

HOME-FIELD ADVANTAGE

A COMPENDIUM OF LAIR ACTIONS



HOME-FIELD ADVANTAGE

CREDITS

Project Lead: Valentin Prévost

Designers: Boyan Valev, DevlinDM, Joe Gaylord, Kirsty Kidd, Sean vas Terra, Xhangos Games, Zavier Bates

Editing: Boyan Valev, Kirsty Kidd, Valentin Prévost, Zavier Bates

Layout: Sean vas Terra

Graphic Designer: Taron "Indestructoboy" Pounds

Cover Illustrator: Beto Lima (artstation.com/betolima)

Interior Illustrators: Adobe Stock Images, www.critical-hit.biz, DMsGuild Creator Resource, Fantasy Clip Inks, Fat Goblin Games, Rick Herhey, Henrik "Bag" Karppinen, Fil Kearney, Jeremy Mohler, Matt Morrow, Taron Pounds, Dean Spencer, Boyan Valev

Cartographers: CzePeku (patreon.com/czepeku), Dyson Logos (dysonlogos.blog), Valentin Prévost, Party of Two (patreon.com/partyoftwo)

ON THE COVER

Adventurers desperately try to stop the Kraken Priestess from awakening the terrors of the depths - but they're not doing so good, as they didn't know she could use a lair action to be lifted up into the air by a column of swirling water!

Brought to life by Beto Lima, this book's take on the Kraken Priest boss battle is but one of many awesome cinematic moments your players will get to experience thanks to *Home-Field Advantage*.

Disclaimer: the authors of this book do not condone placing deadly traps in your home, magical or otherwise, and may not be held responsible for injuries caused to or by curious adventurers who dared to challenge your reign of terror.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

ARTWORK COPYRIGHTS

Artwork licenses for some interior art are as follows:

Fil Kearney © 2021 <<https://www.FilKearney.com>>

Matt Morrow © 2020

Jeremy Mohler © 2014, Standard Stock Art by Outland Entertainment

Dean Spencer © 2015

Some art from this publication was sourced from the collection Chamomile Has Illustrations. The art from Chamomile Has Illustrations is released under a Creative Commons Attribution 4.0 International License. The following artists have contributed to the pack:

Alhazartfinds: <https://www.fiverr.com/alhazartfinds>

Custin: <https://www.fiverr.com/custin>

Deckydraws: <https://www.fiverr.com/deckydraws>

Fukamihb: <https://www.fiverr.com/fukamihb>

Jrajin: <https://www.fiverr.com/jrajin>

Nelnes: <https://www.fiverr.com/nelnes>

PastellePrince: <https://www.deviantart.com/dandiibunii>

The art from Chamomile Has Illustrations was originally commissioned for the tabletop RPG Dark Lord: <https://www.drivethrurpg.com/product/347930/Dark-Lord>

You can discuss the art included at Chamomile's Discord: <https://discord.gg/25hmzuX>

All other original material in this work is copyright 2022 by the authors and published under the Community Content Agreement for Dungeon Masters Guild.

Version: 1.0 (January 2022)

CONTENTS

Introduction.....	1	Nabassu.....	50	Water Elemental.....	92
Abominable Yeti	4	Nalfeshnee	51	Empyrean	93
Allip	5	Shadow Demon.....	52	Ettin.....	95
Angels	6	Sibriex.....	52	Faerie Dragon.....	96
» Deva.....	6	Tanarukk	53	Flail Snail.....	97
» Planetary	6	Vrock.....	54	Flameskull.....	97
» Solar.....	6	Wastrilith.....	54	Flumph.....	97
Archer	8	Derro Savant	56	Fomorian	98
Archdruid	8	Devils.....	57	Froghemoth	99
Arena Fighters.....	9	Abishai, Black.....	57	Frost Salamander	100
» Champion.....	9	Abishai, Blue	57	Galeb Duhr.....	101
» Gladiator	9	Abishai, Green	58	Gargoyle.....	101
Astral Dreadnought.....	10	Abishai, Red	59	Gelatinous Cube.....	102
Azer.....	11	Abishai, White	59	Genies	102
Bandit Captain	12	Amnizu	60	Dao.....	102
Banshee	12	Barbed Devil.....	60	Djinni	103
Bard.....	14	Bone Devil	61	Efreeti	103
Barghest	14	Chain Devil	62	Marid.....	104
Basilisk.....	15	Erinyes	64	Ghost	104
Behir.....	16	Ice Devil	64	Ghoulkin	105
Beholderkin.....	17	Narzugon	66	» Ghoul	105
Beholder.....	17	Orthon	66	» Ghast	105
Death Kiss.....	18	Pit Fiend	67	» Maurezhi	105
Gauth.....	19	Displacer Beast	69	Giant Ape	107
Spectator	20	Doppelganger	69	Giant Crocodile	107
Berbalang	20	Dracolich	70	Giant Shark	108
Black Pudding	21	Dragon Turtle	71	Giants	110
Blackguard	21	Drows	72	Cloud Giant	110
Bodak	22	Draegloth	72	Cloud Giant Smiling One	110
Boneclaw	23	Drider	73	Fire Giant	111
Bugbear Chief	24	Drow Arachnomancer	74	Fire Giant Dreadnought	112
Cadaver Collector	25	Drow Inquisitor	75	Frost Giant	114
Cambion	25	Drow Temple of Lolth	75	Frost Giant Everlasting One	115
Catoblepas	26	» Drow Priestess of Lolth	75	Hill Giant	115
Chimera	27	» Drow Favored Consort	75	Mouth of Grolantor	116
Choldrith	28	» Drow Matron Mother	75	Stone Giant	116
Chuul.....	29	Drow Warband	77	Stone Giant Dreamwalker	117
Cloaker	30	» Drow Elite Warrior	77	Storm Giant	118
Clockworks	31	» Drow Mage	77	Gibbering Mouther	119
» Bronze Scout.....	31	» Drow House Captain	77	Girallon	119
» Iron Cobra.....	31	» Drow Shadowblade	77	Githyanki Captain	120
» Stone Defender	31	Yochlol	79	» Githyanki Knight	120
» Oaken Bolter.....	31	Druid	81	» Githyanki Gish	120
Corpse Flower	32	Dryad	81	» Githyanki Kith'rak	120
Couatl	32	Duergar Despot	83	» Githyanki Supreme Commander	120
Cult Fanatic	33	Eidolon	84	Githzerai Master	122
Cyclops	34	Eladrins	84	» Githzerai Zerth	122
Darkling Elder	35	» Autumn Eladrin	84	» Githzerai Enlightened	122
Death Knight	35	» Spring Eladrin	84	» Githzerai Anarch	122
Deathlocks	37	» Summer Eladrin	84	Gnoll Alpha	123
» Deathlock	37	» Winter Eladrin	84	» Gnoll Pack Lord	123
» Deathlock Wight	37	Elder Elementals	85	» Gnoll Fang of Yeenoghu	123
» Deathlock Mastermind	37	Elder Tempest	86	Shoosuva	123
Deep Scion	38	Leviathan	86	» Flind	123
Demons	39	Phoenix	87	Goblin Boss	125
Alkilith	39	Zaratan	88	Golems	126
Babau	41	Elemental Myrmidons	89	Clay Golem	126
Balor	41	» Air Elemental Myrmidon	89	Flesh Golem	127
Barlgura	43	» Earth Elemental Myrmidon	89	Iron Golem	127
Devourer	44	» Fire Elemental Myrmidon	89	Stone Golem	128
Dybbuk	45	» Water Elemental Myrmidon	89	Gorgon	128
Glabrezu	45	Elementals	89	Gray Render	129
Goristro	46	Air Elemental	90	Gricks	129
Marilith	49	Earth Elemental	91	» Grick	129
Molydeus	49	Fire Elemental	92	» Grick Alpha	129

Griffon.....	130	» Ogre Bolt Launcher	173	Tyrannosaurus Rex.....	212
Grung Elite Warrior.....	130	» Ogre Howdah.....	173	Umber Hulk	213
Guardian Naga	131	» Ogre Chain Brute.....	173	Unicorn	213
Hags	132	» Ogre Battering Ram.....	173	Vampires	214
Annis Hag	132	Oni.....	175	» Vampire.....	214
Bheur Hag	134	Orc Leader	175	» Vampire Spellcaster	214
Green Hag	134	» Orc Claw of Luthic	175	» Vampire Warrior	214
Night Hag	136	» Orc Eye of Gruumsh	175	Vampire Spawn	215
Sea Hag	137	» Orc Hand of Yurtrus	175	Vegepygmy Chief.....	216
Hag Coven	138	» Orog	175	War Priest.....	217
Helmed Horror	140	» Orc Red Fang of Shargras	175	Warlock of the Archfey	218
Hobgoblin Devastator	141	» Orc Blade of Inleval	175	Warlock of the Fiend	218
Hobgoblin Iron Shadow	141	» Orc War Chief	175	Warlock of the Great Old One	220
Hydra.....	142	Otyugh.....	177	Warlords	221
Illithid.....	143	Owlbear.....	178	» Duergar Warlord	221
Mind Flayers	143	Pegasus.....	179	» Hobgoblin Warlord	221
» Mind Flayer	143	Phase Spider.....	179	» Drow House Captain	221
» Mind Flayer Arcanist	143	Priest	180	» Warlord	221
» Mind Flayer Psion	143	Rakshasa	181	Water Weird	222
» Alhoon	143	Redcaps	182	Will-o'-Wisp	223
Mindwitness	144	Remorhaz	183	Wolf Pack Alpha	224
Neothelid	145	Roc	184	» Dire Wolf	224
Ulitharid	146	Rogues	185	» Winter Wolf	224
Ki-rin.....	147	» Spy	185	Wood Woad	225
Knight	148	» Master Thief	185	Wraith	225
Kobolds Pack	148	» Assassin	185	Wyvern	226
» Kobold	148	Roper	185	Xorn	228
» Kobold Dragonshield	148	Sahuagin Baron	187	Yuan-ti Leader	229
» Kobold Scale Sorcerer	148	Salamander	188	» Yuan-ti Mind Whisperer	229
Korred	149	Scarecrow	188	» Yuan-ti Nightmare Speaker	229
Kraken Priest	150	Shadar-Kai	189	» Yuan-ti Pit Master	229
Kuo-Toa Archpriest	152	» Shadow Dancer	189	» Yuan-ti Abomination	229
Lamia	153	» Gloom Weaver	189	» Yuan-ti Anathema	229
Lycanthropes	154	» Soul Monger	189	Yugoloths	230
» Wererat	154	Shadow Dragon	190	Arcanaloth	230
» Werewolf	154	Shambling Mound	191	Canoloth	232
» Wereboar	154	Shopkeeper	191	Hydroloth	232
» Weretiger	154	Skulk	192	Oinoloth	234
» Werebear	154	Skull Lord	193	Ultroloth	235
Mages	156	Slaad, Death	194	Zombie Horde	236
» Illusionist	156	Slaadi, Lesser	194	Designer Credits	237
» Enchanter	156	» Red Slaad	194		
» Transmuter	156	» Blue Slaad	194		
» Conjurer	156	» Green Slaad	194		
» Mage	156	» Gray Slaad	194		
» Diviner	156	Sorrowsworn	196		
» Abjurer	156	The Angry	196		
» Necromancer	156	The Hungry	197		
» Evoker	156	The Lonely	198		
» Archmage	156	Spawn of Kyuss	199		
Mammoth	159	Spirit Naga	200		
Manticore	160	Star Spawn Cult Leader	201		
Martial Arts Adept	160	» Star Spawn Seer	201		
Marut	161	» Star Spawn Larva Mage	201		
Medusa	162	Swashbuckler	202		
Meenlock	164	Swarm of Cranium Rats	203		
Minotaur	165	Sword Wraith Commander	204		
Morkoth	166	Tarrasque	205		
Nagpa	167	Townsfolk	206		
Neogi Master	168	Treant	207		
Nightwalker	169	Trolls	208		
Nilbog	170	Dire Troll	208		
Noble	171	Rot Troll	209		
Nothic	172	Spirit Troll	209		
Oblex	173	Troll	210		
» Adult Oblex	173	Venom Troll	210		
» Elder Oblex	173	Tunneling Insects	211		
Ogres	173	» Ankheg	211		
» Ogre	173	» Kruthik Hive Lord	211		

» indicates groups of creatures that share the same lair action options

INTRODUCTION



air actions, introduced in D&D 5th Edition, give shape to epic battles by introducing new gameplay mechanics which the players will associate with a boss monster for years to come.

However, despite the fact that player characters face off against boss monsters at every tier of play, only a small portion of creatures, most of which in the 3rd and 4th tiers of play, were given lair actions.

This book provides a collection of over 250 unique sets of lair actions, covering more than 320 of the most iconic D&D creatures, so that you can create thrilling boss battles for every tier of play, and breathe new life into some of your old favorites.

HOW TO USE THIS BOOK

If a creature has lair actions, it means the creature's lair has either been suffused with the creature's magic, or prepared in various ways, to help the creature ward off invaders.

Creatures Featured. The stat blocks and descriptions for the creatures mentioned in this book are not included, but every set of lair actions references the exact book and page where more information about the creature can be found. Creatures featured in this book come from 3 sources: the *Monster Manual* (MM), *Mordenkainen's Tome of Foes* (MTF), and *Volo's Guide to Monsters* (VGM).

Creatures Not Featured. If a creature was not given lair actions by this book, it can mean one of three things:

- The creature already had a satisfactory set of lair actions. e.g. most dragons & demon lords
- The creature is unlikely to set up a lair - it is more likely to go out into the world and attack instead. e.g. the retriever
- The creature was deemed too unlikely to be used as a boss. e.g. the goblin was not given lair actions, but the goblin boss was.

USING LAIR ACTIONS

On initiative count 20 (losing all initiative ties), the creature can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in combat.



Some creatures can't use the same effect twice in a row, others can. Refer to the individual set of lair actions to know exactly how each set of lair actions functions.

Some lair actions have effects which last a long time - when a creature has such an effect, consider whether or not the effect would already be active before initiative is even rolled when building an encounter.

CHALLENGE RATING

When fighting a creature with lair actions within its lair, the creature's challenge rating is increased by 1. If the creature was too strong or too weak in its published version for its given challenge rating, the lair actions presented in this book try to compensate by giving slightly weaker or stronger lair actions.

SHARED ARCHETYPES

Often, two or more creatures embody the same monster archetype at different tiers of play, such as adult and ancient dragons of the same kind, or the mage and archmage stat blocks from the *Monster Manual*. Creatures which could be grouped in this way are given a single set of lair actions, which every member of the group uses.

These lair actions are balanced for the strongest creature of the group, and if you are using another member of the group, you will need to adapt a few aspects of the lair effects: the DC of saving throws caused by the effect, the damage caused by the effect, the amount and type of minions summoned by the effect.

The Group Lair table on the following page is based on the Monster Statistics by Challenge Rating table from the *Dungeon Masters Guide* (p. 274). It should help you balance these effects appropriately. Look up the challenge rating of the creature outside of its lair in the first column, and the rest of the row will give you a good idea of how powerful this creature's lair actions should be:

GROUP LAIR

CR	Save DC	Damage	Max. Minion CR
<1	13	2-3	0
1	13	6-12	1/8
2	13	6-12	1/4
3	13	6-12	1/2
4	14	6-12	1
5	15	6-12	2
6	15	6-12	2
7	15	6-12	3
8	16	6-12	3
9	16	6-12	4
10	16	8-15	4
11	17	8-15	5
12	18	8-15	5
13	18	8-15	6
14	18	10-18	6
15	18	10-18	7
16	18	10-18	7
17	19	10-18	8
18	19	12-20	8
19	19	12-20	9
20	20	12-20	9
>20	21-24	15-25	10

Note that these are baseline values. For example, an effect which paralyzes every creature in the lair should have a lower save DC than an effect which frightens one creature in the lair, and an effect which deals damage to a single creature should deal more damage than an effect which damages every creature in the lair.

HORDE LAIRS

A few of the creatures featured in this book are not boss monsters, but hordes of smaller creatures, such as the gnolls or zombies. In these cases, the set of lair actions describes additional rules for how to run these lair actions.

SHARED LAIRS

In your adventures as the Dungeon Master, you might create situations where two or more creatures who each have lair actions of their own are found in the same lair - for example, a pegasus and its war priest rider both living on the same isolated mountain, or an evil archmage with a mage apprentice, and a flesh golem protector. When this happens, you typically have two options:

- Only the strongest creature gets to use lair actions, as it is usually the leader, and the creature who the lair actually belongs to.
- More than one creature gets to use lair actions: the stronger one uses them on initiative count 20, and the second strongest uses them on initiative count 10. If more than two creatures can use lair actions, any creature beyond the second strongest uses its lair action on its turn.

In this case, note that the challenge rating of each creature who gets to use their lair actions is increased by 1.

MULTIPLE SETS OF LAIR ACTIONS

Some creatures already had lair actions in their published form (e.g. hags, who are given lair actions in *Volo's Guide to Monsters*), but we decided to write new ones ourselves. Others fit more than one archetype (e.g. the drow house captain which fits in the same boxes as both the warlord and the drow shadowblade).

In both of these cases, the creature ends up with more than one set of lair actions. As the DM, you can either choose one of the sets of lair actions and use this one exclusively, or view it as additional options the creature can choose from when it takes a lair action. The first solution is usually simpler to run, while the second gives you more ways to show the creature's identity and uniqueness to your players.

LAIRS AS AREAS OF EFFECT

A good number of the lair actions provided in this book target one or more creatures "within the lair". The size of this area is up to the creature, the lair, and your own judgement as the Dungeon Master. For example, you might define a giant crocodile's lair as the 300-foot-radius circle around the place where it sleeps, while others, such as the Djinni, might have a lair that is an entire palace with dozens of rooms, and multiple levels.

PLAYER CHARACTER LAIRS

It is common practice to reward player characters with a home base of their own when they reach the 2nd or 3rd tier of play. If you do, you might be tempted to give the player characters lair actions based on those given to humanoids by this book. If you do, we recommend the following:

- Only let player characters use lair actions after they've spent a significant amount of time and resources bolstering the defenses of their home base, and setting it up as a proper lair. This provides the players with a rewarding gold sink,

and gives them something to work towards after they've already acquired a home base.

- If more than one player character has been rewarded with the ability to use lair actions, have the player characters use their lair action on their own turn, rather than at initiative count 20.
- While they are in their lair, consider the player characters to be 2 or 3 levels higher than they usually are, for the purpose of balancing encounters.

CREATING LAIR ACTIONS

If you wish to use a creature from a source not covered by this book, you might want to create lair actions for it yourself. If you do, here are some of the lessons learned over the course of writing this book.

Lair Actions should be:

- **Tactically varied.** Try to give each lair action a different strategic purpose. If a creature's lair actions all do the same thing with a different coat of paint, the battle risks getting stale fairly quickly for the players. Here are examples of things lair actions are good at: dealing damage, protecting minions and/or the boss, making allies and/or the boss stronger, making enemies weaker, creating obstacles, moving creatures around, calling for reinforcements, creating obstructions to vision, etc...
- **Interactive.** Try to come up with lair actions that the players can do something about. D&D is at its best when players are presented with problems that they must solve creatively, and lair actions are a perfect excuse to introduce such problems. Avoid effects which take agency away from the players, such as the stunned condition, unless you give the players a way to end the effect themselves in one way or another.
- **Synergistic.** Try to come up with effects which synergize well with a creature's mechanics. For example, if a creature has blindsight, creating areas of magical darkness is likely to be a good lair action. Not every stat block lends itself well to this, but if you see an opportunity to make a creature's unique traits and abilities shine, make sure to seize it!
- **Simple to run.** It's inevitable that adding lair actions where there were none before adds some complexity to the game, but making sure the effects are easy to run at the table ensures that combat won't get bogged down. Keep the effects to one or two paragraphs, reduce the number of

dice that will need to be thrown, use the same save DC and damage dice from the creature's stat block, etc...

- **Narratively coherent.** Some effects, such as summoning minions, giving the boss a chance to hide, or healing the boss, are likely to make combat noticeably longer. They would be great for encounters that are designed to feel like a marathon, but would feel out of place in high octane combat encounters designed to last only 2-3 very intense rounds. When designing a creature's lair actions, make sure to ask yourself whether or not the mechanics produce the desired narrative effect.



A

ABOMINABLE YETI

CR 9, MM p. 306

Living secluded in icy caves high up in inaccessible mountains, the abominable yetis are dangerous territorial creatures that will react violently to any who intrude on their snowy domains.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the yeti can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The yeti howls, causing icicles to crumble from the ceiling on a point it chooses within 120 feet. Creatures within 10 feet must make a DC 13 Dexterity saving throw or take 16 (3d10) bludgeoning damage.
- The yeti reaches out to a chunk of half-frozen meat scattered about its lair and eats it to restore its strength, regaining 9 (2d8) hit points.
- A howling blizzard sweeps into the yeti's lair. Until the yeti uses another lair action, the lair becomes heavily obscured and difficult terrain for all creatures except yetis. Additionally, the raging winds are freezing cold, and each creature within the yeti's lair must make a DC 12 Constitution saving throw. On a failed save, the creature takes 14 (4d6) cold damage, and cannot take reactions until the end of its next turn. Creatures resistant or immune to cold damage automatically succeed on this saving throw.

REGIONAL EFFECTS

The yeti's presence affects the climate around its lair, producing one or several of the following effects:

- A perpetual blizzard rages in a 6 mile radius around the yeti's lair. A creature inside the blizzard has disadvantage on Wisdom (Perception) checks, and cannot see anything that is beyond 30 feet of it.
- The area of a yeti's lair is incredibly cold, liquids in the area are chilled and freeze almost instantly if they are in an open container.
- A 500 feet area around a yeti's lair is devoid of wildlife as the yeti has marked its lair's boundaries with crude totems formed from mangled carcasses. Any beast of lower CR than the yeti that sees these warnings must succeed on a DC 14 Wisdom saving throw or become frightened and unable to willingly enter the yeti's lair. The beast can repeat this saving throw once every day.

These effects end 1d6 hours after the yeti dies.

ALLIP

CR 5, MTF, p.116

An allip could be found in any place where a life changing secret was once held. Most are more isolated, which drives the allip mad as it longs to share the secrets it has uncovered, but can't: the ruins of a lost civilization, or an abandoned wizard's tower for example. But sometimes, an allip is created in the middle of a settlement, causing abrupt and utter chaos wherever they go: a temple whose priests have discovered a forbidden truth about the universe, or the sewers of a city where whispers can be heard in the dark.

