitution save, with advantage if the swarm is bloodied, suffering 21 (6d6) acid damage and 21 (6d6) poison damage on a failure of half that on a success. A creature that fails its save by 5 or more is also poisoned for 1 minute (save ends).

SHOCKER

Source: 1e *Fiend Folio*.

Shockers are strange creatures that were originally from the Demiplane of Electromagnetism. However, that minor plane has since been completely absorbed by the Quasielemental Plane of Lightning, forcing the shockers to adapt to their new home.

A shocker appears as a bipedal, hairless creature about the size of a human. Its neck and limbs are longer than those of a human, compared to the rest of its body size, and it has a gaping mouth with only four teeth, two each in its upper and lower jaw. Most shockers are naked, but have no external sexual characteristics and may have no sexual identity at all. Blue sparks and electrical discharges constantly surround a shocker.

Some shockers are chosen as the warriors of their people. These shockers appear in suits of sparking full plate seemingly composed of electrical energy.

Easily Drained. A shocker is easily harnessed and drained of its energy. On several occasions, Prime Material Planar **wizards** or **cultists** have managed to harness shockers in order to utilize their energies in magical experiments, to power lightning-based contraptions, or to aid in researching spells or magic items that involve electricity. Shockers fear and hate being used in such fashion, and it often destroys them.

Little Sense of Self-Preservation. When a common shocker attacks, it also drains its own life force. Shockers seem to have almost no sense of self-preservation regarding this effect, leading some sages to speculate that if it dies in combat, it actually returns to its own plane. Upon its death, any shocker's body collapses into a pile of staticky dust.

Effective but Fickle Guides. If a shocker can be persuaded to act as a guide on the Quasielemental Plane of Lightning, it can be quite effective, as these creatures seem to be well-versed in the locations and secrets of their new home. However, it is also fickle, and might lose interest before the creatures it is guiding reach their destination.

Shocker Challenge Rating. When assessing the Challenge Rating of a common shocker, halve its effective hit points because of the fact that it drains its own hit points when it attacks. Assume that it uses Reactive Shock every round.

When assessing the Challenge Rating of a shocker warrior, reduce its effective hit points by half because of the fact that it drains its own hit points when it uses Chain Shock. Assume that it uses Reactive Shock every round.

Shocker Treasure. When a shocker dies, there is a 15% chance that it leaves behind 1d4 pieces of amber in the dust of its remains, with each piece typically being worth 1d6 x 10 gp.

Shocker

Medium Elemental, always chaotic neutral

Armor Class 14

Hit Points 16 (3d8+3)

Speed 5 ft., fly 30 ft.

**STR 10 (+0), DEX 18 (+4), CON 13 (+1),
INT 10 (+0), WIS 8 (-1), CHA 8 (-1)**

Damage Resistances cold, fire

Damage Immunities lightning, poison

Condition Immunities charmed, paralyzed,
poisoned

Senses passive Perception 9

Languages Shocker

Challenge ½ (100 xp) **Prof** +2

Metal Attraction. The shocker has advantage on attacks against creatures wearing metal armor, and melee weapon attacks made with a metal weapon have advantage on attacks against the shocker.

ACTIONS

Shocking Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) lightning damage, and the shocker loses an equal number of hit points.

REACTIONS

Reactive Shock. If the shocker takes damage from a metal melee weapon or a natural attack from a creature made of melee, it deals 4 (1d8) lightning damage to the attacker.

Shocker Warrior

Medium Elemental, always chaotic neutral

Armor Class 20 (electric plate armor)

Hit Points 27 (5d8+5)

Speed 5 ft., fly 30 ft.

STR 10 (+0), **DEX** 18 (+4), **CON** 13 (+1),
INT 10 (+0), **WIS** 8 (-1), **CHA** 8 (-1)

Damage Resistances cold, fire

Damage Immunities lightning, poison

Condition Immunities charmed, paralyzed, poisoned

Senses passive Perception 9

Languages Shocker

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

Metal Attraction. The shocker has advantage on attacks against creatures wearing metal armor, and melee weapon attacks made with a metal weapon have advantage on attacks against the shocker.

ACTIONS

Shocking Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (3d4) lightning damage.

Chain Shock. The shocker warrior loses 5 hit points and targets three creatures it can see within 60', each of which must make a DC 11 Dex save, taking 22 (5d8) lightning damage on a failure or half that on a success.

REACTIONS

Reactive Shock. If the shocker takes damage from a metal melee weapon or a natural attack from a creature made of melee, it deals 4 (1d8) lightning damage to the attacker.

Shocker Warrior Elite

The shocker warrior elite uses the Shocker Warrior stat block with the following changes.

- Its AC is 22 (electric plate armor).
- It has 65 (10d8+20) hit points.
- Its Challenge Rating is 4 (1,100 xp).

SHOCKER LIZARD

Source: *3e Monster Manual*.

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 zigzag 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 legendary yellow shocker lizard is an exceptional example of the type, being both larger and having more powerful electrical abilities.

Shy Creatures. Shocker lizards are shy and reclusive, preferring to be left alone. They often try to warn off creatures that intrude on their lairs with minor shocks before escalating to more lethal levels of electrical attacks. Shocker lizards are happy to allow small creatures that don't bother them to live alongside the lizards, but try to deter predators or Humanoids, who have a long history of trying to catch or kill shocker lizards, from remaining near their lair too long.

Shocker lizards are sometimes found alone, but more often are found in a **clutch** of two to five members or a larger **colony** of six or more, sometimes numbering up to a dozen individuals, who share space happily unless they grow too numerous for local food sources to support. When this happens, the smallest and weakest shocker lizards are driven out and forced to seek a new lair.

Shocker lizards are found in temperate and warm swamps and marshes, as well as underground. When encountered outside its normal habitat, a shocker lizard is almost always either one (or a group) that has escaped captivity or the descendant(s) of such a group.

Purchasing a Shocker Lizard. Humanoids of various sorts, especially **lizardfolk**, **troglodytes**, and **firenewts**, sometimes capture shocker lizards and keep them as pets. Sometimes they will put a shocker lizard up for sale. When this happens, it usually goes for around 90 gp.

Shocker Lizard Challenge Rating. When assessing the Challenge Rating of a shocker lizard, increase its effective damage output by 25% because of its potential to stun targets.

Shocker Lizard Treasure. The lair of a colony of six or more shocker lizards has a 20% chance to contain 1d100 each cp and sp, 3d8 ep, and 3d10 gp; and a 10% chance of having 1d10 gems and 1 (1-8) or 1d3 (9-10) magic items.

Shocker Lizard

Small Monstrosity (Lizard), always 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 Dex +4

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge ½ (100 xp) **Prof** +2

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 unconscious and stable.

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. 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.

Shocker Lizard Hatchling

The shocker lizard hatchling uses the Shocker Lizard stat block with the following changes.

- It is Tiny.
- It has 1 hit point (minion).
- Its Bite does 3 (1d2+2) piercing damage.
- It lacks the shocker lizard's Cooperative Bolt action.
- It is worth 20 xp.

The hatchling has the following additional Trait.

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

Shocker Lizard Yellow Legend

Medium Monstrosity (Lizard), always 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 Dex +5

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 12

Languages -

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

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.

SHOOSUVA

Location: *Volo's Guide to Monsters* p137.

Shoosuva Treasure. Shoosuva care nothing for treasure other than flesh to feast upon.

SHRAPNYL

Source: *3e Fiend Folio*.

A shrapnyl is a type of **raggamoffyn** made entirely of metal scraps and pieces of old metal gear. Formed when lingering magical energy interacts with inanimate objects, the shrapnyl appears as an animated, ragtag assortment of odds and ends with a roughly humanoid shape. A shrapnyl lurks near battlefields, forges, and other places heavy with metal scrap. It might contain broken weapons, worn out helmets, damaged tools, rusty nails and screws, etc.

Like other raggamoffyns, a shrapnyl's primary goal is to gain control of a host. However, shrapnyls are the most aggressive and violent of raggamoffyns, and a shrapnyl is very willing to harm or even kill creatures other than its host.

Shrapnyl Treasure: A shrapnyl has a 10% chance each to have 2d6 cp, sp, ep, and gp, 1d4 pp, and 1d2 pieces of metal jewelry mixed in to its form.

Shrapnyl

Large Construct (Raggamoffyn), always neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10+60)

Speed 30 ft., fly 30 ft.

**STR 18 (+4), DEX 11 (+0), CON 20 (+5),
INT 10 (+0), WIS 15 (+2), CHA 17 (+3)**

Skills Stealth +2

Damage Immunities poison, radiant

Condition Immunities charmed, exhaustion, frightened, paralyze, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages can't speak but understands Common

Challenge 6 (2,100 xp) **Prof** +3

Damage Transfer. While wrapped around a creature, the shrapnyl takes only half the damage done to it (rounded down) and the creature takes the other half.

ACTIONS

Metal Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning or slashing damage. If the target is Medium or smaller, it must also make a DC 15 Dexterity save, or the raggamoffyn grapples it (escape DC 15).

Wrap. A creature grappled by the raggamoffyn must make a DC 15 Dexterity save or the raggamoffyn wraps itself tightly around the creature. At the end of the creature's next turn, it must succeed on a DC 14 Wisdom save or become charmed by the raggamoffyn. While charmed, it obeys the raggamoffyn's telepathic commands.

The target can repeat the save each time it takes damage, ending the effect on a success, but if it fails three such saves, it stops making saves and remains charmed until the raggamoffyn is killed, the grapple is broken, or another effect removes the charmed condition.

Cloud of Steel. The shrapnyl explodes in a sphere extending 10' in every direction from it (or its host). Each creature in this sphere other than its host must make a DC 15 Dexterity save, suffering 22 (4d10) slashing damage on a failure or half that on a success.

If the shrapnyl is grappling a creature, that grapple ends.

Crush. One creature wrapped by the raggamoffyn takes 16 (3d10) bludgeoning damage.

SHREDSTORM

Source: 3e *Monster Manual* 3.

A shredstorm is a terrible weapon of war- a mass of tiny, coin-sized circular saw blades animated and joined into a single swarm of buzzing, slicing doom. Shredstorms were created by the Delphinat as a method of defending itself against its many enemies, but since the uprooting and vanishing of the island that the original Delphinat was on, uncontrolled shredstorms have spread throughout the world, wreaking havoc at random wherever they go.

Created Solely for War. Most Constructs can be given different commands, even if simple ones. A **golem** or **gear hound** might be set to guard a treasure or to watch over an area. A shredstorm, once activated, immediately seeks to destroy all creatures not wearing a specific sigil or glyph- usually the coat of arms of the original Delphinat, though a few shredstorms, created by others, spare those bearing a different sign. A shredstorm, once unleashed, rampages until destroyed or until there are no creatures within its detection range for a few moments, at which point it becomes inert and settles into a heap of tiny blades. Most shredstorms reactivate as soon as they detect a creature again, but others lapse into a deeply quiescent state until touched, a loud noise goes off, a creature dies nearby, or some other predetermined trigger arouses them.

Shredstorms are most commonly found near old battlegrounds, but a few are locked away in dungeons or in “safe” locations in urban settings. Such a shredstorm is very dangerous, since an accident or natural disaster might free it from the area that it is locked in, unleashing it on the local population.

Shredstorm Treasure. A shredstorm doesn't collect treasure.

Shredstorm

Medium Swarm of Tiny Constructs (Swarm), always unaligned

Armor Class 21 (natural armor)

Hit Points 91 (14d8+28)

Speed 0 ft., fly 90 ft.

STR 6 (-2), **DEX** 20 (+5), **CON** 15 (+2),
INT 1 (-5), **WIS** 11 (+0), **CHA** 10 (+0)

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities lightning

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

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 10

Languages -

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

Adamantine Weapons. The shredstorm's weapon attacks are treated as if they were adamantine.

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

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 saw blade. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bladed Whirlwind. *Melee Weapon Attack:* +9 to hit, targets each creature within 5'. *Hit:* 23 (4d8+5) slashing damage plus 7 (2d6) lightning damage, or 14 (2d8+5) slashing plus 3 (1d6) lightning damage if the shredstorm is bloodied.

Lightning Bolt (recharges after a short or long rest). The shredstorm unleashes a bolt of lightning 5' wide by 120' long. Each creature in the bolt must make a DC 14 Dexterity save, suffering 49 (14d6) lightning damage on a failure or half that on a success.

SHRIEKER

Location: *Monster Manual* p139.

Shrieker Treasure. Shriekers don't collect treasure.

SIBRIEX

Location: *Mordenkainen's Tome of Foes* p137.

Sibriexes in Cydra. Consistent with earlier edition lore, sibriexes have the Obyrith subtype.

Sibriex Treasure. A sibriex' lair has a 50% chance each to have 2d10 x 1,000 cp, sp, and gp, 2d6 x 1,000 ep, 3d6 x 100 pp, and 3d10 gems; and a 30% chance each to have 1d4+2 scrolls and 1d4+1 random magic items.

SIDHE

Source: Homebrew.

The sidhe (pronounced SHEE) are an ancient race that was ancestral to **elves**, **eladrin**, and **Drow**. More deeply Fey than their descendants, the sidhe had almost died out until the great growth in the power of Ketzia on Dorhaus over the last few millennia. Now, they are growing in numbers in the World, where time is less fickle than in the Feywild.

Sidhe resemble elves, though they are more slender and alien-looking, with large, round, golden eyes. The skin of a sidhe might be of literally any color, from white or black to pink, purple, green or brown.

An Ancient Race. The sidhe are an ancient and arrogant people. Functionally immortal unless killed, many of them have passed eons as recluses, in disguise or simply partying in the Feywild. They have ancient enemies, as well; **aboletth** and sidhe hate eat other and usually attack each other on sight, and the sidhe have a deep distrust of and dislike for **devils** and their kin. Many sages claim

that sidhe and **leshay** are closely related, and some even describe the two as a single race that has split into a driven race (the leshay) and a dissolute one (the sidhe).

Dissipated and Decadent. Except for the newest members of their race, sidhe are almost always filled with the tremendous indifference that comes from having quite literally seen it all before. Some sidhe seek to find stimulation in decadent pursuits of pain or pleasure, and some even pursue their decadence until it kills them.

Slave Keepers. Many sidhe communities keep Humanoid slaves, captured via their hypnotic gaze and taken deep into the woods. These slaves aren't chained, but are kept from escaping by a combination of frequent hypnotic conditioning and the hostile nature of the environment. Since sidhe don't usually bother to eliminate nearby predators or monsters and don't build roads or tracks, it is almost impossible for an average human or halfling to make it out of the dangerous forest safely. Nor do sidhe typically spend much effort on retrieving them, instead letting escapees dedicated enough to run into danger go while letting others return after finding out that their escape attempt leads only to death.

Dwellers in Deep Forests. Sidhe are almost never found outside of the deepest, most heavily shadowed woodlands, at least in the Prime Material Plane. Some communities of sidhe still dwell in the Feywild, and a few have migrated to the Outlands, where they live carefree lives ignoring the philosophical debates so common on most of the Outer Planes.

Sidhe Treasure. A sidhe usually has 3d10 sp.

A host of at least ten sidhe also has a 30% chance of having 1d10 x 1,000 sp; a 20% chance each of having 1d6 gems and 1d4 art objects; and a 15% chance to have 1 random magic item.

A host of at least 30 sidhe instead also has a 50% chance of having 3d6 x 1,000 sp; a 40% chance of having 2d6 gems; a 25% chance of having 1d3 random magic items; and a 20% chance of having 1d6 art objects.

SIDHE PCS

A sidhe is an unusual and very rare race. In a place that they inhabit, it is a reasonable choice for a pc.

Mid-Level (5+): A sidhe's racial ability score increases, as well as its hypnotic gaze, make it substantially more powerful than a standard race. A sidhe is thus suitable for starting with 5th level or higher groups.

SIDHE TRAITS

Sidhe pcs have the following racial traits.

Ability Score Adjustments. Your Dexterity, Intelligence, and Charisma increase by 2. Then choose Dexterity or Charisma and increase it by another 2 (for a total increase of 4). Conversely, decrease your Strength by 2.

Age. A sidhe is mature by around the age of 250, and is then functionally ageless. If you are more than about 400 years old, you have forgotten much of your history due to spending centuries or longer in a state of reverie or intoxication.

Size. You are Medium. A sidhe male averages about 5' tall and about 75 lbs, but might range from 4' 5" to 5' 6" tall and from 50 to 120 lbs. A female sidhe is usually about 4' 8" tall, but might be as short as 4' 2" or as tall as 5' 4", and usually weighs about 60 lbs but might range from 40 lbs to 100 lbs.

Speed. Your walking speed is 40'.

Fey Mind. You can't be magically put to sleep, and you are immune to the charmed condition.

Damage Resistance. You have resistance to bludgeoning, piercing, and slashing damage that isn't cold iron.

Darkvision. You have darkvision 60'.

Hypnotic Gaze. You can use your action to fix your eyes on one creature that can see you within 40'. That creature must make a Wisdom saving throw, DC 8 + your proficiency bonus + your Charisma bonus, or be charmed for 1 hour (save ends). While charmed, the creature will attempt to remain within 40' of you but will otherwise take no actions or reactions. The effect ends if the creature loses sight of you.

You can use this ability a number of times equal to your proficiency bonus before you must complete a long rest before using it again.

Languages. You speak Common and Elvish.

Sidhe

Medium Fey, often chaotic neutral

Armor Class 14 (leather armor)

Hit Points 33 (6d8+6)

Speed 40 ft.

**STR 8 (-1), DEX 16 (+3), CON 12 (+1),
INT 14 (+2), WIS 10 (+0), CHA 16 (+3)**

Saving Throws Wis +2

Skills Arcana +4, Deception +5, History +4

Damage Resistances bludgeoning, piercing and slashing weapons that aren't cold iron

Condition Immunities charmed

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Elvish

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

Fey Mind. The sidhe cannot be magically put to sleep.

ACTIONS

Multiattack. The sidhe makes two weapon attacks.

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

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

Hypnotic Gaze. The sidhe fixes its eyes on one creature that can see it within 40'. That creature must make a DC 13 Wisdom saving throw or be charmed for 1 hour (save ends). While charmed, the creature will attempt to remain within 40' of the sidhe but will otherwise take no actions or reactions. The effect ends if the creature loses sight of the sidhe.

Sidhe Guardian

The sidhe guardian uses the Sidhe stat block with the following changes.

- It has 55 (10d8+10) hit points.
- Its Challenge Rating is 2 (450 xp).

The guardian has the following additional Reaction option.

- **Hypnotic Defender.** When an enemy within 30' that the sidhe can see and that can see the sidhe makes an attack against one of the sidhe's allies, the triggering enemy must make a DC 13 Wis save or be charmed until the start of the sidhe's next turn. While charmed in this way, it can't attack, and the triggering attack automatically misses.

Sidhe Woodland Witch

The sidhe woodland witch uses the Sidhe stat block with the following changes.

- Its AC is 16 (*barkskin*).
- It has 77 (14d8+14) hit points.
- Its Wisdom is 15 (+2).
- Its Wis save is +4.
- Its passive Perception is 12.
- Its Challenge Rating is 4 (1,100 xp).

The woodland witch has the following additional Action option.

- **Spellcasting.** The sidhe casts one of the following spells, using Wisdom as the spellcasting ability (save DC 12, +4 to hit).
 - At Will- *Barkskin, dancing lights, druidcraft.*
 - 2/day- *Cure wounds, entangle, faerie fire, tree stride.*
 - 1/day- *create or destroy water, lesser restoration, plant growth, spike stones.*

SIEGE CRAB

Source: 3e *Monster Manual* 3.

A siege crab is a gigantic crab modified to serve as a living troop carrier. Often employed by **sahuagin**, **aquatic elves**, **locathah**, and other sea folk in times of war, a siege crab is almost 20' in diameter and 15' high. It weighs over 30 tons. It has four great snapping claws at its front end, making it a deadly opponent in its own right. Siege crabs might be of blue, red, orange, yellow, gray, white, or black color. A siege crab can carry a squadron of troops, whose sudden disembarkation can be a deadly surprise to creatures not expecting it.

Siege crabs are usually well-trained and managed in battle by a creature using *speak with animals*. Some are inscribed with magical runes that bind them to a coral circlet that allows the wearer to send it telepathic commands; such specimens usually stand motionless when not being directly ordered.

Purchasing a Siege Crab. Where a siege crab is available for sale, it usually costs around 250,000 gp.

Siege Crab Treasure. Siege crabs don't collect treasure.

Siege Crab

Gargantuan Beast (Crab), always unaligned

Armor Class 22 (natural armor)

Hit Points 310 (20d20+100)

Speed 60 ft., swim 60 ft.

STR 24 (+7), **DEX** 6 (-2), **CON** 21 (+5),
INT 1 (-5), **WIS** 10 (+0), **CHA** 2 (-4)

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

Senses green eyes, passive Perception 10

Languages -

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

Troop Compartment. A siege crab's underside is a 10' high x 10' wide x 20' long troop compartment that can carry up to four Large, sixteen Medium, or thirty-two Small or smaller creatures if they squeeze, or half as many without squeezing. Creatures in the compartment have total cover from and can't be seen by creatures outside.

If the crab dies, the muscles that hold the hatch shut relax. A creature can open the hatch by using an action to make a DC 15 Strength check.

ACTIONS

Multiattack. The crab makes four Claw attacks.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6+7) slashing damage, and the target must succeed on a DC 21 Dexterity save or the crab grapples it. The crab has four claws and can grapple one creature in each. While it grapples a creature, it can't use that claw to attack other creatures, but it gains advantage on attacks against the grappled creature.

Trample. The crab can enter enemies' spaces during its movement this turn. It makes the following attack against each creature whose space it enters. *Melee Weapon Attack:* +13 to hit, reach 0 ft., one target. *Hit:* 18 (2d10+7) bludgeoning damage, and the target must make a DC 21 Strength saving throw or be knocked prone.

BONUS ACTIONS

Embark or Disembark. The siege crab opens or shuts its troop compartment.

REACTIONS

Step on the Pest (recharges when first bloodied, then after a short or long rest). When a creature within 10' does at least 20 points of damage to the crab on one turn, the crab steps on it, making the following attack. *Melee Weapon Attack:* +13 to hit, reach 0 ft., one target. *Hit:* 29 (4d10+7) bludgeoning damage, and the target must make a DC 21 Con save or be stunned until the end of the crab's next turn.

SILLIT

Source: 3e *Fiend Folio*.

Sillits are the leaders of the **nerras**. They constantly scheme, plot, and plan, working tirelessly to advance the goals of the race and usually remaining safe on the Plane of Mirrors. Sillits often wear robes or other finery of shiny black silk.

Sillits are usually accompanied by at least two **kalareems** and often by a large number of **varoots**, forming a **company**. A sillit rarely leaves the safety of the Plane of Mirrors unless called to do so for a very important reason or to help carry out a major plan that is otherwise in serious danger of failing.

Sillit Treasure: A sillit usually carries 3d10 sp, ep, and gp, plus 1d6 pp. Its lair also has a 25% chance each to have 1d6 x 100 cp, sp, ep, and gp; and a 15% chance each to have 1d3 pieces of jewelry and 1 magic item.

A **pair** of sillits or a company of three to six of these creatures instead also has a 30% chance each to have 1d10 x 100 cp, sp, ep, and gp; and a 15% chance each to have 1d6 pieces of jewelry, 1d4 scrolls, 1 piece of magic jewelry, and 1 random magic item.

A company of seven to twenty sillits instead also has a 40% chance each to have 1d8 x 1,000 cp, 1d6 x 1,000 sp, 2d10 x 100 ep, and 1d12 x 1,000 gp; and a 20% chance each to have 2d6 pieces of jewelry, 1d6 scrolls, 1d2 pieces of magic jewelry, and 1 random magic item.

Sillit

Medium Humanoid (Nerra), always neutral

Armor Class 14 (natural armor)

Hit Points 65 (10d8+20)

Speed 30 ft.

**STR 13 (+1), DEX 15 (+2), CON 14 (+2),
INT 17 (+3), WIS 14 (+2), CHA 18 (+4)**

Skills Arcana +6, Deception +7, Persuasion +7

Damage Vulnerabilities thunder

Damage Resistances cold, fire, lightning, radiant

Senses passive Perception 12

Languages Nerra, Common

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

Reflective. If a creature's gaze would affect the nerra, it instead affects that creature.

Spell Turning. A spell that directly targets the nerra instead targets the spell's caster.

ACTIONS

Multiattack. The nerra makes two Shard Rapier attacks and one Shard Dagger attack.

Shard Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage, and the target takes a wound. At the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the creature can make a DC 12 Constitution save, ending the effect on a success. The effect also ends if the creature receives any magical healing or a DC 12 Wisdom (Medicine) check.

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

Shard Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/80 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the target takes a wound. At the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the creature can make a DC 12 Constitution save, removing all wounds on a success. The effect also ends if the creature receives any magical healing or a DC 12 Wisdom (Medicine) check.

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

Shard Spray (3/day). The nerra unleashes a spray of glass shards in a 30' cone. Each creature in the cone must make a DC 15 Dexterity save, suffering 28 (8d6) slashing damage on a failure or half that on a success.

Mirror Jump. The nerra steps into a mirror within 5' and either emerges from another mirror within 1 mile. Alternatively, it can choose to emerge on the Plane of Mirrors. If it is on the Plane of Mirrors, it can use this ability to move to the Prime Material Planes, emerging from the mirror whose mirror portal it moved through.

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

At will- *Disguise self*, *mirror image*
3/day- *Mislead*

Sillit Executor

The sillit executor uses the Sillit stat block with the following changes.

- Its AC is 16 (natural armor).
- It has 142 (19d8+57) hit points.
- Its Dexterity is 18 (+4) and its Constitution is 17 (+3).
- Its skill and attack bonuses, as well as its save DCs, all increase by 1.
- Its Multiattack allows it to make three Shard Rapier attacks and one Shard Dagger attack.
- Its Shard Spray does 36 (8d8) slashing damage on a failed save or half that on a success.
- Its Challenge Rating is 9 (5,000 xp).
- Its proficiency bonus is +4.

SILVER DRAGON

Location: *Monster Manual* p116.

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

Silver Dragons in Cydra

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

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

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

Adult Silver Dragon

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 2.
- Its passive Perception is 23.
- Its Challenge Rating is 21 (33,000 xp).
- Its proficiency bonus is +7.

Ancient Silver Dragon

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 27.
- Its Challenge Rating is 26 (90,000 xp).
- Its proficiency bonus is +8.

Young Silver Dragon

- Its Challenge Rating is 12 (8,400 xp).

SILVER HORROR

Source: 2e *Spelljammer Monstrous Compendium*.

Among the **clockwork horrors**, silver horrors rank just above the **copper horror** drones. 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 the silver horrors defer to the **electrum horrors** and other horrors ranked 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.

Silver horrors are often found in numbers when the horrors expect to need to engage in battle. They might lead huge battalions of copper horrors, and if oversight is required or too many silver horrors are involved and need some degree of direction, they are likely to be led by one or more electrum horrors.

Silver Horror Treasure. A silver horror will yield about 20 lbs of silver scrap (worth about 50 sp per lb), but it takes about 4 hours to strip the other material out of it. Only one creature can work on stripping a single horror, and a creature proficient in tinker's, jeweler's, thieves' or clockmaker's tools can reduce the time required by 25%.

Silver Horror

Small Construct (Clockwork Horror), always 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)

Damage Immunities lightning, poison, psychic
Condition Immunities charmed, exhaustion, frightened

Senses Darkvision 60 ft., passive Perception 11

Languages Clockwork Horror

Challenge ½ (100 xp) **Prof** +2

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

Unusual Nature. A clockwork horror doesn't need food, drink, or air.

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 (save ends).

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.

BONUS ACTIONS

Self-Repair. The horror regains 3 (1d6) hit points.

Silver Horror Flamer

The silver horror flamer uses the Silver Horror stat block with the following additional Action option.

- **Flamethrower (3/day).** The horror creates a 20' cone of flames. Each creature in the cone must make a DC 11 Dex save, taking 7 (2d6) fire damage on a failure or half that on a success.

SINGING SLAAD

Source: Homebrew.

Singing slaadi are the bards of **slaadkind**, but their forms of performance are strange and varied, and to non-slaadi they sometimes appear to be mere pointless havoc. Singing slaadi performance styles might include breaking things, gargling, belching, cutting itself or other forms that many creatures would not expect.

Far Wanderers. Singing slaadi tend to wander the planes, poking a nose in where it doesn't belong and getting into various types of trouble and adventure. A singing slaad might be found almost anywhere, from the most crowded urban center to the most desolate and remote wasteland, from the most arctic clime to the driest and hottest regions.

Singing Slaad Challenge Rating. Because of its Slaad Performance reaction option, add 1 to the slaad's effective AC and attack bonus (2 for a worlds wanderer) when assessing its Challenge Rating.

Singing Slaad Treasure. A singing slaad has a 25% chance each to have 1d6 x 100 cp, 1d4 x 100 sp, 4d10 ep, and 1d6 x 10 gp; and a 10% chance each to have 1d3 potions and 1 mundane musical instrument,

Singing Slaad

Medium Aberration (Slaad), usually chaotic neutral

Armor Class 14 (natural armor)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR 12 (+1), **DEX** 14 (+2), **CON** 13 (+1),
INT 15 (+2), **WIS** 7 (-2), **CHA** 18 (+4)

Saving Throws Wis +0

Skills Performance +6

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 8

Languages Slaad, telepathy 60'

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

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

ACTIONS

Multiattack. The slaad makes two melee attacks.

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

REACTIONS

Slaad Performance (4d6 that recharge after a short or long rest). When the slaad or a creature it can see within 60' fails an attack, save, or check, the slaad adds 1d6 to that roll, possibly making that failure a success, provided the target can see or hear the slaad.

Singing Slaad Bardling

The singing slaad bardling uses the Singing Slaad stat block with the following changes.

- Its Challenge Rating is 3 (700 xp).

It has the following additional Action options.

- ***Ferocious Belch (recharge 6).*** The slaad belches in a 20' cone. Each creature in the cone must make a DC 14 Con save, taking 5 (1d10) thunder damage and being stunned until the end of its next turn on a failure.
- ***Spellcasting.*** The slaad casts one of the following spells, using Charisma as the spellcasting ability (save DC 14).
 - 2/day- *cause fear, charm person, sleep.*
 - 1/day- *fool's speech, message.*

It has the following additional Bonus Action option.

- ***Shift (recharge 4-6).*** The slaad moves 5' without provoking opportunity attacks.

Singing Slaad Worlds Wanderer

Medium Aberration (Slaad), usually chaotic neutral

Armor Class 16 (natural armor)

Hit Points 130 (20d8+40)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +9

Skills Arcana +7, Nature +7, Perception +4,
Performance +9, Stealth +7

Damage Resistances acid, cold, fire, lightning,
thunder

Senses darkvision 60 ft., passive Perception x

Languages Slaad, telepathy 60'

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

Legendary Resistance (2/day). When the slaad fails a save, it succeeds instead.

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

ACTIONS

Multiattack. The slaad makes three melee attacks.

Maul Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 10 (2d6+3) bludgeoning plus 9 (2d8) psychic damage, and the slaad can choose to push the target 5'.

Spellcasting. The slaad casts one of the following spells, using Charisma as the spellcasting ability (save DC 17).

At Will- *Vicious mockery.*

2/day- *Attune form* (self only), *cause fear*, *charm person*, *command*, *sleep* (11d8), *taunt*.

1/day- *Calm emotions*, *charm monster*, *dimension door*, *fear*, *hold monster*, *plane shift*, *suggestion*.

REACTIONS

Slaad Performance (5d12 that recharge after a short or long rest). When the slaad or a creature it can see within 60' fails an attack, save, or check, the slaad adds 1d12 to that roll, possibly making that failure a success, provided the target can see or hear the slaad.

LEGENDARY ACTIONS

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

- **Move.** The slaad moves its speed.
- **Telepathic Feint.** The slaad psionically engages one creature within 60', distracting it. The target must make a DC 17 Int save or have disadvantage on the next attack, save, or check that it makes before the end of its next turn.
- **Weird Observation (costs 2 actions).** The slaad targets a creature that can hear it within 25' and makes a weird observation about it telepathically. The creature must make a DC 17 Wis save, being affected as if by the *confusion* spell on its next turn on a failure.

SIRINE

Location: *Tales from the Yawning Portal.*

A sirine appears as a beautiful woman with a lovely voice, but her song can seduce the unwary and her touch can dull the mind. Equally at home anywhere in or near the water, sirines might be helpful, capricious, or actively malevolent. All dwell in lonely, uninhabited places.

Luring Sailors to their Doom. Evil (and some neutral) sirines delight in luring sailors to their doom, with the sirine using its song to trick the sailors into leaving the safety of their boats in favor of a swim in the deep. While not all sirines do this, it is a common enough behavior for many

humanoid communities to stereotype all sirines as deadly seductresses, and tales of such acts are common in many seaside communities.

The Sea Queen's Voice. Some sirens consider themselves to speak for the Sea Queen. A few of them are even clerics of the Queen, but most simply arrogantly make the claim that they know what She desires. Sirines are as capricious as the Queen herself, so there may be something to their claim.

Sirine Allies. While sirines only rarely work together, they often have a variety of aquatic Beasts as allies, including various types of giant **fish** and **eels**, and they often work or play alongside **water elementals**, **water weirds**, or other water-based Elemental creatures. On very rare occasions, a sirine might associate with watery Fey such as **undines**, **nereids**, or **nixies**.

Sirine Treasure. A typical sirine has 1d20 each cp, sp, ep, and gp; a 25% chance of having 1d4 gems; and a 5% chance of having 1 piece of magic jewelry.

SIRRUSH

Source: 3e *Epic Level Handbook*.

In the early days of the cosmos, when the world was still in a constant flux of creation and destruction, the primal spirits were barely-formed prototypes of what they would become. As places of great primal power were created and destroyed, many of the spirits were formed and re-formed over and over again. Most eventually fell into a fairly permanent state when creation stabilized, but there were a few exceptions. The **tulgar** are one example; the sirrush are another.