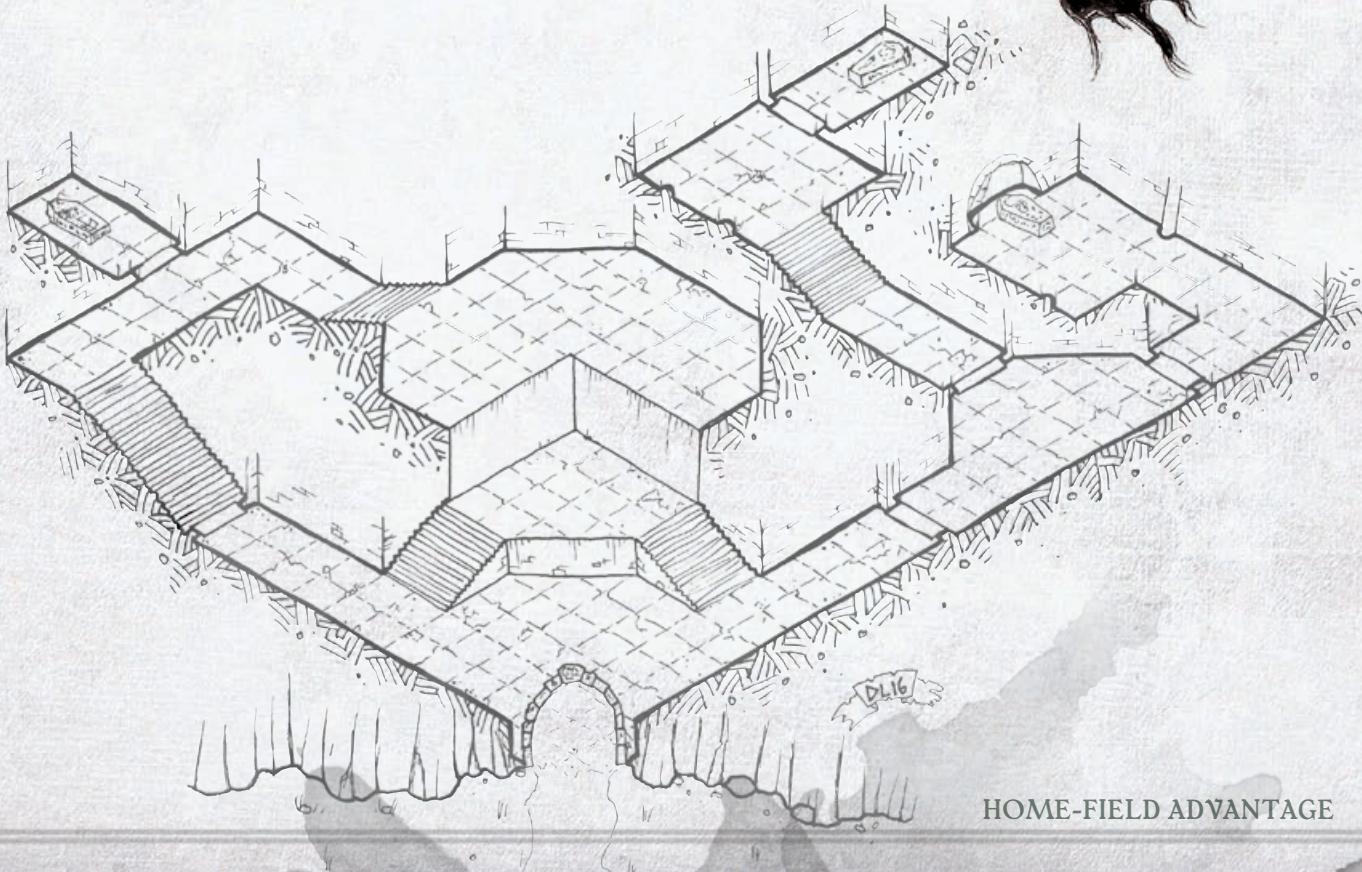
LAIR ACTIONS

On initiative count 20 (losing initiative ties), the allip can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The allip's lair contains three small extradimensional spaces which contain fractions of the allips' maddening secrets and are large enough for a small creature to fit within. The allip collapses one of these spaces and regains use of its howling babble ability. A new space appears in 1 week. When a space collapses, any items or creatures within the space are shunted out.
- Maddened versions of wildlife are driven to attack intruders. Up to 1d4 **swarms of rats** join the fight and act before the allip in initiative order.

Whenever the allip uses its whispers of madness ability, the swarms must use their reactions, if available, to make one melee weapon attack against one creature within their reach.

- The allip targets any number of creatures it can see within 30 feet of it. Each target must succeed on a DC 12 Wisdom saving throw or be frightened until initiative count 20 on the next round.





ANGELS

DEVA

CR 10 MM, p.261

PLANETAR

CR 16 MM, p.262

SOLAR

CR 21 MM, p.262

The divine realm of which angels make their lair is not a place of war, but rather an expansion and collection of their raw divine power. Law and good radiate throughout the lair, expelling evil and empowering allies. Woe to those that dare tread against an angel in their lair. An angel's lair is usually extremely well lit, whether this is from permanent magic such as the light spell or the remnants of creatures who invaded the lair and were banished, to serve time within the lair as punishment.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), an angel can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Each of the angel's allies within the lair regain 18 (4d8) hit points and are freed from any curse, disease, poison, blindness, or deafness.

- The angel releases a wave of divine power. Each creature of the angel's choice within 60 feet of it that can see it must succeed on a DC 18 Constitution saving throw or gain 1 level of exhaustion.
- The angel chooses up to three hostile creatures within its lair that it can see. Each target creature must succeed on a DC 20 Charisma saving throw or be banished from the angel's lair, to a harmless demiplane. While there, the target is incapacitated. In the banished creature's space appears a mote of light which holds onto the banishing magic. A mote of light sheds bright light in a 20-foot radius and dim light for an additional 20 feet. As part of this action, the angel can also move any mote of light it can see up to 30 feet in any direction.

A mote of light can be attacked (AC 12, 50 hit points, immune to radiant damage). The mote disappears when destroyed or the angel chooses to end the effect, at which point the target reappears in the space the mote was destroyed or in the nearest unoccupied space if that space is occupied.



PATREON | CZEPEKU

The lair of an angel guarding the entrance to Celestia. This lair is constantly illuminated with brilliant radiance and adorned with massive golden swords, symbolic of this angel's allegiance to a deity of war.

ARCHER

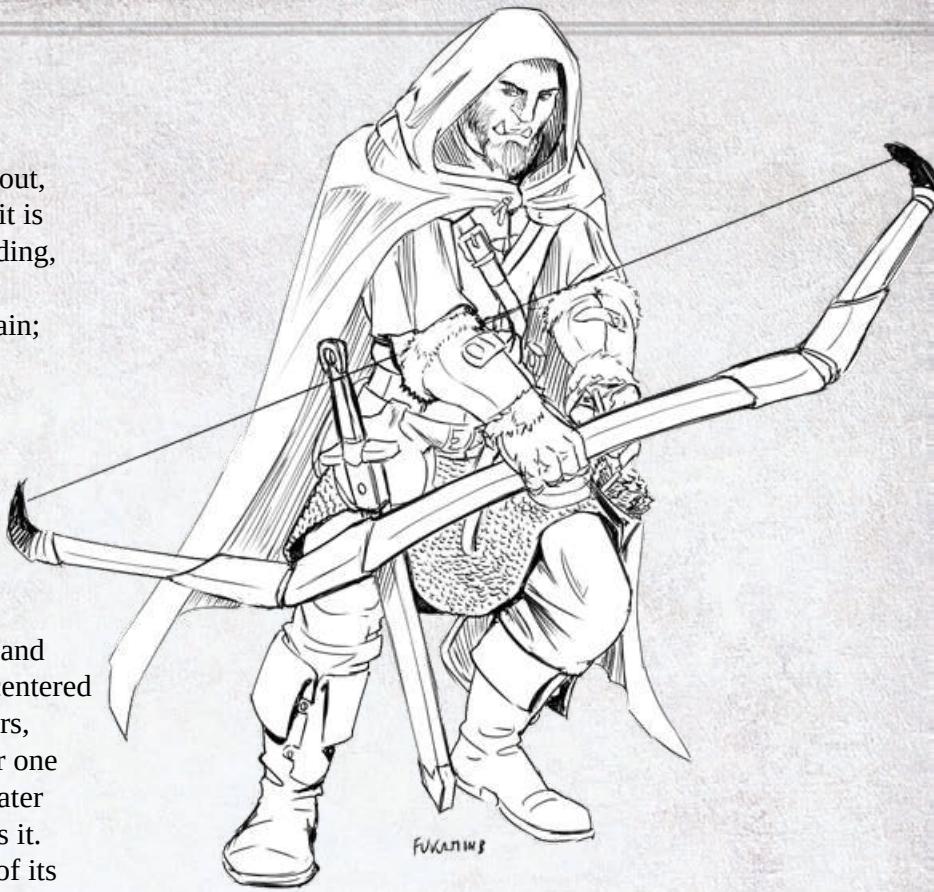
CR 3, VGM p.210

Though they spend most missions out and about, when archers do settle down and form a lair, it is usually in a castle they are tasked with defending, or a bandit camp they are the captain of. A skilled archer will use the features of the terrain; and prepare some equipment it can use to its advantage in a pinch.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the archer can take a lair action to create one of the following effects, it can't use the same action two rounds in a row:

- The archer throws a firecracker at its feet, and creates a 15-foot-radius sphere of smoke centered on itself. The sphere spreads around corners, and its area is heavily obscured. It lasts for one minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.
- The archer knows its lair like the back of its hand. All creatures other than the archer have disadvantage on Dexterity (Acrobatics) check within the smoke.
- The archer shoots a fire arrow at a hidden flask of oil on the ground within 150 feet of it. A 15-foot square erupts in flames, and each creature in the area must make a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save or half as much on a successful save. Once the archer has used this lair action, it cannot target the same area with it until it finishes a short or long rest.
- The archer fires a grappling arrow and uses it to reach some high ground and put some distance between its enemies and itself. The archer moves up to its movement speed. During this movement, and until the end of its next turn, it has a climbing speed equal to its walking speed.
- The archer shoots an arrow at an alarm bell, requiring reinforcements. On initiative count 20 on the next round, up to 2d6 **guards** or **bandits** appear in unoccupied spaces at least 60 feet away from the archer. Once the archer has used this effect, it can't use it again until the next dawn.



ARCHDRUID

CR 12, VGM p.210

In the deepest forests and wild places, archdruids praise the ancient spirits of nature in secret circles. The nature of a druid circle depends on the personality of its master and they can hold as much diversity and variety as the myriad faces of Nature itself. Some are plains filled with predators, some secret groves in the deep forest hosting fey and exotic plants, some are desolate wastes of swampland and rot.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the archdruid can take a lair action to cause one of the following effects, it can't use the same effect two turns in a row:

- The druid passes their awareness into one creature within its circle. Until initiative count 20 on the next round, the archdruid can see and hear through the senses of a beast it is familiar with that is within its lair, and any spell it casts can originate from that creature's space instead of its own.
- The weather in the circle shifts at the will of the druid. The archdruid may create fog, wind or rain in one 30-foot-radius circle anywhere within its lair. Fog causes an area to be heavily obscured.

Wind causes the area to become difficult terrain for the duration, and makes flight impossible, knocking any flying creatures to the ground. Rain douses any natural fires and causes the area to be lightly obscured. These effects last until the archdruid uses this ability again, or dismisses this effect as an action.

- The plant life in part of the lair forms itself into a dense hedgerow, as per the *wall of thorns* spell (save DC 17). The druid can have up to 5 of these walls active at a time. Any subsequent uses of this lair action cause one of the existing walls to fall apart into mundane plants. The archdruid can also dismiss any number of these walls as an action.

ARENA FIGHTERS

CHAMPION

CR 9 VGM, p.212

GLADIATOR

CR 5, MM p.346

Arena Fighters live and die for the crowd. While all eyes are on them, sweating in the middle of the arena, they care more about putting on a good show than they do about winning - but if they are here today, it is because they have yet to lose.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the arena fighter can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The booming voices of the cheerful crowd make the combattants enter a battle trance. Until the arena fighter uses a different lair action, all creatures within the arena are resistant to the first instance of damage they take on each turn.
- Each creature which has less than half of its maximum hit points within the arena must make a DC 15 Constitution saving throw to shake off its injuries and stand proud, or the crowd starts booing them.

On a failure, the creature becomes frightened of all hostile creatures for one minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. On a successful save, the creature has advantage on all of its attack rolls until the end of its next turn.

- The arena fighter makes a DC 12 Charisma (Persuasion) check to convince the referees to throw a little excitement and unpredictability into the battle, which it makes at disadvantage if it has successfully used this lair action since the last time it has taken a long rest. On a success, four hungry **lions** are released into the arena. They attack any creature who is not a lion.



ASTRAL DREADNOUGHT

CR 21 MTF p.117

The astral dreadnoughts are known best as wandering predators, titanic sharks of the astral sea. As with great sharks, they do, at times, establish specific hunting grounds near prominent points in the astral, such as the bodies of dead gods or great floating mountains. Such locations are naturally made vastly more hazardous being the adopted home of such a being, and all but the suicidally brave avoid entering the lair of an astral dreadnought.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the astral dreadnought can take a lair action to cause one of the following effects; it can't take the same effect two rounds in a row:

- The presence of the dreadnought warps gravity in the plane around it. Each creature within 100 feet of the dreadnought must succeed on a DC 19 Strength saving throw or be pulled 30 feet toward the dreadnought and have its speed halved until initiative count 20 on the next round. If a creature is pulled within 10 feet of the dreadnought by this effect, the dreadnought can use its reaction to make a bite attack against that creature.
- Psychic resonance manifests from inside the dreadnought's donjon. A shadowy figure with the appearance of a creature currently inside the dreadnought's donjon manifests in an unoccupied space within 60 feet of the dreadnought. The duplicate is a huge or smaller aberration, has an AC of 21, 1 hit point, a fly speed of 30 feet, is immune to all conditions and uses the dreadnought's saving throw bonuses. Though it

appears to use a melee attack appropriate to the creature, it attacks and deals damage equal to the dreadnought's claw attack. It moves toward and attacks the creature nearest to it, which can include the dreadnought, when it manifests, and on each subsequent round on initiative count 20.

- A blast of psychic wind blows through the lair. Each creature in a line that is 50 feet long and 10 feet wide originating at a point within 50 feet of the dreadnought must succeed on a DC 19 Intelligence saving throw or be blown 50 feet in the direction of the line and suffer one random short term madness effect (see DMG chapter 8). Creatures affected in this way can repeat this saving throw at the end of their turn, ending the short term madness on a success.

REGIONAL EFFECTS

The astral dreadnought's presence warps the astral space around it, producing one or several of the following effects:

- Tiny objects and fragments of debris are randomly scattered within 6 miles of the astral dreadnought.
- Creatures and unsecured objects within 6 miles of the astral dreadnought can feel a very light pull in the direction of the dreadnought.
- Creatures within 6 miles of the astral dreadnought have the urge to flee, as they sense an overwhelming presence approaching them. Any creature completing a long or short rest in that area must succeed on a DC 17 Wisdom saving throw or suffer a short term madness effect.

These effects end immediately when the astral dreadnought dies.

AZER

CR 2, MM, p.22

The azer build intricate patterns into every single surface and object they craft, and this makes their lairs some of the most awe-inspiring structures in all of the realms. The centerpiece of an Azer's lair is usually the imposing forge where they spend their days hammering new projects into existence.

Teamwork. An azer's lair comes about when 5 or more azer establish a defense around their central forge. The azer cannot use lair actions if less than 3 azer are in the lair and are not incapacitated.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the azer can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:



PATREON | CZEPEKU

- The forge bursts with the spark of life, creating a new azer to join the fray. The azer appears in an unoccupied space within 5 feet of a source of fire. Once this lair action has been used, it cannot be used again for 1 week.
- The flames of the forge unleash a wave of intense heat. Each creature within the lair must make a DC 15 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save or half as much on a successful one.
- The azer within the lair gain the effects of a warm shield as per the *fire shield* spell. This effect lasts until another lair action is used.

B

BANDIT CAPTAIN

CR 2, MM, p.344

Some gangs protect their territory, but most rule with fear and intimidation. A bandit captain and their gang of thugs might lord it over a small village, or control an entire district of a city. Gangs usually have a hideout that is both defensible and difficult to gain entry to, whether it be in an abandoned mine, the back rooms of a casino, a run down warehouse, or a crude shelter in the sewers.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the bandit captain can take a lair action to cause one of the following effects:

- The bandit captain rallies its gang by insulting its enemies. Each of the bandit captains' allies within the lair gain 5 temporary hit points, and each creature of the bandit captain's choice must succeed on a DC 12 Wisdom saving throw or be frightened of the bandit captain until the end of their next turn.
- The bandit captain rolls over a table, swings from a chandelier, or specifically placed rope, moving up to its speed. This movement does not provoke attacks of opportunity.
- The bandit captain shouts for its gang to cripple its enemies, they immediately resort to dirty fighting to do so, using underhanded tactics such as kicks to the groin, throwing sand in their enemy's eyes, or activating a booby trap in the hideout. Until initiative count 20 on the next round, the first time an enemy of the bandit captain is hit by an attack from the bandit captain or a member of its gang, the creature must make a DC 12 Constitution saving throw. On a failure, the creature suffers one of the following effects:
 - The creature is blinded until the end of its next turn.
 - The creature is knocked prone.
 - The creature is grappled by the gang member.
 - The creature is unable to speak until the end of its next turn.
- The bandit captain whistles for reinforcements. 3 (1d4+1) **thugs** or 7 (2d4+2) **bandits** arrive to

provide assistance, emerging through doors or from behind cover. Once the bandit captain has used this action it cannot do so again until 24 hours have passed.

REGIONAL EFFECTS

Gangs keep a close eye on their territory, and whether out of fear, respect or admiration, creatures living in the gang's territory are reluctant to turn against the bandit captain and their gang. The bandit captain's presence produces one or several of the following effects:

- Any Persuasion or Intimidation checks made to try and persuade a creature living in the gang's territory to do something that would upset the gang have disadvantage.
- Any public activity of the party becomes known to all members of the gang within 1d12 x 10 minutes, unless witnesses are prevented from speaking to members of the gang.

These effects end immediately when the bandit captain dies.

BANSHEE

CR 4, MM p.23

The avarice, rage, and despair that drive a banshee suffuse into the environment of its lair, and forms a resonating energy that empowers a banshee further.

Rejection of the Self. If the banshee sees a reflection of itself, it is driven into an incoherent rage as it tries to disrupt or destroy the source of the reflection and those responsible for creating it. While the banshee can see its reflection, it makes attack rolls with advantage, but it cannot take lair actions, and attack rolls against it have advantage.

Wrath and Resentment. The negative emotions that drive the banshee burst forth when it wails. Each of the banshee's lair actions causes a negative emotion to build up again. After the banshee has used each of its lair actions at least once, it regains the use of its Wail ability.

If players are to face a banshee in its lair, use a combination of Intelligence (Religion) and Wisdom (Insight) checks, books of lore, local rumors, helpful retired monster hunters, grumpy priests, etc... to make sure they are given ample opportunity to discover the banshee's ability to reuse its wail and how to use reflections to distract it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the banshee can take a lair action to cause one of the following effects:

- The banshee is driven into a frenzied rage by the sight of creatures continuing to violate its lair with their ugly presence. On its next turn, the banshee can make an additional attack with its corrupting touch. Additionally, if the banshee used its Wail on its last turn, until initiative count 20 on the next round, the banshee has advantage on attack rolls against any creature which succeeded on its saving throw against the Wail.
- One creature of the banshee's choice that it can

see must succeed on DC 13 Wisdom saving throw or be charmed by the banshee and share in its avarice. A creature charmed in this way must use its turns to try and safely approach the nearest beautiful or valuable object (e.g. an elaborate painting or a golden crown). Once a creature has moved to within 5 feet of the object, it spends its turns ogling it greedily. The creature can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on a success. This effect ends early if the banshee dies or uses this lair action again.

- Overwhelming hopelessness floods the mind of one creature the banshee can see within its lair, sapping its will to live. The creature must make a DC 13 Wisdom saving throw. On a failed save, the creature has vulnerability to necrotic damage and disadvantage on attack rolls. Its speed is also reduced to 0 and it won't willingly move. A creature can repeat the saving throw at the end of each of its turns and whenever it regains hit points, ending the effect on a success.



REGIONAL EFFECTS

The banshee's self-loathing permeates its lair, causing non-magical reflective surfaces such as water or mirrors within the banshee's lair to appear cloudy. Such surfaces do not reflect images clearly unless they have been splashed with a flask of holy water within the last minute. If the banshee uses its corrupting touch against a reflective surface in this way the surface returns to being cloudy.

When the banshee dies, these effects disappear after 1d10 days.

BARD

CR 2, VGM p.211

A bard's lair might be in a musical college, or a rowdy tavern. Melodies have power, and places where songs are regularly sung still carry their echoes. A skilled bard can resonate their own performances with these echoes, allowing them to tap into greater magics.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the bard can take a lair action to create one of the following effects:

- The bard produces a discordant note, casting the *dissonant whispers* spell without expending a spell slot.
- The bard sings or plays an annoyingly catchy melody. One creature of the bard's choice within 30 feet of it that can hear the melody must succeed on a DC 12 Wisdom saving throw or begin to dance in its space and become restrained. A dancing creature can use an action on its turn to repeat the saving throw, ending the effect on a successful save. This effect ends early if the bard is incapacitated or uses this lair action again.
- The bard draws in energy to magically enhance its taunts. The next time the bard uses its taunt ability, it instead affects each creature of the bard's choice within 30 feet of it.

BARGHEST

CR 4, VGM p.123

A barghest may lurk around the edges of goblin society, or it might be an active member of the tribe. Its lair might be a hidden cave or a normal goblin residence. A barghest will often bring the corpses of its victims back to its lair to feed on their souls, and the residual energy permeates the surroundings, granting the barghest even more power.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), the barghest can take a lair action to cause one of the following effects:

- The barghest creates a 10-foot cube of magical darkness. Non-magical flames in the area are instantly extinguished, and any magical light or fire in the area produced by a spell of 3rd level or lower is dispelled. The darkness persists until the barghest dies or uses this lair action again. Magical light or fire in the area produced by a spell of 4th level or higher can end this effect early.
- If the barghest currently has a soul trapped inside it, the barghest draws in its energy from the soul in a hissing scream. The barghest immediately takes an action, and can also end one condition affecting it. The barghest can only use this lair action once for each soul it consumes.
- (True form only) The barghest immediately polymorphs into its goblin form, and begins to beg for mercy, claiming to be the victim of a curse. Each creature that can hear the barghest must succeed on a DC 12 Wisdom saving throw or become charmed by the barghest for 1 minute.

A charmed creature treats the barghest as an innocent victim. The creature can repeat the saving throw each time the barghest deals damage to it or an ally it can see. A creature that succeeds on its saving throw can make a Wisdom (Insight) check contested by the barghest's Charisma (Deception) check. On a success, it realises the barghest attempted to magically influence it, and becomes immune to this effect.

- (Goblin form only) The barghest immediately polymorphs into its true form, and can make a bite attack. If the creature it attacks is charmed by it, the barghest has advantage on the attack roll.

BASILISK

CR 3, MM p.24

Areas occupied by basilisks are little different from the hunting grounds of other dangerous predators. Game trails crisscross the area and any potential prey is skittish and always on alert. When the basilisk is on the prowl, the region grows deathly quiet. The only major difference is the presence of grotesque statues of people and animals throughout the area.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the basilisk can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Webs and vines drift in the lair, plaguing those who are not looking where they are going. Until initiative count 20 on the next round, when a creature who has averted to avert its gaze from the basilisk attempts to move for the first time on its turn, it must succeed on a DC 12 Dexterity saving throw or become restrained until the start of its next turn.
- Terror of being turned to stone runs deep in the lair. Up to 3 creatures within the lair which can see a petrified victim of the basilisk must succeed on a DC 12 wisdom saving throw or be frightened of the basilisk until neither the basilisk nor a statue are within line of sight. This saving throw is made at disadvantage if the creature knew the statue in life.

While frightened in this way, the creature averts its eyes and uses its action to move away from the basilisk, if possible. A creature that cannot do so attempts to hide. A creature can repeat this saving throw at the end of its turn, ending the effect on a success.

- The basilisk draws on a dark connection with the statues in its lair. As a reaction, the basilisk can look through the eyes of one of its petrified victims in the lair. If that statue can be seen by another creature, one of those creatures within 10 feet is affected as by the basilisk's petrifying gaze.



BEHIR

CR 11, MM p.25

A behir's lair is often twisting tunnels charged with static electricity that crackles along the rock walls becoming more frequent the closer to the behir.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the behir takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The behir channels the static held within its lair and creates a blast of electric energy. Each creature within 20 feet of the behir must make a DC 14 Constitution saving throw or be incapacitated until the end of its next turn. The behir's next lightning breath recharges on a 3,4,5, or 6.
- Natural conduits in the lair begin to flash with charged electricity. Each creature that can see the flashing must succeed on a DC 15 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Part of the ceiling collapses above one creature that the behir can see within 60 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone.





BEHOLDERKIN

Paranoid and narcissistic alien creatures capable of accidentally re-shaping the world with a gaze, and creating new life forms with a dream, Beholderkin are truly strange entities. When one such creature carves out a lair for itself, it aims to stay in it for centuries, only ever leaving it if absolutely necessary.

BEHOLDER

CR 13, MM p.28

A beholder's lair is a deep cave system with purposefully confusing designs and dangerous traps meant to deter any would-be intruders. At the center of it all is the beholder's personal chamber - a place where the creature's power is at its peak and where it stores all the valuables and treasures it has collected.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the beholder can use a lair action to create one of the following effects; the beholder can't repeat an effect until they've all been used and it can't use the same effect two rounds in a row:

- The beholder uses its dreamlike powers to warp the room of its lair it is in as if using the *mirage arcane* spell. It cannot create any effect that directly harms a creature when it appears, and the alterations revert on initiative count 20 on the

next round. This effect is instantaneous and is not illusory, it cannot be dispelled by the beholder's antimagic cone.

- The beholder creates two interconnected portals, each within 120 feet of itself. The portals are 10-foot radius circles that appear on one surface of the beholder's choosing within range. The beholder must maintain the portals as if concentrating on a spell. Anything that goes in one portal exits from the other without extra travel. If a portal appears under an unwilling creature it can make a DC 16 Dexterity saving throw to grab onto the portal's edge instead of falling through. The portals remain open until initiative count 20 on the following round. A creature that is between two sides of a portal as it closes takes 5 (1d10) force damage and is shunted to one side of the portal of its choice.
- A foul energy from the Far Realm irradiates a 10-foot-radius, 100-feet-high cylinder centered on a point on the ground within 120 feet of the beholder. A creature caught in the cylinder must make a DC 16 Constitution saving throw. On a failed save, the creature takes 7 (2d6) psychic damage and suffers one effect from the table below for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. A casting of *remove curse* ends this effect early.

d6

Effect

The creature grows a large eye stalk, around the size of a human arm, on one exposed part of its body. The beholder can see through the eye, and when it uses its eye rays, it can shoot them through the eye stalk instead of its own eyes.

A fanged maw grows on one part of the creature's body and begins constantly jabbering and gibbering.

1 The creature has disadvantage on Wisdom (Perception) checks that rely on hearing, and it has disadvantage on saving throws made to maintain concentration on spells.

2 A large tentacle grows on the creature's body. The tentacle is hostile to the creature it's attached to, and acts directly after it in initiative.

3 The tentacle has 15 AC, 10 hit points. It can attempt to grapple a creature within 10 feet of it (+5 Athletics), or to attack a creature within 10 feet of it (+5 to hit, 7 (1d10+2) bludgeoning damage).

4 The creature's bones turn into a mushy spongy substance. The creature falls prone and is unable to stand until this effect ends. It also automatically fails Strength saving throws, but gains a resistance to bludgeoning and thunder damage for the duration.

5 The creature's tongue (if it has one) extends from its mouth and tethers itself to the floor. The creature is unable to speak, cast spells which require verbal components, or move more than 5 feet away from its current space.

6 The creature's head grows spider-like legs and detaches from its body, only being connected by a thin thread of sinew. The creature remains conscious, but the head scuttles in a random direction against the creature's will. While under this effect a creature cannot do anything that requires the use of its body, but can speak. If the tether is broken (AC 20, 20 hit points) the head remains autonomous even after the effect ends and can only be reattached with a *greater restoration* spell or other similar magic.

The Beholder is one of the creatures who already had lair actions in its published version. You can use the lair action options presented here either in combination with, or as a replacement for the usual lair actions a beholder is known to have.

REGIONAL EFFECTS

The beholder's otherworldly presence transforms its lair, creating any of the following effects:

- The walls in the lair have eyes interspersed on them. Anything these eyes see is also seen by the beholder.
- Strange fungi and creatures that the beholder has created in its dreams roam the lair. These creatures are sometimes unique to the beholder's lair and cannot be found anywhere else.

- The beholder can open a portal linking any two locations in its lair three times per day.

These effects fade over the course of 1d10 days after the beholder dies.

DEATH KISS

CR 10, VGM p.124

Death kisses lair in dark, moist caverns near sources of food, such as villages, forests or under cities.

Death kisses are meek and constantly preoccupied with finding new blood to consume, and thus do not decorate or trap their lairs as beholders do. The drained corpses in a death kiss' lair often attract other creatures that wish to scavenge them.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the death kiss can use a lair action to create one of the following effects; it cannot use the same effect two rounds in a row:

- Barbed tentacles erupt from the walls and floor in a 30-foot cube area within 120 feet of the death kiss. Any creature in the area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 10 (3d6) piercing damage and is grappled (escape DC 15), while grappled in this way a creature is also restrained. On a success, the creature takes half damage and isn't grappled. A creature can leave this grapple without making a check by tearing itself free, but it takes an additional 7 (2d6) slashing damage if it does. The death kiss can use its blood drain attack against a creature grappled in this way.
- The death kiss' bodily electricity flows through the wet floor. All creatures within 60 feet of the death kiss that are touching the walls or floors of the lair must make a DC 15 Constitution saving throw or take 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one. Creatures within 5 feet of the death kiss take an additional 5 (1d10) lightning damage.
- The death kiss targets one creature it can see within 40 feet of itself and attempts to manipulate its blood. That creature must succeed on a DC 15 Constitution saving throw or move up to half its speed in a direction of the death kiss' choice and make one melee attack against a creature of the death kiss' choice.

REGIONAL EFFECTS

The death kiss' attunement to its environment creates one or more of the following regional effects:

- The area within 4 miles of the lair is strewn with the drained corpses of humanoids and animals. As a result scavengers also roam the area in large numbers.
- The death kiss can sense the exact location of any creature that bleeds within 4 miles of its lair.
- The air in the death kiss' lair is humid and charged with electricity. Creatures' hair stands up and any spell or ability that deals lightning damage has a 50% chance of electrocuting the caster, dealing the same damage to the caster as it does to the target.

These effects fade over the course of 1d4 days after the death kiss dies.

GAUTH

CR 6, VGM p.125

Gauths are dependent on their ability to feed on magic to stay on the Material plane. They will stay in the place they were summoned for as long as they are able to deceive or intimidate their summoner into bringing them magic items to siphon. Should this no longer be an option, gauths will gravitate towards areas of natural magic or vaults of sequestered treasures.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the gauth takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The gauth repeatedly consuming magic in its lair has left areas where the ambient magic is weakened. A faint sound of sucking air can be heard, and a 10-foot-radius sphere within 30 feet

of the gauth is left devoid of all magic. This area is affected as if by the spell *antimagic field* until initiative count 20 on the next round.

- The uneven balance of magic in the gauth's lair can also cause surges of wild magic. The gauth chooses one creature it can see within its lair. That creature must roll on the Wild Magic Surge table (*Player's Handbook* p. 104).
- A small tear between the planes opens, temporarily changing the environment of the lair. Roll a d4 and consult the following table to determine which plane the gauth opened.



d4	Plane	Effect
1	Fire	A wave of heat and torpor fills the lair. Each creature in the lair must succeed on a DC 14 Constitution saving throw or suffer one level of exhaustion.
2	Shadowfell	Each creature in the lair feels a drain on their mental fortitude and must succeed on a DC 14 Wisdom saving throw. On a failure, until the end of its next turn, a creature has disadvantage on ability checks and saving throws which use Intelligence, Wisdom, or Charisma.
3	Abyss	A growl of anger and confusion sweeps across the lair. Each creature in the lair must succeed on a DC 14 Charisma saving throw. On a failed save, a creature must make a melee attack against the creature closest to it that is within reach.
4	Astral Sea	Winds made of whispers in unfamiliar languages drift and echo through the lair. Each creature except the gauth must make a DC 14 Intelligence saving throw, taking 5 (1d10) psychic damage on a failure and half as much on a success.

SPECTATOR

CR 3, MM p.30

In most cases, spectators are summoned to the material plane as guardians, often in wizards' towers, tombs or similar locations. When they complete 101 years of service, they are free, often claiming the locations they once guarded as their home. A century of guardianship takes its toll and the alien minds of beholderkin are never notable for mental stability. As a result, spectators often exhibit signs of extreme madness which spills over into the dusty corridors where they dwell.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the spectator takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Tendrils of the spectator's madness creep throughout the lair. One creature that the spectator is aware of within its lair must succeed on a DC 13 Wisdom saving throw or take 3 (1d6) psychic damage. The spectator knows the location of the creature most recently damaged in this way while both are inside its lair. The creature cannot be hidden from the spectator and gains no advantage from being invisible to it.
- The spectator's presence wards the space around it. Up to 3 doors inside the lair immediately close and magically lock themselves for 1 minute, growing a small eye somewhere on their surface which the spectator can see through. The doors require a DC 18 Dexterity (Thieves' Tools) or Strength (Athletics) check to open, and the first creature to open them is immediately targeted by one of the spectators eye beams at random from the eye, which then disappears.
- The insanity of the spectator's lair takes hold. One creature within 60 feet of the spectator must succeed on a DC 13 Charisma saving throw or suffer a random short term madness effect as described in the DMG. The madness lasts for 1 minute, or until the spectator uses this lair action again. The creature may repeat this saving throw at the end of each of its turns, ending the effect on a success.

BERBALANG

CR 2, MTF p.120

To a berbalang, nothing is more valuable than the bones of ancient, powerful, mysterious, magical creatures. If and when a berbalang finds such remnants, it will do everything it can to be left alone, so it can study all of the secrets the carcass is hiding in peace. And due to how ancient, powerful, mysterious and magical the remains which constitute its lair are, the berbalang has access to particularly esoteric means of protecting its hermitage.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the berbalang takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Until the Berbalang dies or uses a different lair action, dozens of shimmering spectral unblinking eyes appear in the air and on every surface within the lair. The berbalang can see its entire lair and any creature inside of it, and if it uses its Spectral Duplicate action, the duplicate can appear in any unoccupied space within the lair.
- The distressed, incoherent cries of a long dead extraplanar creature echo throughout the lair, wracking the minds of all who hear it, and especially those who vainly attempt to make sense of the whispers. All creatures within the lair, except the berbalang, must make a DC 16 Intelligence saving throw. On a successful save, a creature is afflicted with a short-term madness effect (determined randomly or by the DM; see "Madness" in chapter 8 of the Dungeon Master's Guide). It can repeat the save at the end of each of its turns, ending the effect on itself on a failed save. A creature cannot choose to fail this saving throw.
- A barrier made of the bones of an ancient magical creature protrudes from the ground at the command of the berbalang. It is 10 feet high, up to 15 feet long, and 1 foot thick. The barrier can be attacked (AC 10, 30 hit points, vulnerable to bludgeoning damage).

Every time a spell is cast within 30 feet of this barrier, the barrier regains a number of hit points equal to five times the spell's level (minimum of five for a cantrip), as the barrier absorbs nearby magical energies.



BLACK PUDDING

CR 4, MM p.219

Black puddings lair in dark, underground locations, and especially in areas where they can reliably feed on organic material. In the process of scouring the lair clean of anything it can digest, a black pudding also leaves its own residues and acidic presence throughout the lair. Black puddings gifted with intelligence are even more insidious, intentionally pockmarking their lairs with dark pits and narrow passageways.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the black pudding can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A cloud of clinging acid fills the air in a 10-foot radius from a point within the lair. When a creature enters the cloud for the first time on a turn or starts its turn there must succeed on a DC 13 Constitution saving throw or take 10 (4d4) acid damage. A creature which fails this saving throw by 5 or more also has its armor partly dissolved as if hit by the pudding's pseudopod. The cloud persists for 1 minute or until the pudding uses this lair action again.
- Pitch-like secretions of the ooze, as dark as night, congeal in three locations within the lair of the ooze's choice, each filling a 5-foot square. The chosen locations must be in darkness, and the pitch persists for 1 minute or until the pudding uses this lair action again. A creature that enters a pitch-filled space must succeed on a DC 13 Dexterity saving throw or be restrained in the muck. A creature restrained by the pitch can use its action to make a DC 13 Strength check, freeing itself on a success.



- The pudding is able to reconstitute itself from residue in the lair. Each pudding in the lair regains hit points based on its current size: 13 (3d8) for Large, 9 (2d8) for Medium, or 4 (1d8) for Small.

BLACKGUARD

CR 8, VGM p. 211

Blackguards can typically be found in the courtrooms of evil kings, in castles they have acquired through either violence or treachery, or in dark catacombs where they scheme the next step of their dark ambitions. Blackguards will stop at nothing to achieve their ends, though some still cling to a twisted sense of honor.

Aura of Dread. A chilling aura of dread permeates the blackguard's lair. A creature which is frightened of the blackguard within its lair has its speed reduced to 0, and takes 3 (1d6) psychic damage at the start of each of its turns.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the blackguard can take a lair action to cause one of the following effects:

- Skeletal hands burst through the ground and walls around the blackguard's enemies. Each creature of the blackguard's choice within 60 feet of the it that is either on the ground or within 5 feet of a wall must succeed on a DC 13 Strength saving throw or become grappled (escape DC 13) until the blackguard dies or uses another lair action. A creature grappled in this way is restrained.
- The blackguard channels the dark magic of its lair for a devious trick. The blackguard and one of its allies within its lair both teleport, swapping places.
- The blackguard swears an unholy vow against a creature it can see or name, marking it as its mortal enemy. The blackguard has advantage on attack rolls, ability checks and saving throws made against its mortal enemy, and disadvantage on attack rolls against all other creatures. The blackguard cannot use this lair action again until its mortal enemy dies.
- The blackguard commands one creature under its control within 60 feet of it to sacrifice itself, and the blackguard draws in its life force. The blackguard regains hit points up to the sacrificed creature's current hit points, then that creature is destroyed. Additionally, the blackguard can

immediately end one condition affecting it. The blackguard can take this lair action even if it is incapacitated. The blackguard cannot take this lair action again until the next dawn.

BODAK

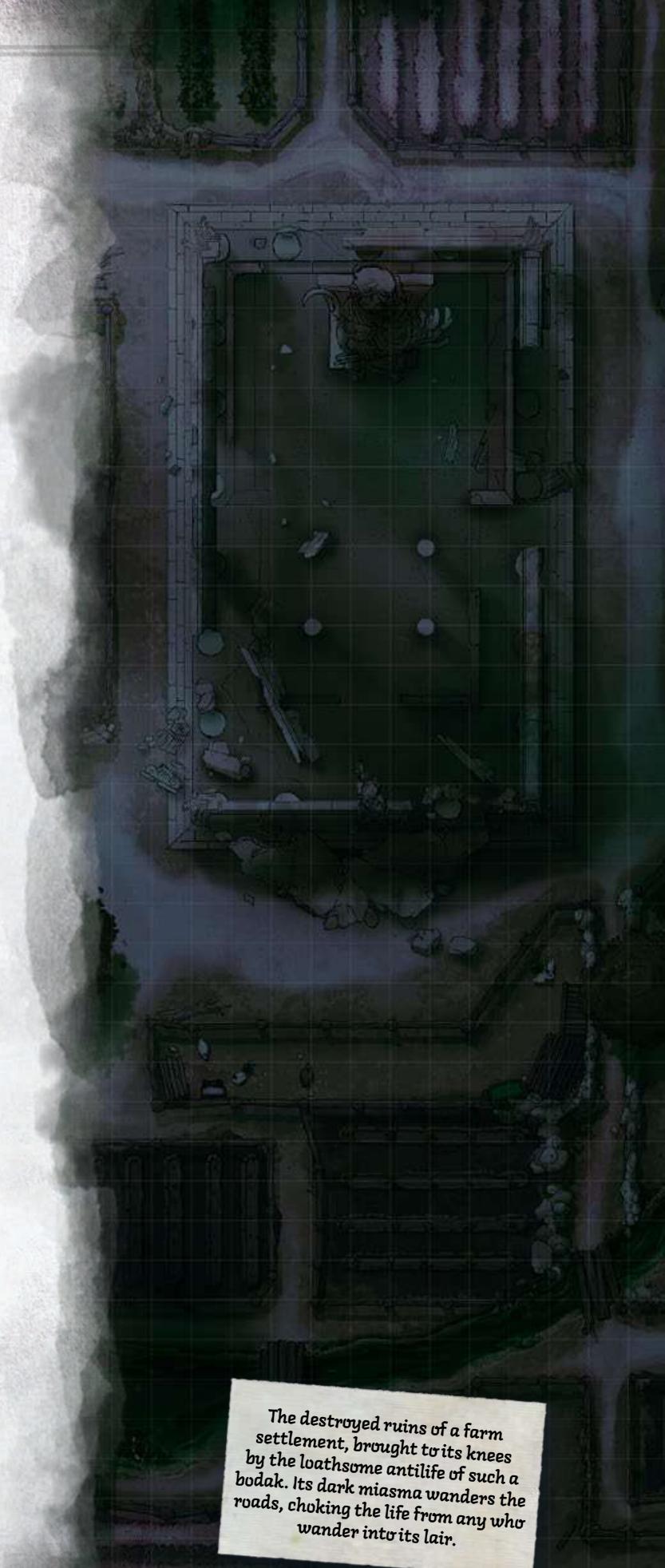
CR 6, VGM p.127

A bodak's lair is a place of quiet desolation surrounded by only death. It may be a cave, a secret temple to Orcus or the remains of a town the creature has cleared out. No matter the place, it is tainted by the touch of Orcus and thus hostile to all living beings.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the bodak can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Necromantic energy surges from and around the bodak. Until initiative count 20 on the next round, the bodak's Aura of Annihilation ability deals 10 damage and its range increases to 40 feet.
- Dark spirits swarm around a creature within 60 feet of the bodak and attempt to weaken its will and by extension its body. The creature must make a DC 13 Charisma saving throw. On a failed save, the next time the bodak deals damage to the creature, the creature takes an additional 11 (2d10) necrotic damage, and the bodak regains a number of hit points up to half of the damage taken by the creature.
- Dark wisps of foul smelling miasma bubble up from the ground in a line that is up to 60 feet long and 20 feet wide within 120 feet of the bodak, until initiative count 20 on the next round. The area is difficult terrain, and whenever a creature enters the area for the first time on a turn or starts its turn there must succeed on a DC 13 Constitution saving throw or fall under the effects of the slow spell until initiative count 20 on the next round.
- The bodak turns off its Aura of Annihilation and focuses it into its body. Until the end of its next turn, the bodak can move through objects, walls and creatures as if they weren't there, leaving a smear of decay in the wake of its passing. The first time the bodak enters a creature's space on a turn, the creature takes 5 necrotic damage. If the bodak ends its turn within an object or another creature's space, the bodak is shunted to the nearest unoccupied space.



The destroyed ruins of a farm settlement, brought to its knees by the loathsome antilife of such a bodak. Its dark miasma wanders the roads, choking the life from any who wander into its lair.

BONECLAW

CR 12, MTF p.121

A boneclaw will usually make its lair as close to where its master resides as possible, but still within a secret hidden space. Whether its master is aware or oblivious to the boneclaw bound to its service, the boneclaw keeps a close eye on its master, protecting its master from those who might do it harm. The boneclaw usually does this by brutally murdering its master's enemies.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the boneclaw can take a lair action to cause one of the following effects:

- The boneclaw focuses on the necromantic connection it has with its master, preparing to shield it from harm. Until initiative count 20 on the next round, the first time the boneclaw's master is targeted by an attack or harmful effect, the boneclaw immediately teleports to the nearest unoccupied space to its master, and becomes the target of that attack or effect. The boneclaw cannot teleport to its master if its master is on a different plane of existence.
- The boneclaw draws on the shadows of its lair and creates a 10-foot-radius sphere of magical darkness at a point it can see within 60 feet of it, which persists until the boneclaw is destroyed or it takes this lair action again. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it, but the boneclaw can see through it as though the area was dimly lit. Additionally, anything inside the darkness is under the effect of the *silence* spell. If any of this effect's area overlaps with an area of light created by a spell of 3rd level or lower, the spell that created the light is dispelled.
- The boneclaw cackles, pouring what remains of its once-powerful magic into the mind of its victim, torturing it with mental anguish. One creature that is currently grappled by the boneclaw must make a DC 14 Wisdom saving throw. On a failed save, the creature takes 16 (3d10) psychic damage and becomes frightened of the boneclaw until initiative count 20 on the next round. On a successful save, the creature takes half as much damage and isn't frightened.



BUGBEAR CHIEF

CR 3 MM p.33

The surprisingly stealthy and cunning bugbears make up for their overall laziness with a viciousness and love for combat, and the chief of a warband tends to be the biggest and the meanest. They prefer havens close to rich raiding grounds, filled with hiding spots and blind corners where they can lay ambushes. In honor of their god Hruggek, bugbears decorate their lairs with heads on pikes, often magically enchanted to move or even whisper in the dark.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the bugbear chief can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Shadows deepen in the bugbear's lair. The areas of all light sources within the lair are halved. A 10-foot radius area centered on the bugbear chief's current location is plunged into darkness.

That area is lightly obscured for the bugbear chief, and heavily obscured for all other creatures. These effects persist until initiative count 20 on the next round.

- The bugbears take the advantage of hidden ambush points in the lair. As a reaction, each goblinoid in the lair can move up to its speed and take the hide action if it ends in an appropriate location to hide. Any bugbear that hits a creature with a melee attack while unseen before initiative count 20 on the next round gains the benefit of its surprise attack feature.
- The heads in the lair begin to whisper dark prayers to Hruggek. Each creature within 10 feet of one of the heads must succeed on a DC 13 Wisdom saving throw or take 3 (1d6) psychic damage. Non-goblinoid creatures currently in dark areas have disadvantage on this saving throw. Creatures dealt damage in this way are frightened until initiative count 20 on the next round.



CADAVER COLLECTOR

CR 14, MTF p.122

Cadaver collectors are wandering creatures, but when their summoner dies before telling them to go home, they often get stuck wandering the same battlefield for centuries, long after having reaped the last soul from the last dying soldier. A cadaver collector might also be found in a town that fell to famine or disease, or a natural disaster.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the cadaver collector can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The souls of those the cadaver collector has slain scream out in piercing agony, each creature within 120 feet of the cadaver collector must succeed on a DC 16 Wisdom saving throw or be frightened by the cadaver collector until the end of their next turn.
- The bodies attached to the cadaver collector animate slightly and attempt to grab onto a nearby creature. One creature within 5 feet of the cadaver collector is grappled (escape DC 16), and it must succeed on a DC 16 Strength saving throw or take 21 (6d6) piercing damage.
- The cadaver collector reaches for a body on the ground and impales it upon its own twisted form. The cadaver collector gains 15 temporary hit points.