One common theme that ran through each iteration of the world as it was made and unmade over and over was that of the hunt: the relationship between predator and prey. Though the beings that filled each role were different each time life was sparked anew, the hunt itself remained the same. However, each time the primordials destroyed the world to build it again, the hunt ended and the spirits that embodied it suffered tremendously. Each time they dwindled away, almost perishing before the renewal of life and the hunt

strengthened them. This process, repeated over and over, annealed the spirits of the hunt. Soon they discovered that taking physical form allowed them to keep more of their strength when the hunt ebbed. However, while they managed to preserve more of their raw power this way, they found themselves less able to return to their original, nonphysical forms with each cycle. Now the sirrush are a race of spirits forced to live a corporeal life.

A sirrush is vaguely feline in form, but with thick dragon-like scales instead of fur. Its head has a mane-like protective plate of scaled bone which helps to shield it from lethal blows. Sirrush are a mottled mix of silver, black and grey in color and weigh in at around 650 lbs. Huge, razor-sharp incisors project from its oversized mouth, and its talon-like claws are each as long as a human's entire hand.

Consummate Hunters. Though they are no longer true spirits, the sirrush remain devoted to the hunt with a degree of commitment most mortal creatures cannot comprehend. Most sirrush need to eat, but even those that do not live to chase their prey. Once a sirrush has chosen a creature as its quarry, it will hunt that creature across the entire world, and a sirrush prefers prey that can challenge it. Some have hunted entities as powerful as demon princes and godlings with various degrees of success. Others take it upon themselves to interfere with the Wild Hunt or other creatures that fancy themselves to epitomize predation.

Of Two Natures. Sirrush are caught between life as a true mortal creature, with mortal needs such as food and sleep, and existence as a primal spirit. Each sirrush is at a different point on the path between the two existences, and each seeks to find its own balance between the two. While most sirrush must fulfill their mortal requirements, some particularly spiritual individuals do not need to eat or even breathe.

Rarely, such a sirrush might grow a second head. One of its heads is limited to the mortal world, while the other sees the spirit realm and allows the sirrush to contact it.

Sirrush Challenge Rating. When assessing the Challenge Rating of a sirrush, assume it uses its Stunning Roar on one round and then double its effective damage output for the other two rounds.

Sirrush Treasure. Sirrush don't collect treasure.

Sirrush

Large Monstrosity, usually chaotic neutral

Armor Class 26 (natural armor)

Hit Points 580 (40d10+360)

Speed 90 ft.

**STR 29 (+9), DEX 27 (+8), CON 28 (+9),
INT 19 (+4), WIS 18 (+4), CHA 16 (+3)**

Skills Athletics +17, Perception +12, Stealth +16, Survival +12

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 300 ft., darkvision 60 ft., passive Perception 22

Languages the Spirit Tongue

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

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

ACTIONS

Multiattack. The sirrush makes four Claw attacks and one Bite attack..

Claw. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 16 (2d6+9) slashing damage. This attack scores a critical hit on a 19-20.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 27 (4d8+9) piercing damage. This attack scores a critical hit on a 19-20.

Stunning Roar (recharge 5-6). The sirrush unleashes a tremendous roar in a 60' cone. Each creature in the cone that isn't immune to the frightened condition must succeed on a DC 25 Constitution save or be stunned until the end of the sirrush's next turn. After that, an affected creature can repeat the save at the start of each of its turns, ending the effect on a success or after three failures.

REACTIONS

Dance of the Sirrush. If a creature misses the sirrush with an attack, the sirrush moves up to 30' without provoking opportunity attacks from the triggering creature.

Sirrush Double Header

A sirrush double header has two heads. It uses the Sirrush stat block with the following changes.

- Its Multiattack action option allows it to make four Claw attacks and two Bite attacks.
- Its Challenge Rating is 26 (90,000 xp).

The double header has the following additional Trait.

- ***Multiple Heads.*** The sirrush has advantage on saves against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

SKELETON

Location: *Monster Manual*, *Candlekeep Mysteries* (storm giant skeleton p208), *Ghosts of Saltmarsh* (skeletal alchemist, juggernaut, swarm).

There are many different variant types of skeleton with a great variety of powers beyond those of the common, standard skeleton. Some are simply constructed by animating a larger or different body, others require different magic to create or can't be created by spellcasters at all. Some skeletons are the result of a curse, others arise spontaneously in areas of great evil.

Skeleton Treasure. Skeletons don't collect treasure.

Skeleton Allosaurus

Large Undead, always lawful evil

Armor Class 13 (natural armor)
Hit Points 51 (6d10+18)
Speed 40 ft.

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

Damage Vulnerability bludgeoning
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 2 (450 xp) **Prof** +2

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

Skeleton Ankylosaurus

Huge Undead, always lawful evil

Armor Class 14 (natural armor)
Hit Points 68 (8d12+16)
Speed 25 ft.

STR 19 (+4), **DEX** 8 (-1), **CON** 15 (+2),
INT 2 (-4), **WIS** 10 (+0), **CHA** 3 (-4)

Damage Vulnerability bludgeoning
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 2 (450 xp) **Prof** +2

ACTIONS

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) bludgeoning damage. If the target is a creature, it must make a DC 14 Str save or fall prone.

Skeleton Giant Snapping Turtle **Ancient Hunter**

Huge Undead, always lawful evil

Armor Class 18 (natural armor)
Hit Points 85 (10d12+20)
Speed 20 ft., swim 30 ft.

STR 23 (+6), **DEX** 4 (-3), **CON** 15 (+2),
INT 2 (-4), **WIS** 6 (-2), **CHA** 4 (-3)

Damage Vulnerability bludgeoning
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60', passive Perception 8
Languages -
Challenge 5 (1,800 xp) **Prof** +3

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 33 (6d8+6) piercing damage.

REACTIONS

Into the Shell. When an attack hits the turtle, it withdraws into the tattered remains of its shell, gaining a +3 bonus to AC against the triggering attack and possibly causing it to miss.

Skeleton Mercane Guardian

Formed from the body of a dead mercane infused with powerful magic to guard its grave goods, a mercane skeleton guardian is surprisingly powerful. Standing between 7' and 10' tall, these monsters are smarter than most skeletons and are able to plan, anticipate enemy tactics and take appropriate countermeasures.

Large Undead, always lawful neutral

Armor Class 16 (natural armor)

Hit Points 65 (10d10+10)

Speed 40 ft.

STR 17 (+3), **DEX** 17 (+3), **CON** 13 (+1),
INT 14 (+2), **WIS** 12 (+1), **CHA** 12 (+1)

Saving Throws Int +4, Wis +3

Damage Vulnerability bludgeoning

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 11

Languages understands Common, Mercane, Draconic, Celestial, Infernal and Primordial but can't speak

Challenge 4 (1,100 xp)

Prof +2

ACTIONS

Multiattack. The skeleton makes two Claw attacks.

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

Arresting Pulse (1/day). The skeleton releases a pulse of life-disrupting energy. Each non-undead creature within 20' of the skeleton must make a DC 11 Constitution save, suffering 33 (6d10) necrotic damage on a failure or half that on a success. In addition, a creature that fails the save is paralyzed for 1 minute (save ends).

SKELETON WARRIOR

Source: 1e *Fiend Folio*.

A skeleton warrior is an Undead created from a mighty living warrior whose soul has been trapped in a special golden circlet by a powerful necromancer, evil priest, or demigod. The skeleton warrior is bound to obey a creature that wears its circlet on its head, but has a powerful resentment for that creature and desires nothing more than to destroy both that creature and the circlet. If the circlet is somehow destroyed, the skeleton warrior's soul can rest once its body is also destroyed. Otherwise, if the skeleton warrior is slain, its soul remains bound, and the warrior will rejuvenate after a long, agonizing period spent in immaterial form.

A skeleton warrior appears much like a heavily-armored **skeleton** at a glance; most creatures won't be able to tell the difference. However, once it is engaged in combat, the terrible power it possesses becomes obvious, and its superior intelligence is likely to be revealed by its actions. The skeleton warrior is typically garbed in well-maintained plate armor, and most wield a greatsword. The clothes and trappings it wears over its armor are rotted and blackened, but it never allows its combat gear to fall into disrepair.

The Golden Circlet. A creature that puts the circlet of a skeleton warrior on its head (while wearing no other headgear) can use an action to attempt to impose its will on the skeleton warrior. The warrior must make a DC 15 Wis save; if it fails, it must obey the circlet wearer's mental commands (no action required) until the wearer becomes incapacitated, ceases to wear the circlet, or is more than 240' from the skeleton warrior.

If the wearer of the circlet loses control over the skeleton warrior, the skeleton warrior immediately moves toward it, seeking to destroy the wearer. The wearer can attempt to again impose its will on the skeleton warrior, but the skeleton warrior must fail three saves against the circlet's power before it becomes controlled again.

If the skeleton warrior uses an action to place the circlet on its own brow, at the start of its next turn, both it and the circlet turn to dust as if disintegrated, and the skeleton warrior's soul can rest at last.

Skeleton Warrior Treasure. The golden circlet that controls it, while never actually in the skeleton warrior's lair, appears to be worth 1d6+1 x 1,000 gp.

The lair of a skeleton warrior has a 30% chance each of having 1d10 x 1,000 cp, 1d8 x 1,000 sp, 2d6 x 100 ep, 1d6 x 1,000 gp, 2d10 x 10 pp, and 1d10 gems; and a 20% chance each to have 1d6 art objects and 1d3+1 magic items.

Skeleton Warrior

Medium Undead (Fighter), often neutral evil

Armor Class 18 (plate)

Hit Points 171 (18d8+90)

Speed 20 ft.

**STR 18 (+4), DEX 12 (+1), CON 20 (+5),
INT 15 (+2), WIS 15 (+2), CHA 10 (+0)**

Saving Throws Wis +8, Cha +6

Damage Resistances cold, necrotic

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

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

Senses darkvision 60 ft., passive Perception 12

Languages can't speak but understands the languages it spoke in life

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

Action Surge (2 uses; recharges after a short or long rest). The skeleton warrior takes an extra action.

Legendary Resistance (3/day). When the skeleton warrior fails a save, it succeeds instead.

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

Rejuvenation. If the skeleton warrior is destroyed but its golden circlet still exists, it returns to unlife after 10d10 days.

ACTIONS

Multiattack. The skeleton warrior makes three weapon attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage plus 5 (1d10) necrotic damage.

BONUS ACTIONS

Shove (recharge 5-6). The skeleton warrior makes a Shove attack against a creature within 5'.

REACTIONS

Parry. When an attack hits the skeleton warrior, if it can see the attacker and is wielding a melee weapon, the skeleton warrior adds 6 to its AC, possibly causing the triggering attack to miss.

LEGENDARY ACTIONS

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

- **Attack (costs 2 actions).** The skeleton warrior makes a weapon attack.
- **Deathly Terror.** The skeleton warrior targets one creature it can see within 60'. That creature must make a DC 14 Wis save or take 10 (3d6) psychic damage and be frightened until the end of the skeleton warrior's next turn.
- **Move.** The skeleton warrior moves half its speed.

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.

A skin kite usually forms in an area where the living have been flayed as a form of torture. Rather than being created intentionally, skin kites form spontaneously, generated by a combination of the misery of the living creatures who were mutilated and the evil energies of the creatures who removed their skins. A skin kite is much more likely to form if both the victims and the tormentors were evil, but even then, one forms only rarely. Once one forms, however, it can reproduce fairly easily.

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.

Skin Kite Treasure. Skin kites don't gather treasure.

Skin Kite

Small Undead, always 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 ½ (100 xp)

Prof +2

Unusual Nature. A skin kite has no need for air, drink or sleep.

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.

Skin Kite Sail

The skin kite sail uses the Skin Kite stat block with the following changes.

- It is Large.
- It has 22 (4d10) hit points.
- Its Strength is 15 (+2).
- Its Touch does 10 (2d6+3) necrotic damage and has a save DC of 12. It can grapple Large or smaller creatures.
- Its Meld action option does 21 (6d6) necrotic damage.
- Its Challenge Rating is 2 (450 xp).

SKULK

Location: *Mordenkainen's Tome of Foes*.

While skulks have many things in common with each other, they are actually two separate types of creatures, albeit with very similar stat blocks. The first are the lost travelers described in *Mordenkainen's Tome of Foes*, except that they have the Humanoid creature type. However, the majority of skulks were originally the underclass of a **human** culture. The untouchable caste of their people, this underclass handled the

dead, garbage, and other things below the dignity of a person of any class. After centuries of abuse, they used a mystical ceremony to compound their untouchable status into one that made it difficult for other creatures to even see them with the intention of abandoning their duties and leaving the rest of their society to deal with the unpleasant tasks that had been assigned to the untouchables for generations. Skulks of this second type have the Skulk Coward stat block.

Some scholars claim that the skulks called upon a fell power such as Graz'zt in their invocations, while others claim that they called upon a more benign figure, but that they were corrupted over time. Either way, they are now malicious and vicious, with a particular hatred for **tieflings**, whom they see as a sort of philosophical replacement for their old upper classes due to their connection to Fiends and, in the case of some groups of tieflings (as in those of Bael Turoth), similar background to the skulks.

Color-Changing Skin. While the skulks that are the faded remains of lost travelers have the Fallible Invisibility trait, other skulks instead have the Peerless Camouflage trait, and one can tell which type of skulk is being used in an encounter by which of these two traits it has.

The skin of a skulk with Peerless Camouflage is naturally light gray in color, but changes instantly to match the color of its surroundings. This gives the skulk superb camouflage, which compliments the racial tendency of skulks toward cowardice. A skulk can consciously choose its skin color, and some change their skin to match that of local humans in order to better blend in with them. At times like these, skulks often wear clothes and armor, which they otherwise see as a hindrance to their survival, for it doesn't change color with the skulk's skin.

Cowardly Assassins. Skulks are craven as a race, but love using their camouflage to try to kill other creatures in a single blow from surprise. Those who succeed at such a mission earn great favor from the other skulks, and their leaders are usually the skulks who have successfully assassinated the greatest number of creatures.

A Hidden People. While some skulks dwell in the Shadowfell, many live alongside Humanoid folk, scavenging and stealing to make a living while remaining undetected. Some groups of skulks living in such conditions end up allying with creatures with a similar lifestyle, such as **doppelgangers**, while others engage in covert warfare against them, fighting battles that are hidden in plain sight in the cities they inhabit.

Interactions Between the Two Types of Skulks. When skulks of the two types meet, they usually regard each other with fear and apprehension. They feel no sense of kinship, as each kind does with its own fellows, but instead see each other as direct competitors and rivals. Worse, each type sees the other as a significant threat in ways both direct and indirect. After all, if one type of skulk is caught by the Humanoids around it when committing murder, theft, or mischief, those Humanoids are very unlikely to draw a distinction between the two types of skulk, and more than one anti-skulk pogrom has been perpetrated against one type only to sweep up the other.

Skulk Allies. Skulks typically don't trust any other creatures enough to make lasting alliances with them. On rare occasions, skulks of the faded traveler type might work alongside **shadar-kai**, **darklings**, **dark creepers**, **dark stalkers**, or **dopegees**, but usually only for a limited time before breaking away out of fear of betrayal.

Skulk Challenge Rating. When assessing the Challenge Rating of a skulk of either type, increase its effective AC and attack bonus by 4 to account for its Fallible Invisibility trait or Peerless Camouflage trait and Hide in Plain Sight bonus action option.

Skulk Treasure. A typical skulk carries 1d10 cp and 1d6 sp.

The lair of a **coterie** of ten to twenty skulks also has a 30% chance each to have 2d6 x 100 cp and sp; a 25% chance to have 2d12 x 25 gp; and a 10% chance each to have 1d10 x 10 ep and 1d4 potions.

The lair of a **gang** of 21 to 100 skulks instead also has a 30% chance each to have 2d6 x 100 cp and sp; a 25% chance to have 2d12 x 25 gp; and a 10% chance each to have 1d10 x 10 ep and 1d4 potions.

The lair of a **crush** of 101 to 200 skulks instead also has a 40% chance each to have 2d6 x 500 cp and sp; a 25% chance each to have 2d10 x 100 gp; and a 10% chance each to have 1d10 x 25 ep, 3d20 pp, 1d8 potions, and 1d3 magic items.

Skulk Coward

Medium Humanoid (Skulk), often chaotic evil

Armor Class 12

Hit Points 9 (2d8)

Speed 30 ft.

STR 11 (+0), **DEX** 14 (+2), **CON** 11 (+0),
INT 11 (+0), **WIS** 8 (-1), **CHA** 16 (+3)

Skills Deception +5, Stealth +6

Senses passive Perception 9

Languages A strange dialect of Common

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

Peerless Camouflage. The skulk has advantage on Dexterity (Stealth) checks to hide, and magic never finds or detects it.

Surprise Attack. If the skulk 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.

Trackless. The skulk leaves no tracks to indicate where it has been or where it's headed.

ACTIONS

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

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

BONUS ACTIONS

Hide in Plain Sight. The skulk makes a Dexterity (Stealth) check to Hide, even if directly observed. It can remain hidden even if it moves, but reveals itself to the target of any melee attack it makes.

Skulk Murderer

The skulk murderer uses the Skulk Coward stat block with the following changes.

- Its AC is 14.
- It has 44 (8d8+8) hit points.
- Its Dexterity is 18 (+4), its Constitution is 13 (+1), and its Charisma is 17 (+3).
- Its bonus to Stealth is +8.
- Its Surprise Attack trait deals 14 (4d6) damage.
- Its Rapier and Light Crossbow action options are +6 to hit and do 8 (1d8+4) piercing damage.
- Its Challenge Rating is 4 (1,100 xp).

The skulk murderer has the following additional Trait.

- **Sneak Attack (1/turn).** If the skulk hits a creature with a weapon attack when it has advantage on the attack or when that creature has another hostile creature within 5' of it, the skulk can deal an extra 21 (6d6) damage if it doesn't have disadvantage.

The murderer has the following additional Action option.

- **Multiattack.** The skulk makes two rapier attacks.

SKULL LORD

Location: *Mordenkainen's Tome of Foes.*

Undead Creators. Skull lords are infamous for creating bizarre and unique Undead creatures, including both the **bonespur** and **serpentir**. Any individual skull lord will always have a group of Undead servants, and most skull lords have one or more unique types amongst their followers.

Skull Lord Treasure. A skull lord's vanity often leads it to collect beautiful bejeweled items. A skull lord is 50% likely each to have 1d4+2 pieces of jewelry and 1d3 pieces of magical jewelry; and 25% likely each to have 1 magic rod et. al. and 1d3 random magic items.

SKULVYN

Source: *3e Fiend Folio.*

A skulvyn is a bestial **demon** that swims the disgusting seas of the Abyss on a ceaseless journey of destruction, always trying to find prey that it can terrorize before eating it alive. A skulvyn looks like a streamlined, sinister newt with broad, clawed feet that are almost flippers. It has four long tails that it uses both to swim and as weapons, for they are topped with rows of spines. Skulvyns prefer to gang up on prey in great numbers.

Skulvyn often swim in **schools** of up to 12 members. They prefer to gang up on a single foe, attempting to tear it to pieces while their auras slow it.

Skulvyn Treasure: Skulvyn don't collect treasure, casting it into the Abyssal depths instead.

Skulvyn

Large Fiend (demon), always chaotic evil

Armor Class 14 (natural armor)

Hit Points 30 (4d10+8)

Speed 10 ft., swim 50 ft.

**STR 16 (+3), DEX 15 (+2), CON 15 (+2),
INT 5 (-3), WIS 8 (-1), CHA 11 (+0)**

Senses darkvision 60 ft., green eyes, passive Perception 9

Languages Abyssal

Challenge 3 (700 xp)

Prof +2

Slowing Aura. A creature that starts its turn within 30' of one or more skulvyn must succeed on a DC 10 Wisdom save or be magically slowed until the start of its next turn. The DC rises by 1 for each aura beyond the first that it is in. A creature that makes this save is immune to the slowing aura of each skulvyn whose aura it was in for 24 hours. While magically slowed in this way, the creature suffers from the following effects:

- Its speed is halved.
- It can make only one attack when it takes the Attack action.
- It can use an action or a bonus action on its turn, but not both.
- It has a -2 penalty to AC and Dexterity saves.
- It has disadvantage on Dexterity checks.

ACTIONS

Multiattack. The skulvyn makes three attacks: one each with its Bite, Claws, and Tails.

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

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

Tails. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 17 (4d6+3) slashing damage, and the target takes a wound. At the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the creature can make a DC 13 Constitution save, ending the effect on a success. The effect also ends if the creature receives any magical healing or a DC 13 Wisdom (Medicine) check.

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

SKUM

Location: *Ghosts of Saltmarsh.*

Source: *3e Monster Manual.*

Skum are loathsome servants of the **aboleths**. Derived from **human** stock enslaved long ago by the aboleths, a skum looks like an abominable crossbreed of human and **fish**. Its arms and legs are twisted fins, and its bent back bears a spiny frill. A skum's eyes bulge like those of a fish, and it has a short, slender tail.

Absolute Obedience. Skum obey their masters without question, serving them almost as if the aboleths were gods. Their minds have been bent and conditioned to servitude not merely for their entire lifetime, but since before birth. The aboleths use their telepathy on unborn skum to start the process very early indeed.

Horrible Spawn. When skum breed, the female spawns anywhere from 5 to 20 offspring. About 90% of these die, malformed and unable to sustain their own existence. These spawn might be more human-looking or more fish-looking, but none are able to survive. Skum see this as a grim fact of life, and don't bond with their young except on the most superficial and practical level.

Skum Treasure. Skum collect no treasure.

Skum Inferior

Medium Aberration, always lawful evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8+6)

Speed 20 ft., swim 40 ft.

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

Skills Athletics +6, Perception +2, Stealth +3

Senses Darkvision 60 ft., passive Perception 12

Languages Deep Speech

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

Amphibious. The skum can breathe both air and water.

Green Eyes. The skum has advantage on Wisdom (Perception) checks relying on vision underwater.

ACTIONS

Multiattack. The skum attacks once with its Bite and once with its Claws.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) slashing damage.

REACTIONS

Flinch Away. When the skum takes damage from a spell, it moves 10' directly away from the caster without provoking opportunity attacks.

Skum Leastling

The skum leastling uses the Skum stat block with the following changes.

- It has 1 hit point (minion).
- It has immunity (instead of resistance) to psychic damage.
- It is worth 360 xp.

The lackey has the following additional Traits.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.
- **Minion Resistance.** If the minion takes damage, it can make a Con save, DC 10 + the damage dealt. If it makes the save, it takes no damage.

SKY BRINE

Source: Homebrew.

Sky brine is a high-altitude aerial Ooze. It resembles a cloudy, thin, bubbling mass of blue-green sea froth carried by the winds, but it presents tremendous dangers to those that encounter it. Its ability to break down almost anything it encounters makes its rarity a true blessing.

Sky Brine Treasure. Sky brine collects no treasure.

Sky Brine

Medium Ooze, always unaligned

Armor Class 10

Hit Points 45 (10d8)

Speed 5 ft., fly 30 ft.

STR 4 (-3), **DEX** 10 (+0), **CON** 10 (+0),

INT 1 (-5), **WIS** 10 (+0), **CHA** 3 (-4)

Damage Immunities acid, cold, lightning, poison; bludgeoning, piercing, and slashing

Damage Vulnerabilities fire

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

Senses blindsight 120ft. (blind beyond this radius), passive Perception 10

Languages -

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

Dissolving Foam. A creature or object that starts its turn in the sky brine's space suffers 11 (2d10) acid damage.

Froth Form. The sky brine can move through an opening as small as 1" in diameter. It can enter other creatures' spaces and stop there, and other creatures can enter its space and stop there. It can't enter or pass through liquids, and if completely surrounded by liquid at the start of its turn, the sky brine suffers 11 (2d10) damage.

Spatter. If the sky brine takes thunder damage, it vibrates, and acidic brine sprays all around it. Each creature within 5' of the sky brine takes 3 (1d6) acid damage.

ACTIONS

Multiattack. The sky brine makes four Pseudopod attacks.

Pseudopod. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 11 (2d10) acid damage.

Sky Brine Rain (Hazard)

Once in a great while, sky brine reproduction, which normally takes place via fission, goes awry, and in such cases, the remains of the sky brine rain down. Rarely, some of the remains reach ground level, spattering mild acids on creatures there. Creatures exposed to so-called brine rain take 2 (1d4) acid damage per round of exposure. This acid burns flesh and wood, but has minimal effects on metal and stone, so it is possible to seek shelter. The acid loses its potency in just a few minutes after reaching the ground.

SKY JELLY

Source: Homebrew.

Sky jellies resemble fast-moving, gas-filled jellyfish capable of jetting around the sky by expelling compressed gas from their innards. They are usually found high above the ground, in the vicinity of cloud castles. Ground-dwelling creatures rarely see them at all.

Various Appearances. A sky jelly might be blue, pink, orange, or red, and might even change color over the course of a few weeks. Nonetheless, creatures familiar with sky jellies can usually recognize them as such because of the way long wispy tendrils droop below them, much like the tentacles of jellyfish, and because of the black dots within the body of the jelly that serve as its many eyes.

Aggressive Hunters. While most oozes are scavengers, sky jellies are aggressive and fast-moving predators, actively pursuing prey and rarely giving up unless destroyed. Because sky jellies have evolved eye-like sensory apparatus throughout their bodies, and have excellent vision, they often pursue their chosen victims far more doggedly and capably than most creatures suspect.

A Valued Food Source. Sky jellies are both packed with nutrition and highly delicious. Though dangerous to hunt, most creatures will eat them given the chance.

Sky Jelly Challenge Rating. When assessing the Challenge Rating of a sky jelly, assume it uses its Shocking Rebuke once.

Sky Jelly Treasure. Sky jellies collect no treasure, but each specimen can provide enough food for four Medium creatures, spoiling after one day. A fresh sky jelly can be sold for 1 gp in communities familiar with them.

Sky Jelly

Medium Ooze, always unaligned

Armor Class 13

Hit Points 27 (5d8+5)

Speed 5 ft., fly 50 ft.

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

Damage Resistances thunder

Damage Immunities lightning

Condition Immunities charmed, frightened,
grappled, prone, restrained

Senses passive Perception 10

Languages -

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

Keen Senses. The sky jelly has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Shocking Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage, plus 11 (2d10) lightning damage. In addition, the target can't take reactions until the start of its next turn.

REACTIONS

Shocking Rebuke (recharge 6). If a melee attack hits the sky jelly, the attacker must make a DC 11 Dexterity save, suffering 14 (4d6) lightning damage on a failure or half that on a success. A creature that fails its save also can't take reactions until the start of its next turn.

Sky Jelly Jolter

The sky jelly jolter uses the Sky Jelly stat block with the following changes.

- It is Large.
- It has 65 (10d10+10) hit points.
- Its Strength is 17 (+3).
- Its Shocking Touch is +5 to hit and does 8 (2d4+3) bludgeoning plus 16 (3d10) lightning damage.
- Its Shocking Rebuke does 22 (5d8) lightning damage.
- Its Challenge Rating is 3 (700 xp).

SKYFISHER

Source: Homebrew.

A skyfisher is a pale blue-white Ooze that floats among the clouds, snatching prey from the ground with long tendrils that temporarily negate the pull of gravity on the target. If all goes well for the skyfisher, the prey bobs helplessly in the air while the skyfisher repeatedly sprays it with acid until it is reduced to mush.

Cloud Camouflage. The skyfisher's color and amorphous shape often let it pass for a cloud, especially when it floats high above the ground. Only when it is close enough for creatures to see it clearly is there a chance that they might realize their danger. Skyfishers are surprisingly common,

but rarely descend anywhere near the ground except above the tops of high mountains, so few ground-dwelling Humanoids even know they exist, much less recognize them.

Vast Formations. Skyfishers travel with the wind and reproduce by fission. Often, large formations of them are blown in the same direction by powerful winds, leaving great numbers of these creatures in the same area. In such a case, when one skyfisher is threatened or endangered, others nearby instinctively flock to its aid. An encounter with one skyfisher sometimes becomes an encounter with many.

Skyfisher Challenge Rating. When assessing the Challenge Rating of a skyfisher, assume that each time it hits a creature with its Pseudopod, that creature also takes 21 points of falling damage.

When assessing the Challenge Rating of a skyfisher demonic cumulus, assume that its Fiendish Release damages two creatures for one round.

Skyfisher Treasure. Skyfishers collect no treasure.

Skyfisher

Huge Ooze, always unaligned

Armor Class 7

Hit Points 90 (12d12+12)

Speed 5 ft., fly 20 ft.

STR 16 (+3), **DEX** 5 (-3), **CON** 13 (+1),
INT 2 (-4), **WIS** 10 (+0), **CHA** 1 (-5)

Damage Resistances slashing

Damage Immunities acid, cold

Condition Immunities charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses passive Perception 10

Languages -

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 16 (3d8+3) acid damage, and the target must make a DC 11 Wisdom save. If it fails, the target levitates up 60' and hangs in the air for 1 minute (save ends). While the creature hangs in the air, attacks against it have advantage and it has disadvantage on Dexterity saves. When the effect ends, the creature falls and takes falling damage normally, landing prone unless it succeeds on a DC 11 Dex save.

Acid Spray. The skyfisher squirts a 5' wide by 50' long line of acid. Each creature in the line must make a DC 11 Dexterity save, suffering 22 (4d10) acid damage on a failure or half that on a success.

Skyfisher Demonic Cumulus

The skyfisher demonic cumulus uses the Skyfisher stat block with the following changes.

- It is a Fiend.
- It is always chaotic evil.
- It is also resistant to bludgeoning, piercing, and slashing damage that isn't magic.
- Its attack bonuses and save DCs increase by 1.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

The demonic cumulus has the following additional Reaction options.

- **Fiendish Release (recharges after a short or long rest).** When the skyfisher becomes bloodied, it releases a cloud of black vapors that fill a 20' radius around it for 1 minute or until it dies, moving with it. The cloud is lightly obscured. A creature that isn't a Fiend that starts its turn in the vapors takes 16 (3d10) necrotic damage and must make a DC 12 Wis save or be frightened until it starts its turn outside of the cloud.

SKYWEAVER

Location: *Princes of the Apocalypse* p191.

Skyweaver Treasure. A skyweaver has a 25% chance each of having 3d6 x 100 cp, sp, ep, and gp; a 20% chance of having 1d4 spell scrolls; and a 10% chance each of having a rod, et. al. and 1 random magic item.

SLAAD

Location: *Monster Manual* (blue, death, gray, green, and red slaadi).

Slaadi are bipedal creatures of chaos native to Limbo. As is appropriate to a plane of pure chaos, there are countless varieties of slaadi, including many unique individuals, some of which have immense powers. It is not uncommon for a slaad to look like a member of one subspecies or another while actually having a unique set of abilities and traits.

SLAYMATE

Source: 3e *Libris Mortis*.

A slaymate is an Undead child given a semblance of life when a guardian's betrayal leads to the death of the child. Whether via an active act or through neglect, the slaymate's resentment over its death leads to its animation in undeath.

A slaymate has the gray skin of the dead, a horribly rotten mouth full of corruption, and the stature and mannerisms of a Humanoid child. A slaymate often has a doll or a beloved pet, which might be alive, Undead, or even simply dead remains.

A slaymate often seeks to form a relationship with a parent figure. The parent figure might be an actual relative of the slaymate, but just as often merely resembles its mother or father, and may well live in terror of the slaymate, seeking to escape it or trying frantically to keep it secret from others. On the other hand, some "parents" attempt to use a slaymate as a monstrous agent or to kill or terrify rivals or enemies.

Necromantic Boosters. Slaymates are highly valued by **necromancers**, death priests, and others who practice necromantic magic, because they are surrounded by an aura of evil power that enhances necromancy. A slaymate often rides in a basket, papoose-style, on the back of its master or a minion thereof, who might see it as a surrogate child or pet, or merely as a minion.

Slaymate Treasure. A slaymate collects no treasure.

Slaymate

Small Undead, usually lawful evil

Armor Class 11

Hit Points 27 (5d6+10)

Speed 25 ft.

**STR 12 (+1), DEX 12 (+1), CON 14 (+2),
INT 11 (+0), WIS 13 (+1), CHA 15 (+2)**

Skills Perception +3, Stealth +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge ¼ (50 xp) **Prof** +2

Pale Aura. A slaymate has an invisible aura that surrounds it in a 10' radius. Any necromancy spell cast within the aura is treated as if it were a spell slot one level higher than is actually used.

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 3 (1d4+1) piercing damage. In addition, the target must succeed on a DC 12 Constitution save or take 3 (1d6) necrotic damage at the start of each of its turns (save ends).

Slaymate Bully

The slaymate bully uses the Slaymate stat block with the following changes.

- It has 52 (8d6+24) hit points.
- Its Strength is 16 (+3) and its Constitution is 16 (+3).
- Its Bite is +5 to hit and does 8 (2d4+3) piercing damage.
- Its Challenge Rating is 1 (200 xp).

The bully has the following additional Trait.

- **Brute.** The bully deals one extra die of damage with melee attacks (included above).

The bully has the following additional Bonus Action options.

- **Shove.** The bully makes a shove attack.
- **Taunt.** The bully taunts one creature within 50' that can hear and understand it. The target must make a DC 12 Wis save or, on its next turn, it can't take any actions or bonus actions unless it first moves adjacent to the bully, except to Dash to do so, and it can't willingly move further away from the bully.

Slaymate Frail One

The slaymate frail one uses the Slaymate stat block with the following changes.

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

The frail one has the following additional Trait.

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

SLICK WAX (Hazard)

Slick wax is an alchemical substance that can be used to coat a surface, usually a floor, to make it exceptionally slick, though not precisely slippery. Slick wax can be noticed with a DC 20 Wisdom (Perception) check when a creature is within 10' of it.

When a creature moves at least 10' in a straight line on a surface coated with slick wax, it moves an additional 10' in that direction. A creature that has moved at least 10' in a straight line and attempts to change direction must succeed on a DC 15 Dex save. If it fails, it instead falls prone and completes its movement (moving at full speed) in the direction it was moving.

Before it is applied to a surface, slick wax appears as a light yellow block of waxy material. Each ounce of slick wax is about 1/2" square. By spending one minute, a creature can apply an ounce of slick wax to a 10' square area. The wax remains effective for 1 month or until the surface takes at least 10 points of acid damage.

Slick wax can be created by a creature with proficiency in alchemist's tools. Creating it costs 25 gp per ounce in material components, requires a set of alchemist's tools, and takes 3 days of work. The creator can make a number of ounces simultaneously equal to its proficiency bonus x 4.

Slick wax can usually be purchased for 50 gp per ounce.

SLIME CLOUD

Source: Homebrew.

Slime clouds are cloud-dwelling Oozes that float miles above the ground, devouring whatever they encounter. A slime cloud operates in a fashion very similar to a **gelatinous cube**, relying on its transparency to get close to prey. It then surrounds its target, attempting to paralyze and dissolve it.

A Permeable Ooze. A slime cloud is extremely thin and is easily moved through by other creatures, unlike its cubic cousin. Thus, it must rely on a paralytic poison to capture food. A slime cloud drops any inedible stuff, including bones, to fall to the ground far below.

Slime clouds reproduce by fission once they have consumed enough food in a short enough time. While a slime cloud is usually a solitary creature, if the winds are right, recently split slime clouds sometimes congregate in **formations** of two to eight individuals.

Slime Cloud Challenge Rating. When assessing the Challenge Rating of a slime cloud, double its effective damage output to account for its ability to paralyze.

Slime Cloud Treasure. A slime cloud doesn't collect treasure.

Slime Cloud

Large Ooze, always unaligned

Armor Class 7

Hit Points 45 (6d10+12)

Speed 5 ft., fly 20 ft.

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

Damage Vulnerabilities slashing

Damage Immunities bludgeoning, piercing

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

Senses blindsight 90 ft., passive Perception 10

Languages -

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

Permeable. The slime cloud can enter and end its turn in other creatures' spaces, and vice-verse. Objects can pass through the slime cloud. A creature that starts its turn in the slime cloud's space must make a DC 12 Constitution save, suffering 17 (5d6) poison damage on a failure or half that on a success. A creature that fails its save is also poisoned for 1 minute (save ends). While poisoned in this way, the creature is paralyzed.

Transparent. Even when the slime cloud is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot it if it has neither moved nor attacked. A creature that tries to enter the slime cloud's space while unaware of it is surprised by the slime cloud.

ACTIONS

Pseudopod. *Melee Weapon Attack:* -1 to hit, reach 5 ft., one target. *Hit:* 0 (1d6-3) bludgeoning damage, and the target must succeed on a DC 12 Constitution save or be poisoned for 1 minute (save ends). While poisoned in this way, the creature is paralyzed.

Engulf. The slime cloud moves up to its speed. When it enters a creature's space, that creature must make a DC 12 Constitution save, suffering 17 (5d6) poison damage on a failure or half that on a success. A creature that fails its save is also poisoned for 1 minute (save ends). While poisoned in this way, the creature is paralyzed.

SLITHERING TRACKER

Location: *Volo's Guide to Monsters.*

Slithering Tracker Treasure. Slithering trackers have neither the body nor, any longer, the presence of mind, to collect treasure.

SLOW SHADOW

Source: *2e Monstrous Compendium Greyhawk Appendix.*

A slow shadow appears much like a standard **shadow**, but instead of draining the strength of its prey, the shadow drains its speed. This can lead to terrifying, futile attempts at escape, which seem to amuse slow shadows to no end. Slow shadows are malicious and take great pleasure from the fear of their victims.

A Cursed People. Slow shadows are believed to be all that remains of a cruel and malevolent group of Humanoids who were so awful that they were eventually cursed, perhaps by **Orcus** or a power of the Shadowfell such as the Raven Queen. Though this origin is speculative, and no creature

has ever managed to break the hypothetical curse on a slow shadow or return it to life, no convincing alternative solution to the question of their creation has been proposed, and **necromancers** have a very difficult time creating them.

Slow shadows sometimes seem willing to work with **shadows** or even **null shadows**, but at other times the two types seem to be rivals or even actually behave like foes. They almost always break off any conflict between themselves to attack living creatures, however.

Slow Shadow Treasure. The lair of a **band** of four to sixteen slow shadows has a 20% chance each of having 2d8 x 100 cp, 2d6 x 100 sp, 2d10 x 10 ep, and 1d10 x 25 gp.

Slow Shadow

Medium Undead, always chaotic evil

Armor Class 14

Hit Points 33 (6d8+6)

Speed 40 ft.

**STR 6 (-2), DEX 18 (+4), CON 12 (+1),
INT 6 (-2), WIS 10 (+0), CHA 8 (-1)**

Skills Stealth +6 (+8 in dim light or darkness)

Damage Vulnerabilities radiant

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

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

Senses darkvision 60 ft., passive Perception 10

Languages -

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

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

Shadow Stealth. When in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the slow shadow has disadvantage on attack rolls, ability checks and saving throws.

ACTIONS

Drain Speed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) necrotic damage, and the target must succeed on a DC 11 Constitution save or its speed is reduced by 10'. The target dies if this reduces its speed to below 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new slow shadow rises from the corpse 1d4 hours later.

Slow Shadow Necrocaster

The slow shadow necrocaster uses the Slow Shadow stat block with the following changes.

- It has 55 (10d8+10) hit points.
- Its Intelligence is 16 (+3).
- Its Challenge Rating is 3 (700 xp).

The necrocaster has the following additional Action option.

- **Spellcasting.** The necrocaster casts one of the following spells, using Intelligence as the spellcasting ability (save DC 13, +5 to hit), requiring no material or verbal components.
 - At will- *Chill touch*.
 - 2/day- *Darkness*, *fear*, *ray of sickness*.
 - 1/day- *Ray of enfeeblement*, *vampiric touch*.

The necrocaster has the following additional Reaction option.

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

SLUGLUB

Source: Homebrewed.

Sluglugs are strange monsters that come into being as the result of organic material, such as corpses, swarms of vermin, sewage, or large beds of fungus, being exposed to certain alchemical waste products. The organic material is melted down and recombined by the alchemical solvents and forms a strange, slug-like creature, often with multiple sausage-shaped lengths conjoined into a single wriggling creature.

Dweller in Alchemical Pollution. A sluglub usually dwells in wet areas, often polluted by the effluvia and byproducts that created it in the first place. If its environment has enough organic material and the proper alchemical materials, the sluglub can even reproduce. Sometimes colonies of dozens or even hundreds of sluglubs form in abandoned, polluted areas.

Sluglub Treasure. Sluglubs collect no treasure, but sometimes the alchemical products they live near have strange, potion-like effects on nearby life forms.

Sluglub

Small Monstrosity, always neutral

Armor Class 10 (natural armor)

Hit Points 18 (4d6+4)

Speed 20 ft., climb 15 ft., swim 20 ft.

STR 7 (-2), **DEX** 8 (-1), **CON** 13 (+1),
INT 7 (-2), **WIS** 10 (+0), **CHA** 6 (-2)

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge ½ (100 xp)

Prof +2

Amphibious. The sluglub can breathe both air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) bludgeoning damage, plus 10 (3d6) acid damage.

Spit Acid. The sluglub spits acid at one creature within 20'. The target must make a DC 11 Dexterity save, suffering 11 (2d10) acid damage on a failure or half that on a success. In addition, a creature that fails its save is coated in acid, which deals 5 (1d10) acid damage to the creature at the start of each of its turns. At the end of each of the creature's turns, it can make a DC 11 Constitution save, ending the effect on a success.

Sluglub Giant Mass

The sluglub giant mass uses the Sluglub stat block with the following changes.

- It is Medium.
- It has 44 (8d8+8) hit points.
- Its Strength is 15 (+2).
- Its Bite is +4 to hit and does 7 (2d4+2) bludgeoning damage plus 10 (3d6) acid damage.
- Its Challenge Rating is 1 (200 xp).

The giant mass has the following additional Reaction option.

- **Splatter.** When the giant mass takes bludgeoning, piercing, or slashing damage while it is bloodied, it releases a splatter of acid. Each creature within 5' of it takes 3 (1d6) acid and 3 (1d6) poison damage.

SMOKE MEPHIT

Location: *Monster Manual* p215.

Smoke Mephit Treasure. A mephit has a 5% chance each to have 1d6 cp, sp, ep, and gp.

The lair of a group of ten to twenty mephits instead has a 20% chance each of having 1d10 x 10 cp, 1d10 x 10 sp, 3d6 ep, 1d6 x 5 gp, and 1d3 gems.

The lair of a group of 21-100 mephits instead has a 40% chance each of having 1d10 x 50 cp, 1d10 x 25 sp, 3d12 ep, 2d8 x 10 gp, and 1d8 gems.

Smoke Mephit Cougher

The smoke mephit cougher uses the Smoke Mephit stat block with the following additional Action option.

- **Smoky Cough.** The cougher emits a hacking cough. Each creature within 5' must make a DC 11 Con save or take 5 (2d4) poison damage and use its reaction to cough until the end of the creature's next turn. While coughing, it can't speak.

Smoke Mephit Flame Archer

The smoke mephit flame archer uses the Smoke Mephit stat block with the following changes.

- Its AC is 14.
- It has 40 (9d6+9) hit points.
- Its Dexterity is 18 (+4).
- Its bonus to Stealth is +6.
- Its Challenge Rating is 2 (450 xp).

The flame archer has the following additional Action options.

- **Multiattack.** The flame archer makes two Shortbow attacks.
- **Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80'/320', one target. *Hit:* 7 (1d6+4) piercing damage plus 2 (1d4) fire damage.

Smoke Mephit Rogue

The smoke mephit rogue uses the Smoke Mephit stat block with the following changes.

- Its AC is 14.
- It has 40 (9d6+9) hit points.
- Its Dexterity is 18 (+4).
- Its bonus to Stealth is +6.

- Its Claws are +6 to hit and deal 6 (1d4+4) slashing damage.
- Its Challenge Rating is 3 (700 xp).

The rogue has the following additional Trait.

- **Sneak Attack (1/turn).** If the rogue hits a creature that it has advantage against, or if the target has another enemy within 5' of it and that enemy isn't incapacitated, the rogue can deal an extra 7 (2d6) damage.

The rogue has the following additional Bonus Action option.

- **Cunning Action.** The rogue Dashes, Disengages, or Hides.

SMOKE PARAELEMENTAL

Source: 1e *Monster Manual* 2.

A smoke paraelemental appears as a mass of dark, sooty air. While it can fly at high altitudes when it chooses, a smoke paraelemental finds it easier to cruise closer to the ground, and many smoke paraelementals are quite lazy. A smoke paraelemental sustains itself by breathing in clean air and exhaling smoke.

When a creature not familiar with a smoke paraelemental encounters one, it might easily mistake it for a similar creature, such as a **steam quasielemental** or **belker**. One of the key differences is that the smoke paraelemental is composed of darker vapors than its steam quasielemental counterpart, and its shape is far less fixed and more fluid than that of a belker.

Kingdoms of Smoke. On their home plane, the smoke paraelementals divide the place into tiny kingdoms, each ruled by a powerful smoke paraelemental king. Many of the supposed subjects of the king ignore it completely, but others take pride in their nation, often encouraged by the smoke king's successes in battle against **air elementals**, **djinn**, or other creatures of clean air.

Smoke Paraelemental Treasure. Smoke paraelementals don't collect treasure in any meaningful sense.

Smoke Paraelemental

Large Elemental (Air, Fire), always neutral

Armor Class 13

Hit Points 90 (12d10+24)

Speed 30 ft., fly 60 ft.

**STR 13 (+1), DEX 16 (+3), CON 15 (+2),
INT 6 (-2), WIS 10 (+0), CHA 7 (-2)**

Damage Immunities poison

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

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan

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

Smoke Form. The paraelemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1" wide without squeezing. A creature that ends its turn in the paraelemental's space must succeed on a DC 13 Constitution save or be poisoned until the end of the creature's next turn.

ACTIONS

Burst of Smoke Tendrils. The paraelemental makes one Smoke Tendril attack against each creature within 10' of it.

Smoke Tendril. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) bludgeoning damage, and the target must succeed on a DC 13 Con save or be blinded until the end of its next turn.

BONUS ACTIONS

Flow. The smoke paraelemental Disengages.

REACTIONS

Coughing Emission. When the smoke paraelemental is hit by an attack, it releases a puff of choking smoke that fills a 5' radius around it. Each creature in the puff must make a DC 13 Con save, taking 7 (2d6) poison damage on a failure. A creature that fails its save by 5 or more must also use its reaction to cough until the end of the creature's next turn. While coughing in this way, the creature can't speak.

Smoke Paraelemental King

The smoke paraelemental king uses the Smoke Paraelemental stat block with the following changes.

- It is Huge.
- It has 136 (16d12+32) hit points.
- Its Strength is 16 (+3).
- Its Challenge Rating is 7 (2,900 xp).

The king has the following additional Action options.

- **Burning Smoke (recharge 5-6).** The king creates a 50' cone of hot smoke. Each creature in the cone must make a DC 13 Con save, taking 33 (6d10) fire damage on a failure or taking half damage on a success. A creature that fails its save is also blinded for 1 minute (save ends).
- **Summon Servants (1/day).** The king summons 3d4 **smoke mephits** or 1d4 **smoke paraelementals**, which appear in unoccupied spaces within 60' of the king. The servants remain for up to 1 hour or until the king dismisses them (no action required). They obey the king's spoken commands.

SMOKE RAPTOR

Source: Homebrewed.

A smoke raptor is a large bird composed of smoke. These monsters haunt the skies of the World, as well as their home plane of the Paraelemental Plane of Smoke and the Elemental Planes of Air and Fire. They feed on air drawn from the lungs of other creatures, and therefore hunt worldly beings whenever they can. Smoke raptors sometimes travel in groups called **kettles**, but lair alone.

Smoky Nests. Smoke raptors construct nests of smoke that is similar to the cloud matter used by creatures such as **cloud** and **storm giants** to support their cloud castles. Such a nest is home to but a single smoke raptor. Smoke raptors don't reproduce in any conventional manner, but are instead spawned spontaneously from certain areas near the borders between Fire and Air and the Paraelemental Plane of Smoke, arising from the eddies and currents formed by the mixing of elemental material.

Smoke Raptor Treasure. Smoke raptors sometimes collect the treasure of their prey. A smoke raptor nest has a 25% chance each of having 2d10 x 50 cp, sp, and gp, as well as 1d10 gems; a 15% chance each of having 2d6 x 10 ep and 3d6 pp; and a 10% chance each of having 1d4 art objects and 1d3 magic items.

Smoke Raptor

Medium Elemental (Air, Fire), usually chaotic neutral

Armor Class 12

Hit Points 56 (9d8+16)

Speed 10 ft., fly 40 ft.

STR 9 (-1), **DEX** 14 (+2), **CON** 15 (+2),
INT 7 (-2), **WIS** 10 (+0), **CHA** 10 (+0)

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

Damage Immunities poison

Condition Immunities grappled, paralyzed, petrified, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

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

Smoky Burst. When it becomes bloodied and again when it reaches 0 hit points, the smoke raptor gives off a cloud of smoke in a 10' radius around it, going around corners. Each creature in the cloud must succeed at a DC 12 Constitution save or be blinded until the end of its next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, plus 5 (1d10) fire damage and 11 (2d10) poison damage, and if the target breathes, it must make a DC 12 Constitution save. If it fails, the creature is poisoned until the beginning of the smoke raptor's next turn. While poisoned in this way, the creature can't speak.

SNAKE

Location: *Monster Manual* (constrictor snake, giant constrictor snake, giant poisonous snake, poisonous snake).

There are many types of dangerous snakes in the world, many of them monstrous. Even ordinary snakes can be a threat to characters; some are poisonous, while others will attempt to constrict creatures, and still others have other, less common methods of attack. Snakes share a sinuous, generally limbless form (although a few have wings).

SNOW GOLEM

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

Treasure: A snow golem doesn't collect treasure.

SNOWMAN

Source: Homebrew.

A snowman is an animated figure of snow. Used in numbers by Fey of the Winter Court, they are also sometimes animated by **druids** or **wizards** in the world, but fickle weather insures that they are fleeting; they melt easily in warm temperatures and direct sunlight, and usually last no more than a few days or a week unless conditions are very cold.

Near-Mindless Servants. When controlled by another creature, a snowman is nearly mindless, carrying out simple commands as dictated but incapable of following more complex instructions. Those who create snowmen often make them in large numbers and throw huge waves of them against enemy encampments or groups.

Naturally Playful. If a snowman is abandoned or otherwise becomes uncontrolled, it has a natural tendency to engage in games, throwing (harmless) snowballs and especially trying to engage small creatures. An uncontrolled snowman usually assumes that any creature approaching it wants to play.

Creating a Snowman. A snowman can be created by a creature proficient in Nature. Doing so requires 1d4 hours to shape the body from natural snow, then performing a one hour long ritual, expending 1,000 gp in ritual components, and expending a fourth level spell slot. The creator can issue verbal commands to the snowman, which it obeys to the best of its ability. The creator's control lasts up to one week, after which it must expend a first level spell slot to renew its control over one snowman until the next dawn. Expending a higher level spell slot allows the controller to maintain control over a number of snowmen equal to the level of the spell slot. There is no limit to how many spell slots the controller can expend to maintain control over snowmen.

Snowman Treasure. Snowmen collect no treasure.

Snowman

Small Construct, always unaligned

Armor Class 10

Hit Points 17 (5d6)

Speed 25 ft.

**STR 10 (+0), DEX 10 (+0), CON 10 (+0),
INT 4 (-3), WIS 11 (+0), CHA 5 (-3)**

Saving Throws Con +2

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages understands the Icicle Princess but can't speak

Challenge 1/8 (25 xp)

Prof +2

Ice Walk. The snowman ignores difficult terrain composed of snow or ice and never falls prone due to slippery snow, ice or similar conditions.

Melting. If a snowman spends more than an hour in temperatures above freezing, it melts away.

Unusual Nature. The snowman has no need for food, drink, sleep, or air.

ACTIONS

Snow Blow. *Melee Weapon Attack:* +2 to hit, range 30/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 3 (1d4) cold damage.

Snowball. *Ranged Weapon Attack:* +2 to hit, range 30/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 3 (1d4) cold damage. If the attack is a critical hit, instead of rolling severity normally, the target is blinded by snow in its eyes until a creature uses an action to clear its face.

SNYAD

Source: 1e *Fiend Folio*.

Snyads (also known as **pesties**) are a type of **gremlin** that stand about 2 ½ feet tall, without the wings common to most gremlins. They don't speak, but seem to be able to communicate wordlessly with **mites**, with whom they sometimes form alliances. Snyads are expert at snatching items from creatures and scampering away with them to hidden lairs.

Rat Holes. The entrance to a snyad's lair resembles a rat or mouse hole, and larger creatures often have a very difficult time pursuing a snyad into its lair. Even a Small creature usually has to squeeze to travel through the lair, and snyads take full advantage on this, using their natural speed and small build to great advantage.

Not Fighters. Snyads always prefer to flee combat, especially with larger creatures. They snatch items, sometimes even out of creatures' hands, and flee. A snyad only fights as a last resort.

Snyad Treasure. A snyad typically carries 2d8 cp.

The lair of a **family** of up to 20 snyads also has a 30% chance each to have 3d10 x 10 cp, 2d8 x 10 sp, 3d6 ep, 1d10 gp, and 2d6 trinkets.

Snyad

Tiny Humanoid (Goblinoid, Gremlin), often chaotic neutral

Armor Class 15

Hit Points 5 (2d4)

Speed 40 ft.

STR 7 (-2), **DEX** 21 (+5), **CON** 10 (+0),
INT 6 (-2), **WIS** 10 (+0), **CHA** 10 (+0)

Skills Sleight of Hand +9, Stealth +7

Senses darkvision 60 ft., passive Perception 10

Languages Can't speak but understands Goblin

Challenge 0 (10 xp) **Prof** +2

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 2 ft., one target. *Hit:* 1 (1d4-2) piercing damage.

BONUS ACTIONS

Expert Thief. The snyad makes an attempt to pick a creature's pockets.

Snyad Swarm

Medium Swarm of Tiny Humanoids (Goblinoids, Gremlins, Swarm), often chaotic neutral

Armor Class 15

Hit Points 18 (4d8)

Speed 40 ft.

STR 10 (+0), **DEX** 21 (+5), **CON** 10 (+0),
INT 6 (-2), **WIS** 10 (+0), **CHA** 10 (+0)

Damage Resistances bludgeoning, piercing, slashing

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

Skills Sleight of Hand +9, Stealth +7

Senses darkvision 60 ft., passive Perception 10

Languages Can't speak but understands Goblin

Challenge ¼ (50 xp) **Prof** +2

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

ACTIONS

Swarm of Bites. *Melee Weapon Attack:* +2 to hit, reach 2 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm is bloodied.

Expert Thief. The swarm makes an attempt to pick the pockets of each creature within 5'.

SOAKING SANDBEAST

Source: Homebrew.

A soaking sandbeast is a sodden Elemental monstrosity the size of a hippo. It appears as a quadrupedal creature without a head made of sodden sand. The sandbeast weighs around 900 lbs, but can move with surprising speed due to its partially fluid nature. Soaking sandbeasts are native to the Elemental Planes of Earth and Water, as well as the Paraelemental Plane of Ooze and the deeper Elemental Chaos, and only rarely come to the Prime Material Plane, usually if summoned or if a portal joining the World to the Chaos is opened.

A Guardian Monster. Aggressive and stupid, a soaking sandbeast makes a good guard for magicians who can bind it or creatures who can trap it in an area. It tends to lash out at anything that it encounters other than other earth or water Elementals.

Soaking Sandbeast Treasure. A soaking sandbeast doesn't typically collect treasure.

Soaking Sandbeast

Large Elemental (Earth, Water), usually chaotic neutral

Armor Class 17 (natural armor)

Hit Points 168 (16d10+80)

Speed 40 ft.

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

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

Damage Resistances fire; bludgeoning, piercing and slashing

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

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

Charge. If the sandbeast moves at least 20' straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength save or be knocked prone.

Unusual Nature. The sandbeast has no need for air, food, drink or sleep.

ACTIONS

Multiattack. The sandbeast makes a Ram attack and then a Stomp attack.

Ram. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10+7) bludgeoning damage. If the target is prone, this attack deals an extra 14 (4d6) damage.

REACTIONS

Sandy Spray (recharges after a short or long rest). When the sandbeast becomes bloodied, it sprays wet sand in a 30' cone. Each creature in the cone must make a DC 17 Dex save, taking 45 (10d8) bludgeoning damage on a failure or half that on a success. A creature that fails its save is also blinded until the end of the creature's next turn.

Soaking Sandbeast Rager

The soaking sandbeast rager uses the Soaking Sandbeast stat block with the following changes.

- It has 210 (20d10+100) hit points.
- Its attack and save bonuses, and save DCs, increase by 1.
- Its Challenge Rating is 14 (11,500 xp).
- Its proficiency bonus is +5.

The rager has the following additional Trait.

- **Reckless.** At the start of its turn, the sandbeast 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.

SOLAMITH

Source: 3e *Monster Manual* 5.

A solamith is a **demon** that is a bloated manifestation of depraved gluttony and burning hunger. It crawls the layers of the Abyss without a care, falling on and devouring anything it encounters. It consumes the souls of creatures whose bodies it devours, converting their energy into soulfire.

Self-Mutilation. When threatened, a solamith rips great chunks of its belly free and hurls them at enemy formations, where they explode in great goutts of flame. The solamith deals great damage to itself in the process, but cares not at all. A solamith is often enslaved by other demons and pressed into service as artillery in their armies.

Solamith Treasure. A solamith doesn't typically collect treasure.

Solamith

Large Fiend (Demon, Tanar'ri), always 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 Dex +10, Con +8, Cha +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) **Prof** +4

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

Regeneration. The solamith regains 15 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, filling a 10' radius sphere that spreads around corners. The solamith has three options:

- The solamith inflicts 5 damage on itself. Each creature in the sphere must make a DC 14 Dex save, taking 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 in the sphere must make a DC 14 Dex save, taking 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 in the sphere must make a DC 14 Dex save, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Soulfire Eruption (recharge 5-6). When a creature moves to within 5' of the solamith, the erupts with soulfire. Each creature within 10' must make a DC 14 Dex save, taking 36 (8d8) fire damage on a failure or half that on a success.

SOLAR

Location: *Monster Manual* p17.

Solar Treasure. A solar doesn't usually collect treasure.

Solar Archangel of Galador

The solar archangel of Galador uses the Solar stat block with the following changes.

- Its Spellcasting action option includes the following additional options.
 - At Will- *Light, sacred flame* (4d8).
 - 3/day- *Greater restoration, lesser restoration, mass cure wounds* (4d8+7).
- It lacks the solar's Blinding Gaze legendary action option and has the following legendary action option instead.
 - **Healing (costs 2 actions).** The archangel casts *greater restoration, lesser restoration, mass cure wounds, or resurrection*.
- Its Challenge Rating is 22 (41,000 xp).

The archangel of Galador has the following additional Traits.

- **Radiance of Galador.** The archangel sheds bright light in a 60' radius and dim light in a 120' radius. A creature that starts its turn in the bright light and that can see the archangel must either avert its eyes or make a DC 25 Con save. If it fails the save, the creature is blinded until the beginning of its next turn.

Solar Vindicator

The solar vindicator uses the Solar stat block with the following changes.

The vindicator has the following additional Reaction option.

- **Vindicating Strike.** When a creature the solar can see within its reach damages the solar or one of the solar's allies while the solar is wielding its greatsword, the solar makes one Greatsword attack against that creature.

SOLAR SENTINEL

Source: Homebrewed.

Approximately one million years in the past, the Sun was ignited by the deity Galador. To stand watch over it, Galador created a series of angelic beings capable of withstanding its heat and light, and capable of channeling no small portion of that power to use if they or the Sun itself were threatened.

A solar sentinel appears as an armored, winged figure of gold and white that stands 15' tall and weighs about 800 lbs. Its face glows with such brilliance that it is impossible to see its visage, yet it is not a faceless **angel**. The sentinel holds a sword that blazes with solar energies.

Absolute Dedication. Solar sentinels are completely devoted to their duty of guarding the Sun against threats, direct and otherwise. Most of them dwell close to the Sun's orbit, standing guard from special small moons. A few stand on or near the surface of the great flaming orb itself. The smallest number travel the world, constantly seeking threats to the Sun and eliminating them without mercy. These solar sentinels strike without warning or mercy, acting with alacrity to destroy anything that seeks to harm or tamper with the Sun. Yet even these solar sentinels don't usually bother to defend mortal creatures, seeing them as mere distractions from the sentinels' true mission. The perspective the solar sentinels see things from is far greater than the lives of a few Humanoids.

Solar Sentinel Treasure. The solar sentinel values magic items, because they enhance its ability to carry out its mission, but care nothing for money or other treasure. A solar sentinel has a 25% chance to have 1d4 magic items.

Solar Sentinel

Large Celestial, always lawful good

Armor Class 18 (plate armor)

Hit Points 171 (18d10+72)

Speed 40 ft., fly 120 ft.

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

Saving Throws Dex +6, Con +9, Int +6, Cha +10

Skills Perception +10, Religion +6

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

Damage Immunities fire, radiant

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

Senses passive Perception 20

Languages Celestial, Common, telepathy 120'

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

Blinding Visage. The sentinel's face glows so brightly that it can blind creatures that look directly at it. At the start of the sentinel's turn, each creature within 60' that can see the sentinel must make a DC 18 Constitution save or be blinded until the start of the sentinel's next turn. A creature that fails its save three rounds in a row is permanently blinded.

Solar Smite (3/day). When the solar sentinel hits with a melee weapon attack, it can deal an extra 10 (3d6) fire damage and 10 (3d6) radiant damage.

Unusual Nature. The solar sentinel has no need for food, drink, or sleep.

ACTIONS

Multiattack. The solar sentinel makes two Greatsword attacks.

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

Spellcasting. The solar sentinel casts one of the following spells, using Charisma as its spellcasting ability (save DC 18, +10 to hit) and requiring no material components.

At will- *Light*.

1/day- *Sunbeam, sunburst*.

SOUL DEVOURER

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

A soul devourer is a horrible creature out of nightmare. It stalks the deep reaches of both the Astral and Ethereal Planes, and has a reputation as being both powerful and wholly loathsome. A devourer appears as a 9' tall humanoid creature with gaunt, almost skeletal features. Within its ribcage, a tiny figure struggles. This is the essence of a slain opponent, and the soul devourer uses it as fuel for its own powers and sustenance.

Unknown Origin. Nobody knows where soul devourers come from, how they reproduce, or what, if anything, they do when not hunting. They are extremely secretive, and while a soul devourer can communicate, it is very unlikely to do so unless coerced. It is believed that **Orcus** modeled the **devourers** after soul devourers, given their similar appearance and habits.

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

Soul Eaters. Soul devourers eat the very soul of creatures, rendering them forever destroyed. This makes them a race of almost unique evil. Nearly every creature that is aware of the soul devourers' proclivities finds them repulsive, and

those few other creatures evil enough to appreciate the nature of the soul devourers' diet tend to think of them as competition. Once in a great while, a particularly foul creature might make a deal with a soul devourer to dispose of enemies with true finality, but such an alliance is likely to bring the full wrath of those same enemies on both partners if it is discovered.

Soul Devourer Challenge Rating. When assessing the Challenge Rating of a soul devourer, assume that it uses Trap Essence once, doing 50 points of damage. Increase its effective AC by 1 to account for its Spell Deflection trait.

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

Soul Devourer

Large Fiend, always neutral evil

Armor Class 16 (natural armor)

Hit Points 126 (12d10+60)

Speed 30 ft.

**STR 24 (+7), DEX 10 (+0), CON 20 (+5),
INT 16 (+3), WIS 16 (+3), CHA 17 (+3)**

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

Skills Stealth +3, Perception +6

Damage Immunities necrotic

Senses Darkvision 60 ft., passive Perception 16

Languages Common

Challenge 8 (3,900 xp)

Prof +3

Essence Sense. The soul devourer can sense whether a creature it can see within 50' has 50 hit points or fewer.

Spell Deflection. Certain spells cast at the devourer instead affect the trapped essence within it rather than the devourer, although the devourer still receives any appropriate saving throws. In many cases, these effects are useless; charming the essence has no real effect, for example. However,

in others, the essence may be banished from the devourer, leaving it unable to utilize its Magical Consumption ability. Spells affected are *banishment, confusion, detect thoughts, dispel evil and good, dominate monster, dominate person, fear, geas, holy word, hypnotic pattern, imprisonment, magic jar, maze, suggestion, trap the soul*, and any spell that inflicts the charmed condition.

ACTIONS

Multiattack. The soul devourer makes two Life Draining Claw attacks.

Life Draining Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* \14 (2d6+7) slashing damage, plus 11 (2d10) necrotic damage. In addition, the target must make a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken.

Trap Essence. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* If the target has 50 hp or less, it must succeed on a DC 14 Charisma save or its essence is sucked out and trapped in the devourer's chest. The creature's body dies, and it cannot be returned to life until the essence is freed by slaying the devourer. The essence provides the devourer with 5 charges per Hit Die that it possessed, which the devourer can use to power its magical consumption trait or command undead ability.

Typically, the devourer begins an encounter with an essence with 3d4+3 levels worth of charges. If the essence is reduced to 0 charges, it is destroyed and the creature from which it came can't be returned to life unless its soul can be restored through divine intervention or a *wish* spell.

Magical Consumption. By drawing one charge from the essence trapped within it, the devourer can cast any of the following spells, using Intelligence as its spellcasting ability and requiring no components (spell save DC 14, +6 to hit with

spell attacks). For each additional charge spent, the devourer can treat the spell as if it were cast with a spell slot one level higher than the base spell slot, to a maximum of a 6th level slot.

At will- *chill touch, confusion, hold person, ray of enfeeblement, suggestion, true seeing.*

Command Undead. The devourer chooses one Undead it can see within 120' and spends one charge per Hit Die of that Undead creature from the charges of the essence trapped within it. That undead creature must make a DC 14 Wisdom save or become controlled by the devourer, obeying its telepathic commands for as long as the devourer concentrates on it, up to 1 hour.

SOUL-SUCKING SOUNDS **(Hazard)**

Source: Homebrew.

Certain areas, especially on the plane of Hades, are filled with a haunting, desolate, depressing music that can wither the very soul of a creature that hears it. Such music occurs naturally in Hades or in a few places in the Shadowfell, and can be produced by some particularly evil but artistic or gloomy creatures, including some **shadar-kai**, certain Fiends or Undead, **applause drinkers** that have fallen into depression, **ruin chanters**, and the like.

Soul-sucking sounds can also manifest as a collection of distant cries and screams, a mass of sighs, or in other ways. Their effects remain the same however they appear to the ear.

A creature can almost always hear soul-sucking sounds before being affected by them. The sounds grow stronger as the creature moves closer to their central area, which is where they actually affect creatures. The central area is typically a zone measuring from 20' to 160' wide and long, and usually extends about half that in height. A creature within 30' of the central area that makes a DC 20 Int (Arcana) or (Performance) check can recognize that the soul-sucking sounds are dangerous to the mind and soul.

A creature that starts its turn in the central area of the soul-sucking sounds must make a DC 13 Cha save. If it fails, the creature takes 22 (4d10) psychic damage and gains one level of exhaustion. If this reduces the creature to 0 hit points or kills it, its soul rises immediately as a **wraith**, and it can't be returned to life until the wraith formed from it is slain.

A bard that uses its *countercharm* class feature gives each affected creature advantage on its saving throw against soul-sucking sounds. A creature that can't hear, whether it is deafened, in the area of a *silence* spell, or from some other effect, is immune to the effects of soul-sucking sounds.

An area of soul-sucking sounds can be suppressed for one round by a *dispel magic*. Actually destroying the soul-sucking sounds requires overwhelming the noises it produces. This can be done in two ways: by dealing 80 points of thunder damage within the central area in a single round, or by dealing at least 20 points of thunder damage within the central area for five rounds in a row.