REGIONAL EFFECTS

The cadaver collector spends its days altering the terrain around its lair, producing one or both of the following effects:

- The area within 1 mile of a cadaver collector is teeming with specters who attack any living creature on sight. Calling out for the cadaver collector when their victim is on the brink of death for it to finish them off and add to its collection.
- Death and decay seeps into every crevice of a cadaver collector's lair, the area within 1 mile reeks of decomposition. For every hour a creature



spends within the area they must succeed on a DC 14 Constitution saving throw or be poisoned.

These effects fade over the course of 1d4 hours after the cadaver collector is slain.

CAMBION

CR 5, MM p.36

As the spawn of mortals and fiends, cambions are most often found on the material plane leading cults or serving as the representatives of their otherworldly sires. They are generally obsessed with station and status, both to lord over the mortals around them, and to rise among the ranks of fiends. As such, they seek out places of obvious, ostentatious power, such as castles, cathedrals and monumental structures.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the cambion can take a lair action to cause one of the following effects:

- Fiendish power weighs heavy on the minds of those in the lair. Any creature within the lair attempting a Wisdom or Charisma saving throw against a spell or ability from a fiend or undead before initiative count 20 on the next round does so at disadvantage. Additionally, the effects of *protection from evil and good*, or similar magic, are suppressed during that time.
- The temptation of the cambion's power calls to those around it. One creature within 10 feet of the cambion that it can see must succeed on a DC 14 Wisdom saving throw or be affected by the *crown of madness* spell. The cambion does not need to concentrate on the spell, but does need to use its action to maintain control over the victim.
- The cambion calls to its allies in the space. The cambion and any creature allied to or charmed by it that can hear it may immediately use its reaction to move up to its speed and make a melee attack.

CATOLEPAS

CR 5, VGM p.129

The catoblepas live in swamps where disease and parasites proliferate easily. When a catoblepas settles in such a location, those already horrid traits are heightened and the area becomes blighted, and fetid.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the catoblepas can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The catoblepas causes any plants within 10 feet of it to immediately decay. If the plants were created by the means of a spell of 5th-level or lower, the spell ends.
- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the catoblepas chooses within 120 feet of it. The cloud spreads around corners and remains until the catoblepas uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make a DC 16 Constitution saving throw, taking 10

(3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.

- The catoblepas's lair emanates with a baleful ambience. Until the catoblepas uses another lair action, no creature within its lair can make an ability check, attack roll, or saving throw with advantage.

REGIONAL EFFECTS

The catoblepas' territory is blighted, which creates one or more of the following effects:

- The land within 6 miles of the catoblepas' lair is blighted. Any foraged food that grows in this land provides no nourishment, the water is extremely polluted and requires magical purification to become potable, and herbs in the area cause potions of common or uncommon rarity to lose their beneficial magical properties when they are mixed in.
- Animals that spend more than 1 day in the region containing the catoblepas' lair are extremely hostile and carry the Sewer Plague disease (*Dungeon Masters Guide* p. 257).
- The catoblepas is aware of any change to the terrain and plant life within 1 mile of its lair.
- Any swamp gases in a region blighted by the catoblepas bear the foul stench of this creature. A creature that enters any water in such a region must succeed on a DC 16 Constitution saving



throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the swamp gas and the stench of any catoblepas for 1 hour.

If the catoblepas dies, vegetation remains as it has grown, but other effects fade over 1d10 days.

CHIMERA

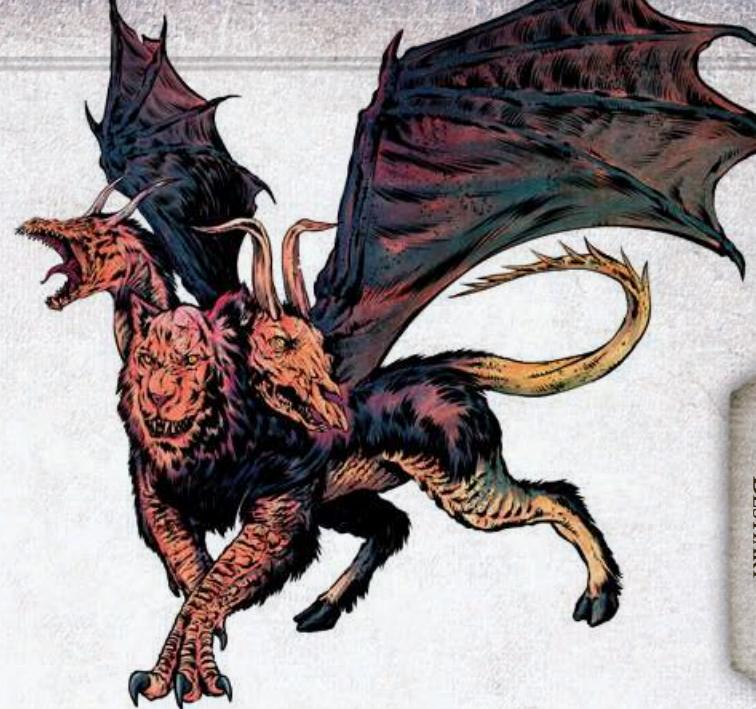
CR 6, MM p.39

A chimera's lair reflects its hybrid nature. It is a cross between a lion and a dragon's, with a large spanning territory for hunting prey, and a cave, burrow or even an abandoned ruin where the monstrosity keeps the horde of valuables it instinctively collects. A chimera's connection to both draconic magic and the vile energies of the Abyss inherited from the race's creator, Demogorgon, enchants the horde and lair of the chimera with strange and terrible effects.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the chimera can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- One creature in the lair, that is within 10 feet of another creature, is pulled into the other creature's space and must make a DC 15 Constitution saving throw. On a failed save, the target takes 10 (3d6) necrotic damage and starts fusing with the creature it collided with. Fused creatures share a space, have their movement halved and cannot move independently of one another. The target can repeat the saving throw at the end of each of its turns, taking 3 (1d6) necrotic damage on a failed save. If a creature fails this saving throw 3 times the effect becomes permanent. This effect ends only through a *lesser restoration* or similar magic, or until separated through medical means as a DC 18 Wisdom (Medicine) check.
- The chimera's goat head channels energy from the surrounding area and bleats horribly. It innately casts one of the following spells, requiring no somatic or material components: *shatter*, *spider climb*, *grease*, *expeditious retreat*, *mirror image*; The goat head's spellcasting ability is Wisdom (spell save DC 13). The chimera can cast each of these spells once per long rest. The chimera cannot take this lair action if its goat head has been removed.



- The chimera's lion head roars mightily. Each creature of the chimera's choice within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be frightened of the chimera for 1 minute. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. A creature that succeeds on this saving throw, is immune to this lair action's effects for 24 hours. The chimera cannot take this lair action if its lion head has been removed.
- The morphing effects of the lair transform the chimera's dragon head, changing it to a different type of chromatic dragon and changing its damage to the appropriate type, as shown in the table below. The chimera cannot take this lair action if its dragon head has been removed.

d6	Dragon Color	Breath Weapon Damage Type
1-2	Red	Fire
3	White	Cold
4	Black	Acid
5	Green	Poison
6	Blue	Lightning

REGIONAL EFFECTS

The chimera's presence corrupts and influences its surroundings, creating one or several of the following effects:

- Creatures in a 5 mile radius around the chimera's lair are warped by its presence. Animals and plants in the area manifest features of other animals and plants, such as having multiple heads, eyes or limbs from one or more different species.

- Creatures within 1 mile of the lair become extremely stubborn. Checks made to persuade a creature to do something or to handle animals are made with disadvantage.
- A feeling of predatory malice and greed can be felt emanating within 1 mile of the lair, with creatures feeling as though they are about to be robbed or killed.

These effects fade over the course of 1d10 days after the chimera is slain.

CHOLDRITH

CR 3, VGM p.132

Choldriths command colonies of chitines, much like a queen controlling a nest of ants. They typically live in the underdark, in gloomy caves filled with webs, and shrines to the spider queen to attract spiders to the lair. More rarely, the choldrith who controls the colony receives a vision from Lolth herself, telling it to relocate the colony and establish an outpost somewhere on the surface world.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the choldrith can take a lair action to cause one of the following effects:

- The choldrith forms an unholy connection with a chitine it can see within its lair. The next time the choldrith casts a spell, if the spell requires concentration, the choldrith can have the chitine concentrate on the spell for it. The choldrith may also choose to have the spell effect originate from the chitine's space instead of its own. If the spell has a range of self or touch, the choldrith may have the spell affect the ally instead of itself.
- The choldrith chitters for it to be protected. Until initiative count 20 on the next round, whenever the choldrith is targeted by an attack, a chitine within 5 feet of it can use its reaction to switch places with the choldrith, becoming the target of the attack instead.
- The choldrith pulls on a strand on webbing, causing loose rocks in the ceiling to be dislodged. One creature of the choldrith's choice within 30 feet of it must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) bludgeoning damage. If a creature fails this saving throw by 5 or more, it is knocked prone.



REGIONAL EFFECTS

Choldriths fill their colonies with webbing, some of which is used to hide traps for unsuspecting intruders, producing one or both of the following effects:

- Webbing coats every surface, and strands also stretch across passageways and rooms. The entire lair counts as one web for the purposes of the web sense trait. A creature can spend an additional foot of movement for each foot it moves in the lair to avoid touching any of the webbing. A creature that does not do this must succeed on a DC 12 Dexterity (Acrobatics) check to avoid touching any webbing. A 5-foot square patch of webbing counts as an object which can be attacked (AC 10, 5 hit points, vulnerability to fire damage and immunity to poison and psychic damage).
- At various points in the lair are traps designed to catch intruders that step into them. These traps are filled with webbing and sharp rocks and function as hunting traps (*Player's Handbook* p.152), but are part of the floor. A creature that triggers one of these traps counts as having touched the colony's web. The traps are carefully disguised using webbing and detritus to look like normal parts of the floor, and require a successful DC 12 Wisdom (Perception) or (Survival) check to notice.

These effects fade over the course of 1d10 days after the choldrith is slain.

CHUUL

CR 4, MM p.40

The amphibious nature of chuuls leads them to seek out lairs that have access to both land and water. Coastal caves, secluded lakes and reservoirs deep beneath the ground are all desirable homes for a chuul pod.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the chuul takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A cloud of pale green vapour coalesces above sources of water within the lair and drifts outwards before dispersing. Each creature within 5 feet of the water's edge must succeed on a DC 13 Constitution saving throw or begin to feel frail and weak. Until initiative count 20 on the next round, they have disadvantage on any skill checks or attack rolls made using Strength. Creatures immune to poison are immune to this effect.

- A thick, mucus-like slime oozes out from the ground at a point within the lair that the chuul can see and spreads over a 10-foot-radius circle. The area becomes difficult terrain for all except the chuul. The ooze remains in place until it comes into contact with oil or takes acid damage.

- Bubbles lift off the surface of any water within the lair as the chuul froths around its mouth tentacles. The bubbles last until initiative count 20 on the next round and amplify the chuul's Sense Magic ability. The chuul gains advantage on attack rolls on any creature within the lair that is carrying or wielding a magic item.



CLOAKER

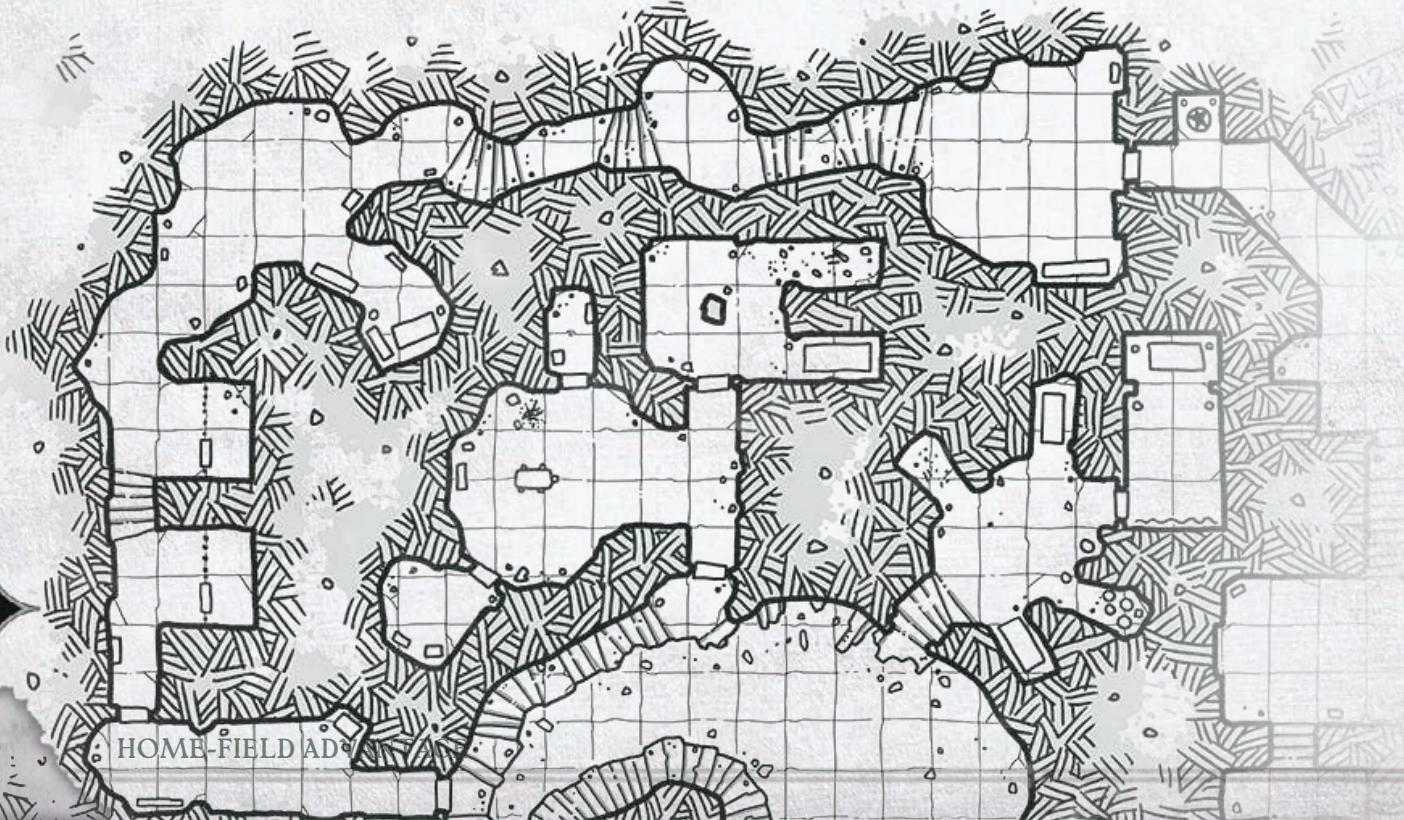
CR 8, MM p.41

Found in the darkest corners of dungeons and caves, cloakers are sneaky, opportunistic predators that make their lairs where they can watch prey without arousing suspicions. They are excellent at ambushing unsuspecting adventurers, though experienced dungeoneers will pick up on the eerie moans that drift from the shadows.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the cloaker takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Areas of darkness within the lair creep outwards, extending dark areas by 5 feet and areas of dim light by 10 feet, and suppressing any light cast by nonmagical sources that they touch. If the dim light or darkness moves into a space containing a nonmagical light source, that light is snuffed out.
- Glowing red eyes blink open in the shadows and stare down one creature within the lair, giving the cloaker advantage on attacks against that creature until the end of the cloaker's next turn, when the eyes close again and disappear.
- If the cloaker has phantasms active, then one phantasm can make a tail attack at a creature within reach and that is affected by the phantasms. This attack uses the cloaker's bonus to hit but deals psychic damage instead of piercing damage.



CLOCKWORKS

BRONZE SCOUT

CR 1, MTF p.125

IRON COBRA

CR 4, MTF p.125

STONE DEFENDER

CR 4, MTF p.126

OAKEN BOLTER

CR 5, MTF p.126

When clockworks are built to defend an area, those who built them may also install machinery designed to support the clockwork's function, keeping it wound, oiled, and otherwise maintained.

Automatic Mechanisms. When a clockwork is engaged in combat, it activates the support machinery of its lair, which operates in a set repeating pattern. The clockwork must take each lair action in order, and the lair actions still occur even if the clockwork is incapacitated, stopping only when the clockwork is destroyed or it uses an action to deactivate the mechanisms.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the clockwork can take a lair action to cause one of the following effects; it must take each lair action in order, starting again at 1 when it has taken every lair action:

1. Magical machinery in the lair activates, remotely winding the clockwork's mechanism and giving it a burst of power and speed. Until initiative count 20 on the next round, the clockwork gains the benefits of the *haste* spell and the Limited Steering malfunction.
2. Automatic repair systems in the lair activate, magically stripping away the clockwork's damaged components so they can be replaced on the next round. Until initiative count 20 on the next round, the clockwork gains the Weak Armor and Ground Fault malfunctions due to its exposed inner workings.
3. The automatic repair system completes its cycle, mending the damaged components. The clockwork regains hit points equal to 5 times its Challenge Rating.



Here are the malfunctions mentioned in those lair actions, for quick reference:

- **Limited Steering.** The clockwork must move in a straight line. It can turn up to 90 degrees before moving and again at the midpoint of its movement. It can rotate freely if it doesn't use any of its speeds on its turn.
- **Weak Armor.** The clockwork isn't immune to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.
- **Ground Fault.** The clockwork has vulnerability to lightning damage.

CORPSE FLOWER

CR 8, MTF p.127

Corpse flowers are evil plants born of powerful necromantic energy filled with malice for the living and having a hunger for corpses. They make their lairs in places where fresh corpses are likely to be present in large numbers such as mass graves, recent battlefields and morgues. The lair of the corpse flower is usually squalid and seeped in the flower's stench.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the corpse flower can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The corpse flower causes dormant seedlings from around its lair to sprout from nearby corpses and attempt to drain the life force of up to 3 creatures the corpse flower can see. Each creature must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) necrotic damage and become restrained for 1 minute, or until the seedlings are destroyed (AC 13, 10 hit points, vulnerable to fire and slashing damage). A creature restrained in this way takes 3 (1d6) necrotic damage at the end of each of its turns.
- A corpse within the lair bloats and bursts, releasing a cloud of the corpse flower's Stench of Death in a 10-foot-radius sphere. The cloud lasts until the corpse flower uses another lair action, or until it is dispersed by a strong wind.
- The corpse flower causes a seedling within its lair to take control of the corpse it was planted in. The seedling becomes a creature determined by rolling on the table below. The reanimated corpse is undead, is immune to poison damage and the poisoned condition, and has 10 hit points:

d6	Reanimated Creature
1	Cultist
2-4	Zombie
5	Skeleton
6	Cult Fanatic

COUATL

CR 4, MM p.43

Thanks to its ability to foresee its own death a century in advance, a couatl has plenty of time to prepare its lair for its inevitable demise. Since the

couatl knows its fate is not to emerge victorious, its goal is instead to bring its attackers down with it. This way, the couatl's mission can safely be passed down to its offspring. A couatl's lair, usually located near the item or person the couatl was tasked with protecting, is usually non-threatening and even inviting. But getting out of it alive is another matter entirely.

Death Trap. A couatl's lair is usually equipped with some sort of a death trap, such as walls slowly moving towards each other, threatening to crush those caught between them, or hatches which slowly flood the lair, threatening to drown those who cannot breathe underwater. These traps should be deadly if the party stays more than ten minutes inside the lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the couatl can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The couatl collapses a support pillar, or a doorway that was purposefully built to be weak. Each creature within 10 feet of a point on the ground within 30 feet of the couatl must make a DC 14 Dexterity saving throw. On a failure, the creature suffers 9 (2d8) bludgeoning damage, and is restrained by the falling debris until it or another creature makes a DC 14 Strength check as an action to pull the creature out of the rubble.

This creates a 10-foot-radius sphere of debris at the location of the collapse. Clearing this debris takes one hour for a single creature, thirty minutes for two creatures, twenty minutes for three creatures, etc... A creature can double its contribution with a successful DC 14 Strength check, or by using a relevant spell or ability.

- The couatl predicts its immediate future. Each creature of the couatl's choice within its lair must make a DC 14 Charisma saving throw. On a failed save, the creature must immediately decide what it intends to do on its next turn, and the couatl learns it. When an affected creature's turn comes, the creature must do what it had announced. If what it had announced has become impossible, the creature wastes its turn doing nothing.

A creature whose thoughts cannot be read, or who is protected from divination magic, automatically succeeds on the save.

- Some of the garish decoration in the couatl's lair was actually enchanted to help it defend its lair. Four **animated swords**, one **animated armor**, or one **rug of smothering** animates itself. Each type of animated object can only be animated once.

CULT FANATIC

CR 2, MM p.345

Fanatics lead cults, dwelling in hidden shrines and defiled temples to dark gods underground or in the deep wilderness. Their lairs are redolent with incense and the blood of sacrifices and one can always hear, from just beyond the next passage, the chanting of worshippers or the darker things that they have summoned.

Dark Altar. One object within the fanatic's lair is designated as its Dark Altar, a relic defined by the vile energies of the entity the fanatic worships. While near the Dark Altar, some of the cult fanatic's abilities function differently.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the cult fanatic can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- If the cult fanatic can touch its Dark Altar and it can see 10 or more allied creatures, it may deal 17 necrotic damage to itself and all allied creatures within 60 feet to summon one Aberration, Fiend or Undead with a challenge rating of 3 or less, which appears in an unoccupied space within 20 feet of the dark altar. The creature is not

controlled by the cult fanatic.

- One creature within the cult fanatic's lair hears dark whispers, echoing the malign purpose of the place it is in. That creature must make a DC 11 Charisma saving throw or become frightened until initiative count 20 on the next round. If a creature that fails this saving throw can see the Dark Altar, it takes 3 (1d6) psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from the dark altar. The creature doesn't move into obviously dangerous ground, such as a pit or fire.
- The followers of the fanatic are suffused with dark energy. Until initiative count 20 on the next round, cultists, aberrations, fiends or undead that can see the Cult Fanatic gain advantage on attack rolls, but attack rolls against them have advantage.

If an affected creature dies within 20 feet of the Dark Altar, the Cult Fanatic gains 7 (2d6) temporary hit points.

- **(2/Day)** The cult fanatic calls forth its followers. Up to 1d4 **cultists** emerge from hiding in unoccupied spaces within its lair. If it uses this ability within 20 feet of its Dark Altar, it instead magically summons 1d6 **crawling claws**, **lemures**, **manes** or **slaad tadpoles** in unoccupied spaces within it can see instead.

Auril is one such deity that willingly accepts blood sacrifices made in her name. While trekking Icewind Dale, adventurers might quite easily stumble upon such a horrific sacred site.

CYCLOPS

CR 6, MM p.54

Cyclops make their lairs in caves, simple stone hovels, or other similar areas. As shepherds, they keep herd animals such as cows or sheep close to them, and decorate their lairs with simple paintings and bone sculptures.

Bonfire. The cyclops' lair is set up around a bonfire, which is a Large object. It can be destroyed (AC 14, 30 hit points, immune to fire damage, resistant to all damage except cold). If it is destroyed, the cyclops loses access to its third lair action option until it is rebuilt.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the cyclops can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The cyclops lets out a huge roar, scaring the herd animals into stampeding around the lair. Each medium or small creature on the ground in the lair must make a DC 15 Strength or Dexterity saving throw. On a failed save, a creature takes 3 (1d6) bludgeoning damage and is knocked prone. If the creature fails the save by 5 or more, it breaks a bone, and cannot stand up until it regains at least 1 hit point.
- The cyclops slams its club into a wall or the floor, causing rocks to fall from the ceiling, threatening to indiscriminately crush both the cyclops and its enemies. Each creature in the lair rolls a percentile die. The two creatures who roll the lowest take 14 (4d6) bludgeoning damage as rocks fall from above on them.
- The cyclops moves up to its movement speed to an unoccupied space within 10 feet of its bonfire, and blows an impressive breath into it, sending out a plume of smoke and embers. A 15-foot cone emanates from the bonfire, away from the cyclops. Each creature in the cone must succeed on a DC 15 Constitution saving throw, or be blinded until initiative count 20 on the next round.



D

DARKLING ELDER

CR 2, VGM p.134

Darklings make their lairs in places that are well hidden and far from sunlight. Their fondness for art leads to them decorating their lair with rare and beautiful objects, especially ones that can be appreciated without light, such as statues. When a group of darklings transforms one of its members into a darkling elder, the elder gains the ability to manipulate the shadows of the lair, enabling the darklings to better protect their home.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the darkling elder take a lair action to cause one of the following effects:

- The shadows of the lair cloak the darklings. Each darkling in the lair can attempt to hide if it is in dim light or darkness.
- Shadows swirl around the darkling elder. If the darkling elder is in dim light or darkness, it can teleport up to 60 feet to an unoccupied space it can see that is also within dim light or darkness.
- The darkling elder calls upon the shadows of the lair. If it is standing in dim light or darkness and is within 10 feet of at least 3 other darklings, it immediately uses its darkness action without expending the use of it.



DEATH KNIGHT

CR 17, MM p.47

In life, a death knight was a hero and a leader of armies. In death, it commands an undead horde. A death knight's lair might be an impregnable keep in the shadowfell, a war camp at the center of a necromancer's army, or the site of an ambush in the ancient ruins of a holy city.

Undead Warlord. The death knight commands over entire armies of undead minions. It can choose to take lair action options from both its unique lair actions and the lair actions available to Warlords. It cannot have more than five lair actions available to it.

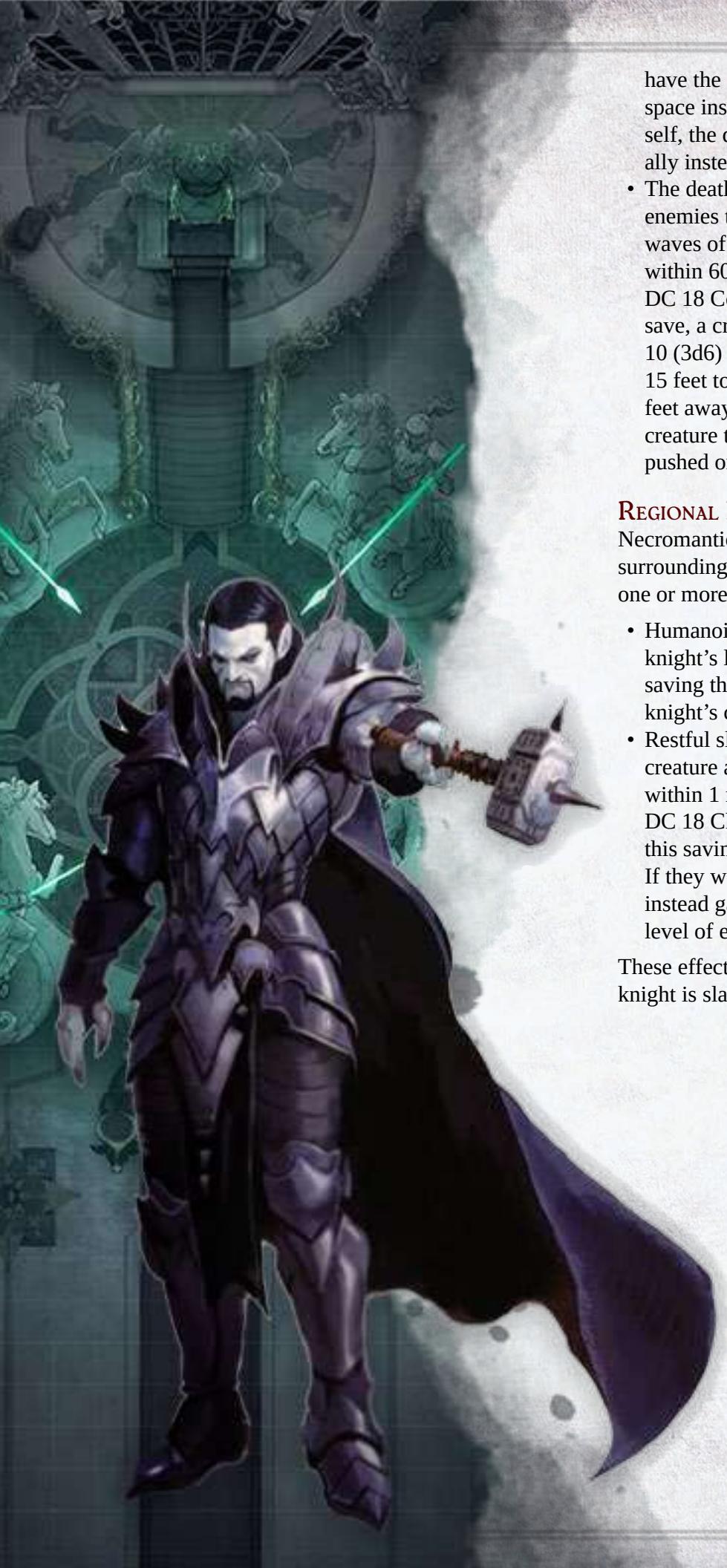
LAIR ACTIONS

On initiative count 20 (losing initiative ties), the death knight can take a lair action to cause one of the following effects:

- Skeletal hands burst through the ground and walls within 120 feet of the death knight. Each hostile creature in the area must succeed on a DC 18 Strength saving throw or be restrained until the death knight dies or uses another lair action. A restrained creature can repeat the save as an action, freeing itself on a success.

Additionally, until the death knight uses another lair action, hostile creatures must spend 3 feet of movement for every 1 foot they move through the area, and must spend all their movement to stand up from prone.

- The death knight commands one allied creature within 60 feet of it to sacrifice itself, drawing necrotic energy into the death knight. The death knight regains hit points up to the sacrificed creature's current hit points, then that creature is destroyed. Additionally, the death knight can immediately end one condition affecting it. The death knight can take this lair action even if it is incapacitated.
- The death knight forms a necromantic connection with an allied creature within 60 feet of itself. The death knight immediately casts a spell it has prepared. If the spell requires concentration, the death knight can have the ally concentrate on the spell for it. The death knight may also choose to



have the spell effect originate from the ally's space instead of its own. If the spell has a range of self, the death knight may have the spell affect the ally instead of itself.

- The death knight chooses to either pull all its enemies towards it or push them all away, using waves of necrotic energy. Each hostile creature within 60 feet of the death knight must make a DC 18 Constitution saving throw. On a failed save, a creature takes 10 (3d6) force damage and 10 (3d6) necrotic damage, and is either pulled 15 feet towards the death knight or pushed 15 feet away from it. On a successful one, the creature takes half as much damage and isn't pushed or pulled.

REGIONAL EFFECTS

Necromantic energies permeate the region surrounding the lair of a death knight, resulting in one or more of the following effects:

- Humanoids that die within 1 mile of the death knight's lair must succeed on a DC 18 Charisma saving throw or rise as a **zombie** under the death knight's control in 1d4 rounds.
- Restful sleep is difficult in the region. Any creature attempting to take a short or long rest within 1 mile of a death knight's lair must make a DC 18 Charisma saving throw. Creatures that fail this saving throw gain no benefit from a short rest. If they were attempting to take a long rest, they instead gain the benefits of a short rest and gain a level of exhaustion due to their restless sleep.

These effects end immediately after the death knight is slain.



DEATHLOCKS

DEATHLOCK	CR 4, MTF p.128
DEATHLOCK WIGHT	CR 3, MTF p.129
DEATHLOCK MASTERMIND	CR 8, MTF p.129

A deathlock who still serves the same patron it did in life will typically dwell either in the same lair it used to call home, or in its patron's own lair. A deathlock created by a necromancer on the other hand, will usually be left to guard the lair of its new master - a tomb, an academy of dark magic, or a wizard's tower, for example.

Vestigial Powers. If the deathlock used to be a **warlock of the archfey**, a **warlock of the fiend**, or a **warlock of the great old one**, it has access to one lair action option from the corresponding lair, on top of the following deathlock-only effects.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the deathlock can take a lair action to cause one of the following effects:

- A 10-foot-radius circle of necromantic runes appears, centered on a point on the ground within 30 feet of the deathlock. A non-undead creature which starts its turn in the area must succeed on a DC 14 Constitution saving throw or take 5 (1d10) necrotic damage. Additionally, at the start of each turn, each undead creature within the circle gains 5 (1d10) temporary hit points. The circle remains for one minute, or until the deathlock uses this lair action again.
- The deathlock conjures a wall made of wailing souls within 60 feet of itself. The wall is up to 50 feet long, 20 feet high, and 1 foot thick. The area is heavily obscured, but does not obstruct movement nor projectiles from passing through it. Whenever a non-undead creature moves through the wall for the first time on a turn, it releases one **shadow** from the wall. The shadow appears in an unoccupied space within 5 feet of the creature who caused it to appear, and it single-mindedly tries to kill this creature. If it is successful, the shadow immediately returns to the wall. The wall remains for one minute, or until the deathlock uses this lair action again.
- The deathlock channels the negative energies which suffuse its lair to cast a powerful curse on one creature it can see within its lair. Whenever the cursed creature would regain hit points, it must make a DC 14 Wisdom saving throw. On a failed save, the creature does not regain any hit points. On a successful save, the curse ends on the creature.
- The deathlock beseeches its patron for a boon so it can accomplish its mission. It regains one expended spell slot. The deathlock cannot use this effect until the next dawn.



DEEP SCION

CR 3, VGM p.135

Servants and spies of krakens and other undersea elder evils, deep scions either blend into humanoid communities, or set up a lair in the cold and lonely depths of the sea.. A deep scion's lair is usually a basement, dungeon or cave with direct access to the sea.

Pool of Communion. A deep scion's lair has a pool of magical seawater, 5 to 100 feet in radius, which always counts as the same body of water the deep scion's master is in for the purpose of its psychic screech ability.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the deep scion can take a lair action to create one of the following effects; it can't use the same effect two rounds in a row:

- A tentacle made of water and psychic energy appears from the pool of communion. The deep scion casts spiritual weapon (+5 to spell attacks, +3 to damage rolls). On hit, the eldritch tentacle can grapple its target instead of dealing damage to it (escape DC 13).
- The deep scion focuses its psychic energy and creates a barrier in the form of translucent tentacles around itself. Until initiative count 20 on the next round, it gains a +2 bonus to its Armor Class and Constitution saving throws.
- A chilling mist envelopes the lair lightly obscuring everything in it and extinguishing any open flames or sources of magical light produced by spells of 1st level or lower. The mist does not obstruct the deep scion's vision.

DEMONS

The physical embodiment of everything mortals fear. They are irredeemable, violent monsters whose only goal is to consume all of existence and reshape it in the nightmarish shape of their layer of the abyss. They do not experience fear, empathy or remorse - they simply destroy because it is in their nature to do so. Thankfully, their chaotic nature ensures they very rarely manage to make it out of the lower planes. But sometimes, especially unfortunate adventurers might find themselves confronting a demon in its own lair.



ALKILITH

CR 11, MTF p.130

Once an alkilith takes root in a sufficiently befouled location, such as the ruins of a temple to a demon prince, or the tomb of an evil warlock, it eventually becomes a portal to a layer of the abyss. From this point on, the only thing which can stop an army of demons from pouring from the alkilith's mouth is its destruction.

Taking Root. Over the course of one minute, the alkilith may either take root or uproot itself. If it takes root, its speed becomes zero and it cannot be moved, but it gains the use of its lair actions. If the alkilith uproots itself, its speed returns to normal, but it loses access to its lair actions.

VARIANT: ABYSSAL LAYERS

Some alkiliths work for a specific demon prince, and are strongly tied to their master's layer of the abyss. But due to the chaotic nature of demons, it is just as likely that an alkilith connects to a layer of the abyss without being prompted to do so. In such a case, whenever the alkilith uses its third lair action option, roll 1d10 to randomly determine which layer of the abyss it connects to.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the alkilith can use a lair action to cause one of the following effects:

- Demons whose combined challenge rating doesn't exceed 5 appear in unoccupied spaces within 10 feet of the alkilith.
- The alkilith weakens the fabric of reality in its lair, enabling stronger demons to pass through its mouth. It must make a DC 18 Constitution saving throw. On a failed save, it takes 21 (6d6) necrotic damage, and the next time it uses its first lair action option, the maximum combined challenge rating is increased by 1, up to a maximum of 30. On a successful save, it takes half as much damage, and the maximum combined challenge rating is increased by 2.

The alkilith's hit point maximum is reduced by an amount equal to the damage taken until it finishes a long rest.

- Material from the abyss is transported through the alkilith. The effect depends on which layer of the abyss the alkilith is attuned to, as described in the following table.

d10	Layer of the Abyss	Demon Lord	Effect
1	The Slime Pits	Juiblex & Zuggtmoy	A wave of acidic ooze pours forth from the portal. Each creature in a 30-foot cone must succeed on a DC 18 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much on a successful one. For each time the alkilith has used this lair action in the past minute, the cone's size increases by 10 feet, and the damage increases by 1d6.
2	The Gaping Maw	Demogorgon	The alkilith regurgitates a torrent of brine. Each creature in a 60-foot cone must succeed on a DC 18 Strength saving throw or be pushed up to 30 feet away from the alkilith and be knocked prone. Creatures within 10 feet of the alkilith make the save with disadvantage.
3	The Blood Tor	Beshaba & Umberlee	A wave of demon ichor is expelled from the alkilith, corrupting all it touches. Each creature in a 60-foot cone must succeed on a DC 18 Charisma saving throw or suffer the effects of the bane spell for one minute. Casting <i>greater restoration</i> or <i>remove curse</i> ends the effect early on the target.
4	The Death Dells	Yeenoghu	A dry, desiccated wind blows through the portal, bringing with it plumes of dust and sand. Until initiative count 20 on the next round, creatures within the lair can only see up to 10 feet away from themselves, and anything further than this is heavily obscured from them.
5	Thanatos	Orcus	As life is being drained from the very air itself, an eerie silence (as per the spell) fills a 60-foot-radius sphere centered on the alkilith until initiative count 20 on the next round.
6	Azzatar	Graz'zt	An alluring perfume fills the air around the alkilith. Each creature within 30 feet of the alkilith must succeed on a DC 18 Wisdom saving throw or become charmed until the end of its next turn. A charmed creature must use its movement on its turn to move towards the alkilith. If it ends its movement within 5 feet of the alkilith, the creature is sucked into the portal and is sent to Azzatar. A creature on the other side of the portal may use an action to repeat the save, appearing in an unoccupied space within 5 feet of the alkilith on a successful save. The creature can't take this action if the alkilith is destroyed or if it is more than 5 feet away from the portal on the other side.
7	Hollow's Heart	Fraz-Urb'luu	Strange, flickering visions appear around the alkilith. The alkilith casts <i>mirror image</i> and <i>blur</i> .
8	The Endless Maze	Baphomet	The alkilith teleports to a door, window, archway, or other opening within 120 feet of it that is also within its lair. It does not need to see the destination, which is often in another portion of a small maze. It cannot teleport to an opening that has been destroyed (AC 14, 30 hit points, immune to poison and psychic damage).
9	The Demonweb Pits	Lolth	The alkilith shoots a web of threads so thin they are basically invisible, yet so firm they can cut limbs. Until initiative count 20 on the next round, whenever a creature within 60 feet of the alkilith moves for the first time on a turn or is moved for the first time on a turn, it must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) slashing damage.
0	Smaraggd	Merrshaul & Sseth	Thorny wooden roots snake and worm their way out of the alkilith's mouth. The alkilith can choose any number of creatures within 30 feet of it. The creatures must succeed on a DC 18 Dexterity saving throw or become restrained by the roots. A restrained creature takes 14 (4d6) necrotic damage at the start of each of its turns, as the roots slowly drain their blood. The alkilith regains hit points equal to half the damage dealt. A restrained creature can repeat the save as an action, ending the effect on itself on a successful save. A restrained creature is also freed if the root tethering it to the alkilith is destroyed (AC 14, 30 hit points, immune to psychic damage).

BABAU

CR 4, VGM p.136

On the material plane, a babau is likely to be encountered after being sent to coordinate and direct the efforts of a demonic cult. On the lower planes, babau recruit lesser demons to serve their demonic overlords.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the babau can take a lair action to cause one of the following effects:

- The babau forms an infernal connection with an ally it can see within its lair. The next time the babau casts a spell, if the spell requires concentration, the babau can have the ally concentrate on the spell for it. The babau may also choose to have the spell effect originate from the ally's space instead of its own. If the spell has a range of self, the babau may have the spell affect the ally instead of itself.



- The babau draws in the abyssal energies surrounding it to amplify its debilitating gaze. Until initiative count 20 on the next round, when a creature that can see the babau's eyes starts its turn within 20 feet of the babau, it is affected by the babau's weakening gaze ability. A creature that isn't surprised can avert its eyes to avoid the gaze. If it does so, it can't see the babau until the start of its next turn, when it can avert its eyes again. If the creature looks at the babau in the meantime, it is immediately affected by the babau's gaze.

- The influence of the babau's demonic master can be felt throughout its lair. The babau casts the *command* spell, targeting any number of creatures it can see within 60 feet of it. The babau issues the same command to every creature. A creature understands the command if it understands at least one language.
- The babau reaches out to call lesser demons bound to it. The babau summons either 2 **quasits**, 4 **dretches** or 8 **manes** in unoccupied spaces within 30 feet of it. The demons disappear when the babau dies or when it uses this action again. The babau cannot take this lair action again until the next dawn.

BALOR

CR 19, MM p.55

Violent and destructive, balors embody the burning hatred and chaos of the Abyss. The lair of these powerful monsters can vary, but most often they are deep caverns and subterranean tunnel networks filled with bubbling magma and great ravines. The lair of a balor bears marks of its rage - firepits, charred and desecrated corpses and markings of the balor's tantrums are a common sight. A balor's lair sometimes also holds a sizable portion of its horrible legion, as well as opportunist demons wishing to betray and steal the balor's power.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the balor can take a lair action to cause one of the following effects:

- The ground in a 20-foot-radius circle centered on a point on the ground within 60 feet of the balor crumbles. A creature in the area must make a DC 18 Dexterity saving throw. Creatures within 5 feet of the point of collapse have disadvantage on the



save. On a failed save, a creature takes 18 (4d8) bludgeoning damage and falls to a lower floor of the balor's lair, landing prone. On a success, the creature takes no damage and is able to leap and grab on to one of the newly formed pit's ledges where it hangs and is prone.

If the lair has no lower floor, or if something otherwise prevents a complete cave-in, a 20 feet deep pit is formed instead, and ground at the bottom of the pit becomes difficult terrain.

- The balor siphons energy from one allied fiend, with a CR of 1 or higher, within 60 feet of it and uses it to destroy its enemies. The targeted demon takes 60 force damage and the balor casts *chain lightning* (spell save DC 20).
- The balor gathers up heat and rage in its body. Until initiative count 20 on the next round the balor's Fire Aura affects creatures within 20 feet of the balor, and its Death Throes affect creatures within 60 feet of it.
- **(2/day)** A fire or lava pool within 120 feet of the balor erupts and forms into a Large clawed hand made of writhing flames, as per the *bigby's hand* spell (no concentration required, 50 hit points, and deals fire damage instead of force damage).

REGIONAL EFFECTS

The balor's presence and ambient magic alter the surrounding area, causing one or several of the following effects:

- Loud thuds, muffled roars and distant thundering footsteps can be heard within 1 mile of the balor.
- The air within 1 mile of the balor is supernaturally warm, getting hotter and hotter as a creature nears the balor.
- The balor's demon summoning variant action has a 100% chance of success while in the lair.
- A creature that dies by burning in the lair has its soul sent to the Abyss.
- Cracks in the stone emit sulfurous smoke within 1 mile of the balor.

These effects disappear after 1d6 hours when the balor dies.



BARLGURA

CR 5, MM p.56

Stalking and hunting in the inhospitable jungles of the Abyss, the barlgura are fierce demons that embody the brutality of the wilderness. A barlgura's lair is the expansive territory it inhabits, often bordered and adorned with the heads of monstrosities and intruders that the barlgura and its packmates have hunted down. The impassible and dark jungles these ape-like creatures call their home are hostile to all but the strongest and most fit to survive in them.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the barlgura can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The Barlgura pulls on a hanging vine with all its strength, and a colossal tree collapses at a point within 60 feet of it. Each creature in a line 30 feet long and 5 feet wide originating from the point must make a DC 13 Dexterity saving throw, taking 17 (5d6) bludgeoning damage on a failed save or half as much damage on a successful one.
- Vines extend from the trees around the barlgura allowing it to maneuver at greater speeds. Until the end of its next turn, the barlgura's long jump, walking and climbing speed increase by 20 feet, and its movement does not provoke opportunity attacks.
- The foliage of the trees in the lair shifts and stirs. The barlgura becomes heavily obscured by leaves and branches for the purposes of hiding, and can immediately take the Hide action.

REGIONAL EFFECTS

The barlgura's territory is infused with Abyssal energy and is extremely inhospitable, creating one or more of the following effects:

- Areas around bodies of water within 6 miles of the barlgura are teeming with blood-sucking and flesh-eating insects. If a creature stays within 30 feet of a body of water for more than 10 minutes, it must make a DC 12 Constitution saving throw, taking 7 (3d4) piercing damage on a failed save, or half as much on a successful one. The creature must repeat the saving throw every 10 minutes or until it moves away from the body of water.
- Rare and horribly virulent diseases are common within 6 miles of the barlgura's lair. Any creature with an open wound must make a DC 12 Constitution saving throw for every hour it spends in the area. On a failed save, it contracts the sewer plague disease. Additionally, any creature that drinks non-purified water from the area must make a DC 15 Constitution saving throw or contract sight rot.
- Rancid trophies made from the heads of the barlgura pack's decapitated victims are littered within 6 miles of the barlgura. These trophies are placed in large clusters and the air around them is rancid and reeking of decay. A creature which starts its turn within 30 feet of the trophies must succeed on a DC 12 Constitution saving throw or spend its turn retching and reeling.

These effects fade over the course of 1d10 days after the barlgura is slain.