SOUL TICK

Source: 3e *Fiend Folio*.

A soul tick is a disgusting arachnid from the Nine Hells. A type of **sybiont**, the tick bonds to a creature by attaching itself to the host and drains the host's blood to sustain itself. In return, the tick enhances certain types of evil energies and offers a measure of fiendish protection to its host.

In their natural environment, soul ticks infect various forms of "wildlife" such as **stench kine**, **larvae**, **lemures**, and other minor devils. However, they have been spread through the Lower Planes and onto the Prime Material Plane by their hosts, and some have either migrated or been brought to the Shadowfell, where they flourish.

Soul Tick Treasure. A soul tick keeps no treasure, but its host might.

Soul Tick

Tiny Fiend (Devil), always lawful evil

Armor Class 16 (natural armor)

Hit Points 2 (1d4)

Speed 5 ft.

STR 1 (-5), **DEX** 16 (+3), **CON** 11 (+0),
INT 14 (+2), **WIS** 11 (+0), **CHA** 8 (-1)

Damage Immunities fire, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages can't speak but understands Infernal

Challenge ¼ (50 xp) **Prof** +2

Bond. The soul tick can bond to a living creature by spending one round attached to it, remaining stationary, and taking no actions. The tick remains bonded to the host until it ends the effect as a bonus action, it is killed, the host or another creature removes it with an action (which deals 1d8 damage to the host), or until a *remove curse* or an effect that will remove a disease is cast upon the host (either of which kills the gutworm).

While it is bonded to a host, the host gains the following effects.

- It is forced to use an attunement slot to bond to the soul tick. If it has no available attunement slots, it chooses which slot to give up immediately.
- Its maximum hit points are reduced by 1 per Hit Die.
- When it completes a long rest, after regaining Hit Dice but before spending any, it expends 1d4 Hit Dice without regaining any hit points.
- If the host is not evil, each time it completes a long rest, it must make a DC 9 Wis save. If it fails, at some point during the next day, the host succumbs to the temptation to commit an evil act.
- If it casts a spell that deals necrotic damage, it rolls two extra damage dice and

then chooses two damage dice to discard.

- If it casts a spell that deals radiant damage, it rolls two extra damage dice and then discards the two highest dice.
- Celestials have disadvantage on attacks against the host, and the host has advantage on saving throws against effects produced by Celestials.

Symbiosis. When bonded to a host, the symbiont shares its host's initiative but doesn't take actions, is aware of anything its host is aware of, and it receives the benefit of any beneficial spell that targets the host. Anytime the symbiont takes damage, the host takes half the damage for it.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the tick attaches to the target. The target or another creature that can reach the target can remove the tick by using an action to make a DC 13 Str (Athletics) check, as long as it hasn't yet bonded to the host.

SPAWN OF JUIBLEX

Source: 3e *Monster Manual* 5.

A spawn of Juiblex is a giant mass of dark liquid, heaving and churning, emitting globs of slime. Dozens of red eyes dot its surface. This horrific thing is a sort of fiendish equivalent of a **water elemental** formed of the stuff of **Juiblex** itself. Some spawn of Juiblex grow to truly appalling size.

Spawn of Juiblex are largely solitary creatures, though they sometimes congregate together. Rarely, they will work near **alkiliths**, and other **demons**, Oozes, or even **ooze paraelementals** that serve or worship Juiblex might dwell near a spawn of Juiblex, despite the dangers. Once in a great while, a **ghaunadan** will call upon a spawn of Juiblex to aid it in pursuing whatever awful schemes it plans in service to the Faceless Lord.

Spawn of Juiblex Challenge Rating. When assessing the Challenge Rating of a spawn of Juiblex, assume that its Sludge Form damages one creature each round.

Spawn of Juiblex Treasure. A spawn of Juiblex doesn't collect treasure.

Spawn of Juiblex

Huge Fiend (Demon), always chaotic evil

Armor Class 10

Hit Points 126 (11d12+55)

Speed 40 ft., climb 30 ft.

**STR 20 (+5), DEX 10 (+0), CON 20 (+5),
INT 6 (-2), WIS 15 (+2), CHA 10 (+0)**

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities acid, poison

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

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

Languages Abyssal, Aquan

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

Repulsive Presence. A creature that starts its turn within 10' of the spawn must make a DC 12 Wisdom save or start its turn by moving 10' directly away from the spawn.

Sludge Form. The elemental can enter a hostile creature's space, but not end its turn in its space. Any creature whose space the spawn moves through on its turn must make a DC 17 Constitution save, suffering 7 (2d6) acid and 7 (2d6) poison damage on a failure.

ACTIONS

Multiattack. The spawn makes two Pseudopod attacks.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 16 (2d10+5) bludgeoning damage, plus 11 (2d10) acid damage and 11 (2d10) poison damage. In addition, the target must succeed on a DC 17 Dexterity save or be infested with slime. An infested creature takes 5 (1d10) acid and 5 (1d10) poison damage at the start of each of its turns. The infestation can be removed if the creature takes 10 cold or fire damage, if it receives an effect that will cure a disease, or if a creature uses an action to scrape it off.

SPAWN OF KYUSS

Location: *Volo's Guide to Monsters.*

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 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 Vector for Undeath. The fat green worms that crawl throughout a spawn of Kyuss' body are 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 Treasure. Spawn of Kyuss rarely have individual treasure, but a **group** of four to eight has a 30% chance each of having 1d6 x 1,000 cp, 1d6 x 500 sp and ep, 2d6 x 100 gp and 1d6 gems; as well as a 15% chance each of having 1d20 pp and 1d4 potions.

If the spawn number nine to twenty-five, they instead have a 50% chance each of having 2d6 x 1,000 cp, 1d8 x 1,000 sp and 1d4 x 1,000 ep; plus a 40% chance of having 2d6 x 300 gp; a 30% chance each of having 1d10 x 10 pp, 2d6 gems and 1d8 potions; and a 20% chance of having 1d3 random magic items.

The lair of a larger group of spawn of Kyuss instead has an 80% chance each of having 2d10 x 2,000 cp, 3d6 x 1,000 sp and 1d10 x 1,000 ep; plus a 40% chance of having 2d6 x 1,000 gp; a 30% chance each of having 3d6 x 50 pp, 3d8 gems, 2d6 potions and 1d6 scrolls; and a 30% chance of having 1d4 random magic items.

SPARKLE PONY

Source: Homebrew.

A sparkle pony is a native of the Quasielemental Plane of Radiance. It resembles a glowing white pony that leaves a glittering, sparkling trail of motes of light behind it wherever it travels. Sometimes summoned for use as a mount by Small creatures, a sparkle pony combines vanity and naivete in a way that can be both endearing and infuriating.

While sparkle ponies rarely leave their home plane intentionally, they can be summoned through a special ritual. When summoned, they tend to be sulky, demanding, and whiny.

Summoning a Sparkle Pony. The ritual to summon a sparkle pony requires an offering consisting of 500 gp in brightly colored objects, food, and water that has been alchemically treated and mixed with wine. The ritual requires one hour

to perform and 1,000 gp in ritual components. The ritualist must expend one fourth level spell slot and two third level spell slots and must succeed at a DC 20 Cha (Persuasion) check to call the pony by praising it and telling it how amazing and beautiful it is; if this fails, all components and spell slots are lost, and the offering, while it remains, can't be re-used in this ritual. If the ritual succeeds, the sparkle pony arrives and serves for up to 8 hours, carrying the ritualist or a designated rider but not fighting for it.

Sparkle Pony Challenge Rating. When assessing the Challenge Rating of a sparkle pony, increase its effective AC by 2 to account for its Pretty Prance bonus action and Pony's Lament reaction options.

Sparkle Pony Treasure. A sparkle pony has a 50% chance of having 2d10 brightly colored trinkets that it values highly, but that are worthless to other creatures, adorning it.

Sparkle Pony

Medium Elemental (Fire), usually chaotic neutral

Armor Class 10

Hit Points 24 (7d8-7)

Speed 50 ft.

STR 12 (+1), **DEX** 10 (+0), **CON** 9 (-1),
INT 10 (+0), **WIS** 8 (-1), **CHA** 13 (+1)

Skills Athletics +3

Damage Immunities fire, radiant

Senses passive Perception 9

Languages Ignan

Challenge ¼ (50 xp)

Prof +2

Constant Glittering. The sparkle pony and any creature riding or grappling it sparkles with light and can't benefit from invisibility, nor can it successfully Hide from a creature that can see it. The sparkle pony sheds bright light in a 10' radius and dim light in a 20' radius.

Glittering Trail. Any space the sparkle pony leaves becomes a zone of glittering light for 1 minute. Creatures and objects in the zone can't benefit from invisibility or Hide from a creature that can see it. The zone sheds bright light in a 10' radius and dim light in a 20' radius.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 7 (2d6) radiant damage.

BONUS ACTIONS

Pretty Prance (recharge 5-6). The sparkle pony prances in place, showing off how pretty it is. Until the start of its next turn, a creature that isn't immune to the charmed condition must make a DC 11 Wis save before targeting it with an attack or effect that will damage the pony.

REACTIONS

Pony's Lament (recharge 5-6). When the pony takes damage, it lets out a sad, disappointed-sounding, whiny whinny. If a creature that can hear it damaged it, that creature must make a DC 11 Wis save, becoming charmed by the pony for 1 minute on a failure (save ends). While charmed in this way, the creature feels deep regret for harming the pony, and has disadvantage on attack rolls. In addition, while it is charmed in this way, saves against its spells and other damaging effects have advantage.

SPECTATOR

Location: *Monster Manual* p30.

Spectator Treasure. A spectator is usually bound to watch over a treasure. There is a 65% chance each that the treasure contains 1d8 x 1,000 gp in coins and gems, 1d8 art objects, and 1d4 random magic items.

SPECTER

Location: *Monster Manual*.

Specter Treasure. A lone specter, or a **gang** of up to four of them, has a 25% chance each to have 1d10 x 100 cp and sp, plus 1d6 x 50 gp.

A **swarm** of five to ten specters instead has a 35% chance each to have 1d8 x 200 cp, 1d10 x 100 sp, and 1d10 x 50 gp; as well as a 15% chance each to have 1d20 x 5 ep, 1d10 pp, 1d4 gems, 1d3 art objects, and 1 random magic item.

A **mass** of 11 or more specters instead has a 35% chance each to have 1d8 x 500 cp, 1d6 x 500 sp, and 1d6 x 250 gp; as well as a 15% chance each to have 2d6 x 25 ep, 1d6 x 10 pp, 1d8 gems, 1d4 art objects, and 1d4 random magic items.

Specter Elder Spirit

The specter elder spirit uses the Specter stat block with the following changes.

- It has 90 (20d8) hit points.
- Its Life Drain is +5 to hit and does 35 (10d6) necrotic damage. Its save DC is 11, and a creature that fails its save is also frightened until the end of the creature's next turn.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

The elder spirit has the following additional Action option.

- **Invisibility.** The elder spirit becomes invisible until it attacks.

The elder spirit has the following additional Reaction option.

- **Bloodied Fade (recharges after a short or long rest).** When the elder spirit becomes bloodied, it uses Invisibility.

SPELL FUNGUS

Source: Homebrew.

Much as most types of fungus feed on decaying organic matter, a spell fungus feeds on the decay of magical energies. Unlike most fungi, a spell fungus is mobile and dangerous, attempting to move toward magic and break it down for the fungus' own energies. Spell fungi grow underground or in warm swamps.

A spell fungus appears as a large fan of dull pinkish-yellow fingers of fungal growth that extend as much as 6' in diameter. Though it's not intelligent, the fungus instinctively seeks to feed on the most powerful concentration of magical energy that it can sense.

Cultivated Guardians. Some Humanoid tribes with little magic, including **goblinoids**, **orcs**, and **lizardfolk**, cultivate spell fungi as guards against rivals with more magic available to them, or as a defense against adventurers or magical monsters. In such cases, the spell fungi are often grown alongside **shriekers**, **violet fungi**, or other fungal monsters.

Spell Fungus Treasure. A spell fungus doesn't typically collect treasure.

Spell Fungus

Medium Plant (Fungus), always unaligned

Armor Class 10

Hit Points 27 (5d8+5)

Speed 25 ft.

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

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

Languages -

Challenge 1/8 (25 xp)

Prof +2

Magic Sense. The spell fungus can sense the presence and location of magic within 60'.

Magical Decay. At the start of the fungus' turn, all spells within 10' of it end.

ACTIONS

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) necrotic damage.

SPELL GRIEVER

Source: Homebrew.

A spell griever is a weird creature from the Outlands that is dispassionate and nearly emotionless, feeling a mild disdain for creatures that rely on magic for their powers or survival and far less than that for anything else, including its own comfort. When a creature uses a spell near the spell griever, the spell griever gives it cause to regret doing so.

A spell griever stands about 9' high, with a roughly humanoid shape, but with three arms and three legs. Its head is distinctly triangular, with a single red eye peering from each face and three small mouths as well. It usually wears a simple set of clothes similar to a three-sided poncho. The spell griever's body is usually gray, blue, or white, and is covered in short fuzzy hair that might be gray, black, dark blue, or dark green.

Spell griever occasionally travel the planes via portals, but can't be summoned or conjured with magic short of a *gate* spell. Nor are spell griever inclined to work with other types of creatures, preferring a solitary existence. However, its dispassionate nature means that it doesn't really care if other non-spellcasting creatures dwell near it. Its only real preference in regards to its living situation is a dislike of lairing near magical phenomena.

Spell Griever Challenge Rating. When assessing the Challenge Rating of a spell griever, increase its damage output by 8 x its Challenge Rating to account for its Spellgrief trait and its Grieving Dispel reaction option, and increase its effective AC by 4 to account for its Spell Ender trait.

Spell Griever Treasure. A spell griever doesn't usually collect treasure and never collects magic items.

Spell Griever

Large Aberration, always neutral

Armor Class 17 (natural armor)

Hit Points 123 (19d10+19)

Speed 30 ft., fly 50 ft.

STR 15 (+2), **DEX** 11 (+0), **CON** 13 (+1),
INT 17 (+3), **WIS** 15 (+2), **CHA** 10 (+0)

Skills Arcana +6

Damage Resistances force, psychic

Senses passive Perception 12

Languages Planar Common

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

Magic Weapons. The spell griever's weapon attacks are magical.

Magician Sense. The spell griever can tell whether a creature it can see can cast spells.

Spell Ender. At the start of the spell griever's turn, any spell affecting it ends.

Spell Grief. Whenever a creature within 30' casts a spell, that creature takes 5 (1d10) psychic damage per level of the spell.

ACTIONS

Multiattack. The spell griever makes three Claw attacks.

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

BONUS ACTIONS

Magician Strike. The spell griever makes one Claw attack against a creature that can cast spells.

REACTIONS

Grieving Counterspell. When the spell griever sees a spell being cast within 60', it counters the spell if the spell is 4th level or lower. Otherwise, the acolyte makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered. If it counters a spell in this way, the caster of that spell takes 3 (1d6) force damage per level of the spell (minimum of 1d6).

Spell Griever Elder

The spell griever elder uses the Spell Griever stat block with the following changes.

- It has 165 (30d8+30) hit points.
- Its Intelligence is 20 (+5).
- Its bonus to Arcana is +9.
- Its Claw is +6 to hit.
- Its Grieving Counterspell reaction option automatically counters spells of 6th level or lower.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

The elder has the following Legendary Action text.

- The elder can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The elder regains spent legendary actions at the start of its turn.
 - ***Disrupt Spell.*** The elder attempts to disrupt one spell within 5' of it. The caster of that spell must make a DC 15 Wis save. If it fails, that spell ends.
 - ***Magician Strike (costs 2 actions).*** The elder uses Magician Strike.
 - ***Pursue.*** The elder moves its speed, ending closer to a creature that can cast spells.

SPELL WEAVER

Source: 3e *Monster Manual* 2

The enigmatic spell weavers are strange, six-armed creatures of uncertain origin. They are usually encountered seeking magic items, and will often accost other creatures for such treasures.

A spell weaver is a scrawny thing with a more or less humanoid shape (apart from its six arms). It stands about 5' tall and has a long neck that allows its head to turn in any direction, like an owl. Its face has a beak and two large, glossy, almond-shaped eyes. A spell weaver has white, silver, or light blue skin.

Multiarm Spellcasters. The weavers use their six arms to perform seemingly impossible feats of magic that allow them to cast multiple spells at a time. This ability makes them the envy of most other spellcasters, and also means that the blood of a spell weaver has many potential uses in magic item creation.

Other Weavers. Though spell weavers are extremely rare themselves, even rarer are other types of weavers, which are encountered as guards, allies, or perhaps masters of the spell weavers. Such creatures specialize in one path or another, be it battle, mental powers, etc. Whatever path the weaver chooses, it uses all six arms to perform feats that most Humanoids can't hope to match, whether displays of weaponry, nimble-fingered acts of thievery, or whatever.

Spell Weaver Treasure. A spell weaver has a 75% chance each of having 1d6+1 potions and 2d4 scrolls; and a 50% chance of having 1d3+1 random magic items.

Spell Weaver

Medium Aberration (Weaver), usually neutral

Armor Class 16 (*mage armor*)

Hit Points 35 (10d8-10)

Speed 30 ft.

STR 9 (-1), **DEX** 16 (+3), **CON** 9 (-1),
INT 18 (+4), **WIS** 17 (+3), **CHA** 16 (+3)

Saving Throws Con +3, Int +8, Wis +7

Skills Arcana +12

Condition Immunities charmed, frightened

Senses darkvision 60 ft., true sight, passive

Perception 13

Languages telepathy (other spell weavers only)
1,000 miles

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

Multiple Reactions. The spell weaver can take up to three reactions per round as long as each is to cast a spell. It can only take one reaction per trigger.

Shielded Mind. A creature that attempts to read the spell weaver's mind or communicate with it telepathically automatically fails, and must succeed on a DC 15 Intelligence save or act as if under a *confusion* spell until the end of the creature's next turn.

ACTIONS

Multiattack. The spell weaver uses Spell Weaving. For each arm it doesn't use to weave magic, it also makes one Slam attack.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (2d4-1) bludgeoning damage.

Spell Weaving. The spell weaver weaves together magic, casting one or more spells simultaneously. For each arm it uses to do so, up to a maximum of six, it can cast one level of spells, with a cantrip counting as one level. (First or higher level spells expend spell slots normally, except where noted.) The spell weaver's spellcasting ability is Intelligence (save DC 16, +8 to hit). The spell weaver can cast the following spells.

Cantrips- *Acid splash* (3d6), *fire bolt* (3d10), *mage hand*.

1st level (4 slots)- *Chromatic orb*, *detect magic* (no spell slot expended), *magic missile*.

2nd level (3 slots)- *Disarm*, *invisibility* (no spell slot expended), *levitate*, *scorching ray*.

3rd level (3 slots)- *Dispel magic*, *lightning bolt*, *slow*.

4th level (3 slots)- *Dimension door, fire shield.*
5th level (2 slots)- *Hold monster, wall of force.*
6th level (1 slot)- *Chain lightning, repulsion.*
7th level (1 slot)- *Plane shift* (no material component required).

BONUS ACTIONS

Chromatic Disk (10 levels, then recharges after a long rest). The spell weaver bears a disk that constantly shifts colors, which it uses to recharge one or more levels worth of spell slots, to a maximum of sixth level slots. Other creatures cannot make use of the chromatic disk.

REACTIONS

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

Diminish Pain (cantrip). When the weaver takes damage, it reduces that damage by 7 (3d4), but never by more than half the total damage.

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

SPELLTHIEF

Source: 3e *Complete Adventurer*.

A spellthief is a member of a highly specialized profession devoted to stealing both spells and spell effects from other creatures. A spellthief might sell the secrets they steal for a high price or might be employed to weaken a target for an **assassin** or a team of **thugs** or killers dispatched to deal with troublesome adventurers or other spellcasters.

Spellthieves learn to steal magic through long years or training under the combined tutelage of an unscrupulous spellcaster, often one that has been cast out or otherwise rejected by a fraternity of other spellcasters, and one or more rogues who have familiarized themselves with the magical arts, often including one or more arcane tricksters.

Usually Solitary. It is rare to find one or more spellthieves operating together. Even one can be very dangerous to the very spellcasters that train it, and every additional spellthief drastically increases the odds that the spellthieves will go rogue and turn on their would-be employers or masters.

It is far more common for a single spellthief to work with other **thieves**, either in a conventional thieves' guild or in a more specialized (but usually smaller) troupe dedicated to the spellthief's arts.

When a group of spellthieves does form, they usually keep their nature and activities very secret to avoid incurring the wrath of nearby **priests**, **wizards**, and other spellcasters. If such individuals do discover a group of spellthieves, it is very common for the spellcasters to try to exterminate the spellthieves.

Some spellthieves work alone, traveling the world (or even the planes) and acting much like any ordinary thief, but using its unique skills to enhance its adventures and help it survive encounters that might otherwise lead to its demise.

Spellthieves are most common among **humans**, **half-elves**, and **elves**, and in and around Strogass and its outlying islands.

Spellthief Treasure. A spellthief has a 25% chance each to have 1d4 x 100 cp, sp, ep, and gp; and a 20% chance each to have 1d3 potions, 1d2 spell scrolls, and 1 random magic item.

Spellthief

Medium Humanoid, often chaotic neutral

Armor Class 15 (studded leather)

Hit Points 44 (8d8+8)

Speed 30 ft.

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

Skills Arcana +4, Sleight of Hand +5, Stealth +5

Senses passive Perception 10

Languages Common, Thieves' Cant

Challenge 3 (450 xp) **Prof** +2

Spellcaster Attack (1/turn). If the spellthief hits a creature that can cast spells with an attack, the spellthief can deal an extra 3 (1d6) damage.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80'/320', one target. *Hit:* 6 (1d6+3) piercing damage.

Steal Spell (recharge 5-6). The spellthief targets one creature it can see within 90', which must make a DC 12 Wis save. If the saving throw fails, the spellthief steals one random spell of 4th level or lower prepared or known by the target. If the spell was prepared, the target loses the spells from its prepared spells. If the spell was known, the target can't use it until it completes a long rest.

The spellthief can steal a number of spells equal to its Intelligence bonus at one time. If it steals another spell, it must choose which one to lose. It can cast each stolen spell once, using Intelligence as its spellcasting ability (save DC 12, +4 to hit) losing it after doing so. When it completes a long rest, it loses all stolen spells.

BONUS ACTIONS

Cunning Action. The spellthief Dashes, Disengages, or Hides.

REACTIONS

Steal Spell Effect (recharge 5-6). When the spellthief sees a spell take effect on one or more creatures within 60', the spell instead takes effect on the spellthief rather than on its intended targets. If the spell requires concentration, the spellthief must concentrate to maintain it. The stolen effect otherwise lasts its normal duration or until the spellthief completes a long rest.

Spellthief Dweomerfilch

The spellthief dweomerfilch uses the Spellthief stat block with the following changes.

- Its AC is 17.
- It has 156 (24d8+48) hit points.
- Its Intelligence is 18 (+4), its Dexterity is 20 (+5), and its Constitution is 15 (+2).
- Its Spellcaster Attack does an extra 21 (6d6) damage.
- Its Rapier is +8 to hit and does 9 (1d8+5) piercing damage.
- Its Shortbow is +8 to hit and does 8 (1d6+5) piercing damage.
- Its Steal Spell action option has a save DC of 15 and a spell attack bonus of +7 and can steal a spell of up to 6th level.
- Its Challenge Rating is 7 (2,900 xp).

The dweomerfilch has the following additional Action option.

- **Multiattack.** The dweomerfilch makes one weapon attack and uses Steal Spell, if available.

SPERM WHALE

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

A sperm whale, also known as a **cachalot**, has a gigantic head and massive teeth. Capable of diving deep into the sea to hunt giant squid or other dangerous prey, the sperm whale is likely to be the least friendly of the whales to land-dwelling creatures, especially Humanoids.

When whales go to war, the biggest, toughest sperm whales form cadres of soldiers. These soldiers are grim, foul-tempered, and aggressive, and are focused solely on achieving whatever military goals are held by the whales.

Sperm Whale Treasure. A sperm whale sometimes deposits treasure in a favored undersea location. Such a location has a 30% chance of containing 2d6 x 1,000 gp in trade bars and goods that can survive underwater; a 25% chance each of having 1d10 gems and 1d6 art objects that can survive underwater; and a 20% chance of having 1d4 random magic items that can survive underwater.

Sperm Whale Soldier

Gargantuan Beast (Whale), often neutral

Armor Class 14 (natural armor)

Hit Points 435 (30d20+120)

Speed swim 40 ft.

STR 24 (+7), **DEX** 10 (+0), **CON** 18 (+4),
INT 10 (+0), **WIS** 16 (+3), **CHA** 10 (+0)

Skills Athletics +12

Senses blindsight 120 ft., passive Perception 13

Languages Whale, Aquan, Common

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

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

Hold Breath. The whale can hold its breath for 90 minutes.

Keen Senses. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

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

ACTIONS

Multiattack. The whale attacks once with its Bite and once with its Tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) piercing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+7) bludgeoning damage.

LEGENDARY ACTIONS

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

- **Churn.** The whale uses its fins and flukes to stir the water in a 20' cube adjacent to it. Each creature in the cube must succeed on a DC 20 Str save or be moved up to 15' in a direction of the whale's choice.
- **Move.** The whale moves its speed.
- **Tail (costs 2 actions).** The whale makes one tail attack.

SPHINX

Location: *Monster Manual.*

There are many types of sphinxes, with androsphinxes and gynosphinxes merely being the most common. **Criosphinxes**, **hieracosphinxes**, **dracosphinxes**, and others also exist. Each type has its own characteristics; some are good, some are neutral, and a few are evil. Generally, sphinxes share a leonine body with the head of another creature. Most enjoy the stereotypical sphinx riddling, though not all can be trusted to honor the bets they make in a riddle-game.

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. Some dwell underwater, others leap prodigious distances and still others grow to immense, bloated size. Spiders of various kinds can be found in any climate or terrain.

Spiders' webs often contain the bodies of their victims. In the case of monstrous spiders, these victims might include Humanoids with loot.

SPIDER EATER

Source: 3e *Monster Manual* (spider eater).

A spider eater is a gigantic eight-legged variety of hornet with a pair of small forelimbs and huge bat-like wings. Earning its name from its ability to slip webs and its preference for giant arachnid prey, a spider eater is nonetheless very aggressive toward Humanoids that intrude in its territory.

Spider eaters are generally solitary creatures, and if raised from the egg, a spider eater can sometimes be trained as a flying mount for a Medium creature. A spider eater can carry around 600 lbs and still fly.

Spider Eater Challenge Rating. When assessing the Challenge Rating of a spider eater, double its effective damage output to account for its ability to paralyze.

Spider Eater Treasure. There is a 20% chance that a spider eater's nest contains 1d10 eggs gestating in the corpse of the spider eater's prey. Each spider eater egg is worth around 300 gp.

Spider Eater

Large Monstrosity (Hornet), always unaligned

Armor Class 12

Hit Points 38 (4d10+16)

Speed 30 ft., fly 60 ft.

**STR 18 (+4), DEX 14 (+2), CON 19 (+4),
INT 2 (-4), WIS 12 (+1), CHA 10 (+0)**

Condition Immunities paralyzed

Senses passive Perception 11

Languages -

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

Freedom of Movement. The spider is magically immune to effects that reduce its speed or restrict its movement.

ACTIONS

Multiattack. The spider eater makes one Bite attack and one Sting attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage.

Sting. *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 Constitution save or be poisoned for 1d8+5 weeks. While poisoned in this way, the creature is paralyzed but doesn't die from exhaustion due to starvation or dehydration. It can repeat the save at the end of each of its turns, ending the effect after two successes, but if it fails twice, it can no longer repeat the save.

Implant Eggs. The spider eater lays eggs inside one paralyzed creature within 5' of it. The young hatch after six weeks, eating their way free of the host (as 1d4 **giant maggots**) and killing it. Another creature can spend an hour to make a DC 20 Heal check to remove the eggs, but whether the attempt succeeds or fails, it inflicts 2d4 points of slashing damage on the host.

BONUS ACTIONS

Slip Free. The spider eater magically ends the grappled and restrained conditions on itself. If it is in restraints, those restraints slip off it. If a creature is climbing on it, that creature falls off in a space adjacent to the spider eater.

SPIKE HYDRA

Source: Homebrew.

A magical cross of **hydra** and **manticore**, a spike hydra's heads are grotesque distortions of a humanoid face. This monster's spiky tail is useful both as a melee weapon and for hurling sharp missiles, and the hydra's natural regenerative abilities give it an unlimited supply of spikes.

A spike hydra is a creation of the infamous **lich** Nydroth, also known as Grisly. Whether Grisly made them for a specific purpose of just for the joy of experimentation, spike hydras have since escaped into the wild. While they remain very rare, a spike hydra can breed with either of its progenitor species. About half of the children created from such a mating are born dead, with most of the rest basically resembling the species it bred with; however, about 1 in 20 emerges as another spike hydra.

Spike hydras are found in temperate and warm swamps and woodlands. An area inhabited by a spike hydra is usually forlorn and gains an evil reputation.

Spike Hydra Treasure. A spike hydra's lair has a 25% chance each to have 2d6 x 100 cp, sp, and gp; and a 10% chance to have 1d2 magic weapons.

Spike Hydra

Huge Monstrosity, usually neutral

Armor Class 16 (natural armor)
Hit Points 207 (18d12+90)
Speed 30 ft., fly 20 ft., swim 20 ft.

STR 20 (+5), **DEX** 14 (+2), **CON** 20 (+5),
INT 3 (-4), **WIS** 10 (+0), **CHA** 7 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 11 (7,200 xp) **Prof** +4

Clumsy Flyer. If the spike hydra flies, it must end its turn on the ground or it falls to the ground at the start of its next turn, taking half normal falling

damage. While it is in the air, attacks against the spike hydra have advantage.

Hold Breath. The spike hydra can hold its breath for 10 minutes.

Multiple Heads. The spike hydra has five heads. While it has more than one head, it has advantage on saves against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Whenever the spike hydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the spike hydra dies.

At the start of its turn, the spike hydra grows two heads for each head that died since the start of its last turn, unless it has taken fire damage its last turn. The spike hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the spike hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Tail Spike Regrowth. The spike hydra's used tail spikes regrow at the end of its turn.

Wakeful. While the spike hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes one Tail Strike attack and one Bite attack for each head that it has, or three Tail Spike attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

Tail Strike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage plus 12 (2d6+5) piercing damage.

Tail Spike. *Ranged Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 15 (3d8+2) piercing damage.

Spike Hydra Elder Hybrid

Gargantuan Monstrosity, usually neutral

Armor Class 19 (natural armor)

Hit Points 372 (24d20+120)

Speed 40 ft., fly 30 ft., swim 30 ft.

STR 24 (+7), **DEX** 14 (+2), **CON** 20 (+5),
INT 3 (-4), **WIS** 13 (+1), **CHA** 7 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages -

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

Clumsy Flyer. If the spike hydra flies, it must end its turn on the ground or it falls to the ground at the start of its next turn, taking half normal falling damage. While it is in the air, attacks against the spike hydra have advantage.

Hold Breath. The spike hydra can hold its breath for 10 minutes.

Multiple Heads. The spike hydra has five heads. While it has more than one head, it has advantage on saves against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Whenever the spike hydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the spike hydra dies.

At the start of its turn, the spike hydra grows two heads for each head that died since the start of its last turn, unless it has taken fire damage its last turn. The spike hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the spike hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Tail Spike Regrowth. The spike hydra's used tail spikes regrow at the end of its turn.

Wakeful. While the spike hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes one Tail Strike attack and one Bite attack for each head that it has, or three Tail Spike attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) piercing damage.

Tail Strike. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage plus 17 (3d6+7) piercing damage.

Tail Spike. *Ranged Weapon Attack:* +8 to hit, range 100/200 ft., one target. *Hit:* 20 (4d8+2) piercing damage.

SPINE CREEP

Source: 4e *Open Grave*.

A spine creep is the animate skeleton of a hanged Humanoid. It can pull its spine and skull out and use it as a whip in combat. A spine creep usually forms spontaneously when an especially bitter and hateful person dies by hanging and its spirit can't rest.

A spine creep is often found alongside the **skeletons** or **zombies** of other evil creatures, especially those laid to rest nearby. It seems as though the spine creep's evil seeps forth from its own body, causing the bodies of other evil creatures to rise as Undead. Rarely, these creatures animate as more powerful forms of Undead, such as **ghouls**, **ghasts**, or **wights**. In addition, sometimes the bodies of other evil creatures nearby might animate as Undead of some kind.

Spine Creep Treasure. Spine creeps don't usually collect treasure.

Spine Creep

Medium Undead (Skeleton), always neutral evil

Armor Class 15 (armor scraps)

Hit Points 52 (8d8+16)

Speed 30 ft.

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

INT 6 (-2), **WIS** 8 (-1), **CHA** 5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

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

ACTIONS

Spinal Whip. The spine creep pulls its spine out and uses it and its head as a whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 16 (3d8+3) bludgeoning damage.

Spinal Whirlwind (recharge 5-6). The spine creep makes one Spinal Whip attack against each creature within 10' of it.

SPINED DEVIL

Location: *Monster Manual* p78.

Spined Devil Treasure. Spined devils don't usually gather treasure, and usually have it confiscated by their superiors if they do.

Spined Devil Goon

The spined devil goon uses the Spined Devil stat block with the following changes.

- It has 1 hit point (minion).
- It lacks the spined devil's Damage Resistances.
- It is worth 90 xp.

The goon has the following additional Traits.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.
- **Minion Survivor.** If the goon takes cold damage or bludgeoning, piercing, or slashing damage that isn't magic, roll a d20. On a 15 or higher, it takes no damage.

Spined Devil Trooper

The spined devil trooper uses the Spined Devil stat block with the following changes.

- Its AC is 18 (plate armor).
- It has 58 (13d6+13) hit points.
- Its Strength is 15 (+2).
- Its Bite is +4 to hit and does 7 (2d4+2) slashing damage.
- Its Fork is +4 to hit and does 5 (1d6+2) piercing damage.
- Its Challenge Rating is 4 (1,100 xp).