DEVOURER

CR 13, VGM p.138

The lair of a devourer is one filled with an uneasy feeling of dread and doom. Often littered with undead servants and twisted rooms that seem to reach out in hunger.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the devourer can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The devourer chooses up to three undead creatures within the lair that it can see, and each one is infused with necromantic energy. An undead empowered in this way deals an additional 10 (3d6) necrotic damage the next time it hits a creature with a melee attack.
- The walls of the lair sprout terrifying bone fragments that reach out in an attempt to restrain a living creature. Each creature of the devourer's choice that starts its turn within 10 feet of such a wall must succeed on a DC 16 Dexterity saving throw or be restrained. A creature can use its action to escape its restraints, freeing itself on a successful DC 16 Strength (Athletics) or Dexterity (Acrobatics) check.
- The devourer chooses one creature that it can see within its lair. If the creature has 25 or fewer hit points it must succeed on a DC 16 Constitution saving throw, or fall to 0 hit points.

REGIONAL EFFECTS

The devourer's necromantic presence warps the area around its lair, producing one or more of the following effects:

- The area within 2 miles of the devourer's lair drives creatures to a feeling of defeat and despair. For each hour spent within the area a creature must succeed on a DC 16 Wisdom saving throw or be filled with eternal dread, gaining disadvantage on all saving throws and the creature gains the flaw: "I am convinced that this place is going to kill me."
- Undead spirits are drawn to the lair of a devourer, either by creation or to become empowered by it. Within 2 miles of the lair **skeletons, zombies, ghouls, ghosts, shadows, and wights** are all common appearances and they are all hostile towards living creatures.

If the devourer dies, these effects fade over the course of 1d10 days.



DYBBUK

CR 4, MTF p.132

Depraved spirits that take control of the bodies in order to engage their sordid desires and horrifying mortals, dybbuks are among the cruellest fiends. A dybbuk is likely to live where fresh bodies are easy to find. Graveyards and crypts are common lairs, as are hospitals or asylums. Often, however, dybbuks take cruel glee in creating lairs in places where their victims dwelt in life, the more grotesque the better. A dybbuk in the body of a priest may live in the church, one in the body of a child may live in the family home.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dybbuk can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Lights fade and cold permeates the lair. The radius of all light sources the dybbuk can see is halved until initiative count 20 on the next round. Each creature not in an area of bright light must succeed on a DC 12 Constitution saving throw or take 5 (2d4) cold damage. A creature dealt damage in this way cannot regain hit points until it starts its turn in an area of bright light.
- The foul presence of the dybbuk breaks connections to the divine. Until initiative count 20 on the next round, whenever a spellcaster using divine magic (such as a cleric or a paladin) within 30 feet of the dybbuk casts a spell or uses an ability powered by divine magic, it must succeed on a DC 12 Charisma saving throw or suffer one level of exhaustion.
- An eerie noise or flitting shadow distracts a creature within the lair. One creature of the dybbuk's choice within its lair must succeed on a DC 12 Wisdom saving throw or become charmed until initiative count 20 on the next round. A creature charmed in this way must use its action on its turn to investigate the phenomenon. When it does so, a shadow, hidden in the darkness, leaps out to attack it and joins the combat.

GLABREZU

CR 9, MM p.58

A glabrezu's love for cunning is reflected in its lair. In the Abyss, such a lair can be a confusing maze of rooms and caverns filled with traps and false entrances, where the glabrezu would spend most of its time scheming to corrupt mortals and working on battle tactics. On the prime material plane, a glabrezu might set up a lair in a keep, mansion or demonic temple where it tempts mortals into falling to ruin. Such a lair will often be well decorated, or even inviting to those unaware of its inhabitant's true goals. However, despite the glabrezu's best efforts, the abyssal corruption it spreads inevitably make its lair unsettling to be in.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the glabrezu can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The glabrezu chooses one huge or smaller creature or object it can see within 60 feet of itself and teleports it to an unoccupied space within 60 feet of itself. If the target is a creature it can make a DC 16 Charisma saving throw to attempt to resist the effect.
- The glabrezu uses its demonic underlings to bolster its defences. Until initiative count 20 on the next round, the glabrezu gains a +1 bonus to AC and Dexterity saving throws for each demon within 10 feet of itself, to a maximum of +5.
- Ambient abyssal energies burrow into the minds of all non-demons in a 20-foot-radius circle within 30 feet of the glabrezu. Creatures in the area must make a DC 16 Wisdom saving throw or take 16 (3d10) psychic damage as they experience the feeling of all their greatest desires and ideals being snuffed out. Creatures immune to being frightened make this saving throw with advantage.
- The glabrezu's manipulative nature magically manifests in the form of an unavoidable calling. The glabrezu casts *dominate person* (save DC 16). A creature that resists or otherwise ends the effect of this spell on itself becomes immune to this lair action's effects for the next 24 hours.

REGIONAL EFFECTS

The glabrezu's lair is very different when located in the Abyss, and when in the Prime Material. Its abyssal corruption produces one or several of the following effects, depending on the lair's location:

Prime Material Plane:

- Illusory magic disguises bloodstains and the stench of death in the lair as decorative paintings and burning incense respectively. A creature that succeeds on a DC 16 Intelligence (Investigation) check can see through this illusion. The illusion also ends for a creature if it attacks the glabrezu, or if the glabrezu attacks it.
- When a creature enters the glabrezu's lair and the glabrezu is aware of it, the glabrezu can attempt to extract the creature's deepest desires. If the glabrezu succeeds on a Wisdom (Insight) check against the creature's Charisma (Deception) it learns one of the creature's ideals or bonds.
- A creature within 1 mile of the lair feels like it is being hunted by an unknown pursuer.

Abyss:

- When a creature enters a new corridor or room in the glabrezu's lair it has a 20% chance of being magically transported to a room elsewhere in the lair.
- Creatures within 1 mile of the glabrezu can hear growls and orders yelled out in Abyssal coming from random directions around them with no apparent source.
- The glabrezu is instantly aware of any creature that enters its lair. It also knows the creature's type, alignment and exact location.

These effects end immediately when the glabrezu dies.

GORISTRO

CR 17, MM p. 59

Ferocious, enormous and incredibly blood-thirsty, goristro are powerful demons often used as living siege engines by demon lords, who keep them as both prized weapons and cherished pets. A goristro's chaotic and destructive nature combined with its incredible power makes them difficult to control and tame. A goristro's lair takes into account its perfect ability to recall any path it has traversed, often placing goristro as obstacles to stop intruders in impossible to navigate webs of maze-like corridors, or in the winding hallways of Baphomet and the goristro's home layer of the Abyss - the Endless Maze.

Maze Walls. The maze's walls are made of stone. Each 10-foot section of wall can be attacked (AC 15, 30 hit points, immune to psychic and poison damage, vulnerable to bludgeoning and force damage). Those walls are enchanted to survive the goristro's destructive presence, and every round, on initiative count 10, one section of wall regains up to 10 hit points.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the goristro can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The goristro's lair is smeared with the pulverized remains of its previous victims. As the goristro approaches a creature within 30 feet of it the size and sheer malice of the goristro causes that creature to make a DC 20 Wisdom saving throw. On a failure the creature steps back in fear, slipping on spilled blood and viscera and landing prone, a creature prone in this way is unable to stand up until initiative count 20 on the following round.
- The goristro's powerful presence causes the magic keeping its lair from being damaged to temporarily falter. Until initiative count 20 on the next round, if the goristro shoves a creature within 5 feet of a wall, the wall collapses. The creature takes 21 (6d6) bludgeoning damage, and is restrained until it or another creature makes a DC 17 Strength (Athletics) check as an action to free them.

- The goristro bellows out a mighty and terrible roar, bolstered by its lair's acoustics. Each creature within 10 feet of the goristro must succeed on a DC 17 Constitution saving throw or be deafened for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The roar echoes through the lair, remaining until initiative count 20 on the following turn. It drowns out the sound of footsteps of any Huge or smaller creature and makes any verbal communication impossible to understand unless shouted out. All creatures within 300 feet of the roar's origin have disadvantage on Wisdom (Perception) checks involving hearing for the duration.

- Dimensional warping magic makes moving through the maze confusing. Until the goristro uses another lair action, at the end of each turn, each creature that has used at least half of its movement must succeed on a DC 14 Wisdom saving throw or somehow find themselves back where they were at the start of the turn.

REGIONAL EFFECTS

The goristro's presence and the magic weaved into its lair warp it, creating one or several of the following effects:

- The goristro instantly becomes aware when a creature enters its lair. It knows the location the creature entered from and its distance from the creature at the time of entry, however it cannot pinpoint the creature's exact location once it is in the lair.
- Teleportation and planar travel is impossible within the goristro's lair. Attempting to use these means of transportation instead teleports the creature to a random point in the lair within the spell's range, that is at least 400 feet away from any exit.
- Plants within 1 mile of the lair are either stunted and tiny, growing from previously torn out stumps, or are sprawling, tough and covered in spines, creating large hedge mazes or labyrinthine forests.
- Attempts to mark a path by inscribing symbols on a surface or dropping objects on the floor are thwarted, as the symbols and objects seem to disappear or move from where they were left after 1 minute without being observed.
- Compasses spin wildly while within 1 mile of the lair, and creatures who could normally sense the cardinal directions have a hard time orienting themselves.
- Creatures within 1 mile of the lair feel as though a dangerous predator could jump at them from behind any corner. While experiencing this pervasive supernatural paranoia, a creature attempting to take a short or long rest must succeed on a DC 14 Charisma saving throw or gain no benefits from the rest due to uneasiness and anxiety.

If the goristro dies, these effects fade within 1d10 hours.

SW
08

ADVANTAGE

An adventuring party lost in a maze will often experience confusion as they wander the endless twisting halls. A goristro thrives on this very inability to make informed choices, as it meticulously stalks its hapless prey within the labyrinth.



MARILITH

CR 16, MM p.61

Mariliths are masterful tacticians and commanders, something very rare among the chaotic hordes of the Abyss. They make their lairs in demonic war camps where they collect and covet vast stashes of mundane and magical weapons which they pry from the dead hands of their enemies. The marilith discards weapons it deems unworthy of preserving outside its lair, resulting in piles of ancient, rusting arms and armor. A marilith's mastery of tactics makes it extremely dangerous to face in its lair, as it can utilize its demonic minions and the ambient magic of the area to devastating effect.

Abyssal Warlord. The marilith is so fearsome it is one of the few demons capable of holding authority over other demons. It can choose to take lair action options from both its unique lair actions and the lair actions available to Warlords. It cannot have more than five lair actions available to it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the marilith can take a lair action to cause one of the following effects:

- The marilith instinctively pulls on its connection with a demon under its command within its lair. Both the marilith and the demon immediately teleport, switching places. Additionally, the marilith can transfer any number of conditions or other effects it is under to the demon it switches places with. The demon is now affected by those conditions or effects. The marilith can take this lair action even if it is incapacitated.
- The demonic energies of its lair surge within the marilith, and its form flickers with magic. Until initiative count 20 on the next round, whenever the marilith makes an attack, it can use its teleport either immediately before or after the attack (no action required). Additionally, the marilith can choose to bring any creature it is grappling with it when it teleports.
- The marilith animates its vast collection of weapons with a thought, and casts the *blade barrier* spell without requiring verbal or somatic components.

REGIONAL EFFECTS

The marilith draws in the energy of its surroundings and of its demonic minions to enhance its own powers. Whilst in its lair it gains the following effects:

- Whilst in its lair, the marilith has its Variant: Demon Summoning ability (MM p.54). The marilith and each demon that is an ally of the marilith that has the Variant: Demon Summoning ability can use it with a 100% chance of success whilst within 1 mile of the lair.
- Unsecured weapons within 500 feet of the lair will move 10 feet per turn towards the nearest of the marilith's weapon racks. The weapons move on initiative count 20.

These effects disappear immediately after the marilith is slain.

MOLYDEUS

CR 21, MTF p.134

A molydeus' lair is the extremely secure vault designed to house the artifact the creature was designed to protect - the magical amulet its demon lord master has poured its essence into. A molydeus is unflinchingly loyal to its master and will stop at nothing to protect the amulet, as its theft or destruction also means death for the molydeus itself.

Demon Amulet. A demon lord's amulet is a powerful artifact that radiates parts of its master's influence. The area within 1 mile of the amulet exhibits one or several of the regional effects of its creator's lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the molydeus can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A torrent of blood, viscera and demonic ichor pours from a section of the ceiling, floor or walls and smashes into a 40-foot cube on the ground. Each creature in the area must make a DC 20 Constitution saving throw. On a failure, the creature takes 10 (3d6) bludgeoning damage and 10 (3d6) poison damage, and is pushed 10 feet in a direction of the molydeus' choice. On a success, it takes half damage and isn't pushed.



- The molydeus casts *banishment*. Instead of being sent to a harmless demiplane or its home plane a creature targeted by this spell is instead sent to a different layer to the Abyss. If the molydeus concentrates on the spell for its full duration, the banished creature remains on the layer it was banished to.
- The demon amulet within the molydeus' lair stirs and unleashes a wave of negative energy. All non-fiends in the lair must make a DC 20 Charisma saving throw. On a failure, they take 17 (5d6) necrotic damage and suffer an effect depending on the demon lord that created the amulet:

Demon Lord	Additional Effect
Juiblex	The creature's weapons and armor begin to corrode. If it is wielding a weapon, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. If it is wearing armor or a shield, the object takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.
Demogorgon	The creature falls under the effects of the <i>confusion</i> spell until the end of its next turn.
Zuggtmoy	The creature is poisoned until initiative count 20 on the next round.
Yeenoghu	On its next turn, the molydeus has advantage on its first attack against the creature.
Orcus	The creature is enfeebled. It has disadvantage on all saving throws until initiative count 20 on the next round.

Graz'zt

The creature is charmed by the molydeus until the end of its next turn.

Fraz-Urb'luu

The creature is blinded until the end of its next turn.

Baphomet

The creature is frightened of the molydeus until initiative count 20 on the next round.

NABASSU

CR 15, MTF p.135

The nabassu are demons so vile and evil that they are hated and despised even among the ranks of the Abyss. These soul-sucking monsters reside in the darkest, most desolate recesses of the Abyss, hungrily awaiting for opportunities for a meal or plotting to create one themselves.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the nabassu can use a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Magical darkness spreads around the nabassu to fill a 30-foot-radius sphere until initiative count 20 on the next round. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it, but the nabassu can see through the darkness as if it were brightly lit. If any of this effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The area moves with the nabassu.



- The silence in the nabassu's lair becomes tangible. A 30-foot-radius sphere within 90 feet of the nabassu becomes completely devoid of sound, as described in the *silence* spell. The area of silence remains for 1 minute or until the nabassu uses this lair action again.
- Wisps of negative energy coalesce around the site of combat and attempt to feed off the energy of creatures gathered there. One creature within 60 feet of the nabassu must succeed on a DC 16 Constitution saving throw or take 27 (5d10) necrotic damage.
- The nabassu summons undead servants to aid it. 1d6 **ghouls** or 1d4 **ghasts** (nabassu's choice) appear from the shadows or dust in an unoccupied space within 60 feet of the nabassu. The nabassu has a limited number of undead servants, and can only use this lair action twice before it needs to spend 1 week to create new undead servants.

NALFESHNEE

CR 13, MM p.62

The gluttonous and cruel nalfeshnee uses its lair to store humanoid corpses, which it devours later in grand and grotesque feasts. The lairs contain tables, large chairs, and oversized pieces of rusted cutlery which hang from the walls. Those who would be guests in the nalfeshnee's lair quickly find themselves joining the menu.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the nalfeshnee can take a lair action to cause one of the following effects; it can't take the same effect two turns in a row:

- The nalfeshnee barks out a command word, and a lid flies off of a serving tray, revealing a severed humanoid head with an apple in its mouth. Each humanoid within the lair who can see the head must make a DC 15 Wisdom saving throw or be frightened until it can't see the corpse. A creature can repeat this saving throw at the end of each of its turns, ending this effect on a successful save. The nalfeshnee can use its bite attack to devour this grim dish if it is within reach. If it does, it gains a number of temporary hit points equal to the damage roll of the bite attack.
- Oversized, rusting, and crumbling silverware flies from the walls into the nalfeshnee's hands. The nalfeshnee's claw attack is replaced by a new melee weapon attack made with this rusty cutlery: +10 to hit, reach 10 ft., one target. Hit: 24 (3d12+5) piercing or slashing damage. If the nalfeshnee misses with this attack, the cutlery shatters against the ground or the target's armor, and the nalfeshnee regains the use of its claw attack.
- A large or smaller inanimate object such as a tiny candelabra, small grandfather clock, or large chair starts moving, as per the *animate objects* spell (no concentration required). The Nalfeshnee can give commands to all animated objects within its lair as a bonus action, as per the spell. If issued no command, the objects attempt to grapple any humanoid creature they can see, and move them within 5 feet of the nalfeshnee.

SHADOW DEMON

CR 4, MM p.64

Shadow demons make their lairs in dark hidden places, from which they can roam out to cause suffering and incite evil. Its dark, umbral essence permeates every corner of its lair, allowing it to manipulate the darkness itself against intruders.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the shadow demon can take a lair action to cause one of the following effects:

- An area of darkness the shadow demon can see takes form and grasps nearby creatures. Each creature in the area of darkness or within 5 feet of it, except the shadow demon, must succeed on a DC 12 Strength saving throw or become restrained by the shadow until initiative count 20 on the next round. The shadows are unaffected by nonmagical light that isn't sunlight but can be dispersed by sunlight or magical light.
- The gloom of the lair bends to the shadow demon's will. The shadow demon creates a 10-foot-radius sphere of magical darkness centered on a point it can see within 30 feet of itself, which persists until the shadow demon dies or uses another lair action. A creature with darkvision can't see through this darkness, and non magical light can't illuminate it, but the shadow demon can see through it as if the area was dimly lit. If the area of this darkness overlaps with an area of light created by a cantrip, the cantrip that created the light is dispelled.
- The shadow demon pulls on the umbral forces in its lair. The next time the shadow demon hits a creature with an attack, the creature must succeed on a DC 12 Charisma saving throw, or the shadow demon rips away its shadow, animating it as a **shadow** under the shadow demon's control in an unoccupied space within 5 feet of the creature. The shadow persists until it is destroyed or the shadow demon uses this lair action again. The creature does not cast a shadow until the dawn after the shadow is destroyed or disappears. A *remove curse* or *greater restoration* spell cast on the creature destroys the shadow instantly and returns the creature's shadow to normal.

SIBRIEX

CR 18, MTF p.137

Sibriexes are ancient and highly intelligent demons with the power to warp the flesh of creatures near them by grafting abyssal matter directly on to their bodies. A sibriex' lair is usually a well guarded stronghold or patch of abyssal wasteland and is covered in the sibriex' corruption.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the sibriex can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- 7 (2d6) **abyssal wretches** or 3 (1d6) **rutterkins** (sibriex' choice) crawl out from the pools of filth surrounding the sibriex. They obey the sibriex's commands and will attack the nearest non-fiend when it issues no commands. The sibriex can summon a maximum 12 abyssal wretches or 6 rutterkins from this lair action. These fiends have been modified by the sibriex and their attacks deal an additional 1d10 necrotic damage as long as they are within the sibriex' lair and the sibriex is not incapacitated.
- The sibriex can warp up to 3 creatures in its lair that it controls or has charmed. These creatures gain a permanent feature from the sibriex' Flesh Warping table (MTF p. 138). These changes can be undone by a *greater restoration* spell or similar restoration magic.
- The rivers of bile and filth that flow from the sibriex overflow and spew out noxious gas and pus in up to three lines, each 120 feet long and 10 feet wide. Creatures in the area must succeed on a DC 15 Dexterity saving throw or take 33 (6d10) acid damage.

Additionally, until initiative count 20 on the next round, these lines are considered part of the area of the Sibriex' Contamination trait.

REGIONAL EFFECTS

The sibriex' corruption poisons and distorts the area around its lair imbuing it with Abyssal magic and creating the following effects:

- The water in a 1 mile area around the lair is contaminated and poisonous, drinking it deals 11 (2d10) poison damage. Any creature that breathes water takes 20 poison damage if it ends its turn submerged in water.
- Wildlife within 3 miles of the lair is grotesque and mutated and its classification is fiend instead of beast. Any wildlife encountered will be hostile to intruders and attack on sight.
- Creatures within a 1 mile area of the sibriex' lair must succeed on a DC 15 Constitution saving throw every 12 hours or become affected by its toxic and disease effects, being poisoned for 1 day and gaining an effect from the following table:

d10	Affliction
1	The creature's skin rots and begins to fall off. The creature has a vulnerability to poison damage
2	The creature's hair falls out.
3	The creature's gums bleed and 1d4 of its teeth fall out
4	The creature's eyes inflame and bloat and it has disadvantage on Wisdom (Perception) checks that rely on sight.
5	The creature's ears start leaking pus and it has disadvantage on Wisdom (Perception) checks that rely on hearing.
6	The creature's joints inflame and its bones become elastic. It loses 5ft of movement.
7	Grotesque rashes appear on the creature's skin and it becomes extremely sensitive to light. The creature has disadvantage on attacks in direct sunlight.
8	The creature's tongue bloats and is covered in painful boils making its speech muffled
9	The creature's blood thins out and leaks out through its orifices. It takes 7 (2d6) necrotic damage.
0	The creature gets horrible stomach pains and must spend an action to vomit every minute.

These effects immediately end when the sibriex dies.

TANARUKK

CR 5, VGM p.186

A tanarukk's lair could be any location that a tribe of orcs called home, but is now corrupted and sinister, with many gruesome trophies on display.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the tanarukk can take a lair action to cause one of the following effects:

- The tanarukk's demonic fury spreads to its allies, whipping them up into a reckless frenzy. Until initiative count 20 on the next round, the tanarukk and each of its allies gain advantage on attack rolls and ability checks using Strength, but attack rolls against the tanarukk and its allies have advantage.
- Demonic energy gathers in the lair. The next time the tanarukk or an orc is reduced to 0 hit points, it does not die or fall unconscious. Instead, its form warps, becoming more demonic in appearance. It lets out a feral battle cry and hurls itself at its enemies one last time as it is cheered on by its allies. It acts normally on its next turn, and has advantage on attacks rolls, ability checks and saving throws. At the end of its turn, its body is destroyed in an explosion of ichor and viscera.
- A wave of furious energy passes through the tribe. Each orc in the lair that can see the tanarukk can use its reaction to move up to its speed toward a hostile creature it can see, or use the shove or grapple action. If the orc has taken damage in the last round, it can instead make a melee weapon attack against an adjacent enemy.

VROCK

CR 6, MM p.64

Vrocks will make their lair close enough to other creatures that they can attack regularly, but on high enough ground that they are unlikely to be harassed by anything else. They build a nest around sharp rocks from bare tree branches and the bones of prey. The area of a vrock's lair is often strewn with half-eaten remains and decorated with anything shiny that they have pillaged. A vrock's spores will often take hold amongst the refuse in their lair, spreading dangerous fungi across the floors and walls.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the vrock can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The heat and movement of battle have stirred the putrid air around the decaying bodies left around the lair. Any creature within the vrock's lair that isn't a fiend must succeed on a DC 14 Constitution saving throw or contract the sewer plague disease (DMG p.257). A creature that fails the saving throw by 5 or more manifests their symptoms immediately.
- Gusts around the lair pick up and are focused towards a creature of the vrock's choice. That creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet in a direction of the vrock's choosing. Creatures pushed onto flat surfaces take 7 (2d6) bludgeoning damage, creatures pushed onto spiked rocks take 9 (2d8) piercing damage.
- A creature which is pushed past the edge of the nest hangs onto the edge. Such a creature doesn't fall, but it cannot move until it or another creature makes a DC 14 Strength (Athletics) check as an action to pull the creature back up on the nest.
- The vrock grabs handfuls from the nearest patch of poisonous fungi and smears it into its wings. Each time it uses this action it decreases the number needed to recharge it's Spores ability by 1. If the vrock recharges this ability then the number resets to 6.

WASTRILITH

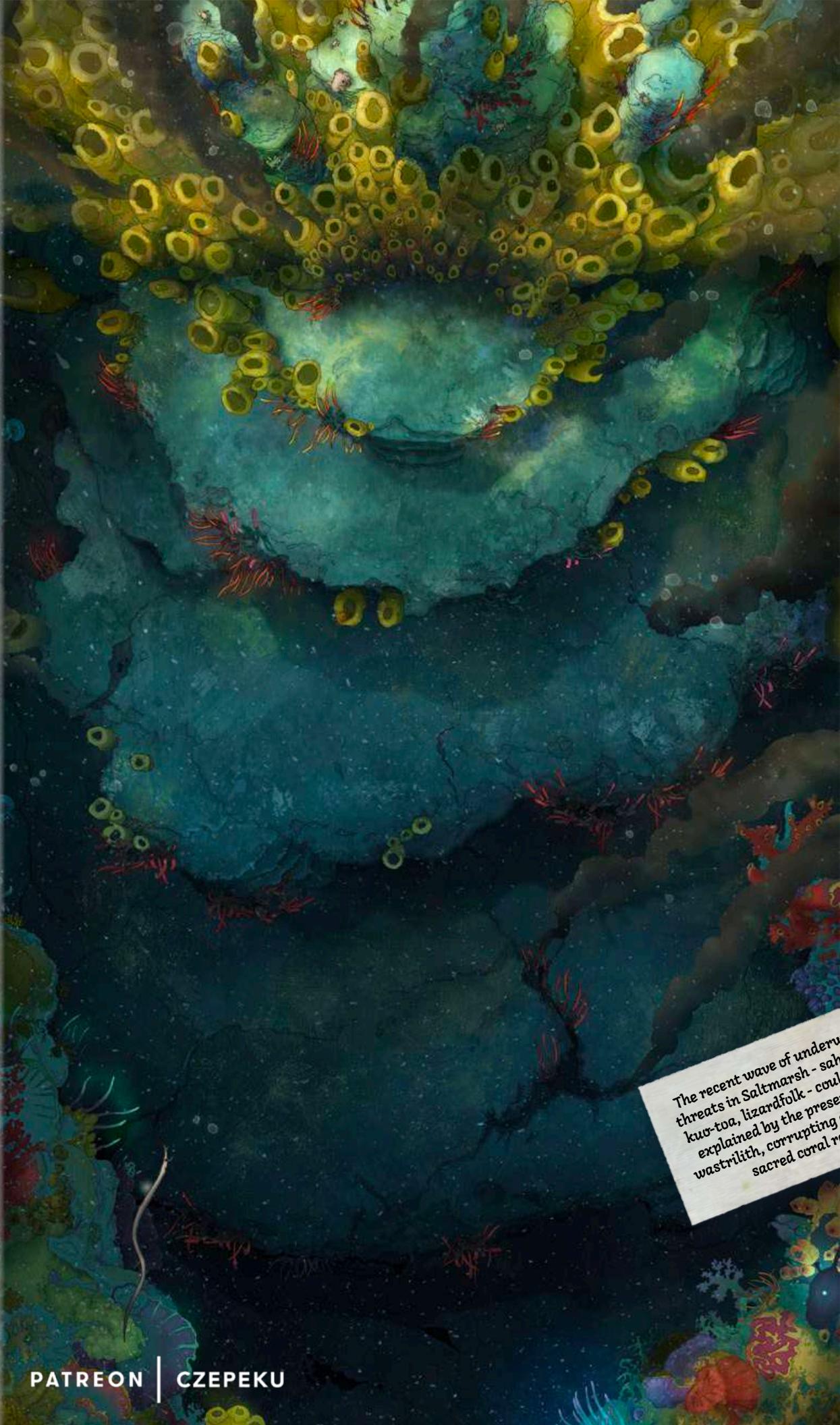
CR 13, MTF p.139

Wastriliths on the material plane often create vast underwater castles and claim an area as large as 25 miles across. Everything in the area is corrupted by the wastrilith's presence, but some of the features such as a labyrinth of coral or twisted, subjugated versions of the wildlife which used to live here might still be spotted.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the wastrilith can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The wastrilith coalesces a section of its foul water within 30 feet of it into a water weird. The elemental lasts for 1 minute, and acts as an ally to the wastrilith. The water weird disappears early if it is reduced to 0 hit points or the wastrilith uses this action again.
- The water around the wastrilith carries violent currents that push and pull anything within it. Each creature of the wastrilith's choice that it can see must succeed on a DC 14 Strength saving throw or be moved up to 30 feet in a direction of the wastrilith's choice. Creatures with a swim speed have advantage on this saving throw.
- Up to three creatures of the wastrilith's choice that are poisoned must succeed on a DC 14 Constitution saving throw or become blinded while poisoned by the wastrilith's foul water, as the polluted water seeps into the creature's eyes.



The recent wave of underwater threats in Saltmarsh - kuo-toa, lizardfolk - sahuagin, explained by the presence of a wastrilith, corrupting an old and sacred coral reef.

DERRO SAVANT

CR 3, MTF p.159

Derro savants are the deranged leaders of bands of derro. Wherever they set up camp, the collective madness of the derro begins to suffuse into the surrounding area, reverberating and intensifying out of control.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the derro savant can take a lair action to create one of the following effects:

- The derro savant whips up the derro into a cackling frenzy. Until initiative count 20 on the next round, derro in the lair have advantage on attack rolls, but attack rolls against them have advantage.

If, during this time, the derro deals or is dealt a critical hit, it goes further into madness, and the effect lasts until initiative count 20 on the following round.

- The derro savant twitches and gibbers, attempting to overchannel its innate magic. The derro casts a random spell of 1st level or higher. If the spell requires concentration, the derro ignores the concentration requirement of the spell.
- The derro savant attempts to curse an enemy of the tribe with the madness of the derro. The creature must succeed on a DC 12 Charisma saving throw or be afflicted with a random oddity from the Derro Madness table (MTF p.159). A *remove curse* spell or similar effect can end the effect of this lair action. A creature can only be affected by one oddity at a time.



TOMASZ WOZNIAK
2008

DEVILS

The lesser of two evils, the inhabitants of the Nine Hells protect the Material Plane from demons, at the cost of reaping the souls of any evildoer, sinner, or easily manipulated fool. But an organization is only as good-natured as its worst-natured members. Vicious, backstabbing silver-tongued manipulators, devils always protect their lairs thoroughly from one another, and this has the side effect of granting those lairs extremely good protection against adventurers as well.

ABISHAI, BLACK

CR 6, MTF p.160

A black abishai assassin makes its lair in a dark, shadowy place, and any intruders quickly discover they are being hunted from the shadows. Sewers, crypts, ruins and dark caves make great lairs from which the abishai can weave a web of lies and blood.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the abishai can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The abishai is granted a blessing from tiamat, the breath weapon of a true dragon. The abishai exhales acid in a line that is 30 feet long and 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 13 (3d8) acid damage on a failed save, or half as much on a successful one.

- The shadows of the lair swirl around the black abishai. Until initiative count 20 on the next round, immediately before or after the black abishai makes an attack, if it is in an area of dim light or darkness, it can teleport up to 30 feet to an unoccupied space it can see.
- The tendrils of shadow reach out to grasp at the abishai's enemies. Each creature of the abishai's choice within 20 feet of an area of darkness must succeed on a DC 14 Strength saving throw or be pulled up to 20 feet towards the area of darkness. If the creature is already in darkness or close to multiple areas of darkness, the black abishai chooses which direction the creature is pulled. A creature that fails its saving throw against this effect is considered to be grappled by the darkness (escape DC 14). If the creature stops being in darkness, it is released.

ABISHAI, BLUE

CR 17, MTF p.161

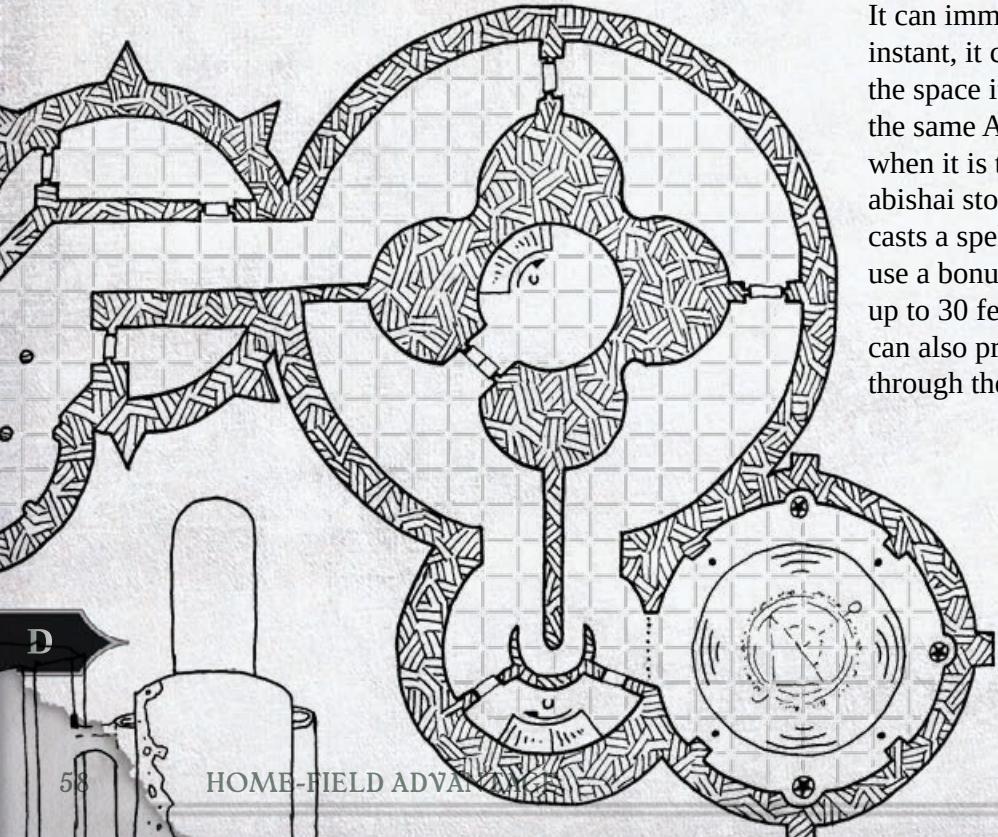
A blue abishai makes its lair in a secret place, where it can gather occult lore. A hidden library, a secluded wizard's tower, or an underground dungeon make great hideouts for a blue abishai.

Mages of the Dragon Queen. While blue abishai are fiends, they are also intelligent and powerful mages. As such, their lairs may be structured like a wizard's tower and employ similar defenses. A blue abishai can choose to take lair action options from both its unique lair actions and the lair actions available to Mages. It cannot have more than five lair actions available to it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the blue abishai can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The blue abishai is granted a blessing from tiamat, the breath weapon of a true dragon. The blue abishai exhales lightning in a line that is 60 feet long and 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 27 (5d10) lightning damage on a failed save, or half as much on a successful one.
- The blue abishai offers a prayer to tiamat, and immediately casts a spell which deals acid, cold, fire, lightning or poison damage. If that spell requires concentration, it can forgo concentrating on the effect, transferring the concentration to Tiamat via the shrine. The blue abishai remains in control of the effect, and can end the spell at any time (no action required). The effect also ends if the blue abishai dies or uses this lair action again, or the shrine is destroyed.
- The blue abishai summons a combination of arcane and divine magic to protect itself. Until initiative count 20 on the next round, the abishai cannot take reactions, but whenever it is hit by an attack or fails a saving throw, it can expend a spell slot to gain a bonus to its AC or to the saving throw equal to the level of the spell slot, potentially causing the attack to miss or for its saving throw to succeed.



ABISHAI, GREEN

CR 15, MTF p.162

A green abishai's lair will likely be hidden in plain sight, as it revels in deceiving other creatures. A sovereign's courtroom, a noble's mansion or a ballroom all make choice targets for a green abishai to sneak into and make very valuable friends.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the green abishai can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The green abishai is granted a blessing from tiamat, the breath weapon of a true dragon. The red abishai exhales poisonous gas in a 30-foot cone. Each creature in the area must make a DC 16 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much on a successful one.
- The green abishai offers a prayer to tiamat, and immediately casts a spell. If that spell requires concentration, it can forgo concentrating on the effect, transferring the concentration to Tiamat via the shrine. The green abishai remains in control of the effect, and can end the spell at any time (no action required). The effect also ends if the green abishai dies or uses this lair action again, or the shrine is destroyed.
- The green abishai teleports up to 60 feet to an unoccupied space it can see and turns invisible. It can immediately attempt to hide. At the same instant, it creates an illusory duplicate of itself in the space it just left. The illusory duplicate has the same AC as the green abishai but is destroyed when it is touched or takes damage. The green abishai stops being invisible if it dies, attacks, or casts a spell. On its turn, the green abishai can use a bonus action to move the illusory duplicate up to 30 feet in any direction. The green abishai can also project its voice so it appears to speak through the duplicate.

ABISHAI, RED

CR 19, MTF p.162

A red abishai usually orders its subordinates to build a grand fortress in the honor of Tiamat, from which it can then rule with an iron fist.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the red abishai can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The red abishai is granted a blessing from tiamat, the breath weapon of a true dragon. The red abishai exhales fire in a 60 foot cone. Each creature in the area must make a DC 18 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one.
- The red abishai beseeches Tiamat for draconic reinforcements. The red abishai summons a young chromatic dragon in an unoccupied space within 60 feet of it. The dragon is under the red abishai's control and it chooses which color of dragon is summoned. The young dragon disappears when it or the red abishai dies, or after 1 minute. The red abishai can't summon a young chromatic dragon of the same color again until the next dawn.
- The red abishai chooses a blue or green abishai, or up to 2 black or white abishai, within 60 feet of it. Those abishai can immediately take a lair action from their own list of lair actions.

ABISHAI, WHITE

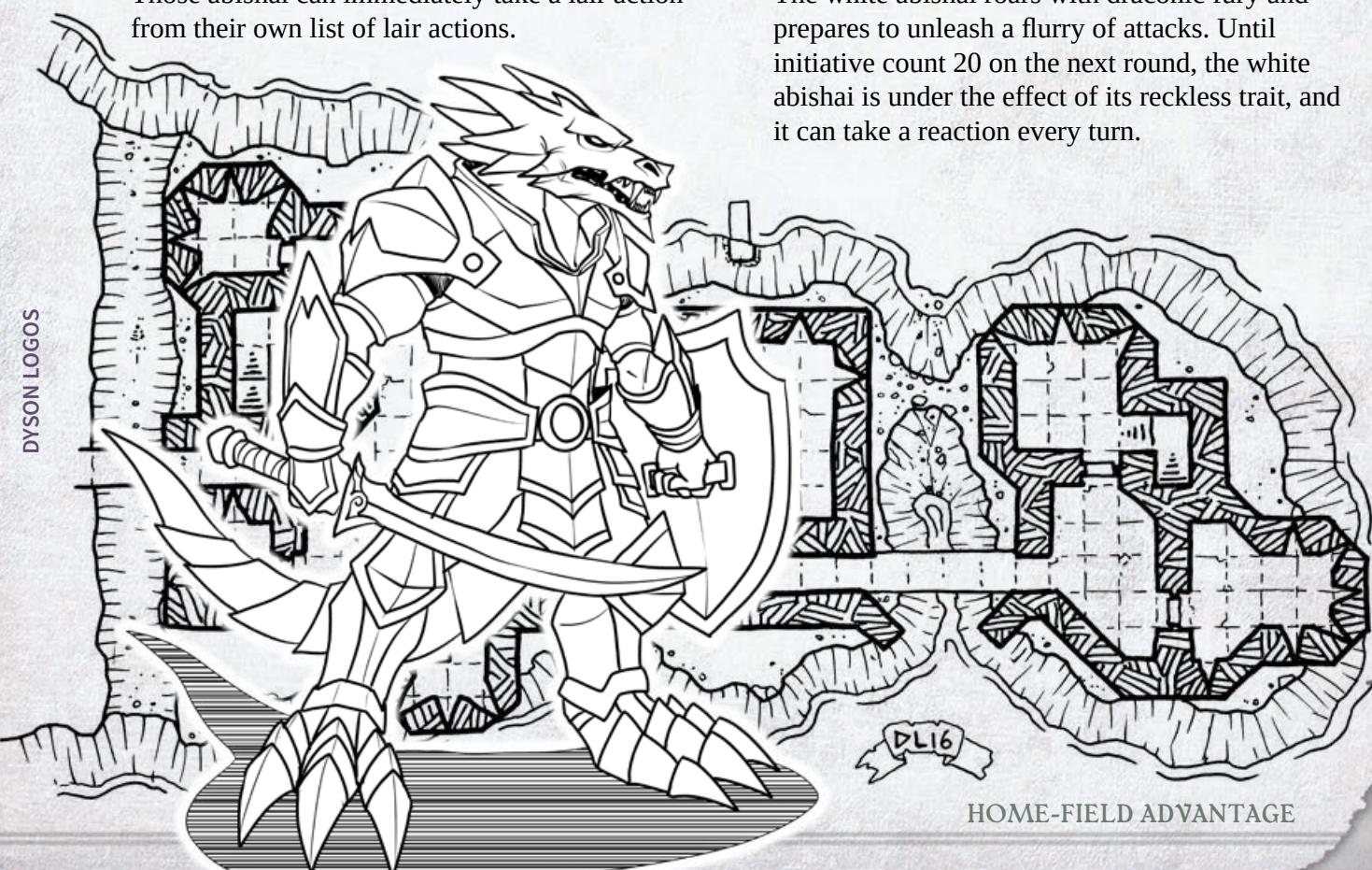
CR 6, MTF p.162

In the rare case where a white abishai is not a simple subordinate to a higher ranked abishai, it will establish a crude base of operations where it can return to between raids, and decorate it with the trophies of past victories: skulls, weapons, and stolen finery.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the white abishai can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The white abishai is granted a blessing from tiamat, the breath weapon of a true dragon. The red abishai exhales an icy blast in a 15-foot cone. Each creature in the area must make a DC 15 Constitution saving throw, taking 13 (3d8) cold damage on a failed save, or half as much on a successful one.
- The white abishai summons a flurry of ice and snow around it. Until initiative count 20 on the next round, the area within 20 feet of a white abishai counts as difficult terrain, and ranged attacks against creatures in the area have disadvantage due to the swirling wind and obscurement.
- The white abishai roars with draconic fury and prepares to unleash a flurry of attacks. Until initiative count 20 on the next round, the white abishai is under the effect of its reckless trait, and it can take a reaction every turn.



AMNIZU

CR 18, MTF p.163

An amnizu is more often than not going to be found in a tower on the shores of the River Styx within the nine hells, vigilantly guarding the path to the Nine Hells. However, while its lair may be comfortable for the amnizu, it is also a place of terror for those who defy it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the amnizu can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A *forcecage*, as per the spell, springs into existence within the amnizu's lair. Creatures in the area must make a DC 19 Dexterity saving throw. On a successful save, a creature may use its reaction to move up to half its movement speed, to get out of the cage before it fully materializes. This effect lasts until the amnizu dies, dispels it as a bonus action, or takes another lair action.
- A 30-foot-radius sphere within the Amnizu's lair is filled with magical darkness. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this area overlaps with an area of light created by a spell of 4th level or lower, the spell that created the light is dispelled. Otherwise, the effect lasts until the Amnizu dies, dispels it as a bonus action, or uses this lair action again.
- One creature of the amnizu's choice that can't see it must succeed on a DC 19 Intelligence saving throw or suffer the effects of the *phantasmal force* spell until the amnizu uses this action again or loses concentration (as if concentrating on a spell). The creature can see the visions created by the spell even if it is blinded.

BARBED DEVIL

CR 8, MM p.70

Greedy and full of desire, barbed devils are jittery lesser demons that serve as unfaltering guards, sentries and scouts for vaults and fortifications across the Nine Hells. Thus, these conniving creatures make their lairs in small sentry outposts or outside of the vaults they are stationed to protect. Due to their meticulous and long-term function these lairs are set up to handle intruders, turning into cramped death traps if entered.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the barbed devil can take a lair action to cause one of the following effects:

- The barbed devil causes a fissure or magical trap to open within 30 feet of itself. The trap blasts fire continuously, until initiative count 20 on the next round, in a line that is up to 40 feet long and 10 feet wide. Whenever a creature starts its turn in the area, or enters the area for the first time on a turn, it must make a DC 13 Dexterity saving throw. A creature takes 14 (4d6) fire damage on a failed save, and half as much damage on a successful one.
- The barbed devil has command over a small squadron of lesser devils (**imps**, **bearded devils**, **spined devil** or other lesser fiend). It can force one of these devils to appear in an unoccupied space within 30 feet of itself.



The summoned devil follows the barbed devil's verbal commands to the letter, never putting in more effort than specified, and acts according to its own will if the barbed devil does not issue any verbal command. The summoned devil remains for 1 minute, until it dies or until the barbed devil dies. A barbed devil can command up to 4 devil followers at a time.

- The barbed devil causes specially cultivated fungus from the Nine Hells within 30 feet of it to expel highly poisonous spores in a 20-foot-radius sphere. The spores remain in the area for one minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses them. The spores are extremely flammable, and if the sphere is exposed to fire, each creature within the area must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) fire damage, after which, the effect ends.

Whenever a creature starts its turn in the sphere or enters the sphere for the first time on a turn, it must make a DC 13 Constitution saving throw. On a failure, the creature takes 7 (2d6) poison damage, it is incapacitated, and its speed is halved until it leaves the area, as it begins choking, sneezing and retching. On a successful save, the creature takes half damage and suffers no other ill effects.

REGIONAL EFFECTS

The barbed devil cultivates the area around its lair by both magic and mundane means, resulting in one or more of the following effects:

- The area within 1 mile of the lair is trapped, covered in pitfalls, crevices and flaming geysers that erupt from underneath the ground. Creatures attempting to cross this area find that it is difficult terrain and must make a successful DC 13 Wisdom (Survival or Perception) check to navigate around the trappings the devil has laid out, they take 7 (2d6) fire damage on a failure, and no damage on a success.
- The area within 1 mile of the lair is cleared of obstructions and is clearly visible from the lair with little to no place to hide.
- The area within 1 mile of the lair has several secret stashes where the barbed devil has hidden its most prized personal possessions, such as magic items and contracts. These treasures are expertly hidden, requiring a successful DC 20 Intelligence (Investigation) check to find.

If the barbed devil dies these effects dissipate within 1d10 days as the area is scavenged and is left to the elements.