The trooper has the following additional Trait.

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

SPINNING SLASHER

Source: Homebrew.

A spinning slasher appears as a lithe 6' tall humanoid with glossy silver skin and hair. It has exceptionally long fingers and toes that end in sharp metal claws. The slasher wears a dress or skirt that flares out as it spins. The spinning slasher is motivated only by malice and the desire to kill.

Once They Were Dancers. Centuries ago, the Silver Shoes were a group of assassins who masqueraded as dancers. They used this disguise to gain access to victims, who they would then betray and murder. Eventually, they took a contract

to kill a **genie**, but his bodyguards found them out in time to save him. The genie cursed them, transforming them into the spinning slashers. Now they travel the world, continuing to murder through their dancing.

A spinning slasher can reproduce when a victim survives its attack. This doesn't happen every time, but once in a great while, the survivor falls into a fever. If it doesn't recover swiftly, its skin turns silver, its fingers and toes elongate and develop claws, and it becomes a spinning slasher.

Murderous Malice. A spinning slasher has nothing but malice for other creatures. It hates Humanoids, envying the societies and fellowship they feel. A spinning slasher's sense of touch is blunted, and it longs for the contact that mortals feel. Neither pain nor pleasure still move the spinning slasher as they once did, giving it even more of a sense of alienation from all other creatures. Its jealousy drives it to rage, which, in turn, drives it to murder.

Spinning Slasher Treasure. A spinning slasher has a 50% chance of having 1d10 x 100 gp; as well as a 20% chance to have 1d3 pieces of jewelry.

A **troupe** of two to five spinning slashers instead has a 65% chance of having 2d6 x 250 gp; and a 25% chance of having 1d6 pieces of jewelry.

A troupe of six to ten spinning slashers instead has a 65% chance of having 1d6 x 1,000 gp; a 30% chance of having 1d6+2 pieces of jewelry; and a 10% chance of having 1d2 random magic items.

A troupe of 12 to 20 spinning slashers instead has a 70% chance of having 2d4 x 1,000 gp; a 30% chance of having 2d6 pieces of jewelry; and a 15% chance of having 1d4 random magic items.

Spinning Slasher

Medium Monstrosity, always chaotic evil

Armor Class 19 (natural armor)

Hit Points 78 (12d8+24)

Speed 45 ft.

STR 15 (+2), DEX 17 (+3), CON 14 (+2),

INT 16 (+3), WIS 12 (+1), CHA 15 (+2)

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

Skills Performance +5

Senses passive Perception 11

Languages Common

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

Magic Weapons. The spinning slasher's weapon attacks are magical.

ACTIONS

Multiattack. The spinning slasher makes three Claw attacks.

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

BONUS ACTIONS

Dance of Death. The spinning slasher Dashes, Disengages, Dodges, or make a Claw attack.

REACTIONS

Spin Away. When a creature within 10' damages the spinning slasher, the slasher moves up to 15', ending further away from the triggering creature.

Spinning Slasher Death Dancer

The spinning slasher death dancer uses the Spinning Slasher stat block with the following changes.

- Its AC is 21 (natural armor).
- It has 143 (22d8+44) hit points.
- Its Strength is 17 (+3) and its Dexterity is 20 (+5).
- Its speed is 60'.
- Its Claw is +6 to hit and does 10 (2d6+3) slashing damage.
- Its Challenge Rating is 7 (2,900 xp).

SPIRIT FOLK

Source: 3e *Oriental Adventures*.

Spirit folk are the descendants of **humans** and various types of nature spirits. They tend to be serene and calm, are usually attuned to their surroundings, and tend to be at peace with the world. Because of their ancestry, they can sometimes sense or even see spirits, and often have a love of life that most other Humanoids can only envy.

A spirit folk outwardly resembles a human. They have slender eyes and small mouths, thin eyebrows, and pale to golden brown complexions. A spirit folk has no facial or body hair, but the hair on its head is thick and luxurious. Spirit folk often live alongside their human kins, and many go through life unaware of their true nature, thinking of themselves as humans with a strong connection to the spirit world. Spirit folk rarely feel at home in a human community, however, and the larger the community, the less comfortable a spirit folk usually is.

Even those spirit folk that live in large human towns or cities prefer to live close to an area of untouched wilderness, even if a small one, such as a grove of bamboo, a swamp, or a pure river or stream.

Allies with Near-Humans. Spirit folk often befriend other creatures that are also nearly but not quite human, such as **hengeyokai**, **half-elves**, **half-orcs**, and even human **lycanthropes**. Even with such creatures, however, a spirit folk always feels the difference between itself and its friends.

Spirit Folk Treasure. A spirit folk typically carries 2d6 cp and 1d8 sp. Higher level spirit folk often carry more treasure.

SPIRIT FOLK PCS

A spirit folk is a standard choice for pcs in areas where they are found, such as Dyshim, Gorel, Strogass, and similar places.

First Level: A spirit folk is a fine race for starting groups.

SPIRIT FOLK TRAITS

Spirit folk pcs have the following racial traits.

Ability Score Adjustments. Increase one ability score of your choice by 2 and another by 1.

Age. A spirit folk has the same lifespan as a human.

Size. You can be Medium or Small. You have the same range of height and weight as a human.

Speed. Your walking speed is 30'.

Spirit. You have the Spirit tag. You can sense the presence of spirits, including Undead such as **banshees**, **ghosts**, and **specters**, within 30' of you.

Languages. You speak Common and the Spirit Tongue.

SPIRIT FOLK SUBRACES

Spirit folk have three distinct subraces, depending on the individual's spirit ancestor's nature. Choose one of the following.

Bamboo Spirit Folk

Bamboo spirit folk are the descendants of humans who mixed with spirits drawn from the woods, often (but not always) the spirits of bamboo forests. You have the following additional features.

- **Woodland Step.** You ignore the extra movement cost of difficult terrain composed of vegetation. You also have advantage on saving throws against effects caused by vegetation, such as an *entangle* spell.
- **Wood and Stone Affinity.** When magic that manipulates wood or stone damages you, you have resistance to that damage. In addition, you have resistance to damage caused by rocks and wood that haven't been shaped or carved by a creature, such as a rockfall. (This doesn't apply to falling damage.)
- **Speak with Animals.** You know the *speak with animals* spell. You can cast it once per day without expending a spell slot. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability for this spell.

Ocean Spirit Folk

Ocean spirit folk claim a spirit of or from the sea as an ancestor. You have the following additional features.

- **Amphibious.** You can breathe water and air.
- **Swim Speed.** You have a swim speed of 30'.
- **Predict Weather.** You can use an action to magically predict the weather for the next 24 hours as long as you can see the sky or the sea.
- **Water Step.** You ignore the additional movement cost of difficult terrain made of or in the water, and you have advantage on saves against effects caused by water. You also have resistance to the damage caused by water effects.

River Spirit Folk

River spirit folk have descended from a spirit of a river or stream. You have the following additional features.

- **Amphibious.** You can breathe water and air.
- **Swim Speed.** You have a swim speed of 30'.
- **Speak with Animals.** You know the *Speak with animals* spell, but it only lets you speak to creatures with a Swim speed. You can cast it once per day without expending a spell slot. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability for this spell.
- **Fire Resistance.** You have resistance to fire damage.

Spirit Folk Bamboo Warrior

Medium Humanoid (Spirit, Spirit Folk), often neutral good

Armor Class 16 (breastplate and shield)

Hit Points 26 (4d8+8)

Speed 30 ft.

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

Senses passive Perception 12

Languages Common, the Spirit Tongue

Challenge ½ (100 xp) **Prof** +2

Spirit Sense. The spirit folk can sense the presence of spirits, including Undead such as **banshees**, **ghosts**, and **specters**, within 30'.

Woodland Step. The spirit folk ignore the extra movement cost of difficult terrain composed of vegetation. It also has advantage on saving throws against effects caused by vegetation, such as an *entangle* spell.

Wood and Stone Affinity. When magic that manipulates wood or stone damages the spirit folk, you have resistance to that damage. In addition, it has resistance to damage caused by rocks and wood that haven't been shaped or carved by a creature, such as a rockfall. (This doesn't apply to falling damage.)

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5' or range 30'/90', one target. *Hit:* 5 (1d6+2) piercing damage.

Spellcasting. The spirit folk casts the following spell, using Wisdom as the spellcasting ability.
1/day- *Speak with animals*.

Spirit Folk River Runner

Medium Humanoid (Spirit, Spirit Folk), often neutral good

Armor Class 13 (leather)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

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

Damage Resistances fire

Senses passive Perception 11

Languages Common, the Spirit Tongue

Challenge ¼ (50 xp) **Prof** +2

Amphibious. The spirit folk can breathe both water and air.

Spirit Sense. The spirit folk can sense the presence of spirits, including Undead such as **banshees**, **ghosts**, and **specters**, within 30'.

ACTIONS

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20'/60', one target. *Hit:* 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used as a melee weapon with both hands.

Spellcasting. The spirit folk casts the following spell, using Wisdom as the spellcasting ability.

1/day- *Speak with animals* (creatures with a Swim speed only).

BONUS ACTIONS

Swift Swim (recharge 6). If it is in water, the spirit folk Dashes.

SPIRIT NAGA

Location: *Monster Manual* p234.

Spirit Naga Treasure. The lair of a spirit naga is 60% likely each to hold 1d6 x 1,000 cp, 1 piece of magical jewelry, and 1 wondrous item; 40% likely each to hold 1d4 x 1,000 sp and gp, 2d6 x 100 ep, 1d4 x 100 pp, and 1d8 gems; and 30% likely each to hold 1d6 art objects, 1d4 scrolls, and 1 random magic item.

SPIRIT OF DISASTER

Source: Homebrew.

A spirit of disaster is a powerful Fey entity that embodies a terrible disaster that afflicts an entire island, a large part of a continent (or even an entire continent), or an even larger geographical region, such as a flood, volcanic eruption, earthquake, or cometary impact. Where the spirit of disaster goes, it brings the effects of the catastrophe that it embodies with it, wreaking terrible havoc on the surrounding landscape.

Each spirit of disaster appears differently, but any spirit of disaster is of tremendous size, and each is visibly surrounded by the effects of its disaster.

Presage Disaster. A spirit of disaster usually appears before the disaster itself, serving as a warning. When such a monster arrives in an area, prophets, knowledge clerics, **diviners**, psionic creatures, and others who are prone to premonitions might have terrible visions of the destruction that is coming, perhaps giving his or her community time to flee. But sometimes, the disaster is so large that flight is simply impossible. In the rarest instances, a group of powerful **druids**, **wizards**, or other heroes might be able to head off the disaster.

Pure Destruction. A spirit of disaster has no motivation but to destroy, no desires but to enact the calamity that it embodies, bringing a smaller version of the disaster to the lands around it before the true crisis comes. It is a living warning of the terrible things to come.

Spirit of Disaster Treasure. A spirit of disaster never collects treasure. Instead, it simply lays waste to everything around it.

Spirit of Cometary Impact Disaster

A spirit of cometary impact disaster appears as the silhouette of an immense, dragon-shaped figure cloaked in dust, flames, smoke, and raining debris. Everything near it is scorched and smashed by its very presence, and the rare creature that can survive its presence for a few moments must usually flee the terrible destruction that it wreaks.

Gargantuan Fey (Spirit), always chaotic evil

Armor Class 21 (natural armor)

Hit Points 1,110 (60d20+480)

Speed 80 ft.

**STR 30 (+10), DEX 12 (+1), CON 26 (+8),
INT 10 (+0), WIS 14 (+2), CHA 18 (+4)**

Saving Throws Dex +12, Int +11, Wis+13,
Cha +15

Senses darkvision 120 ft., passive Perception 12

Languages Ignan, Terran

Challenge 39 (445,000 xp) **Prof** +11

Cloak of Debris. The area within 500' of the spirit is lightly obscured.

Legendary Resistance (3/day). When the spirit of disaster fails a save, it succeeds instead.

Rain of Destruction. Within 1 mile of the spirit of disaster, a constant rain of fire and debris showers down. At the start of the spirit's turn, each creature and object exposed to the sky takes 10 (3d6) bludgeoning damage and 10 (3d6) fire damage.

Creatures within 120' of the spirit of disaster instead take 22 (4d10) bludgeoning damage and 22 (4d10) fire damage.

ACTIONS

Frenzy of Destruction. *Melee Weapon Attack:* +21 to hit, targets each creature within 20' of the spirit when it takes this action. *Hit:* 62 (8d12+10) bludgeoning damage plus 55 (10d10) fire damage.

Impact. A 10' diameter chunk of debris crashes down on a point the spirit can see within 200'. Each creature in the area where the debris hits must make a DC 27 Dexterity save, suffering 130 (20d12) bludgeoning damage on a failure and half that on a success. Each creature not in the impact zone but within 20' of it must make a DC 23 Strength save, suffering 36 (8d8) bludgeoning damage, being blown 30' directly away from the impact, and falling prone on a failure, or taking half damage and being blown 10' directly away from the impact on a success.

REACTIONS

Eruption. When the spirit of disaster becomes bloodied, a blast of flame and debris erupts from it, filling a 60' cube adjacent to the spirit in the direction of the source of the damage. Each creature in the cube must make a DC 27 Dexterity save, suffering 45 (10d8) bludgeoning and 45 (10d8) fire damage on a failure, or half that on a success.

LEGENDARY ACTIONS

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

- ***Blast of Heat.*** The spirit lets out a wave of heat. Each creature within 50' takes 22 (4d10) fire damage.
- ***Smash to Pieces.*** One unattended object within 120' of the spirit is struck by a Large stone from above, taking 71 (13d10) bludgeoning damage. If this reduces the object to 0 hit points, it is pulverized and dispersed over a large area, and it can't be repaired or recovered.
- ***Temblor.*** The earth shakes near the spirit. Each creature within 120' must make a DC 27 Dex save or fall prone.

Spirit of Earthquake Disaster

When an earthquake powerful enough to ravage a large part of a continent occurs, a spirit of earthquake disaster might appear, casting down buildings, breaking dams, and opening great rifts in the ground for miles around. The spirit of earthquake disaster looks like a gigantic stone and earth biped resembling a troll standing 100' high who shakes the ground with every step.

Gargantuan Fey (Spirit), always chaotic evil

Armor Class 19 (natural armor)

Hit Points 770 (44d20+308)

Speed 80 ft.

**STR 28 (+9), DEX 8 (-1), CON 24 (+7),
INT 10 (+0), WIS 14 (+2), CHA 16 (+3)**

Saving Throws Dex +7, Int +8, Wis+10, Cha +11

Senses darkvision 120 ft., passive Perception 12

Languages Terran

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

The Earth Shakes. Within 1 mile of the spirit, the ground constantly trembles and shakes. The entire area is difficult terrain. Any creature that starts its turn in the area must make a DC 23 Con save or lose concentration. A structure that starts its turn within the area takes 50 points of bludgeoning damage, ignoring its damage threshold.

A creature that starts its turn within 120' of the spirit must make a DC 19 Dex save or fall prone.

ACTIONS

Stomp. *Melee Weapon Attack:* +17 to hit, reach 20', one target. *Hit:* 54 (10d8+9) bludgeoning damage.

Fury of the Stones. A 30' radius sphere centered on a point the spirit of disaster can see within 200' fills with exploding rock. Each creature in that area must make a DC 19 Dex save, suffering 42 (12d6) bludgeoning damage on a failure or half that on a success.

BONUS ACTIONS

Fissure. The spirit causes a fissure 1d10 x 10' deep and 10' wide to open, running up to 120' with up to one turn in it along its length. A creature standing on the fissure when it opens must make a DC 19 Dexterity save, falling in on a failure or moving with the edge of the fissure on a success.

REACTIONS

Crumbling Rocks. When the spirit becomes bloodied, a pile of stones tumbles from its body, filling a 20' square adjacent to it to a height of 5'. Each creature in a 100' high cylinder extending above the square must make a DC 25 Dex save, taking 35 (10d6) bludgeoning damage on a failure or half that on a success. In addition, a creature that fails its knocked prone and restrained. Such a creature takes 21 (6d6) bludgeoning damage at the start of each of its turns. It can escape if a creature (including it) uses an action to make a DC 20 Strength (Athletics) check.

LEGENDARY ACTIONS

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

- **Debris Cloud.** A 50' radius sphere centered on a point the earthquake spirit of disaster can see within 200' fills with dust and debris. Each creature in the cloud must succeed on a DC 25 Dex save or be blinded for 1 minute (save ends).
- **Recover (costs 2 actions).** The spirit ends one effect affecting it.
- **Shift.** The spirit moves 20' without provoking opportunity attacks.

Spirit of Flood Disaster

A spirit of flood disaster appears as a gigantic fish that flops and thrashes in the water it produces, smashing everything around it and washing it away. It is very difficult to approach the flood spirit on land.

Gargantuan Fey, always chaotic evil

Armor Class 19 (natural armor)

Hit Points 660 (40d20+240)

Speed 80 ft., swim 150 ft.

**STR 26 (+8), DEX 8 (-1), CON 22 (+6),
INT 10 (+0), WIS 14 (+2), CHA 16 (+3)**

Saving Throws Dex +7, Int +8, Wis+10, Cha +11

Senses darkvision 120 ft., passive Perception 12

Languages Aquan

Challenge 27 (105,000 xp) **Prof** +8

Flood. Within 1 mile of the spirit, the water covers the ground to a depth of 1', flowing away from the spirit. The entire area is difficult terrain.

Within 500' of the spirit, the water is instead 2' deep. A creature that starts its turn in this area must succeed on a DC 24 Strength save or be pushed 10' directly away from the spirit.

Within 100' of the spirit, the water is instead 3' deep. A creature that starts its turn in the area must succeed on a DC 24 Strength save or be pushed 15' directly away from the spirit.

Within 30' of the spirit, the water is instead 5' deep. A creature that starts its turn in the area must succeed on a DC 24 Strength save or take 5 (1d10) bludgeoning damage and be pushed 20' directly away from the spirit.

The spirit produces enough water in its space for it to swim.

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

ACTIONS

Thrash. *Melee Weapon Attack:* +16 to hit, targets each creature within 15' of the spirit. *Hit:* 52 (8d10+8) bludgeoning damage.

Breath Weapon. The spirit of disaster sprays water and debris in a 120' cone. Each creature in that cone must make a DC 24 Dexterity save, suffering 65 (10d12) bludgeoning damage on a failure or half that on a success.

REACTIONS

Gush. When the spirit of disaster becomes bloodied, a great flood of water erupts from it in a 60' cone. Each creature in the cone must make a DC 24 Strength save, suffering 35 (10d6) bludgeoning damage on a failure or half that on a success. In addition, a creature that fails its save is pushed 30' directly away from the spirit.

LEGENDARY ACTIONS

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

- **Bite (costs 2 actions).** *Melee Weapon Attack:* +16 to hit, reach 15', one target. *Hit:* 22 (4d6+8) bludgeoning damage.
- **Wash Away.** Each creature within 90' of the spirit must make a DC 22 Str save, being pushed 50' on a failure or 20' on a success.
- **Waterspout.** A 30' radius, 70' high cylinder centered on a point the spirit can see within 200' fills with water and debris. Each creature in the sphere must succeed on a DC 22 Dex save or be blinded for 1 minute (save ends).

SPIRIT TROLL

Location: *Mordenkainen's Tome of Foes* p244.

Spirit Troll Treasure. The lair of a single troll or a **gang** of up to six trolls is 40% likely each to have 1d8 x 500 cp and 1d10 x 250 sp; 35% likely each to have 1d10 x 10 ep, 1d12 x 100 gp, and 1d6 gems; and 20% likely each to have 1d4 pieces of jewelry and 1 random magic item.

The lair of a **pack** of seven to fifteen trolls is instead 50% likely each to have 1d6 x 1,000 cp and 1d8 x 500 sp; 40% likely each to have 1d12 x 25 ep, 2d10 x 300 gp, and 1d10 gems; 25% likely to have 1d8 pieces of jewelry; and 20% likely to have 1d4 random magic items.

The lair of a **mob** of 16 to 50 trolls is instead 50% likely each to hold 1d10 x 1,000 cp and 1d6 x 1,000 sp, 40% likely each to hold 1d6 x 100 ep, 1d12 x 1,000 gp, and 2d8 gems, 25% likely to hold 2d6 pieces of jewelry, and 20% likely to hold 1d8 random magic items.

The lair of a larger mob of trolls is instead 50% likely each to hold 2d8 x 1,000 cp and 2d6 x 1,000 sp, 40% likely each to hold 1d20 x 100 ep, 3d6 x 1,000 gp, and 2d10 gems, 25% likely to hold 2d8 pieces of jewelry, and 20% likely each to hold 1d6 potions and 1d6+2 random magic items.

Spirit Troll Stalker

One proof that **trolls** can breed with nearly anything is the spirit troll stalker. Completely different from a spirit troll created by psychic energy, a spirit troll stalker is said to be a cross of troll and **invisible stalker**, the spirit troll is normally invisible, and thus is very dangerous indeed. The spirit troll's claws have a terrible power: they drain the strength from the limbs of those they damaged, akin to a shadow, and can render a creature permanently comatose in this manner.

Large Giant (Troll), usually chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10+24)

Speed 30 ft.

**STR 17 (+3), DEX 13 (+1), CON 16 (+3),
INT 12 (+1), WIS 10 (+0), CHA 10 (+0)**

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Giant

Challenge 5 (1,800 xp)

Prof +3

Keen Senses. The troll has advantage on Wisdom (Perception) checks that are based on sight or smell.

Regeneration. The troll regains 5 hit points at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Superior Invisibility. The spirit troll is always invisible, and cannot become visible.

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) slashing damage, and the target must make a DC 13 Constitution save or have its Strength score reduced by 1d6. If the creature's Strength reaches 0, it is paralyzed. This paralysis cannot be ended until the creature regains at least 1 point of Strength.

A creature whose Strength has been drained in this way regains 1d4 points of Strength each time it completes a long rest.

SPITTING DRAKE

Source: 4e *Monster Manual*.

A spitting drake is slightly larger than a **mastiff**. Its long, thick neck is mottled blue and gray, while the rest of it is a mix of green and black markings. A spitting drake weighs about 140 lbs. Spitting drakes hunt prey by spitting saliva at their prey's eyes. The saliva contains a caustic chemical that causes temporary blindness, hopefully rendering prey incapable of defending itself effectively from the drake.

Like other drakes, spitting drakes are often found in a mixed pack with other drakes, including **Cydran guard drakes**, **portal drakes**, **rage drakes**, and **winged drakes**, among others. While they are found in a variety of temperate terrains, they are often seen in cities and towns, where they are treated as favored pets or dangerous fighting animals. Drakes are hard to domesticate, and aren't usually considered reliably tame.

Purchasing a Spitting Drake. A spitting drake can be purchased for around 75 gp, where available.

Spitting Drake Challenge Rating. When assessing the Challenge Rating of a spitting drake, assume that it deals its Unseen Attack damage once.

Spitting Drake Treasure. A spitting drake doesn't usually collect treasure.

Spitting Drake

Medium Dragon (Drake), usually neutral

Armor Class 14 (natural armor)

Hit Points 16 (3d8+3)

Speed 40 ft.

STR 14 (+2), **DEX** 15 (+2), **CON** 13 (+1),
INT 8 (-1), **WIS** 10 (+0), **CHA** 9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Draconic

Challenge ¼ (50 xp) **Prof** +2

Unseen Attack. If the drake hits a creature that can't see it with an attack, it deals an extra 5 (1d10) damage.

ACTIONS

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

Spit. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 5 (2d4) acid damage, and the target must succeed on a DC 11 Dexterity save or be blinded for 1 minute or until a creature takes an action to wash the spittle from its face.

Spitting Drake Brutal Killer

The spitting drake brutal killer uses the Spitting Drake stat block with the following changes.

- It has 55 (10d8+10) hit points.
- Its Strength and Dexterity are 18 (+4).
- Its Bite is +6 to hit and does 8 (1d8+4) piercing damage.
- Its Spit is +6 to hit and does 11 (2d10) acid damage. A creature blinded by this attack takes 2 (1d4) acid damage at the start of its turn.
- Its Unseen Attack does 10 (3d6) extra damage.
- Its Challenge Rating is 2 (450 xp).

The brutal killer has the following Reaction option.

- **Killing Strike.** When a creature falls unconscious within 5' of the drake, the drake makes one Bite attack against that creature.

Spitting Drake Pet

The spitting drake pet uses the Spitting Drake stat block with the following changes.

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

The pet has the following additional Trait.

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

SPITTING GOOSE

Source: Homebrew.

A spitting goose is a foul-tempered goose that stands about 3' high, is impossible to domesticate, and is highly aggressive. Living along the banks of rivers, spitting geese migrate from cold areas to more temperate climates in the winter.

Spitting geese are dangerous to creatures that oppose them. Basically fearless under normal circumstances, a spitting goose rushes at anything larger than it within about 30' that is moving, spraying saliva as it comes, and violently bites at its target until it is driven off.

Spitting Goose Treasure. A spitting goose keeps no treasure.

Spitting Goose

Small Beast (Bird), always unaligned

Armor Class 10

Hit Points 13 (3d6+3)

Speed 25 ft., fly 40 ft.

STR 15 (+2), **DEX** 10 (+0), **CON** 13 (+1),
INT 2 (-4), **WIS** 10 (+0), **CHA** 8 (-1)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 xp)

Prof +2

Brave. The spitting goose has advantage on saves against the frightened condition.

Reckless. At the start of its turn, the goose 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

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

REACTIONS

No Escape. When a creature within 5' Disengages, the spitting goose uses Bite against it.

SPITTING MIMIC

Location: *Icewind Dale: Rime of the Frostmaiden* p302.

Spitting Mimic Treasure. A mimic will often use treasure to lure creatures within striking distance. A mimic has a 25% chance each to have 2d4 x 20 gp in assorted coins, 1d3 gems, and 1d3 potions.

A clutch of three or more mimics instead has a 50% chance each to have 2d6 x 50 gp in assorted coins, 1d6 gems, and 1d6 potions.

SPRIGGAN

Source: *3e Fiend Folio*

Spriggans are evil forest-dwelling cousins of **gnomes** who split from gnomekind eons ago over a joke gone wrong. Spriggans have the magical ability to grow to about the size of an **ogre**, often delivering a nasty surprise to enemies who underestimate it.

Spriggans are disgusting and foul, and carry a rank odor of grease and rancid flesh with them. They mat their red hair with lard to tease it into intimidating wild shapes, and love to grow it to ridiculous lengths. A spriggan usually has an exaggerated hairstyle designed to both amuse and unnerve other creatures; for instance, one might have a wild, bushy mustache, lambchop sideburns,

and a flared beard that is festooned with bones and other fetishes. Many work to grow exaggerated eyebrows and lashes, too. A spriggan is normally around 3' high, but when it enlarges itself, it grows to about 12' in height.

Bad Humor. Gnomes say that spriggans went bad because they can't take a joke, and there is certainly some truth to that. A spriggan that is the victim of a practical joke is most likely to respond with murderous rage, rather than laughing it off. Nonetheless, spriggans maintain the gnomish interest in jokes and pranks, albeit with a twist toward cruelty, as long as those jokes and pranks are played by the spriggans and not on them.

Spriggan Treasure. A typical spriggan carries 2d12 sp, 1d6 ep, and 2d10 gp.

The lair of a **pack** of three to twelve spriggans also has a 25% chance each of having 1d8 x 100 sp, 1d6 x 100 gp, and 2d10 x 10 gp in trade goods.

The lair of a **gang** of 13 to 40 spriggans instead also has a 30% chance each of having 2d6 x 250 sp, 2d10 x 100 gp, and 3d6 x 50 in trade goods; plus a 10% chance to have 1d4 potions (1-5), 1 piece of magical clothing (6-7), or 1 magic weapon (8-10).

SPRIGGAN PCS

Spriggans are usually hateful monsters, but exceptional individuals can conquer their innate tendencies to psychopathy. Such a spriggan would make an unusual but acceptable pc.

Low Level (4+): A spriggan's racial spellcasting and ability to enlarge itself are slightly better than a starting race's package. A spriggan is suitable for starting with 4th level characters.

SPRIGGAN TRAITS

Spriggan pcs have the following racial traits.

Ability Score Adjustments. Your Dexterity increases by 2. Then choose Strength or Constitution and increase that ability score by 1.

Age. A spriggan is an adult by the age of 30, is considered old by about 250 years, and rarely lives past 500 years of age.

Size. You are Small (unless you enlarge yourself). In your normal, non-enlarged form, you

are between 2' 5" and 4' tall and typically weigh between 30 and 50 lbs. When you enlarge yourself, your height increases to between 10' and 15' and your weight increases to about 10 times your normal weight.

Speed. Your walking speed is 25'.

Gnome Cunning. You have advantage on Intelligence, Wisdom, and Charisma saves against magic.

Martial Advantage. Once per turn, you can deal an extra 7 (2d6) damage to a creature you hit with a weapon attack if that creature is within 5 feet of an ally that isn't incapacitated.

Enlarge. You can use an action to magically enlarge yourself and anything you wear or carry to Large size for 1 minute. While enlarged, you double the normal weapon damage dice on Strength-based weapon attacks, and make Strength checks and saves with advantage. If you lack the room to become Large, you attain the maximum size possible for the space available. Once you use this ability, you can't do so again until you complete a short or long rest.

Spellcasting. You can cast the following spells, using Charisma as your spellcasting ability and requiring no material components: *Produce flame*, *scare*, and *shatter*. You can cast each of these spells once without using a spell slot, then must complete a long rest before using it that way again.

Languages. You speak Common, Gnomish, and Sylvan.

Spriggan

Small Fey (Gnome), often chaotic evil

Armor Class 15 (chain shirt)

Hit Points 22 (5d6+5)

Speed 25 ft.

**STR 13 (+1), DEX 16 (+3), CON 12 (+1),
INT 11 (+0), WIS 9 (-1), CHA 11 (+0)**

Skills Intimidation +2, Stealth +5

Senses darkvision 60 ft., passive Perception 9

Languages Gnomish, Common, Sylvan

Challenge 2 (450 xp) Prof +2

Gnome Cunning. The spriggan has advantage on Intelligence, Wisdom, and Charisma saves against magic.

Martial Advantage. Once per turn, the spriggan can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the spriggan that isn't incapacitated.

ACTIONS

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, or 10 (2d6+3) piercing damage if enlarged.

Enlarge (recharges after a short or long rest). For 1 minute, the spriggan magically increases its size, along with anything it is wearing or carrying. While enlarged, the spriggan is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and saves with advantage. If it lacks the room to become Large, the spriggan attains the maximum size possible for the space available.

Spellcasting. The spriggan casts one of the following spells, using Charisma as its spellcasting ability (save DC 10, +2 to hit), requiring no material components:

At will- *Produce flame, scare.*
1/day- *Shatter.*

Spriggan Enforcer

The spriggan enforcer uses the Spriggan stat block with the following changes.

- It has 54 (12d6+12) hit points.
- Its Strength is 17 (+3), its Intelligence is 14 (+2), and its Charisma is 13 (+1).

- Its skill bonuses are Insight +1, Intimidation +3, and Stealth +6.
- Its Martial Advantage trait does an extra 10 (3d6) damage.
- Its Challenge Rating is 3 (700 xp).

The enforcer has the following additional Action options.

- **Multiattack.** The spriggan attacks twice with its Battle Axe.
- **Battle Axe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if wielded in both hands; or 12 (2d8+3) slashing damage if enlarged, or 14 (2d10+3) slashing damage if enlarged and wielded in both hands.
- **Frightful Blow (recharges after a short or long rest).** The spriggan makes one Battle Axe attack. If it hits, each ally of the target within 30' that can see the spriggan must succeed on a DC 11 Wisdom save or become frightened of the spriggan until the end of the spriggan's next turn.

Spriggan Trickster

The spriggan trickster uses the Spriggan stat block with the following changes.

- Its AC is 16 (*mage armor*).
- It has 40 (9d6+9) hit points.
- Its Charisma is 16 (+3).
- Its bonus to Intimidation is +5.
- Its Spellcasting option has a save DC of 13 and is +5 to hit. It includes the following additional options.
 - At will- *Mage hand, prestidigitation.*
 - 2/day- *Invisibility.*
 - 1/day- *Dispel magic, hypnotic pattern, never trust a fart.*

Spriggan War Leader

Small Fey (Gnome), often chaotic evil

Armor Class 20 (plate and shield)

Hit Points 110 (20d6+40)

Speed 25 ft.

STR 18 (+4), **DEX** 12 (+1), **CON** 15 (+2),

INT 11 (+0), **WIS** 9 (-1), **CHA** 16 (+3)

Skills Intimidation +6, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Gnomish, Common, Sylvan

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

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

Gnome Cunning. The spriggan has advantage on Intelligence, Wisdom, and Charisma saves against magic.

Martial Advantage. Once per turn, the spriggan can deal an extra 21 (6d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the spriggan that isn't incapacitated.

ACTIONS

Multiattack. The war leader makes two weapon attacks, and then one ally that can see or hear it within 60' makes one weapon attack.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage, or 17 (3d8+4) piercing damage if enlarged.

Enlarge (recharges after a short or long rest). For 1 minute, the spriggan magically increases its size, along with anything it is wearing or carrying. While enlarged, the spriggan is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and saves with advantage. If it lacks the

room to become Large, the spriggan attains the maximum size possible for the space available.

Spellcasting. The spriggan casts one of the following spells, using Charisma as its spellcasting ability (save DC 14, +5 to hit), requiring no material components:

At will- *Produce flame, scare.*

1/day- *Shatter.*

SPRING ELADRIN

Location: *Mordenkainen's Tome of Foes* p196.

Spring Eladrin Treasure: A spring eladrin has a 25% chance each of having 1d6 x 100 sp, 1d6 x 100 ep, and 1d4 pieces of jewelry. It also has a 10% chance of having a random magic item.

SPRITE

Location: *Monster Manual.*

Sprite Treasure. The lair of at least 20 sprites has a 20% chance of having 1d10 x 25 gp in assorted coins, a 20% chance each of having 1d4 gems and 1 art object, and a 10% chance each of having 1d3 potions and 1d3 scrolls.

SPY

Location: *Monster Manual* p349.

Spy Treasure. A spy typically carries 3d6 gp. It also has a 5% chance to be carrying a valuable piece of information (1-7), an art object (9-11), or a random magic item (12).

SQUEALER

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

A squealer is a weird, forest-dwelling monster with a pig-like face and a third arm that emerges from its back, angling forward. Its fur is long, yellow, and green. A full-grown squealer is about the size of a gorilla and weighs around 600 lbs.

Predator from Another World. The squealer originates on another world entirely and came to Cydra on a crashed vessel that traveled between the stars. When a few mated pairs escaped and found wooded areas, they thrived, breeding an

ever-growing population. Squealers tend to quickly depopulate prey in a large area, then move on, and present a serious threat to local wildlife.

Small Families. Squealers either live solitary lives or dwell with a mate and perhaps a few young. Once the young are fully-grown, the parents drive them away. When squealers of the same sex meet, they usually engage first in dominance displays and then in violent contests to see which will remain in the area and which will leave. A squealer's claimed territory usually covers at least 40 or 50 square miles.

Ambushers. A squealer typically hunts by concealing itself in a tree, hanging upside down from a thick limb. When something passes beneath it, the squealer dangles down and attacks it with its two main claws while the third holds the tree. The squealer then follows up its initial attacks with a bite. It continues its attack up by throwing itself upon its prey, using its mass and build to drive its enemy to the ground.

Squealer Challenge Rating. When assessing the Challenge Rating of a squealer, assume that it deals Death from Above damage on one round, but can't use its Free Claw that round.

Squealer Treasure. A squealer drags its prey back to its lair. Though it doesn't actively collect treasure, the cast offs of its meals sometimes have some value. A squealer or a **family** of these monsters has a 15% chance each to have 3d100 cp, sp, ep, and gp, 1d100 gp, 1d10 pp, 1d4 gems, and 1d3 mundane weapons; and a 5% chance to have 1 (80%) or 1d4 (20%) random magic items.

Squealer

Large Monstrosity, usually neutral

Armor Class 15 (natural armor)

Hit Points 102 (12d10+36)

Speed 30 ft., climb 30 ft.

**STR 20 (+5), DEX 14 (+2), CON 16 (+3),
INT 6 (-2), WIS 15 (+2), CHA 10 (+0)**

Skills Acrobatics +5, Athletics +8, Stealth +5

Senses passive Perception 12

Languages -

Challenge 5 (1,800 xp)

Prof +3

Forest Camouflage. The squealer has advantage on Dexterity (Stealth) checks to hide in forested terrain.

Death From Above. If the squealer drops on a creature from above, it gains advantage on each attack it makes against that creature that round, and each attack that hits deals an extra 7 (2d6) damage. If it hits with at least two attacks, the target must also make a DC 16 Dexterity save or fall prone.

Mimicry. The squealer can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

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

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

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

BONUS ACTIONS

Free Claw. If the squealer doesn't spend any of the round climbing, it makes one Claw attack.

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 uses the **rat** stat block

Squirrel Treasure. Squirrels typically collect no treasure other than nuts.

SQUIRREL SWARM

Swarms of squirrels sometimes form when the squirrels are united by an allied creature, such as a kercpa druid, or if they face something that threatens them all, such as when they are fleeing from a forest fire. Use the stat block for a **swarm of rats** for a swarm of squirrels.

STAINED GLASS GOLEM

Source: 2e *Monstrous Compendium Ravenloft Appendix*.

A stained glass golem in its passive form is nothing more than a stained glass window depicting a knight, but when it is aroused, it steps forth as a two-dimensional version of the knight it shows, made of brilliant, scintillating stained glass. When it moves, the golem makes a tinkling sound, and it flashes and flickers when it moves in the light. The golem attacks by slashing with its arms, which are as sharp as broken glass.

Constructing a Stained Glass Golem.

Creating a stained glass golem requires a creature with a proficiency bonus of at least +5 that is proficient with jeweler's tools to spend 60 days carving and assembling the golem out of glass shards worth 10,000 gp. The crafter must then perform a ritual that takes 7 days and includes the casting of *geas*, *prismatic spray*, *true polymorph*, and *wish*, and which require an additional 5,000 gp in ritual components.

Stained Glass Golem Treasure. A stained glass golem collects no treasure, though it might guard its master's.

Stained Glass Golem

Medium Construct (Golem), always unaligned

Armor Class 13 (natural armor)

Hit Points 91 (14d8+28)

Speed 30 ft.

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

Damage Vulnerabilities thunder

Damage Resistances piercing and slashing that isn't magic

Damage Immunities radiant

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

Senses darkvision 60 ft., passive Perception 11

Languages can't speak but understands creator

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

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

Keen Strike. The stained glass golem scores a critical hit on a 19-20.

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

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

Prismatic Aura. At the start of the golem's turn, if the golem is in dim or bright light, roll 1d6. On a 5 or 6 in dim light, or a 4-6 in bright light, the golem radiates brilliant colors, as a *prismatic spray* spell that affects each creature within 30' of the golem (save DC 13).

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

ACTIONS

Multiattack. The golem makes three Slash attacks.

Slash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (2d12+1) slashing damage.

STAR SPAWN

Location: *Van Richten's Guide to Ravenloft* (lesser and greater star spawn, p245), *Mordenkainen's Tome of Foes* (star spawn grue, hulk, larva mage, mangler, seer).

The stars are more than they appear to be. The truth about them is deeper and more awful than most people ram. Their distant glimmering portends the arrival of strange monsters, and sometimes the arrival of strange monsters portends far more dangerous times ahead.

Many Shapes and Forms. Star spawn have many possible appearances. However, most bear some semblance of humanoid features, often mixed with monstrous or even abstract features. Star spawn are nihilistic and hateful, and sometimes work with insane **warlocks**, chaotic **cultists**, **nihilists**, **Sons of Entropy**, demon cultists, and others of similar ilk.

Foulspawn and Star Spawn. Sages studied in forbidden lore claim that the connection between foulspawn and star spawn is very simple and very close: while star spawn are given birth by the stars themselves, foulspawn and spewed forth directly, or at least more directly, by the Far Realm itself. Since such sages tend to be driven mad by the information they seek, the veracity of this is held to be uncertain by most students of the arcane whose minds are more intact.

Evil and Chaotic Cults. The types of star spawn with greater power, intellect, or magical capability often form deranged cults around themselves. Such a cult usually spreads chaos, performs forbidden rites, and encourages evil. While cultists and **cult leaders** make up the lion's share of the cult, **warlocks of the Great Old Ones** are common members, and many types of Aberrations often join with them.

Some such cults only meet to perform their awful ceremonies when the stars are right (or wrong, depending on one's perspective), but others debauch themselves at any time of day or night. All such cults tend to operate in secret, lest the forces of Law and Good come together to destroy them.

Star Spawn Grue, Mangler, or Hulk Treasure. Most of the weakest types of star spawn, including these, don't typically collect treasure.

Star Spawn Seer Treasure. A star spawn seer has a 50% chance to possess 1d4+1 magic scrolls or written works.

Star Spawn Larva Mage Treasure. A star spawn larva mage has a 50% chance each to have 2d6 x 1,000 cp, sp, and gp, as well as 2d4 scrolls and 1 rod et. al.; and a 25% chance each to have 1d8 x 500 ep, 2d6 x 100 pp, 1d8 gems, 1d4 art objects, and 1d4 pieces of magic jewelry (1-3) or wondrous items (4-6).

Lesser or Greater Star Spawn Emissary Treasure. A lesser or greater star spawn emissary has a 50% chance each to have 2d6 x 1,000 cp, sp, and gp, as well as 2d4 scrolls; and a 25% chance each to have 1d8 x 500 ep, 2d6 x 100 pp, 1d8 gems, 1d4 art objects, and 1d4 random magic items.

STAR SPAWN OF ACAMAR

Acamar is a corpse star, a black, invisible corpse made of inky nothingness that devours other stars that draw too near. A spawn of Acamar is a manifestation of its hunger, dragging victims to their doom. Some sages claim that **blackballs** are another form of spawn of Acamar, but this is an uncertain claim.

A star spawn of Acamar appears as an ambiguous, upright, arguably bipedal form of utter darkness.

Star Spawn of Acamar Treasure. A star spawn of Acamar typically keeps no treasure.

STAR SPAWN OF HADAR

Hadar is a hateful, dull red star that is barely visible in the night sky as it slowly burns down into a lifeless dead cinder. According to the Revelations of Melech, Hadar was once the brightest star in the sky, but during a series of calamitous events on the World, it surged into a searing brand of light before fading into a blood-red ember. Now it hangs on the edge of annihilation.

A spawn of Hadar appears as a hideously gaunt humanoid creature with sunken features. Constantly hungering, the spawn of Hadar is a dull red in color, like the star from which it is derived.

Star Spawn of Hadar Challenge Rating.

When assessing the Challenge Rating of a star spawn of Hadar, assume it makes one Claw attack using Hadar's Hunger during the combat.

Star Spawn of Hadar Treasure. A star spawn of Hadar has a 20% chance each to have 1d10 x 500 cp, sp, and gp; and a 10% chance each to have 2d6 x 25 ep, 1d10 x 10 pp, and 1 random magic item.

STAR SPAWN OF ULBAN

Ulban is a blue-white star whose confusing light muddles the mind and makes it difficult to discern danger, and hard to tell friend from foe.

A star spawn of Ulban has a humanoid upper body, but from the waist down, its body is that of an octopus. Its tentacles are wickedly barbed, and its body appears to be garbed in writhing, spiked armor, but this is a part of its body.

Star Spawn of Ulban Treasure. A star spawn of Ulban has a 65% chance each to have 1d10 x 1,000 cp, sp, ep, and gp, as well as 2d8 gems, and 1d4 pieces of jewelry; as well as a 35% chance each of having 2d10 x 100 pp and 1d4 random magic items.

Star Spawn of Acamar

Large Aberration (Star Spawn), always chaotic evil

Armor Class 19 (natural armor)

Hit Points 136 (16d10+48)

Speed 30 ft.

**STR 24 (+7), DEX 15 (+2), CON 17 (+3),
INT 11 (+0), WIS 19 (+4), CHA 16 (+3)**

Saving Throws Str +11, Dex +6, Con +7

Damage Immunities cold, radiant

Condition Immunities grappled, incapacitated, paralyzed, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages telepathy 60'

Challenge 9 (5,000 xp)

Prof +4

Hungry Star. A creature within 25' of the spawn must spend an extra 3' of movement for each 1' it moves away from the spawn.

ACTIONS

Devouring Touch. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 33 (6d10) bludgeoning damage, and the target takes 16 (3d10) bludgeoning damage at the start of each of its turns. At the end of each of its turns, the creature makes a DC 15 Con save, ending the effect on a success. This ongoing damage doesn't stack.

BONUS ACTIONS

Corpse Star's Grip. One creature the spawn can see within 25' must make a DC 15 Str save or be pulled 15' directly toward the spawn.

REACTIONS

Devourer of Life. When a creature within 10' of the spawn regains hit points, the range of Corpse Star's Grip and the reach of Devouring Touch double until the end of the spawn's next turn.

Star Spawn of Hadar

Medium Aberration (Star Spawn), always chaotic evil

Armor Class 15 (natural armor)

Hit Points 142 (15d8+75)

Speed 40 ft.

**STR 17 (+3), DEX 15 (+2), CON 20 (+5),
INT 10 (+0), WIS 18 (+4), CHA 15 (+2)**

Saving Throws Con +9, Int +4, Wis +8, Cha +6

Skills Arcana +4, Perception +8

Damage Resistances fire, necrotic, radiant

Condition Immunities incapacitated, paralyzed, stunned, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages telepathy 60'

Challenge 9 (5,000 xp)

Prof +4

ACTIONS

Multiattack. The spawn makes three Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

Breath of a Dying Star (recharges after a short or long rest). The spawn breathes a 30' cone of foul energy. Each creature in the cone must make a DC 17 Con save, taking 45 (10d8) necrotic damage on a failure or half that on a success. In addition, a creature that fails its save can't regain hit points (save ends).

REACTIONS

Hadar's Hunger. When a creature the spawn can see within 30' regains hit points, the spawn chooses one of the following:

- The spawn moves its speed toward the triggering creature without provoking opportunity attacks.

- The spawn makes one Claw attack against the triggering creature.
- The spawn gains advantage on attacks until the end of the spawn's next turn.

Star Spawn of Hadar Doom Herald

The star spawn of Hadar doom herald uses the Star Spawn of Hadar stat block with the following changes.

- Its AC is 18 (natural armor).
- It has 237 (25d8+125) hit points.
- It is also immune to the charmed and frightened conditions.
- Its save, skill, and attack bonuses, as well as its save DCs, increase by 1.
- Its Multiattack allows it to make four Claw attacks.
- Its Challenge Rating is 15 (13,000 xp).

The doom herald has the following additional Trait.

- **Feeding Frenzy.** A creature hit by two or more of the doom herald's Claw attacks in the same round takes an additional 38 (7d10) necrotic damage.

The doom herald has the following additional Bonus Action option.

- **Frightful Hunger.** Each bloodied creature within 60' that can see the doom herald must make a DC 14 Wis save or be frightened until the end of the herald's next turn. If a creature frightened in this way regains hit points, it regains the minimum possible number of hit points, even if another effect (such as *beacon of hope*) would cause it to regain the maximum number of hit points.

Star Spawn of Ulban

Medium Aberration (Star Spawn), always chaotic neutral

Armor Class 14

Hit Points 273 (26d8+156)

Speed 40 ft.

**STR 22 (+6), DEX 18 (+4), CON 22 (+6),
INT 25 (+7), WIS 15 (+2), CHA 24 (+7)**

Skills Arcana +14, Deception +14, Insight +9, Persuasion +14

Damage Immunities psychic, radiant

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages Common, Deep Speech

Challenge 22 (41,000 xp) **Prof** +7

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

Reverse Charm. If the star spawn is targeted by an effect that could charm it, the caster or creator of that effect is targeted by that effect instead, as if the star spawn had cast it.

ACTIONS

Multiattack. The spawn makes four attacks with Touch of Strife.

Touch of Strife. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) bludgeoning damage plus 36 (8d8) psychic damage. In addition, a target that isn't immune to the charmed condition must make a DC 22 Wis save or it must use its reaction to make a single weapon attack at a random creature within reach or range of its weapon, excluding the star spawn.

Ripple of Betrayal (recharge 5-6). Each creature within 15' must make a DC 22 Wis save, taking 44 (8d10) psychic damage on a failure or half that on a success. A creature that fails the save is also charmed by the spawn of Ulban for 1 minute (save ends).

LEGENDARY ACTIONS

The spawn of Ulban can use 3 legendary actions, choosing from the options below. One legendary action can be used at a time and only at the end of another creature's turn. The spawn regains spent legendary actions at the start of its turn.

- **Blue Fire Strike.** One creature the spawn can see within 25' must make a DC 22 Dex save, taking 10 (3d6) cold and 10 (3d6) fire damage on a failure or half that on a success.
- **Master of Betrayal.** The spawn telepathically takes control of a creature charmed by it. On the creature's next turn, the spawn chooses its action, bonus action, and movement.

STARBRINGER

Source: Homebrew.

A starbringer is a strange, alien creature that haunts high altitudes, feeding on the fear and disorientation of creatures it encounters. A starbringer appears as a mass of squirming tentacles in an amorphous cloud of dark starry space.

Touch of the Far Realm. A starbringer is an extrusion of a much more powerful being that dwells on the Far Realm, akin to one of its fingers. When the veil between the world and the Far Realm is strained or breached, sometimes the thing that pierces it appears high in the sky, rather than at ground level. In such a case, it might be a starbringer. The starbringer is an agent of disruption, and the disorientation, fear, and confusion that its presence causes permits it to remain in the Material Plane longer.

Starbringer Treasure. A starbringer doesn't collect treasure.

Starbringer

Large Aberration, always chaotic evil

Armor Class 17 (natural armor)

Hit Points 90 (12d10+24)

Speed 15 ft., fly 40 ft.

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

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses blindsight 90 ft., passive Perception 10

Languages Deep Speech

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

Starry Void. The starbringer is surrounded by a starry void, filling a 30' radius sphere centered on the starbringer. This sphere is dimly lit, overcoming any existing light conditions. A creature other than the starbringer that starts its turn in the sphere must succeed on a DC 14 Wisdom save or be confused, as if subjected to the *confusion* spell, until the start of its next turn.

ACTIONS

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (4d8+4) bludgeoning damage plus 17 (5d6) cold damage.

Cast into the Void. The starbringer chooses one creature it can see within 90'. That creature must make a DC 14 Charisma save or be momentarily banished into a starry void. The starbringer teleports that creature up to 60', then the creature takes 16 (3d10) psychic damage and is confused, as if the victim of a *confusion* spell, until the start of its next turn.

BONUS ACTIONS

Fold Space. The starbringer teleports up to 40 feet to a space it can see.

STARMETAL ADEPT

Source: 3.5e *Complete Arcane*.

Once each generation, the comet Alhazarde, also sometimes called the Green Star, passes across the night sky. Often considered a portent of great- or terrible- events, the comet sometimes drops meteors of green metal that plunge onto the surface of the World. Those who delve into the secrets of such a meteor can harness the powerful magicks contained within. Such an individual is known as a starmetal adept.

Often bearing a talisman made of the strange greenish metal, a starmetal adept travels the world seeking more of the strange substance. A starmetal adept gradually grows further and further apart from those that it once considered its people as it transforms into a creature made of the starmetal that it draws power from.

Many would-be starmetal adepts spend years or even decades plotting the comet's course and studying the secrets of the stars in order to predict where it will drop bits of its essence before managing to find and harvest some of it. Once the aspirant finds enough of the fallen starmetal, they grind it to powder, add it to a complex mixture of alchemical substances to form a strange elixir, and consume it, usually by drinking it. If all goes well, the starmetal adept's transformation begins. Its skin hardens and begins to take on the green color of starmetal. Its metabolism ceases to resemble that of a normal living Humanoid as it ceases to need many of the things that sustained it before its transformation.

A starmetal adept eventually grows to resemble a perfectly carved statue of an idealized version of its old self made of green metal. It grows ever more distant from conventional humanity (or whatever race it was originally). Some starmetal adepts even find themselves relating more closely to Aberrations than to their old kind, and more than one has taken up its

studies with such unnatural creatures, especially **star spawn**. Those that remain in Humanoid society sometimes find allies in **cultists** led by **warlocks of the Great Old Ones**.

Starmetal Adept Treasure. A starmetal adept has a 20% chance each to have 1d6 x 100 cp, 2d6 x 100 sp, 3d6 x 10 ep, 1d4 x 500 gp, 1d10 x 10 pp, 1d4 scrolls, and 1 wondrous item.

Starmetal Adept

Medium Construct, often neutral

Armor Class 21 (natural armor)

Hit Points 120 (16d8+48)

Speed 25 ft.

STR 18 (+4), **DEX** 8 (-1), **CON** 17 (+3),
INT 16 (+3), **WIS** 10 (+0), **CHA** 10 (+0)

Skills Arcana +6

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

Damage Immunities poison

Condition Immunities paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Deep Speech

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

Fortification. Any critical hit on the starmetal adept becomes a normal hit unless inflicted by an adamantine weapon.

Magic Weapons. The starmetal adept's weapon attacks are magical.

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

ACTIONS

Multiattack. The starmetal adept makes two **Fist** attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8+4) bludgeoning damage.

Spellcasting. The starmetal adept casts one of the following spells, using Intelligence as the spellcasting ability (save DC 14, +6 to hit).

At Will- *Fire bolt* (2d10), *mage hand*, *prestidigitation*.

2/day- *Disguise self*, *magic missile*, *shatter*.

1/day- *Invisibility*, *lightning bolt*.

REACTIONS

Counterspell (1/day) (3rd level spell). When the adept sees a spell being cast within 60', it counters the spell if the spell is 3rd level or lower.

Otherwise, the adept makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered.

Starmetal Adept Keeper of Secrets

The starmetal adept keeper of secrets uses the Starmetal Adept stat block with the following changes.

- Its Wisdom is 15 (+2).
- It is also trained in Deception +3.
- Its passive Perception is 12.
- Its Spellcasting action includes the following additional options.
 - 1/day- *Detect thoughts*, *forget*.

The keeper of secrets has the following additional Trait.

- **Shielded Mind.** The keeper of secrets is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

STEAM MEPHIT

Location: *Monster Manual* p215.

Steam Mephit Treasure. A mephit has a 5% chance each to have 1d6 cp, sp, ep, and gp.

The lair of a group of ten to twenty mephits instead has a 20% chance each of having 1d10 x 10 cp, 1d10 x 10 sp, 3d6 ep, 1d6 x 5 gp, and 1d3 gems.

The lair of a group of 21-100 mephits instead has a 40% chance each of having 1d10 x 50 cp, 1d10 x 25 sp, 3d12 ep, 2d8 x 10 gp, and 1d8 gems.

STEAM QUASIELEMENTAL

Source: 2e *Planescape Monstrous Appendix*.

A steam elemental is a nearly transparent cloud of vapor. It is capable of controlling its temperature, switching from scalding heat to freezing cold in an instant. Steam quasielementals like to spy and sneak, and some become specialized agents for other powerful Elemental beings. A steam quasielemental is also sometimes called a mist quasielemental.

A steam quasielemental feeds by absorbing gases. Once it has absorbed a great amount, it reproduces by splitting in two.

Steam Quasielemental Treasure. Typically, steam quasielementals don't collect treasure.

Steam Quasielemental

Large Elemental (Water), always neutral

Armor Class 16

Hit Points 75 (10d10+20)

Speed 50 ft., fly 90 ft.

STR 12 (+1), **DEX** 16 (+3), **CON** 15 (+2),
INT 5 (-3), **WIS** 10 (+0), **CHA** 7 (-2)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 xp)

Prof +3

Temperature Susceptibility. If the quasielemental takes cold damage, until the end of its next turn, any time it deals fire damage, that damage is halved. If it takes fire damage, until the end of its next turn, any time it deals cold damage, that damage is halved.

Vaporous Body. The quasielemental can move through a space as narrow as 1" wide without squeezing. A creature that touches the quasielemental or hits it with a melee attack while within 5' of it takes 3 (1d6) cold or fire damage. In addition, the quasielemental 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) cold or fire damage.

ACTIONS

Multiattack. The quasielemental makes four Touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) cold or fire damage.

BONUS ACTIONS

Hot and Cold. The quasielemental changes its temperature from hot to cold or vice-versa. While it is hot, it deals fire damage. While it is cold, it deals cold damage.

STEEL DRAGON

Source: 1e/2e transitional *Greyhawk Adventures*.

Steel dragons, also sometimes called Greyhawk dragons, are gregarious, outgoing conversationalists who enjoy the company even of those they find inferior. They enjoy changing into humanoid form and secretly inserting themselves into a city to observe the endlessly fascinating ways of Humanoids.

Steel dragons live almost exclusively in cities, typically disguised as normal residents. A rare few might live openly, demanding the community's worship, but steel dragons usually find the actions

of Humanoids with a Dragon in their midst far less interesting, more predictable, and thus less entertaining than those of creatures unaware of the Dragon's true nature.

Pet Keepers. A steel dragon likely has a number of Humanoid creatures that it views as pets, but that think of it as a friend and companion. The dragon is aware of how easy it is to appear patronizing, so it maintains the deception that it is just another one of them, amusing itself by trying to empathize with the lesser creatures around it.

It might also have other pets, including Beasts, **drakes**, and Monstrosities that it can keep from rampaging through its chosen city.

LAIR ACTIONS

On initiative count 20 (losing ties), a legendary steel dragon takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

- A great hue and cry rises, alerting any city guards and residents within 300' that there is trouble.
- The dragon chooses a 10' x 10' patch of ground it can see within 100'. The chosen area becomes difficult terrain as nearby objects topple on it, the ground sinks, or it proves to have a greasy spill on its surface. The area remains difficult terrain until cleared or repaired.
- Up to six doors or windows within 120' of the dragon either unlock and open or close and lock.

REGIONAL EFFECTS

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

- Within 5 miles of the lair, intelligent creatures can communicate via pantomime. Such communication takes five times as long as speaking, but is just as effective.

- Within the city in which the dragon lairs, trash tends to magically vanish or dissolve in the weather fifty times faster than normal.
- Structures within the city in which the dragon lairs are magically durable, gaining resistance to all damage.

Adult Steel Dragon

Huge Dragon (Metallic), usually lawful neutral

Armor Class 20 (natural armor)

Hit Points 161 (14d12+70)

Speed 30 ft., fly 80 ft.

STR 23 (+6), DEX 10 (+0), CON 21 (+5), INT 18 (+4), WIS 10 (+0), CHA 23 (+6)

Saving Throws Str +12, Dex +6, Con +11, Wis +6

Skills Deception +12, Insight +6, Persuasion +12

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

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

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

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. **Hit:** 15 (2d8+6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 20 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous vapors in a 50' cone. Each creature in the cone must make a DC 19 Constitution save, suffering 72 (13d10) poison damage on a failure or half that on a success. A creature that fails its save by 5 or more is also poisoned for 1 minute (save ends).

REACTIONS

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

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 20 Dexterity save or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Steel Dragon City Guardian

The adult steel dragon city guardian uses the Adult Steel Dragon stat block with the following changes.

The dragon has the following additional Trait.

- **City Sense.** While within the city that is its lair, the dragon is never surprised.

The dragon has the following additional Action options.

- **City Spells.** While within the city that is its lair, the dragon casts one of the following spells, using Intelligence as the spellcasting ability (save DC 18), requiring no components.
 - 2/day- *Clairvoyance* (only on targets within the city), *locate creature*, *locate object*, *screy* (only on targets within the city), *veil of privacy*.

It has the following additional Lair Action options.

- **Summon Citizens.** The dragon summons one of the following groups of citizens, who arrive from streets, alleys, or buildings 3d4 x 30' away and obey the dragon's spoken commands (no action required). If the dragon doesn't command them, they act to defend the city to the best of their ability. The dragon can summon each group of citizens only once, then must complete a short or long rest before summoning that group again.
 - 4d6 **commoners**;
 - 3d6 **guards**; or
 - 1d4 **veterans**.

Ancient Steel Dragon

Gargantuan Dragon (Metallic), usually lawful neutral

Armor Class 22 (natural armor)

Hit Points 280 (16d20+112)

Speed 30 ft., fly 80 ft.

**STR 27 (+8), DEX 10 (+0), CON 25 (+7),
INT 20 (+5), WIS 10 (+0), CHA 27 (+8)**

Saving Throws Str +15, Dex +7, Con +14, Wis +7

Skills Deception +15, Insight +7, Persuasion +15

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

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

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

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10+8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6+8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 23 Wisdom save or become frightened for 1 minute (save ends). If a creature's

saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous vapors in a 50' cone. Each creature in the cone must make a DC 22 Constitution save, suffering 88 (16d10) poison damage on a failure or half that on a success. A creature that fails its save by 5 or more is also poisoned for 1 minute (save ends).

REACTIONS

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

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 23 Dexterity save or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Steel Dragon Wyrmling

Medium Dragon (Metallic), usually lawful neutral

Armor Class 17 (natural armor)

Hit Points 16 (3d8+3)

Speed 30 ft., burrow 30 ft., fly 40 ft.

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

Saving Throws Str +4, Dex +2, Con +3, Wis +2
Skills Deception +4, Insight +2, Persuasion +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic
Challenge 2 (450 xp) **Prof** +2

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous vapors in a 30' cone. Each creature in the cone must make a DC 11 Constitution save, suffering 22 (4d10) poison damage on a failure or half that on a success. A creature that fails its save by 5 or more is also poisoned until the end of the dragon's next turn.

Young Steel Dragon

Large Dragon (Metallic), usually lawful neutral

Armor Class 19 (natural armor)
Hit Points 102 (12d10+36)
Speed 30 ft., fly 80 ft.

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

Saving Throws Str +8, Dex +4, Con +7, Wis +4
Skills Deception +8, Insight +4, Persuasion +8
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic
Challenge 12 (8,400 xp) **Prof** +4

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

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

Poison Breath (Recharge 5-6). The dragon exhales poisonous vapors in a 50' cone. Each creature in the cone must make a DC 15 Constitution save, suffering 66 (12d10) poison damage on a failure or half that on a success. A creature that fails its save by 5 or more is also poisoned for 1 minute (save ends).

REACTIONS

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

STEEL PREDATOR

Location: *Mordenkainen's Tome of Foes.*

The steel predator is a dangerous monster that wanders the battle cubes of Acheron, devouring what fresh metal it can find. With a resemblance to a steel-bodied great cat, this creature shares many characteristics with such creatures.

Metal Devourers. Steel predators can eat any kind of metal and can subsist on poor quality or rusty metal, or on such metals as tin, aluminum, brass or bronze. However, they vastly prefer high-quality steel or iron, or better still, magical metal. Such fare helps the predator retain its musculature and a healthy shine to its outer shell.

Playful Monsters. Like a cat, a steel predator enjoys toying with prey or creatures weak enough for it to bully, and it is sometimes distracted by shiny things or lengths of cable or chain. Clever adventurers have sometimes been able to exploit this distractability, creating a distraction and sneaking past a steel predator.

Steel Predator Challenge Rating. When evaluating the Challenge Rating of a steel predator, double its effective damage output to account for its Stunning Roar.

Steel Predator Treasure. Steel predators eat treasure rather than hoarding it.

Steel Predator Metal Eater

The steel predator metal eater uses the Steel Predator stat block with the following additional Action options.

- **Sundering Bite (recharge 5-6).** The steep predator makes two Bite attacks. Each one that hits also inflicts 1d3 wear points on the first metal object the target wears or carries from the following list: armor, shield, item in main hand, item in off hand, largest metal item worn, largest metal item carried.

Steel Predator Pack Leader

The steel predator pack leader uses the Steel Predator stat block with the following changes.

- Its AC is 24 (natural armor).
- It has 345 (30d10+180) hit points.
- Its Bite is +15 to hit. If it hits, it also inflicts 1d3 wear points on the first metal object the target wears or carries from the following list: armor, shield, item in main hand, item in off hand, largest metal item worn, largest metal item carried.
- Its Claw is +15 to hit.
- Its skill bonuses, as well as its save DCs, increase by 3.
- Its Challenge Rating is 26 (90,000 xp).
- Its proficiency bonus is +8.

The pack leader has the following additional Trait.

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

The pack leader has the following Legendary Action text.

- The pack leader can use 3 legendary actions, choosing from the options below. One legendary action can be used at a time and only at the end of another creature's turn. The pack leader regains spent legendary actions at the start of its turn.
 - **Bite.** The pack leader makes one Bite attack.
 - **Detect.** The pack leader makes a Wisdom (Perception) check.
 - **Spring.** The pack leader jumps up to 30' and up to 15' high.

STEGOCEPTEDE

Source: 1e *Monster Manual* 2.

The stegocentipede is an 18' long, armor-plated centipede with a double row of large spines running down its back. It ranged in color from brown to green. The monster's tail has no leg and terminates in a large, club-like ball, while its mouth is tipped with a vicious set of poisonous mandibles. The same venom also drips from its tail club.

Natives of the Shadowfell. Stegocentipedes prefer dim places, and originally came to the World from the Shadowfell. They prefer to dwell underground or in dark clefts in warm or temperate mountains. Some haunt run-down urban areas or ruins, but the appetite of a stegocentipede is tremendous, and a city usually will try to hunt it down before it kills too many citizens.

Stegocentipede Treasure. These monsters don't collect treasure and usually move about constantly.

Stegocentipede

Huge Monstrosity (Centipede), always unaligned

Armor Class 17 (natural armor)

Hit Points 102 (12d12+24)

Speed 40 ft.

STR 19 (+4), **DEX** 15 (+2), **CON** 14 (+2),
INT 3 (-4), **WIS** 10 (+0), **CHA** 2 (-4)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages -

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

ACTIONS

Multiattack. The stegocentipede one attack with its Bite and one with its Tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 14 (4d6) poison damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage plus 14 (4d6) poison damage.

REACTIONS

Spines. When a creature within 5' hits the stegocentipede with a melee attack, it makes an attack against the creature with its spines: +7 to hit, reach 5 ft., the triggering creature. *Hit:* 8 (1d8+4) piercing damage.

Stegocentipede Umbral Chiller

The umbral chiller is adapted to colder climates than an ordinary stegocentipede. It uses the Stegocentipede stat block with the following changes.

- It is immune to cold damage.
- Its Bite and Tail each also do 11 (2d10) cold damage on a hit.

- Its Challenge Rating is 8 (3,900 xp).

The umbral chiller has the following additional Action option.

- **Invisibility (recharge 6).** The umbral chiller becomes invisible for as long as it concentrates, up to 1 minute, or until it attacks.

STEGOSAURUS

Location: *Volo's Guide to Monsters* p140.

Stegosaurus Treasure. A stegosaurus doesn't usually collect treasure.

STING RAY

Source: 1e *Monster Manual*.

A sting ray is a small and inoffensive **ray** that is easily overlooked when it is slowly gliding above a continental or island shelf to feed. If a creature touches or spooks it, the sting ray lashes out with its tail barb, delivering a terrific poison to the target.

Live in Shallow Tropical Waters. Sting rays dwell in warm waters, near the edges of continents and islands or above coral formations. They feed on bottom-dwelling creatures, especially crustaceans and invertebrates.

Sea Sprite Mounts. On rare occasions, sea sprites or other Tiny aquatic creatures use sting rays as mounts. Such sting rays are not truly domesticated, but are often charmed or otherwise magically compelled to service. Because the sting of a sting ray is flexible enough to attack a rider, simply attempting to force one to serve rarely works well or for long.

Sting Ray Treasure. Sting rays don't typically collect treasure, though if a **fever** of sting rays lives above a coral formation, the coral itself is often valuable if harvested and dried.

Sting Ray

Small Beast (Fish, Ray), always unaligned

Armor Class 10

Hit Points 7 (2d6)

Speed swim 40 ft.

**STR 10 (+0), DEX 10 (+0), CON 11 (+0),
INT 2 (-5), WIS 12 (+1), CHA 8 (-1)**

Senses passive Perception 11

Languages -

Challenge ½ (100 xp) **Prof** +2

Aquatic. The ray can breathe only water.

ACTIONS

Tail Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 10 Constitution save, suffering 7 (2d6) poison damage and becoming poisoned for 1 minute on a failure (save ends). While poisoned in this way, the creature is paralyzed.

REACTIONS

Sting. If the sting ray is touched by a creature that is surprised, such as by one that steps on it, the ray uses Tail Sting against that creature.

STIRGE

Location: *Monster Manual.*

Source: Homebrewed (stirge swarm).

Stirge Swarms. As if a normal flock of stirges wasn't bad enough, deep in the Underdark or in isolated regions of the world, stirges gather in huge numbers, forming terrifying swarms that can threaten entire communities.

Stirge Treasure. Stirges don't collect treasure.

Stirge Swarm

Large Swarm of Tiny creatures (Swarm), always unaligned

Armor Class 14 (natural armor)

Hit Points 102 (12d10+36)

Speed 10 ft., fly 40 ft.

STR 12 (+1), DEX 16 (+3), CON 13 (+1), INT 2 (-4), WIS 8 (-1), CHA 6 (-2)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 9

Languages -

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

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

ACTIONS

Swarm Attack. *Melee Weapon Attack:* +6 to hit, reach 0 ft., each creature in the swarm's space. *Hit:* 12 (2d8+3) piercing damage, or 7 (1d8+3) bludgeoning damage if the swarm is at half hit points or fewer.

In addition, each creature hit has several stirges attach to it. At the start of the swarm's turn, the creature takes 7 (2d6) points of damage from blood loss. At the end of the creature's turn, it can make a DC 12 Dexterity save, ending the effect on a success as the attached stirges are removed or remove themselves. The creature can also attempt to brush the stirges off by using an action to make a DC 12 Dexterity save.

STONE CURSED

Location: *Mordenkainen's Tome of Foes*.

Creating a Stone Cursed. The ritual to create a stone cursed requires the blood of a **basilisk** and the ashes from the feathers of a burned **cockatrice**, both of which must be sacrificed as part of the ritual. The ritual also requires 6,000 gp in ritual components and takes 4 hours to perform. The ritualist must expend a 4th level spell slot.

Stone Cursed Treasure. Stone cursed don't gather treasure, but might be set to guard the treasure of their master.

STONE DEFENDER

Location: *Mordenkainen's Tome of Foes* p126.

Creating a Stone Defender. A stone defender can be created by a creature with a proficiency bonus of at least +3 that is proficient in clockmaker's tools. The process requires 45 days of work to craft the body, 3,500 gp in components, and three successful DC 20 Dex (clockmaker's tools) checks. Each failure adds 500 gp to the cost and extends the required time by 10 days. If the crafter fails three times, the whole process fails and the crafter must start over from scratch.

STONE GIANT

Location: *Monster Manual, Volo's Guide to Monsters* p 150 (stone giant dreamwalker).

Stone Giant Chieftain

The stone giant chieftain uses the Stone Giant stat block with the following changes.

- It has 230 (20d12+100) hit points.
- Its Strength is 24 (+7) and its Charisma is 14 (+2).
- Its skill bonuses are Athletics +15, Insight +5, Perception +5, Persuasion +6.
- Its passive Perception is 15.
- Its Multiattack allows it to make three Greatclub attacks or one Greatclub attack and one Rock attack.
- Its attack and save bonuses, as well as its

save DCs, increase by 1.

- Its Challenge Rating is 11 (7,200 xp).
- Its proficiency bonus is +4.

The chieftain has the following additional Bonus Action option.

- **Commander's Strike.** One allied Giant that can hear or see the chieftain within 120' makes one weapon attack.

Stone Giant Rock Mage

The stone giant rock mage uses the Stone Giant stat block with the following changes.

- Its Wisdom is 16 (+3).
- Its Wis save bonus is +6.
- Its bonus to Perception is +6.
- Its passive Perception is 16.

The rock mage has the following additional Action options.

- **Rain of Stones (recharge 5-6).** Magically summoned rocks fall in a 20' diameter cylinder up to 40' high centered on a point within 120' of the rock mage. Each creature in the cylinder must make a DC 14 Dex save, taking 36 (8d8) bludgeoning damage on a failure or half that on a success. A creature that fails its save by 5 or more also falls prone. The area beneath the cylinder becomes difficult terrain until the end of the rock mage's next turn, when the rocks vanish.
- **Spellcasting.** The rock mage casts one of the following spells, using Wisdom as the spellcasting ability (save DC 14, +6 to hit).
 - At Will- *Druidcraft, spider climb.*
 - 1/day- *Flesh to stone, meld into stone, spike stones, stone shape.*

Stone Giant Sportsman

The stone giant sportsman uses the Stone Giant stat block with the following changes.

- Its AC is 18 (natural armor).
- It has 137 hit points (11d12+66).
- Its Strength is 24 (+7), its Dexterity is 16 (+3), and its Constitution is 22 (+6).
- Its save bonuses are Str +10, Dex +6, Con +9, Wis +4.
- Its bonus to Athletics is +13.
- Its Greatclub is +10 to hit and does 20 (3d8+7) bludgeoning damage.
- Its Rock is +10 to hit and does 29 (4d10+7) damage.

The sportsman has the following additional Trait.

- **Standing Leap.** The sportsman's long jump is up to 30' and its high jump is up to 15', with or without a running start.

The sportsman has the following additional Action option.

- **Batter Up!** The sportsman attempts to grab a Medium or smaller creature within 5' of it, which must make a DC 18 Dex save. If the save fails, the giant grabs it, throws it into the air, and makes one Greatclub attack against it. If the attack hits, the giant also pushes the target 30' and knocks it prone, doing an extra 21 (6d6) bludgeoning damage to it. If the attack misses, the target takes 7 (2d6) bludgeoning damage and falls prone in a space of the giant's choice within 10' of the giant.

STONE GOLEM

Location: *Monster Manual* p168.

Stone Golem Shatterer Challenge Rating.

When assessing the Challenge Rating of a stone golem shatterer, assume that it uses Strike Down once.

Stone Golem Treasure. Golems don't usually collect treasure.

Stone Golem Enormity

The stone golem enormity uses the Stone Golem stat block with the following changes.

- It is Huge.
- It is always neutral evil.
- It has 230 (20d12+100) hit points.
- Its Strength is 25 (+7), its Intelligence is 8 (-1), and its Charisma is 10 (+0).
- Its Slam is +13 to hit and does 29 (5d8+7) bludgeoning damage.
- Its Slow action option has a save DC of 19.
- Its Challenge Rating is 17 (18,000 xp).
- Its proficiency bonus is +6.

The enormity has the following additional Trait.

- **Smite (3/day).** When the enormity hits with an attack, it does an extra 16 (3d10) necrotic damage.

The enormity has the following additional Action option.

- **Evil Blast (recharge 5-6).** The enormity creates a blast of evil power in a 10' wide, 50' long line extending from its eyes. Each creature in the line must make a DC 19 Dex save, taking 55 (10d10) necrotic damage on a failure or half that on a success.

Stone Golem Shatterer

The stone golem shatterer uses the Stone Golem stat block with the following changes.

- Its Challenge Rating is 12 (8,400 xp).

It has the following additional Trait.

- ***Siege Monster.*** The shatterer does double damage to objects and structures.

It has the following additional Action option.

- ***Shattering Stomp (recharge 5-6).*** The golem stomps, creating a shock wave in a 30' radius around itself. Each creature in the radius must make a DC 17 Con save, taking 36 (8d8) bludgeoning damage on a failure or half that on a success. A creature that fails its save also falls prone. Unattended objects and structures in the area instead take 50 points of bludgeoning damage.

It has the following additional Bonus Action options.

- ***Strike Down.*** The golem makes one Slam attack against a prone creature.

STONE GUARDIAN

Source: 1e L1: *The Secret of Bone Hill*.

A stone guardian is an animate statue, humanoid in form and almost always with human 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.

Location Guardians. A stone guardian is set as a guardian of a location. It will attempt to destroy any creature that enters its guarded location, unless that creature wears a special ring that is created along with the guardian. Creatures can escape the guardian's wrath by retreating from the guardian's designated area, but those who pass through it are pursued until the guardian can no longer see it or hear it, at which time it returns to its post. Because a stone guardian is not very intelligent, this makes it fairly easy (albeit dangerous) to distract a stone guardian.

Created by Humans. Unlike many stone Constructs, stone guardians are a product of **human** ingenuity. While other races, including **dwarves**, **duergar**, and **gnomes**, sometimes make them, humans were the first and are still the most common creators of stone guardians.

Creating a Stone Guardian. To create a stone guardian, a creature with a proficiency bonus of at least +3 and proficiency in stonemason's tools must spend 20 days creating the body from a single piece of granite costing 5,000 gp. This process also includes carving the special ring that will protect its wearer from the guardian. The animation ritual requires 4 hours and the expenditure of three 4th level spell slots, along with another 1,000 gp in ritual components. When the ritual is complete, the stone guardian animates. The wearer of its ring can then use an action to direct it to move its speed or to designate the area it is to guard. This area can be a square up to 100' on a side. Alternatively, it can be a door, gate, window, or other entry or exit to a place. The stone guardian thereafter takes up its position and attacks those that enter or approach within 30' of the guarded area or portal, except for whoever wears the ring created along with it.

Stone Guardian Treasure. A stone guardian doesn't collect treasure, but its creator might leave treasure in its guarded area.

Stone Guardian

Medium Construct, always 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 Con +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) **Prof** +2

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. If both hit the same creature, that creature must make a DC 14 Str save or be knocked prone.

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

STONE JUGGERNAUT

Location: *Tomb of Annihilation.*

Stone Juggernaut Treasure. A stone juggernaut doesn't collect treasure.

STONEMELDER

Location: *Princes of the Apocalypse* p197.

Stonemelder Treasure. A stonemelder typically carries 3d10 gp. It also has a 25% chance each to carry 1d4 potions, 1d4 spell scrolls, and 1 random magic items.

STORM GIANT

Location: *Monster Manual, Volo's Guide to Monsters* p151 (storm giant quintessent).

Storm Giant Thunder Priest

The storm giant thunder priest uses the Storm Giant stat block with the following changes.

- It can fly at a speed of 80'.
- Its Wisdom is 20 (+5).
- Its save bonuses are Str +15, Con +11, Wis +11, Cha +10.
- Its trained skills are Arcana +9, Athletics +15, History +9, Perception +11, and Religion +9.
- Its attack bonuses, as well as the save DC for its Lightning Strike, increase by 1.
- Its passive Perception is 21.
- Its Challenge Rating is 17 (18,000 xp).
- Its proficiency bonus is +6.

The thunder priest's Spellcasting action option is changed as follows.

- **Spellcasting.** The thunder priest casts one of the following spells, using Wisdom as the spellcasting ability (save DC 21, +12 to hit).
 - At will- *Dancing lights, detect magic, feather fall, guidance, light, sacred flame* (3d8), *thaumaturgy*.
 - 3/day- *Control weather, water breathing*.
 - 2/day- *Cure wounds* (2d8+5), *dispel magic, thunderwave* (5d8).
 - 1/day- *Cure wounds* (6d8+5), *dispel magic* (5th level), *shout*.

The thunder priest has the following additional Bonus Action options.

- **Echoing Thunderhead (1/day):** The thunder priest creates a 60' long, 30' wide, 30' high bank of opaque black clouds centered on a point it can see within 120'. The bank lasts as long as the thunder priest concentrates, up to 1 hour. At the start of each of the thunder priest's turns, the bank emits a boom of thunder, and each creature within 20' of it must make a DC 20 Con save, taking 14 (4d6) thunder damage on a failure or half that on a success. A creature inside the bank of clouds has disadvantage on the save and is also deafened until the start of the thunder priest's next turn on a failure.
- **Healing Word (2/day) (3rd level spell).** The thunder priest magically heals one creature it can see within 60', restoring 12 (3d4+5) hit points to it.

STORM HOUND

Source: Homebrew.

Storm hounds are powerful hound-like entities that move with storm clouds. When lightning strikes, one or more storm hounds might ride the bolt to the ground, wreaking havoc on the surrounding area. A storm hound is almost 5' high at the shoulder and nearly 7' long. Its fur strongly resembles black and gray storm clouds frozen in place on the creature's body. The hound leaves wet footprints behind it, even if it is completely dry.

The Frenzy of the Lost. A storm hound is not evil, but is unconcerned with any harm it might inflict on the area or creatures it ravages. In fact, a hound that isn't in its storm gradually grows more and more frenzied, for it has no way to rejoin its clouds after descending to the ground. A storm hound will eventually go into a berserk frenzy, tearing creatures and objects around it to pieces until it is killed by something.

Storm Hound Treasure. A storm hound doesn't collect treasure.

Storm Hound

Medium Fey, always chaotic neutral

Armor Class 16 (natural armor)

Hit Points 85 (10d10+30)

Speed 60 ft.

**STR 19 (+4), DEX 18 (+4), CON 16 (+3),
INT 8 (-1), WIS 14 (+2), CHA 10 (+0)**

Damage Resistances cold

Damage Immunities lightning, thunder

Senses darkvision 90 ft., passive Perception 12

Languages -

Challenge 5 (1,800 xp)

Prof +3

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 11 (2d10) lightning damage.

Lightning Pursuit (2/day). The hound transforms into a 5' wide bolt of lightning and moves in a straight line up to 200' directly toward a hostile creature it can see. It can move through other creatures' space during this movement. This movement doesn't provoke opportunity attacks. Each creature whose space it moves through must make a DC 14 Dex save, suffering 13 (3d8) lightning damage on a failure or half that on a success.

BONUS ACTIONS

Aggressive. The hound moves toward a hostile creature it can see.

Thunderclap. The hound creates a clap of thunder in a 5' radius centered on a point it can see within 90'. Each creature in the burst must make a DC14 Con save, suffering 7 (2d6) thunder damage on a failure.

Storm Hound Bolter

Medium Fey, always chaotic neutral

Armor Class 16 (natural armor)

Hit Points 1 (minion)

Speed 60 ft.

**STR 20 (+5), DEX 18 (+4), CON 18 (+4),
INT 8 (-1), WIS 14 (+2), CHA 10 (+0)**

Damage Immunities cold, lightning, thunder
Senses darkvision 90 ft., passive Perception 12

Languages -

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 22 (4d10) lightning damage.

Lightning Pursuit. The hound transforms into a 5' wide bolt of lightning and moves in a straight line up to 200' directly toward a hostile creature it can see. It can move through other creatures' space during this movement. This movement doesn't provoke opportunity attacks. Each creature whose space it moves through must make a DC 14 Dex save, suffering 27 (6d8) lightning damage on a failure or half that on a success.

BONUS ACTIONS

Aggressive. The hound moves toward a hostile creature it can see.

Thunderclap. The hound creates a clap of thunder in a 5' radius centered on a point it can see within 90'. Each creature in the burst must make a DC14 Con save, suffering 7 (2d6) thunder damage on a failure.

STORM THAT WALKS

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

A storm that walks is a towering humanoid form made of dark, boiling clouds, flickering with lightning, booming with thunder, and producing winds, rain, and hail. A storm that walks is the product of powerful (and possibly long-dead) **primordials**, raw elemental fury caged into terrifying form and aimed at the gods and their servants as a weapon.

Storm That Walks Treasure. A storm that walks doesn't collect treasure.

Storm That Walks

Gargantuan Elemental (Abomination), always chaotic evil

Armor Class 17

Hit Points 434 (28d20+140)

Speed 60 ft., fly 60 ft.

**STR 26 (+8), DEX 25 (+7), CON 20 (+5),
INT 16 (+3), WIS 20 (+5), CHA 19 (+4)**

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities cold, lightning, poison, thunder

Condition Immunities grappled, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 15

Languages Primordial

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

Chilled Solid. If the storm that walks would take at least 20 points of cold damage from a single effect, it loses resistance to bludgeoning, piercing, and slashing until the end of its next turn.

Legendary Resistance (3/day). If the storm that walks fails a save, it succeeds instead.

Oncoming Storm. A creature within 25' of the storm that walks gains vulnerability to lightning damage. If it is immune to lightning, this ability has no effect on it.

Unusual Nature. The storm that walks has no need for food, drink, or sleep.

ACTIONS

Multiattack. The storm that walks makes a total of four Pummeling Gust and/or Tongue of Lightning attacks.

Pummeling Gust. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 24 (3d10+8) bludgeoning damage, and the target must make a DC 26 Strength save or the storm that walks slides it 15' and knocks it prone.

Tongue of Lightning. *Ranged Spell Attack:* +11 to hit, range 100 ft., one target. *Hit:* 13 (3d8) lightning damage, and each creature within 5' of the target takes 5 (1d10) lightning damage.

Fist of the Storm (recharge 5-6). One creature within 100' of the storm that walks must succeed on a DC 19 Dexterity save or it is caught in a roiling cloud of lightning and hail, taking 35 (10d6) cold and 35 (10d6) lightning damage and becoming restrained for 1 minute. The creature can use an action to attempt a DC 18 Strength save to break free of the cloud. If the creature ends its turn in the cloud, it takes 5 (1d10) cold and 5 (1d10) lightning damage, and the storm that walks can move it (and the cloud) up to 15'.

REACTIONS

The Storm Unleashed. When the storm that walks becomes bloodied, it recharges and use Fist of the Storm.

LEGENDARY ACTIONS

The storm that walks 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 storm that walks regains spent legendary actions at the start of its turn.

- **Raging Storm (costs 2 actions).** Each creature within 20' of the storm that walks must make a DC 26 Strength save, suffering 11 (2d10) cold, 11 (2d10) lightning, and 11 (2d10) thunder damage and being pushed 20' directly away from the storm on a failure, or taking half damage and not being pushed on a success.
- **Attack.** The storm that walks makes one Pummeling Gust or Tongue of Lightning attack.
- **Move.** The storm that walks moves its speed.

STOROPER

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

A storoper, also called a **stone roper** or **tar roper**, is a relative of the ordinary **roper** that resembles a smaller version of its more common cousin. While a regular roper resembles a cave formation, a storoper looks like a statue or petrified version of an active roper, its single eye always open and its tentacles always in view, but utterly motionless until it attacks. The storoper is somewhat smaller than a regular roper, standing about 5' high and about 2' in diameter, with a cigar-shaped body and six tentacles that extend up to 50' from its body. The front of its body has a large, staring eye and a gaping, tooth-filled maw. A storoper typically weighs around 500 lbs.

Lurker in the Underdark. Like its more common cousin, storopers wait for prey in the Underdark. While a storoper doesn't look like a cave formation, its ability to sense prey at a great distance and to attack from a considerable ways away make it dangerous, if less so than a roper.

Storoper Treasure. A storoper's gizzard has a 75% chance each to contain 1d20 cp, sp, ep, and gp; and a 50% chance to contain 1d4 gems.

Storoper

Medium Monstrosity, usually chaotic evil

Armor Class 20 (natural armor)

Hit Points 60 (8d8+24)

Speed 10 ft., climb 10 ft.

**STR 16 (+3), DEX 8 (-1), CON 17 (+3),
INT 13 (+1), WIS 16 (+3), CHA 13 (+1)**

Skills Perception +5, Stealth +3

Damage Immunities fire

Senses tremorsense 100 ft., passive Perception 15

Languages -

Challenge 3 (700 xp)

Prof +2

Grasping Tendrils. The storoper has six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to fire, poison, and psychic damage). Destroying a tendril does no damage to the storoper, which extrudes a replacement tendril at the start of its next turn unless it is incapacitated. A tendril can also be broken by a creature that uses an action and succeeds on a DC 14 Str check against it.

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

ACTIONS

Multiattack. The storoper makes four Tendril attacks, uses Reel, and makes one Bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) piercing damage.

Tendril. *Melee Weapon Attack:* +5 to hit, reach 50 ft., one target. *Hit:* The target is grappled (escape DC 13). Until the grapple ends, the target has disadvantage on Strength checks and saves, and the storoper can't use the same tendril against a different target.

Reel. The storoper pulls each creature grappled by it up to 25'.

BONUS ACTIONS

Inject Venom (recharge 6). The storoper injects up to two creatures grappled by it with venom. Each target must make a DC 13 Con save. A creature that fails its save is petrified until the end of its next turn, then charmed for 1 hour. While charmed in this way, a creature's Intelligence, Wisdom, and Charisma fall to 1, and it fights to protect the storoper and help defeat its prey. While charmed in this way, the creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. When the effect ends, the creature is poisoned until the end of its next turn.

SU-MONSTER

Location: *Tomb of Annihilation.*

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 Challenge Rating. When assessing the Challenge Rating of a su-monster, assume that it deals damage for all four limbs for one round.

Su-Monster Treasure. A family of four to twenty su-monsters has a 15% chance each of having 2d6 x 100 cp and sp, 1d8 x 50 ep, 2d6 x 50 gp, 1d20 pp and 1d6 gems.

An **enclave** of 21 or more su-monsters instead has a 25% chance each of having 1d6 x 500 cp and sp, 1d6 x 200 gp and 1d6 gems; and a 15% chance of having 2d6 x 6 pp.

Su-Monster Ambusher

The su-monster ambusher uses the Su-Monster stat block with the following changes.

- It is also trained in Stealth +4.
- Its Challenge Rating is 2 (450 xp).

The ambusher has the following additional Trait.

- **Sneak Attack (1/turn).** If the ambusher hits a creature that it has advantage against, or if the target has another enemy within 5' of it and that enemy isn't incapacitated, the ambusher can deal an extra 7 (2d6) damage.

Su-Monster Enhanced Mind

Medium Monstrosity, usually chaotic evil

Armor Class 15 (psychic armor)

Hit Points 55 (10d8+10)

Speed 30 ft., climb 30 ft.

**STR 14 (+2), DEX 15 (+2), CON 12 (+1),
INT 15 (+2), WIS 13 (+1), CHA 9 (-1)**

Saving Throws Int +4, Wis +3, Cha +1

Skills Athletics +6, Perception +3

Damage Immunities psychic

Condition Immunities charmed, stunned

Senses passive Perception 13

Languages -

Challenge 2 (450 xp)

Prof +2

Mind Sense. The su-monster can sense the location of any creature with an Intelligence score of 2 or higher within 60'.

ACTIONS

Multiattack. The su-monster makes one Claws attack and one Bite attack.

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:* 7 (2d4+2) slashing damage, or 12 (4d4+2) slashing damage if the su-monster is hanging by its tail and all four of its limbs are free.

Psychic Crush (recharge 5-6). The su-monster targets one creature it can see within 30'. The target must make a DC 12 Wis save, taking 17 (5d6) psychic damage and being stunned for 1 minute (save ends) on a failure.

BONUS ACTIONS

Twist Mind (recharges when Psychic Crush recharges). One creature the su-monster can see within 30' that is stunned by a su-monster's Psychic Crush takes 10 (3d6) psychic damage.

SUCCUBUS

Location: *Monster Manual.*

Succubus Treasure. One of these fiends has a 50% chance of having 1d6 pieces of jewelry; a 25% chance of having 1 piece of magical clothing (1-2) or magical jewelry (3-6); and a 10% chance each to have 1d6 x 100 gp in assorted coins and 1d6 gems.

Succubus Queen

Medium Fiend, often neutral evil

Armor Class 17 (natural armor)

Hit Points 225 (30d8+90)

Speed 30 ft., fly 60 ft.

**STR 12 (+1), DEX 20 (+5), CON 16 (+3),
INT 18 (+4), WIS 16 (+3), CHA 25 (+7)**

Saving Throws Str +7, Dex +11, Wis +9, Cha +13

Skills Deception +19, Insight +9, Perception +9,
Persuasion +19, Stealth +11

Damage Resistances cold, fire, lightning, poison;
bludgeoning, piercing, and slashing that isn't
magical

Damage Immunities psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception x

Languages Abyssal, Common, Infernal,
Undercommon, telepathy 60'

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

Legendary Resistance (2/day). If the queen fails a saving throw, it can choose to succeed instead.

Telepathic Bond. The queen ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane.

ACTIONS

Action. Description.

Claw (Fiend Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage plus 11 (2d10) poison damage.

Charm. One creature the queen can see within 90' must succeed on a DC 21 Wis save or be charmed by the queen for 1 day. While charmed, the target obeys the queen's commands (no action required). If the target takes damage or receives a suicidal command, it can repeat the save, ending the effect

on a success. If it saves against this effect, it has advantage on saves against the queen's Charm action for 24 hours.

The queen can have up to ten creatures charmed by this effect at one time. If it charms an 11th creature, it chooses one of its charmed creatures to release.

Draining Kiss. The queen kisses a willing creature or a creature charmed by it that is within 5'. The target must make a DC 21 Con save, magically taking 62 (10d10+7) psychic damage on a failed save or half as much on a success. The target's hit point maximum is reduced by an amount equal to the damage taken until it finishes a long rest. If this reduces its hit point maximum to 0, it dies.

If the target was charmed by the queen, it has disadvantage on its save to end the charm.

Etherealness. The queen magically enters the Ethereal Plane from the Material Plane or vice versa.

Shapechanger. The queen polymorphs into a Small or Medium Humanoid or back into its true form. Without wings, she loses her flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it wears or carries isn't transformed. It reverts to its true form if it dies.

REACTIONS

Instinctive Charm. When a visible creature within 30' of the queen makes an attack roll against it, the queen magically forces the attacker to make a DC 21 Wis save. If it fails, the attacker redirects the attack to the creature closest to it, other than the queen or itself. If multiple eligible creatures are equally close, the attacker chooses which one to target.

LEGENDARY ACTIONS

The queen can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at

the end of another creature's turn. The queen regains spent legendary actions at the start of its turn.

- **Claw.** The queen uses Claw.
- **Mind-Muddling Step (costs 2 actions).** The queen teleports up to 60' to a space it can see. Each creature within 5' of its arrival point must make a DC 21 Wis save or be charmed by the queen until the end of the creature's next turn.
- **Royal Decree (costs 2 actions).** The queen casts *command* (save DC 21).

SUICIDAL TELEPORTING BROWNIE

Source: Homebrew.

Among the servants of Froth, suicidal teleporting brownies have followed him the longest. It is even said that they followed him to Cydra from a previous multiverse, so fanatically devoted to him are they.

A suicidal teleporting brownie is a psychotic, hateful, and petty creature. It shares its masters proclivities toward the worst types of depravity, including rape and necrophilia, and values its own life very little, as its name suggests. Unlike normal **brownies**, a suicidal teleporting brownie takes great pleasure in malevolent acts and betrayal. It often pretends to be a good, benevolent creature, but only because it seeks the right moment to cause the most pain and suffering.

Suicidal Teleporting Brownie Treasure.

Suicidal teleporting brownies don't usually collect treasure.

Suicidal Teleporting Brownie

Tiny Fey, usually chaotic evil

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft.

STR 6 (-2), **DEX** 18 (+4), **CON** 10 (+0),
INT 14 (+2), **WIS** 14 (+2), **CHA** 13 (+1)

Saving Throws Str +0, Con +2, Wis +4, Cha +3
Skills Arcana +4, Deception +3, Nature +4, Stealth +6, Survival +4

Senses passive Perception 12

Languages Halfling, Sylvan

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

Keen Senses. The brownie gains advantage on Wisdom (Perception) checks based on sight and hearing.

ACTIONS

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

Fade Away. Until the end of its next turn, the brownie becomes invisible to creatures that are more than 5' away from it.

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

At will- *dancing lights*.

1/day- *confusion*, *mirror image*.

BONUS ACTIONS

Suicidal Step (recharge 5-6) (4th level spell). The brownie teleports into the space of a creature it can see within 60'. That creature must make a DC 11 Cha save or the brownie teleports into its body, and both it and the brownie take 55 (10d10) force damage. If this damage reduces either one to 0 hit points, that creature dies and its body explodes, making it impossible to raise from the dead without a *resurrection* or *true resurrection* spell.

SUMMER ELADRIN

Location: *Mordenkainen's Tome of Foes* p196.

Summer Eladrin Treasure: A summer eladrin has a 25% chance each of having 1d6 x 100 sp, 1d6 x 100 ep, and 1d4 pieces of jewelry. It also has a 10% chance of having a random magic item.

SUN BEETLE

Source: Homebrew.

Sun beetles are sky-dwelling insects that live their entire lives aloft, never descending to ground level. A sun beetle is bright yellow and lives on sunlight, gathering and storing it inside the beetle's 3' long body. Sun beetles thus glow and can defend themselves by unleashing beams of radiant energy from its antennae.

Free-Floating Eggs. Sun beetles reproduce through the casting of thousands of flying eggs to the wind. On the rare occasions when a male encounters an egg, it fertilizes it. A sun beetle egg is about the size of a cherry and glows bright orange.

Sun Beetle Treasure. Sun beetles collect no treasure, but the shell of a sun beetle glows for 1d4+1 days after its death, shedding bright light to 30' and dim light to 60'.

Sun Beetle

Small Monstrosity (Beetle), always unaligned

Armor Class 14 (natural armor)

Hit Points 14 (4d6)

Speed 20 ft., fly 40 ft.

STR 7 (-2), **DEX** 13 (+1), **CON** 10 (+0),
INT 3 (-4), **WIS** 10 (+0), **CHA** 8 (-1)

Damage Resistances radiant

Condition Immunities blinded

Senses passive Perception 10

Languages -

Challenge ½ (100 xp)

Prof +2

ACTIONS

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

Radiant Beam. *Ranged Spell Attack:* +2 to hit, range 120 ft., one target. *Hit:* 11 (2d10) radiant damage.

REACTIONS

Flash. When the beetle becomes bloodied, it emits a flash of bright light in a 20' radius sphere around itself. Each creature in the sphere must make a DC 10 Con save, being blinded until the end of the beetle's next turn on a failure.

Sun Beetle Blazer

The sun beetle blazer uses the Sun Beetle stat block with the following changes.

- It has 22 (4d6+8) hit points.
- Its fly speed is 50'.
- Its Constitution is 15 (+2).
- Its Radiant Beam is +4 to hit, does 16 (3d10) radiant damage, and on a hit, it also requires the target to make a DC 12 Con save or be blinded until the end of the beetle's next turn.
- Its Challenge Rating is 1 (200 xp).

Sun Beetle Exploder

The sun beetle exploder uses the Sun Beetle stat block with the following changes.

- It has 1 hit point (minion).
- It is immune, instead of resistant, to radiant damage.
- It lacks the sun beetle's Flash reaction option.
- It is worth 20 xp.

The beetle has the following additional Traits.

- **Explode.** When the beetle falls to 0 hit points, it explodes, filling a 10' radius sphere around itself with bright light. Each creature in the sphere must make a DC 10 Dex save, taking 9 (2d8) radiant damage on a failure.
- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

Sun Beetle Helios

The sun beetle helios uses the Sun Beetle stat block with the following changes.

- It is Large.
- It has 52 (8d10+8) hit points.
- Its Strength is 15 (+2), its Dexterity is 10 (+0), and its Constitution is 13 (+1).
- Its Bite is +4 to hit and does 11 (2d8+2) piercing plus 11 (2d10) radiant damage.
- The save DC for its Flash reaction is 11.
- Its Challenge Rating is 2 (450 xp).

SUN RAPTOR

Source: Homebrewed.

It is said that the souls of those who have died defending the Sun against those who would harm it are reborn as sun raptors, powerful birds of prey with gold and white feathers that blaze with light. Sun raptors are proud and haughty, and are highly aggressive when they feel threatened or hungry. If the story of these creatures' origins is true, they don't remember it, but they don't seem to reproduce in any natural way.

Sun raptors are found only in the highest places, either soaring high in the air or atop tall mountains. They avoid cold climates.

Despite their Celestial nature, sun raptors mostly keep to themselves, generally avoiding contact with Humanoids. Though shy, sun raptors will defend their nests and territories against creatures that intrude, and a sure way to draw their ire is to produce magical darkness.

Sun Raptor Treasure. A sun raptor collects no treasure, but if one is slain, a creature can spend one hour plucking its feathers, gaining a number equal to the results of the creature's Dexterity (Survival) check + 3d12. Each feather can fetch as much as 20 gp from a naturalist or collector.

Sun Raptor

Medium Celestial (Bird), always neutral

Armor Class 13

Hit Points 44 (8d8+8)

Speed 15 ft., fly 120 ft.

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

Damage Resistances fire, radiant

Senses passive Perception 13

Languages understands Celestial but can't speak

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

Illumination. The raptor sheds bright light to 30' and dim light to 60'.

Keen Senses. The raptor has advantage on Wisdom (Perception) checks based on sight.

Unusual Nature. A sun raptor has no need for food or drink.

ACTIONS

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

Eye Rays. The sun raptor fires a line of radiant energy 5' wide and 60' long from its eyes. Each creature in the ray must make a DC 11 Dexterity save, suffering 16 (3d10) radiant damage on a failure.

SUNDRINKER

Source: Homebrewed.

A sundrinker is a sheet-like creature that wafts high in the sky, surfing thermal currents. It subsists on sunlight, charging its body with radiant energy which it can use to defend itself. Sundrinkers often fly in great groups, called **flutters**, numbering up to several dozen. In dim light or at night, sundrinkers can often be seen from miles away because of their glow.

Easily Mistaken for Cloth. Travelers not familiar with sundrinkers often mistake them for cloth, especially when encountering them in daylight, when their glow is not apparent. Someone ignorant of their nature might think them to be a collection of sailcloth, cloaks, sheets, or similar objects. More than one land-dweller making a foray into the sky has mistaken a sundrinker for a magic item upon seeing its glow.

Highly Defensive. Sundrinkers tend to lash out at anything that touches them other than another sundrinker. This is not entirely unwarranted; flying insects, both normal and giant, are often attracted to the sundrinker's glow. This can be a hazard to the sundrinker, since if its body is folded, it can't move.

Sundrinker Treasure. A sundrinker carries no treasure.

Sundrinker

Medium Monstrosity, always unaligned

Armor Class 12

Hit Points 33 (6d8+6)

Speed fly 40 ft.

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

Damage Vulnerability necrotic

Damage Resistances fire

Damage Immunities radiant

Senses passive Perception 10

Languages -

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

Foldable. A creature that is grappling the sundrinker can use an attack to attempt to fold it. If it beats the sundrinker in a Strength contest, the sundrinker's speed is reduced to 10' until it spends an action unfolding itself. It cannot unfold itself while grappled.

Illumination. The sundrinker gives off bright light in a 60' radius and dim light in a 200' radius.

ACTIONS

Radiant Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d10) radiant damage.

Radiant Burst (1/day). The sundrinker emits an explosion of radiant energy. Each creature within 40' must make a DC 10 Dexterity save, suffering 21 (6d6) radiant damage on a failure or half that on a success.

Sundrinker Sail

Huge Monstrosity, always unaligned

Armor Class 15 (natural armor)

Hit Points 85 (10d12+20)

Speed fly 40 ft.

STR 18 (+4), **DEX** 13 (+1), **CON** 14 (+2),
INT 1 (-5), **WIS** 10 (+0), **CHA** 10 (+0)

Damage Vulnerability necrotic

Damage Resistances fire

Damage Immunities radiant

Senses passive Perception 10

Languages -

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

Foldable. A creature that has the sundrinker grappled can use an attack to attempt to fold it. If it beats the sundrinker in a grapple contest, the sundrinker's speed is reduced to 10' until it spends an action unfolding itself. It cannot unfold itself while grappled.

Illumination. The sundrinker gives off bright light in a 100' radius and dim light in a 500' radius.

ACTIONS

Radiant Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 33 (6d10) radiant damage, and each creature within 5' of the target takes 5 (1d10) radiant damage.

Radiant Burst (1/day). The sundrinker emits an explosion of radiant energy. Each creature within 100' must make a DC 11 Dexterity save, suffering 52 (15d6) radiant damage on a failure or half that on a success.

SUNGRIM (Hazard)

Source: Homebrew.

The Sun, while a bringer of life and the source of much goodness, can also spawn a variety of dangers. Among these dangers are sungrims- red spheres of heat that can float to the ground, where they can start fires and burn nearby creatures.

A sungrim forms from sunlight trapped in thick smoke emitted by a large fire. The sungrim floats through the air, often for hundreds or even thousands of miles, appearing as a red mote. Only if it drifts to the ground does the sungrim become dangerous. There, its true size become apparent: the sungrim measures between 5' and 20' across.

A sungrim gives off dim light in a radius around itself equal to twice its size. More dangerous is the heat it produces. Any creature that starts its turn within 10' of the sungrim takes 3 (1d6) fire damage for each 5' of the sungrim's size. Worse still, unattended, inflammable objects within 10' of the sungrim catch fire, taking the same damage. The sungrim's true danger is that these fires might spread, potentially starting a conflagration.

A sungrim can be extinguished by pouring at least 10 gallons of water per 5' of its size on it. Alternatively, an effect that does 5 points of cold damage per 5' of its size will also extinguish it.

A sungrim can be moved by slipping a sufficiently large sheet of copper beneath it and moving the sheet. However, the sungrim sometimes rolls like a ball, and if exposed to high winds, it might float away uncontrollably.

A creature that sees a sungrim can identify it and its basic nature and effects with a DC 15 Int (Nature) check. If the creature's check is at least a 20, it also discerns how to extinguish the sungrim.

SUNWYRM

Source: 3e *Fiend Folio*.

A sunwurm is a dangerous, eight-legged, glowing dragon that flies above deserts and other sweltering areas, such as savannahs, hunting the prey it needs to feed its prodigious appetite. The sunwurm can turn its body into pure energy, allowing it to blast through enemies as brilliant energy.

Airborne. A sunwurm spends the majority of its time in the air, descending only to attack prey and only for a few hours a day. Many even sleep on the wing. A sunwurm, though not a true dragon, is a formidable foe, and sometimes comes into conflict with **blue dragons** or other desert-dwelling creatures that fly.

A sunwurm establishes a lair either atop a cloud, near the summit of a high mountain, in a remote desert flat, or the like. It prefers to lair higher up, but sometimes circumstances force or favor a different location than the wyrms might prefer in an ideal situation.

Largely Solitary. While a sunwurm usually lives alone, it is compelled to seek a mate every few decades, sometimes flying great distances in the attempt. When a pair of sunwyrms mates, they stay together long enough for the female to lay her eggs- usually a few months. The female lays a clutch of three to six eggs, about half of which survive to hatch if kept hot. The male abandons the nest after seeing that the eggs have been laid, but the female remains with them, keeping them hot and dry for another approximately six months, leaving them only to find food and never for more than a few hours. Once they hatch, sunwurm hatchlings fly away in different directions, rapidly

growing into adults within two to two and a half years. Even when newborn, a sunwyrmling hatchling is perfectly capable of defending itself and hunting down prey.

Sunwyrmling Treasure. A sunwyrmling's lair has a 60% chance each to contain 1d10 x 1,000 cp, sp, and gp, 2d6 x 500 ep, 1d10 x 100 pp, 3d6 gems, 1d8 art objects, 2d4 potions, and 1d6 scrolls; and a 30% chance each to have 1d4 magic weapons, 1d2 pieces of magic armor, and 1d2 random magic items.

Sunwyrmling

Large Dragon, usually chaotic neutral

Armor Class 20 (natural armor)

Hit Points 127 (15d10+45)

Speed 40 ft., fly 120 ft.

**STR 18 (+4), DEX 20 (+5), CON 17 (+3),
INT 13 (+1), WIS 16 (+3), CHA 16 (+3)**

Damage Immunities radiant

Condition Immunities blindness

Senses blindsight 120 ft., passive Perception 13

Languages Draconic, Auran, Ignan, Common

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

Brilliant Aura. A sunwyrmling emits bright light for 120' and dim light for 240'. Because of its aura, the sunwyrmling can only attempt to Hide when against a brightly lit background, such as when high in the sky on a hot, clear day.

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage plus 16 (3d10) radiant damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 16 (3d10) radiant damage.

Breath Weapon (recharge 5-6). The sunwyrmling breathes a 5' wide, 90' line of burning radiant energy. Any creature in the line must make a DC 14 Dexterity save, suffering 67 (15d8) radiant damage on a failure or half that on a success.

BONUS ACTIONS

Energy Form. The sunwyrmling transforms its body into radiant energy or back into its normal form. When in energy form, it gains resistance to acid, cold, fire, lightning, poison, thunder, and bludgeoning, piercing, and slashing damage that isn't magic. However, it cannot use its claws or bite.

Sunwyrmling Youngling

The sunwyrmling youngling uses the Sunwyrmling stat block with the following changes.

- It is Small.
- It has 97 (15d6+45) hit points.
- Its speed is 30', fly 90'.
- Its Strength is 15 (+2).
- Its Bite is +5 to hit and does 6 (1d8+2) piercing damage plus 7 (2d6) radiant damage.
- Its Claw is +5 to hit and does 4 (1d4+2) slashing damage plus 7 (2d6) radiant damage.
- Its Breath Weapon's save DC is 14 and does 36 (8d8) radiant damage.
- Its Challenge Rating is 6 (2,300 xp).
- Its proficiency bonus is +3.

SUSURRUS

Source: 1e *Fiend Folio* (susurrus foulwind), 3e *Monster Manual* 3.

The susurrus is a generally peaceful creature that resembles a headless humanoid form made of faceted glass with holes running all the way through it. As air moves through the holes, it creates a low, musical droning sound that has a curious effect on Undead, pacifying them. If the susurrus senses fire, however, its normal pacifism vanishes, replaced by instant rage and violent attack.

Tomb Guardian. Susurruses are sometimes lured or bargained into serving as guardians of tombs or mausoleums due to their ability to suppress undead. Sometimes, a group of adventurers might slay a susurrus, only to find that it was keeping large hordes of zombies or skeletons at bay, and now they must deal with those undead.

If not placed or lured into a tomb to guard it, a susurrus might be found underground or in warm forests or jungles.

Symbiotic Plants. Many susurruses are covered in a green, coral-like growth, appearing to be made of wood and thorns, instead of glassy material. For centuries, adventurers assumed that the monster was a Plant. Most of these susurruses were found in jungles or forests, or near algae-choked pools.

The Susurrus Language. Susurrus communicate among themselves via a multi-voiced droning. Other creatures might learn to understand it, but without dozens of mouths, they can't possibly speak it.

Susurrus Treasure. A susurrus doesn't collect treasure.

Susurrus

Large Aberration, often neutral

Armor Class 15 (natural armor)

Hit Points 68 (8d10+24)

Speed 40 ft.

STR 17 (+3), DEX 12 (+1), CON 16 (+3),

INT 7 (-2), WIS 11 (+0), CHA 16 (+3)

Condition Immunities blinded, deafened

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

Languages Susurrus

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

Barbed Body. A creature that touches the susurrus or hits it with a melee attack while within 5' of it takes 5 (1d10) slashing damage. A creature that is grappled by the susurrus takes 11 (2d10) slashing damage at the start of its turn.

Dronesong. The susurrus constantly emits a droning hum. An Undead creature that starts its turn within 60' that can hear the dronesong must succeed on a DC 13 Wisdom save or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from the susurrus as it can, and it can't willingly move to a space within 30' of the susurrus. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can take the Dodge action.

Sense Undead. The susurrus can sense the location of any undead within 120' that it has line of effect to.

ACTIONS

Multiattack. The susurrus makes two Barbed Slam attacks. If both attacks hit the same target, it must succeed on a DC 13 Dexterity save or the susurrus grapples it. The susurrus can grapple only one creature at a time and can't use its Barbed Slam against another target while grappling.

Barbed Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 7 (2d6) slashing damage.

Susurrus Foulwind

When a susurrus is covered by plants, sometimes pockets of air are trapped within it. Breathed in by susurrus and plants alike, the pocket becomes befouled by their exhaled waste gasses. Normally, a susurrus might have a few such pockets within it, but once in a while, a susurrus becomes so completely covered by plants that such a bubble of foul air builds up in its entire body. When such a susurrus is scraped or cut, the gas escapes, potentially causing serious unexpected problems for creatures battling the monster.

In addition, the foul air within the susurrus unbalances it mentally, making it far more aggressive than normal.

Large Aberration, often neutral

Armor Class 17 (natural armor)

Hit Points 85 (10d10+30)

Speed 40 ft.

STR 17 (+3), **DEX** 12 (+1), **CON** 16 (+3),
INT 7 (-2), **WIS** 11 (+0), **CHA** 16 (+3)

Condition Immunities blinded, deafened, frightened

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

Languages Susurrus

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

Barbed Body. A creature that touches the susurrus or hits it with a melee attack while within 5' of it takes 5 (1d10) slashing damage. A creature that is grappled by the susurrus takes 11 (2d10) slashing damage at the start of its turn.

Befouled Madness. The susurrus gains a +2 bonus to attacks and damage with Strength based attacks (included in the stats below).

Dronesong. The susurrus constantly emits a droning hum. An Undead creature that starts its turn within 60' that can hear the dronesong must succeed on a DC 13 Wisdom save or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from the susurrus as it can, and it can't willingly move to a space within 30' of the susurrus. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can take the Dodge action.

Foul Air. After the susurrus takes piercing or slashing damage, until it completes a short or long rest, a foul gas leaks from it, surrounding it in a 15' radius sphere that goes around corners. Any creature that ends its turn in the sphere must succeed on a DC 14 Constitution save or be poisoned until the end of its next turn. A creature that succeeds on this save is immune to the foul air produced by that susurrus for 24 hours.

Sense Undead. The susurrus can sense the location of any undead within 120' that it has line of effect to.

ACTIONS

Multiattack. The susurrus makes two barbed slam attacks. If both attacks hit the same target, it must make a DC 14 Dexterity save or the susurrus grapples it. The susurrus can grapple only one creature at a time and can't use its Barbed Slam against another target while grappling.

Barbed Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage plus 7 (2d6) slashing damage.

SWAN

Source: Homebrew.

A swan is a beautiful bird that dwells in marshes, lakes, rivers, and other wetlands. With its long, flexible neck, the swan grabs shoots while swimming in shallow water. A swan is awkward on land, but a strong swimmer.

A swan uses the **Eagle** stat block with the following changes.

- Its fly speed is 40' and it has a swim speed of 30'.
- It lacks the eagle's Keen Senses.
- In place of the eagle's Talons action option, it has a Peck that does 3 (1d2+2) bludgeoning damage.

SWANMAY

Source: 1e *Monster Manual* 2.

A swanmay is a member of a rare, female-only conclave of rangers. While she is a Humanoid like any other, the swanmay is bound to a special item- a feathered piece of clothing, a signet ring, or simply a feather- that allows her to transform into a **swan**, the signature feature of the Conclave of the Swanmay.

A swanmay typically guards the wildlife that lives in swamps, marshes, wetlands, rivers, or communities near such places. Almost all swanmays are sworn enemies of evil creatures, and most keep their nature as a swanmay secret from even their own families. Some swanmays live in seclusion away from other Humanoids, preferring the company of good-natured Fey.

Stolen Tokens. Should a swanmay's token be stolen, the thief finds it of little use. Only the specific swanmay who was raised to the conclave with that token can use it to turn into a swan.

Swanmay Treasure. A swanmay typically carries 2d6 ep and 1d6 gp. It also has a 10% chance of having a magic weapon.

Swanmay

Medium Humanoid (Ranger), often neutral good

Armor Class 14 (leather)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Nature +3, Survival +3

Senses passive Perception 11

Languages Common, Sylvan

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

ACTIONS

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

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

Shapechanger. The swanmay polymorphs into a **swan** or back into her true form. In swan form, she retains her Intelligence, Wisdom, and Charisma, as well as her current and maximum hit points. Any equipment it wears or carries isn't transformed. She reverts to her true form if she dies.

BONUS ACTIONS

Hunter's Mark (1st level spell) (recharge 5-6). The swanmay marks one creature she can see within 60' as her quarry for as long as she concentrates, up to 1 minute. While she has a creature marked, she has advantage on checks made to detect or track that creature, and her attacks do an extra 3 (1d6) damage to that creature.

Swanmay Archer

Medium Humanoid (Ranger), often neutral good

Armor Class 15 (leather)

Hit Points 49 (9d8+9)

Speed 40 ft.

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

Skills Nature +3, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Sylvan

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

ACTIONS

Multiattack. The swanmay makes two Longbow attacks.

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

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

Shapechanger. The swanmay polymorphs into a **swan** or back into her true form. In swan form, she retains her Intelligence, Wisdom, and Charisma, as well as her current and maximum hit points. Any equipment it wears or carries isn't transformed. She reverts to her true form if she dies.

BONUS ACTIONS

Hunter's Mark (1st level spell) (recharge 5-6).

The swanmay marks one creature she can see within 60' as her quarry for as long as she concentrates, up to 1 minute. While she has a creature marked, she has advantage on checks made to detect or track that creature, and her attacks do an extra 3 (1d6) damage to that creature.

Quarry's Doom (1/day). The swanmay makes two Longbow attacks against its marked quarry.

Swanmay Druid

The swanmay druid uses the Swanmay Archer stat block with the following changes.

- Its Wisdom is 18 (+4).
- Its bonus to Perception and Survival is +6.
- Its passive Perception is 16.
- Its Challenge Rating is 4 (1,100 xp).

The swanmay druid has the following additional Action options.

- **Lightning and Thunder (1/day).** The swanmay druid emits a burst of thunder. Each creature within 5' takes 4 (1d8) thunder damage. Then she releases a stroke of lightning in a 5' wide, 50' long line. Each creature in the line must make a DC 14 Dex save, taking 22 (4d10) lightning damage on a failure or half that on a success.
- **Spellcasting.** The swanmay druid casts one of the following spells, using Wisdom as the spellcasting ability (save DC 14, +6 to hit).
 - At Will- *Druidcraft, produce flame* (2d8).
 - 1/day- *Cure wounds* (2d8+4), *detect magic, detect shapechanger, entangle, faerie fire, goodberry*.

Swanmay Sentinel

The swanmay sentinel uses the Swanmay Archer stat block with the following changes.

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

The sentinel has the following additional Trait.

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

SWARMS

Location: *Monster Manual* (swarm of bats p337, insects p338, poisonous snakes p338, quippers p338, rats p339, ravens p339), *Van Richten's Guide to Ravenloft* (maggots, scarabs), *Volo's Guide to Monsters* (cranium rats p133, rot grubs p208), *Ghosts of Saltmarsh* (sahuagin hatchling p250, skeletal p254, rot grubs p255), *Fizban's Treasury of Dragons* (hoard scarabs p205), *Wild Beyond the Witchlight* (campestris).

Swarm Treasure. Swarms don't typically collect treasure.

SWASHBUCKLER

Location: *Volo's Guide to Monsters* p217.

Swashbuckler Treasure. A swashbuckler typically carries 2d10 sp, 1d6 ep, and 1d8 gp; and has a 10% chance of having a magic weapon.

SWORD ARCHON

Source: *2e Monstrous Compendium Outer Planes Appendix*.

The archons are the celestials who dwell in the holy mountain that makes up the Seven Heavens. These creatures are always Lawful Good (though some tell tales of fallen archons), and each serves the forces of Law and Good in its own appointed way.

The sword archons are the appointed guardians of Heaven's cities and fortresses, patrolling the golden streets and diamond ramparts of the holy mount. Though merciless toward evildoers, they eagerly assist honest pilgrims. Sword archons also serve as heavy infantry in the celestial legions. Sword archons rarely leave the Seven Heavens, and when they do, they are most commonly found on missions that take them across the other Upper Planes.

Variable Appearance. A sword archon appears as an 8' tall human with angelic feathered wings. Some sword archons have no arms until they summon their blades, while others have humanoid arms. In addition, while most have a human-like head, some sword archons have the heads of wolves, lions, or other great cats.

Some archons appear to wear breastplates or other armor, but this is actually just a sign of particular honors they have earned in the fight against evil, and such armor is actually a part of the archon itself. The more metal accoutrements a sword archon appears to wear, the more honors it has earned amongst the warriors of heaven. When a sword archon earns enough honors, it instantly transforms into a **trumpet archon**, the next highest archon in status.

Honorable Combatants. A sword archon fights with honor. It always accepts the surrender of creatures other than Fiends, never attacks by surprise, and honors any special terms or rules of battle that it agrees to. It generally prefers to openly challenge foes before joining battle. Sword archons strive to avoid combat with creatures that aren't evil; while they show no mercy toward Fiends and evil Undead, they almost never start a fight with mortal creatures without first giving them a chance to surrender or turn away from whatever dark actions have led the archon to confront them. Even evil **priests** are usually allowed the opportunity to repent before being smote by the archon.

Sword Archon Challenge Rating. When assessing the Challenge Rating of a sword archon, increase its overall damage output by 40 to account for its Disincorporating Dive trait, and increase its effective AC by 1 because of its Aura of Menace.

Sword Archon Treasure. A sword archon doesn't usually carry treasure unless the treasure is assigned to its care by the forces of Heaven. Rarely, a powerful spellcaster will bind a sword archon to service as a guardian for its own treasure. Unless that treasure is threatened by powerful evil forces, such an archon is likely very unhappy about being so bound.

Sword Archon

Large Celestial (Archon), always lawful good

Armor Class 17 (natural armor)

Hit Points 133 (14d10+56)

Speed 40 ft., fly 90 ft.

**STR 21 (+5), DEX 21 (+5), CON 18 (+4),
INT 12 (+1), WIS 14 (+2), CHA 17 (+3)**

Saving Throws Con +8, Int +5, Wis +6, Cha +7

Skills Insight +6, Perception +6, Persuasion +7

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

Damage Immunities lightning

Condition Immunities petrified

Senses Darkvision 60 ft., passive Perception 16

Languages Celestial, telepathy 30'

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

Aura of Menace. A creature within 30' of the archon has disadvantage on attacks against it until it hits the archon. Once it has hit the archon, a creature is immune to that archon's aura for 24 hours.

Discorporating Dive (3/day). If the archon flies at least 30' in a straight line toward a creature and hits it with a melee attack on the same turn, the archon can attempt to hurl its body through the target, forcing it to make a DC 17 Charisma save. If the target fails and it has no more than 40 hit points after the damage from the attack, the creature's body appears to explode in a burst of radiance as its soul is banished and bound to a great prison in Heaven, where it remains until the archons that manage the celestial donjon see fit to release it. Release generally involves bartering with a **throne archon**, with some quest for the cause of Law and Goodness being the most common price. Such agents of Heaven never release the soul of an unredeemed evil creature. The creature's body and gear leave only a blast shadow in their wake.

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

ACTIONS

Multiattack. The archon attacks twice with its Sword-Arms.

Sword-Arm. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage, plus 7 (2d6) fire damage.

Spellcasting: The archon casts one of the following spells, using Wisdom as the spellcasting ability (save DC 14), requiring no material or somatic components.

At will- *Divination, light, locate creature, locate object, message.*

1/day- *Confusion.*

BONUS ACTIONS

Summon Swords. If it has arms, the sword archon's arms transform into flaming swords or back to normal arms. Otherwise, its flaming swords appear as limbs separate from its wings.

THE SWORD CULT

Source: Homebrewed.

Thrush, the Sword Emperor, was the greatest swordsman of his age. The Sword Cult is a cult that sprang up in devotion to him. However, it does not treat him as a god, but rather as a person to emulate in seeking perfection in one's chosen skills, especially martial skills. The Sword Cult's primary goal is to achieve excellence in one's chosen field.

That said, a few offshoots of the Sword Cult have begun to revere Thrush as god of the sword and battle. With the world so sparsely populated, it is not yet clear whether this veneration will cause him to ascend; it may simply die with the embers of civilization.

Kane the Conqueror. The Sword Cult has also taken to venerating another figure as an archetype of excellence. This figure, Kane, Conqueror of the World, is said to have proven himself in battle against the sword saints themselves.

Sword Cult Artisans. Not all who follow the Sword Cult are warriors. Some are artists, craftsmen, or others who seek to become the best they can at their art or craft. Personal excellence can be achieved in any field, and an artisan who has perfected his craft is regarded more highly by cultists than a swordsman who is well-skilled but not excellent.

Sword Saints. Sword saints are people who have achieved such total mastery of the sword that they are almost mythical. A sword saint is empowered by the beliefs of the Sword Cult's members, gaining incredible puissance with his blade.

Sword Saint Treasure. A sword saint has a 50% chance to have a magic weapon; a 25% chance to carry 1d6 x 100 gp in assorted coins; and a 10% chance to have a piece of magic armor.

Sword Saint

Medium Humanoid, often unaligned

Armor Class 18 (plate armor)

Hit Points 150 (20d8+60)

Speed 30 ft.

**STR 18 (+4), DEX 15 (+2), CON 16 (+3),
INT 10 (+0), WIS 14 (+2), CHA 11 (+0)**

Saving Throws Dex +6, Wis +6

Skills Athletics +8

Condition Immunities frightened

Senses passive Perception 12

Languages Common plus one other

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

Perfect Form. A sword saint has perfect form with its weapon attacks. This gives it the following benefits.

- It reduces the severity of its fumbles with weapon attacks by 2d6.
- It increases the severity of critical hits it inflicts with weapon attacks by 2d6.
- It can choose to change a critical hit it scores with a weapon attack to a normal hit.
- It can choose any random elements inflicted by a critical hit (for example, choosing which appendage to sever rather than rolling). (This does not allow the sword saint to choose variables, such as the number of fingers severed).
- It deals an extra 3d6 damage with its weapon attacks (included below).

ACTIONS

Multiattack. The sword saint makes four attacks with its Greatsword, or three attacks with its Longbow.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (5d6+4) slashing damage. The sword saint can reroll any 1s or 2s on the damage dice, but must accept the second result.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 16 (1d8+2 plus 3d6) piercing damage.

SWORD SPIDER

Source: *2e Monstrous Manual*.

A sword spider is a highly aggressive hunting spider with long legs, four of which have exoskeletal, bone-like blades that it attacks with in addition to its bite. Sword spiders live primarily underground, having been imported there by **Drow**, but some dwell in hot, humid jungles.

Sword Spider Treasure. A sword spider's lair has a 15% chance each to have 2d4 x 50 cp, sp, and gp, as well as 2d6 x 10 ep; and a 10% chance each to have 1d4 gems and 1 magic weapon. These items are usually in the webbed corpses of its prey.

The lair of a **nest** of two to eight sword spiders instead has a 25% chance each to have 2d4 x 100 cp, sp, and gp, as well as 2d4 x 25 ep; and a 10% chance each to have 1d8 gems and 1 magic weapon.

The lair of a nest of nine or more sword spiders instead has a 25% chance each to have 1d4 x 500 cp, sp, and gp, as well as 2d4 x 50 ep; and a 10% chance each to have 2d6 gems, 1d2 magic weapons, and 1 random magic item.

Sword Spider

Large Beast (Spider), always unaligned

Armor Class 13 (natural armor)

Hit Points 60 (8d10+16)

Speed 30 ft., climb 30 ft.

**STR 18 (+4), DEX 10 (+0), CON 14 (+2),
INT 4 (-3), WIS 11 (+0), CHA 3 (-4)**

Skills Stealth +4

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

Languages -

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

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

Multiattack. The spider makes five attacks: four with its Leg Blades, and one with its Bite.

Leg Blade. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage, plus 16 (3d10) poison damage.

Sword Spider Bloated Horror

The sword spider bloated horror uses the Sword Spider stat block with the following changes.

- It has 119 (14d10+42) hit points.
- Its Constitution is 17 (+3).
- Its bonus to Stealth is +6.
- Its attack bonuses increase by 1.
- Its Challenge Rating is 6 (2,300 xp).
- Its proficiency bonus is +3.

The bloated horror has the following additional Bonus Action option.

- **Scutter Away.** If it is bloodied, the bloated horror Disengages.

The bloated horror has the following additional Reaction option.

- **Bloodied Bite (recharges after a short or long rest).** When it becomes bloodied, the bloated horror uses Bite.

Sword Spider Half-Fiend

The sword spider half-fiend uses the Sword Spider stat block with the following changes.

- It is a Fiend.
- Its AC is 16 (natural armor).
- It has 90 (12d10+24) hit points.
- It is immune to fire and poison damage.
- Its bonus to Stealth is +6.
- Its attack bonuses increase by 1.
- Its Challenge Rating is 6 (2,300 xp).
- Its proficiency bonus is +3.

The half-fiend has the following additional Reaction option.

- **Evil Burst (recharges after a short or long rest).** When the spider becomes bloodied, each creature within 10' takes 16 (3d10) fire damage and must make a DC 12 Con save or become poisoned for 1 minute (save ends).

Sword Spider Wraith

The sword spider wraith uses the Sword Spider stat block with the following changes.

- It is Undead.
- It is immune to poison damage.
- It is immune to exhaustion and the poisoned condition.
- Its bonus to Stealth is +6.
- Its attack bonuses increase by 1.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

The spider has the following additional Bonus Action option.

- **Ghost Step (recharge 6).** The spider becomes incorporeal for as long as it concentrates, up to 1 minute. While incorporeal, its statistics change as follows.
 - It gains resistance to acid, cold, fire, lightning, and thunder damage, and to bludgeoning, piercing, and slashing damage that isn't magic.
 - It can't be grappled, incapacitated, paralyzed, petrified, restrained, stunned, or unconscious.
 - The damage inflicted by its Leg Blades and Bite becomes necrotic.

SWORD WRAITH

Location: *Mordenkainen's Tome of Foes*.

Sword Wraith Treasure. Sword wraiths don't typically collect treasure.

SWYRLE

Source: Homebrewed.

A swyrle is a dangerous predator that dwells on high, steep mountainsides. It has a hairy, spider-like body with four long, spindly legs that are covered with wicked hooks that the swyrle uses to catch prey. The creature's forebody terminates in a head that is little more than a slavering, jagged-toothed maw; the monster has no visible eyes, ears, antennae, or other features. The swyrle's body is about four and a half feet in diameter, and its legs are about seven feet long when fully extended. A typical swyrle weighs around 100 lbs.

Swyrles speak a strange, hissing language that is little studied and rarely spoken or understood by other creatures. This language is not extremely sophisticated, but does have a surprising amount of vocabulary that references urban features and ideas surrounding cities, leading some to speculate that they may either have or have once had a hidden civilization.

Fall Causers. Swyrles are infamous for using their vertigo-inducing abilities to cause creatures to tumble down the slopes of the mountain that the monster lives in, falling to their doom to be eaten later. While most encounters with a swyrle are with a solitary individual, others are with a **family** of two to six. Any group larger than a pair is unusual, and usually breaks up before long in order to ensure that there is sufficient prey to support the entire group.

Strange Allies. Some creatures learn where swyrles hunt and haunt the bottom of the chasms that they cause their prey to fall into, opportunistically snatching bits of flesh or bodies of the swyrle's victims to eat. A few of these creatures work to spook potential prey into the clutches of the swyrle, including some truly bizarre creatures such as **bowlers**, **vilstraks**, **vulchlings**, and the like.

Swyrle Challenge Rating. When assessing the Challenge Rating of a swyrle, assume it deals damage to a creature escaping its grapple once.

Swyrle Treasure. Swyrles keep no treasure.

Swyrle

Medium Monstrosity, usually neutral

Armor Class 12 (natural armor)

Hit Points 33 (6d8+6)

Speed 40 ft., climb 30 ft.

**STR 14 (+2), DEX 10 (+0), CON 13 (+1),
INT 7 (-2), WIS 13 (+1), CHA 15 (+2)**

Senses passive Perception 11

Languages Swyrle

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

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

Surefooted. The swyrle has advantage on saves to avoid falling prone.

ACTIONS

Multiattack. The swyrle makes two attacks: one with its Leg and one with its Bite.

Leg. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) piercing damage, and the target is grappled (escape DC 12). The swyrle can only grapple one creature at a time in this way, and can't use this attack against a different creature while it has a creature grappled.

The swyrle's legs are covered with wicked hooks. If it grapples a creature, these hooks cause 3 (1d6) piercing damage to the creature when the grapple ends, unless the swyrle is incapacitated and the creature makes a successful DC 12 Dex save.

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

Vertigo. One creature the swyrle can see within 90' must make a DC 12 Dexterity save or be overcome with vertigo for 1 minute, falling prone. While overcome with vertigo, the creature has disadvantage on attacks. If the creature tries to stand up in this way, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall back prone and end its movement.

At the start of each of the creature's turns, it can repeat the save, ending the effect on a success.

SYLPH

Source: *2e Monstrous Manual*.

A sylph resembles a beautiful female **elf** with gossamer wings resembling those of a dragonfly. Though the wings are only about 4' to 5' long, they allow the sylph to fly adroitly. Sylphs are said to be the result of the crossing of Fey with some sort of air Elemental creature; one theory suggests that **nymphs** and **aerial servants** may have dallied to create the first sylphs. Sylphs rarely descend into the lowlands, preferring higher elevations. Most sylphs live isolated lives, frolicking with the winds and flying creatures.

Lovers of Mortal Men. All sylphs are female. They reproduce by dallying with mortal males, preferring **elves** but sometimes accepting a **halfling** or **human**. Three months after conception, the sylph lays a silvery egg and summons an **air elemental** to guard it. Six months later, a delicate female child with wing buds hatches from it. The child grows approximately as fast as a human child, and its wings are grown enough for it to fly by the age of 10.

Generational Meetings. Every 28 years, a great gathering of sylphs from all over the world takes place. There, the sylphs renew friendships, welcome new members of the community, share news and rumors, and tell tales of their accomplishments.

Sylph Challenge Rating. When assessing the Challenge Rating of a sylph, because of its damage output, increase any final Challenge Rating below 3 to 3.

Sylph Treasure. Sylphs favor gems. Each sylph has a 50% chance of having 2d12 gems.

Sylph

Medium Fey, often neutral good

Armor Class 11

Hit Points 17 (5d8-5)

Speed 30 ft., fly 90 ft.

STR 8 (-1), **DEX** 13 (+1), **CON** 8 (-1),
INT 15 (+2), **WIS** 16 (+3), **CHA** 17 (+3)

Skills Acrobatics +3, Persuasion +5, Stealth +3

Senses passive Perception 13

Languages Auran, Sylvan

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

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

ACTIONS

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

Spellcasting. The sylph casts one of the following spells, using Intelligence as the spellcasting ability (save DC 12, +4 to hit).

At Will- *Blade ward, dancing lights, friends, ray of frost* (2d8).

2/day- *Magic missile, Melf's acid arrow.*

1/day- *Ice storm, lightning bolt, magic mouth, slow.*

Summon Air Elemental (1/day). An air elemental appears within 60 ft. of the sylph. It is friendly to the sylph and obeys her spoken commands. The elemental remains until the sylph dismisses it or until 1 hour passes.

If the sylph summons the elemental to guard its egg, the elemental remains until the egg hatches.

BONUS ACTIONS

Invisibility. The sylph becomes invisible for as long as it concentrates.

REACTIONS

Counterspell (1/day) (3rd level spell). When the sylph sees a spell being cast within 60', it counters the spell if the spell is 3rd level or lower.

Otherwise, the sylph makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered.

Shield (1st level spell) (2/day). When an attack hits the sylph or it is targeted by *magic missile*, the sylph creates a shield of force that grants it a +5 bonus to AC and immunity to *magic missiles* until the end of its next turn.

SYMBIONTS

Source: 3e *Fiend Folio* (cerebral hood, fiendish familiar, ghostly visage, gutworm, psionic sinew, soul tick), homebrew (bonemail crawler).

Symbionts are a strange class of creatures that live within other creatures, both taking energy from the host to sustain themselves and offering some benefit in return. These creatures aren't necessarily related to each other in any way, but they all use a similar approach to life. Many symbionts are the creations of creatures such as illithids, aboleths, foulspawn, or fiends, and not all creatures who bear symbionts do so willingly.

Symbiont Treasure: Symbionts don't collect treasure, but their hosts might. In addition, a symbiont itself might be viewed as treasure.