BONE DEVIL

CR 9, MM p.71

Bone devils lairs are places where they command and organise the devils beneath them, and punish those that inevitably fail to live up to their unreasonable expectations. Bone devils in their lairs gain the infernal authority to control other creatures, but their spiteful orders build up resentment, making creatures even more motivated to resist the magical commands.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the bone devil can take a lair action to cause one of the following effects:

- The bone devil attempts to control a creature. One creature of the bone devil's choice that it can contact with its telepathy must succeed on a DC 15 Wisdom saving throw or become charmed by the bone devil. A charmed creature must spend its turns following the bone devil's telepathic commands (no action required) to the best of its ability. A charmed creature can repeat this saving throw at the end of each of its turns or whenever it takes damage, ending the effect on a success. Each time a creature fails a saving throw against this effect, the DC for that creature is reduced by 1. When a creature succeeds on its saving throw against this effect, it becomes immune to it for the next 24 hours. Devils with a challenge rating of 9 or lower have disadvantage on saving throws against this effect. This effect ends early if the bone devil dies or targets another creature with this lair action.
- The bone devil issues viciously petty commands to the creatures under its control, ordering them to destroy its enemies. Until initiative count 20 on the next round, each ally of the bone devil and any creatures charmed by it goes reckless and gains advantage on attack rolls, but attack rolls against them have advantage. A creature charmed by the bone devil can immediately make another saving throw against the charm effect. If the creature stops being charmed by the bone devil, it also does not go reckless.

- The bone devil obsequiously begs the greater devil it serves for protection. The greater devil obliges, casting the *wall of fire* spell in a circle around the bone devil (no concentration required), oriented such that any creature inside the ringed wall's area takes the fire damage at the end of its turn. The spell lasts for 1 minute or until the bone devil dies. The spell ends early if the bone devil is outside the ringed wall or more than 30 feet above the ground.

CHAIN DEVIL

CR 8, MM p.72

Chain devils, also known as kytons, are lesser devils that universally serve as torturers and wardens. A chain devil delights in both mental and physical torture and makes its lair in dungeons and torture chambers where it explores the depths of suffering of intelligent creatures. The lair of a chain devil is covered in swinging chains and all manners of contraptions and tools used for torture, as well as with cages holding the devil's unfortunate victims.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the chain devil can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Magical chains around the lair swing towards up to 2 creatures the chain devil can see. The targets must succeed on a DC 14 Dexterity saving throw or become grappled (escape DC 14). Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Each chain is an object with 20 AC, 20 HP, resistance to piercing damage, and immunity to psychic and thunder damage. The chain releases any restrained creature when the chain devil dies.

- The chain devil straps a restrained creature within 60 feet of it into a nearby torture device and activates it. The creature suffers 14 (4d6) piercing or slashing damage (devil's choice) and must make a DC 14 Constitution saving throw. It suffers an additional 14 (4d6) poison damage on a failed save, or half as much on a successful one.

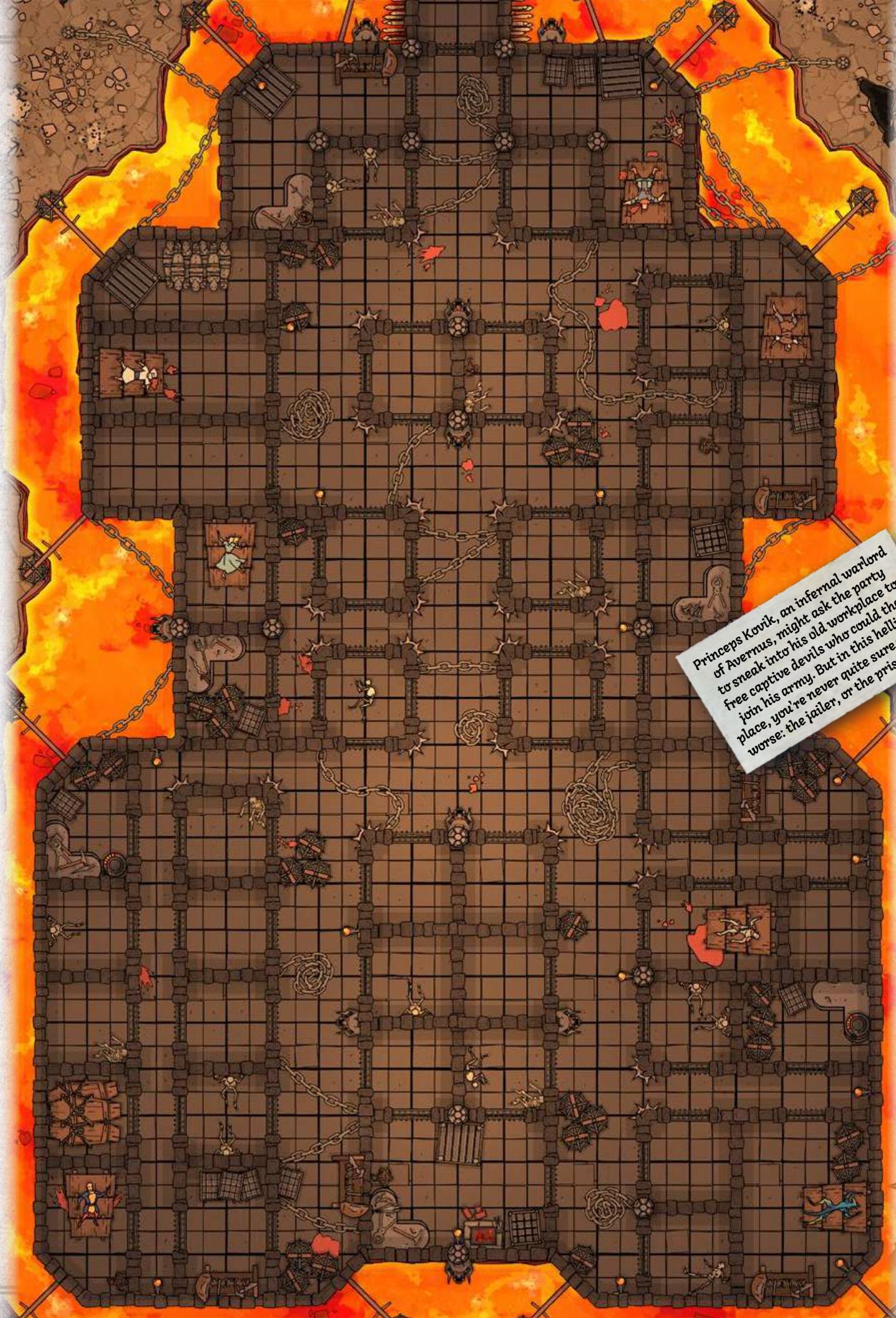
- A mechanism in the chain devil's lair activates and begins torturing a creature held in one of the lair's contraptions. Howls of agony fill the lair and all non-devils within the lair must succeed on a DC 14 Wisdom saving throw or become frightened of the devil until initiative count 20 on the next round.

REGIONAL EFFECTS

The contraptions of the chain devil's lair combined with its potent illusion magic ingrained into it, create the following regional effects:

- Apparitions resembling the chain devil's previous victims or a creature's departed loved ones will briefly appear within 1 mile of the chain devil's lair. For every 10 minutes spent in this area, a creature must succeed on a DC 12 Wisdom saving throw, or make all Wisdom ability checks and saving throws with disadvantage for 1 hour. On a successful save, the creature becomes immune to this regional effect for 24 hours.
- Chains hang from the ceiling all around the devil's lair, making hiding difficult. Creatures have disadvantage on Dexterity (Stealth) checks to attempt to hide within the lair.
- Not all of the chain devil's victims are bound in restraints, as some are so badly injured or mentally broken they are left to freely crawl around its domain. When one of these wretched souls spots a new non-devil creature that enters the lair they will loudly plead to be saved, alerting any nearby creatures and giving them advantage on Wisdom (Perception) checks to find intruders.
- Screams and wails occasionally echo within 1 mile of the chain devil's lair. These screams get louder closer to the lair.

These effects fade over the course of 1d4 hours after the chain devil is slain.



Principes Kovik, an infernal warlord of Avernum, might ask the party to sneak into his old workplace to free captive devils who could then join his army. But in this hellish place, you're never quite so sure who's worse: the jailer, or the sure who's the prisoners...

ERINYES

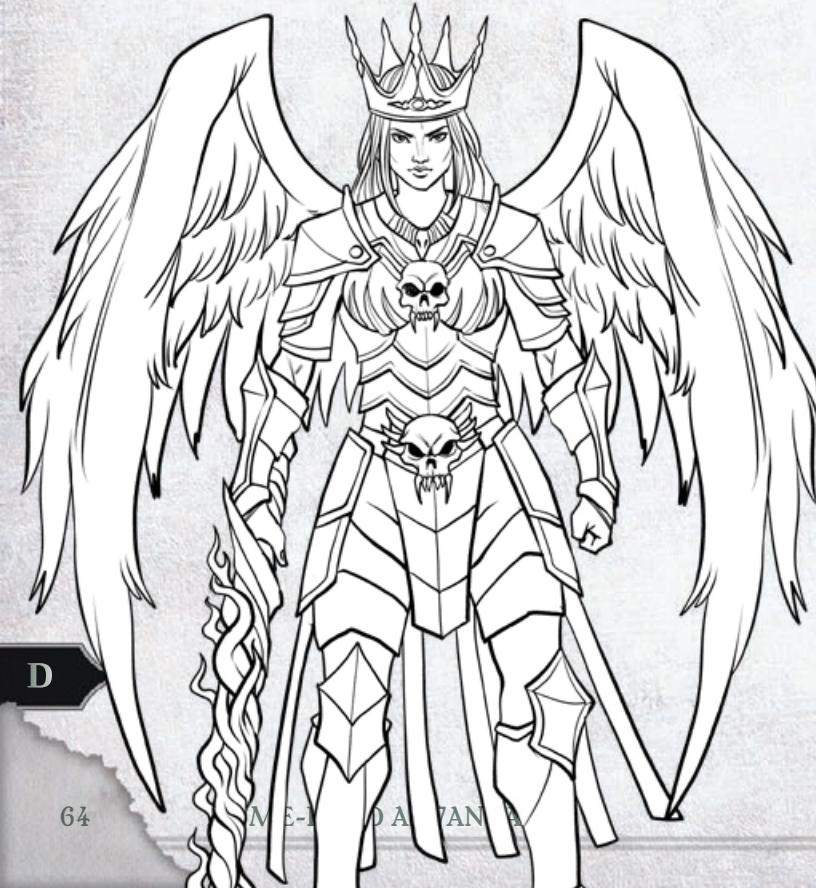
CR 12, MM p.73

Erinyes are often mistaken for angels, and when they make a lair it is always a twisted reflection of a holy place. This infernal imitation is often enough to fool those not perceptive to notice something is amiss, leaving them susceptible to being beguiled. Once in combat, an erinyes will ruthlessly sacrifice charmed creatures for the slightest advantage.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the erinyes can take a lair action to cause one of the following effects:

- The erinyes creates a golden, 10-foot-radius, 60-foot-high cylinder of light centred on a point it can see within 60 feet of it. The light lasts until the erinyes dies or uses a different lair action. Each creature other than the erinyes in the light when it appears or who enters the light for a first time on a turn must succeed on a DC 18 Wisdom saving throw or become charmed by the erinyes whilst it is in the light. Creatures fighting the erinyes have advantage on this saving throw. A charmed creature believes the erinyes is a divine being worthy of adulation, and spends its turns kneeling and joyously worshipping the erinyes, and will not willingly leave the cylinder of light. A creature can repeat the saving throw if it takes damage, ending the effect on a success.



- The erinyes forms an infernal connection with a creature it has charmed. The erinyes and the creature teleport, switching places. Additionally, the erinyes can transfer any number of conditions or other effects it is under to the creature it switches places with. The creature is now affected by those conditions or effects. The erinyes can take this lair action even if it is incapacitated.
- The erinyes summons a 10-foot-radius sphere of grasping darkness centered on a point it can see within 60 feet of it, which persists until the erinyes dies or takes another lair action. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it, but the erinyes can see through the area as though it was brightly lit. Each hostile creature in the darkness when it appears must succeed on a DC 18 Wisdom saving throw or become grappled by the darkness (escape DC 18). If any of this effect's area overlaps with an area of light created by a spell of 3rd level or lower, the spell that created the light is dispelled.

ICE DEVIL

CR 14, MM p.75

Living in the frigid realms of the Nine Hells, such as Stigya and Cania, the ice devils hate the weak and covet the power of the strong. This trait of theirs makes them ideal guards when the option of promotion is provided as a reward for their service. The presence of an ice devil warps its lair, making it a frigid deathtrap that few can escape from.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the ice devil can use a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The air within 120 feet of the ice devil becomes unimaginably cold until the ice devil loses concentration, as if concentrating on a spell, or until the ice devil uses another lair action. All creatures in the area when it appears must make a DC 17 Constitution saving throw. On a failure, a creature takes 14 (4d6) cold damage and its speed is halved until the effect ends. On a success, a creature takes half damage and isn't slowed. A creature immune to cold damage automatically succeeds on the save. Additionally, ranged attacks made by or against a creature within the area have their range halved.

- The ice devil casts *cone of cold* (spell save DC 17).
- Frost coalesces and attempts to freeze a creature within 60 feet of the ice devil. The creature must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The creature is freed of paralysis if the ice around it is broken - the ice has 11 (2d10) hit points, is vulnerable to bludgeoning and thunder damage, is immune to poison and psychic damage. If the ice is destroyed, any excess damage carries over to the frozen creature.

REGIONAL EFFECTS

The ice devil's cold envy seeps into its lair, creating one or several of the following effects:

- Any non-magical flames within 1 mile of the ice devil's lair are extinguished when they enter the area. Lighting a fire through non-magical means in the area requires a successful DC 15 Wisdom (Survival) check.

- Howling freezing winds blow within 3 miles of the ice devil. A creature which isn't immune to cold damage gains 1 level of exhaustion for every 2 hours it spends exposed to the winds. Creatures immune or resistant to cold damage are immune to this effect.
- Frozen over bodies of water are common in the area within 3 miles of the ice devil. The ice and snow of the ground make them difficult to spot, requiring a DC 15 Wisdom (Perception) check to spot. A creature that walks 30 feet or more on a body of water falls through, and takes 10 (3d6) cold damage.

These effects fade over the course of 1d4 days if the ice devil dies.



No one quite knows how a lake of ice formed inside a sea of lava in the far reaches of Avernus. Whatever horror lay locked below the glacial sheet is likely far more dangerous than its ice devil guardians.

NARZUGON

CR 13, MTF p.167

Narzugons are leaders of devils, just as they were leaders of warriors in life. They have a keen grasp of tactics and deploy their troops mercilessly. A narzugon's lair could be an infernal fortress, or temporary encampment on the scorched plains of Avernus, or the location of a carefully prepared ambush for a horde of demons.

Infernal Warlord. The narzugon is often tasked with commanding a small army of devils, and sometimes is hiding in mortal society as a paladin in command of regular soldiers. It can choose to take lair action options from both its unique lair actions and the lair actions available to Warlords. It cannot have more than five lair actions available to it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the narzugon can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The narzugon summons a swirling conflagration of hellfire to protect its steed. Until initiative count 20 on the next round, whenever a creature within 60 feet of the narzugon's nightmare steed hits the nightmare with an attack for the first time on a turn, that creature must make a Dexterity saving throw. A creature takes 16 (3d10) fire damage on a failed save, or half as much on a successful one.
- The narzugon raises a barrier of hellfire. The narzugon casts the *wall of fire* spell (save DC 17) without requiring somatic or material components.
- The narzugon's nightmare immediately uses its Ethereal Stride action, and moves up to its movement speed.

ORTHON

CR 10, MTF p.169

Equal parts assassin's safehouse and infernal hunting lodges, the lairs that orthons maintain within the hells are riddled with traps and adorned with grisly trophies of those they've hunted.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the orthon can use a lair action to cause one of the following effects it can't use the same effect two turns in a row:

- The spirits trapped in trophies collected from the orthon's previous victims whisper to a creature the Orthon can see. The creature must succeed on a DC 17 Charisma saving throw or suffer 10 (3d6) psychic damage and use its reaction to move as far as its speed in a random direction. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. A creature which cannot see the orthon makes the save with disadvantage.
- A cast iron cage drops on a 10-foot square within the lair that the orthon can see. Creatures in the area must make a DC 17 Dexterity saving throw. On a failed save, the creature is trapped inside the cage until it or another creature uses an action to make a DC 17 Strength (Athletics) check to lift or break the cage, or the cage is destroyed (AC 18, 30 hit points, immune to poison and psychic damage). On a successful save, the creature can use its reaction to move up to half its movement speed, ending its movement outside of the area. Any attack roll made through the cage is made with disadvantage.
- The orthon calls upon the infernal magic of its lair to make the hunt more interesting. If the orthon is currently invisible, it can immediately move up to half its movement speed and take the hide action. Otherwise, the orthon can immediately take its invisibility field bonus action.



PIT FIEND

CR 20, MM p.77

A pit fiend's lair is the ultimate center of tyranny and oppression. Most often located in the Nine Hells, pit fiend lairs are enormous keeps or fortified mansions built on the backs of creatures the pit fiend has subjugated. These mansions are constructed to accommodate the pit fiend - with fireproof walls and unusually large stairways, rooms and corridors. In the rare cases that a pit fiend sets up a lair in the Material plane, the surrounding area of the place it chooses for its home becomes corrupted and hellish.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the pit fiend can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The pit fiend calls for devils it has bound to its service. The pit fiend summons one **ice devil**, two **horned devils**, three **bearded devils** or four **bearded devils**. The pit fiend can dismiss them back to wherever they were before by using this lair action again, and they are dismissed if the pit fiend dies. Each of those devils can only be summoned once, and if they are killed, the pit fiend must spend a week training another to take their place.

- The pit fiend chooses one creature it can see within 60 feet of itself and telepathically blasts terrifying images of the Nine Hells' horrors directly into the creature's mind, aided by the lair's grim scenery. The creature must succeed on a DC 18 Charisma saving throw or take 63 (18d6) psychic damage. A creature frightened by the pit fiend makes this saving throw at disadvantage.
- The pit fiend demands that its enemies kneel before it and its lair responds to its command, causing an otherworldly pressure to fall across the lair. All creatures of the pit fiend's choice within 120 feet of it must succeed on a DC 21 Strength saving throw or be restrained, kneeling before the pit fiend. A creature can repeat the saving throw at the end of each of its turns, freeing itself on a success. The effect ends if the creature takes any damage or if another creature uses its action to pull the creature up.
- (**Material Plane only**) - The pit fiend casts *banishment*. Creatures targeted by this spell are sent to the pit fiend's home layer of the Nine Hells and permanently remain there if the pit fiend maintains concentration on the spell for the full duration.

REGIONAL EFFECTS

A pit fiend's lair is a place of powerful fiendish energy and warps the surrounding area, creating one or several of the following effects:

- The sky within 6 miles of the pit fiend is always covered in clouds of dark smoke, giving it a red tint. Rain in this area is also toxic, killing any plants it falls upon.
- The area within 6 miles of the pit fiend smells faintly of sulfur and fresh blood. The smell gets stronger with proximity to the lair.
- Fiery fissures open and close randomly within 6 miles of the pit fiend. These fissures spew flames and sulfurous fumes and any creature that falls into one of the fissures must make a DC 18 Dexterity saving throw, taking 29 (8d6) fire damage on a failure, or half as much damage on a success.

These effects disappear over the course of 1d10 days if the pit fiend dies.

There is much to be gained from negotiating with a devil as powerful and influential as a pit fiend. But if one ever feels like you're wasting its precious time, this mansion might be the place where you will spend the rest of your short life.

DISPLACER BEAST

CR 3, MM p.81

When a displacer beast settles in a location for long enough, its light displacement abilities permeate the surroundings, turning the area into a disorienting maze of shadows. This ability is only magnified if an entire pack of displacer beasts lair together. Displacer beasts exploit the twisted light and shadow of their lair to slay their enemies.

Pack Hunters. A displacer beast's lair comes about if at least 4 displacer beasts form a pack together. The displacer beasts cannot use lair actions if less than 3 displacer beasts are in the lair and are not incapacitated.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the displacer beast can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The displacer beast creates a 10-foot-radius sphere of magical darkness centred on a point it can see within 30 feet of it. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it, but displacer beasts can see through it as though the area was brightly lit.
- The displacer beasts project their illusory duplicates in all directions, confusing their prey. Each displacer beast in the lair can move up to its speed without provoking opportunity attacks.
- The displacer beasts twist light and shadow to obscure themselves. Each displacer beast in the lair can immediately attempt to hide. If a displacer beast is in dim light or darkness, it has advantage on its Dexterity (Stealth) check.



DOPPELGANGER

CR 3, MM p.82

When doppelgangers settle down in locations for a longer period of time, it is usually in places of relative opulence where they can live in comfort until moving on again. These may be mansions or villas from their previous victims, or ruins which have retained a level of comfort.

Doppelganger Clans. One doppelganger may have a lair of their own, but sometimes a small clan of shapechangers will establish a lair as a group. If they do, they select one to be the clan leader, and only this doppelganger can use lair actions.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the doppelganger can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Carefully placed mirrors and deceptive lighting confuse outsiders. A doppelganger can use its reaction to change its appearance to that of a Small or Medium creature within 5 feet of it, and can choose to swap places with it.
- Another creature must make a DC 16 Wisdom (Insight) or Intelligence (Investigation) check as an action to determine the identities of the two creatures. The check is made with disadvantage if the creature is more than 10 feet away from either of the two creatures. Until its identity is revealed, the doppelganger acts on the same turn as the creature it turned into.
- Dimly lit corridors and blind corners may allow the doppelgangers to escape. Each doppelganger in the lair may move up to its speed without provoking opportunity attacks. If a doppelganger ends this movement in a location where they are not directly observed, they may also take the hide action or change their appearance.
- The lair is filled with excellent ambush points. One doppelganger in the lair which is hidden may use its reaction to move up to its speed and attack one creature that cannot see it. If it does so, the creature is treated as surprised for the purpose of the doppelganger's surprise attacker feature.

DRACOLICH

CR varies, MM p.84

Just as the dracolich itself has been transformed by necromancy, so too has its lairs. While a dracolich may continue to lair in the same terrain as it did in life, often the same location, it takes care to desecrate the location with its newfound power. Bones litter the floors, undead servants stalk the passageways, and evil sigils and necromantic traps lie in wait to befoul any intruder.

VARIANT: DRACOLICH COLOR

A dracolich who lairs in the same place they did in life might maintain some of the lair's previous defenses. If so, the dracolich additionally has access to one of the lair actions (DM's choice) it had before becoming a dracolich, as befitting its color.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dracolich can take a lair action to cause one of the following effects:

- Remains of the dracolich's victims reanimate into a **flameskull** or 1d4 **wights** (the dracolich's choice) within 30 feet of a hostile creature within the lair. These undead are under the dracolich's control, and act on initiative count 19.
- A necromantic trap goes off, emanating foul energy in a 20-foot-radius sphere centered on a point of the dracolich's choice within the lair. A creature within the radius must succeed on a DC 16 Charisma saving throw or be cursed for 1 minute. A cursed creature has vulnerability to necrotic damage and can't regain hit points. If the creature's hit points are reduced to 0, it dies and reanimates into a **wight** under the dracolich's control on its next turn. A *remove curse* spell can end the effect on a cursed creature.
- A wave of life-draining energy fills the lair. Each hostile creature within the lair must make a DC 16 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much on a success. Each undead within the lair gains temporary hit points equal to half the total damage dealt by the wave.



DRAGON TURTLE

CR 17, MM p.119

Dragon turtles always lair deep underwater, in oceanic caves or amongst vast coral reefs. Their lairs are decorated with the wreckage of ships that have defied the turtle, looted treasures distributed around the lair to signify the dragon turtle's dominance.

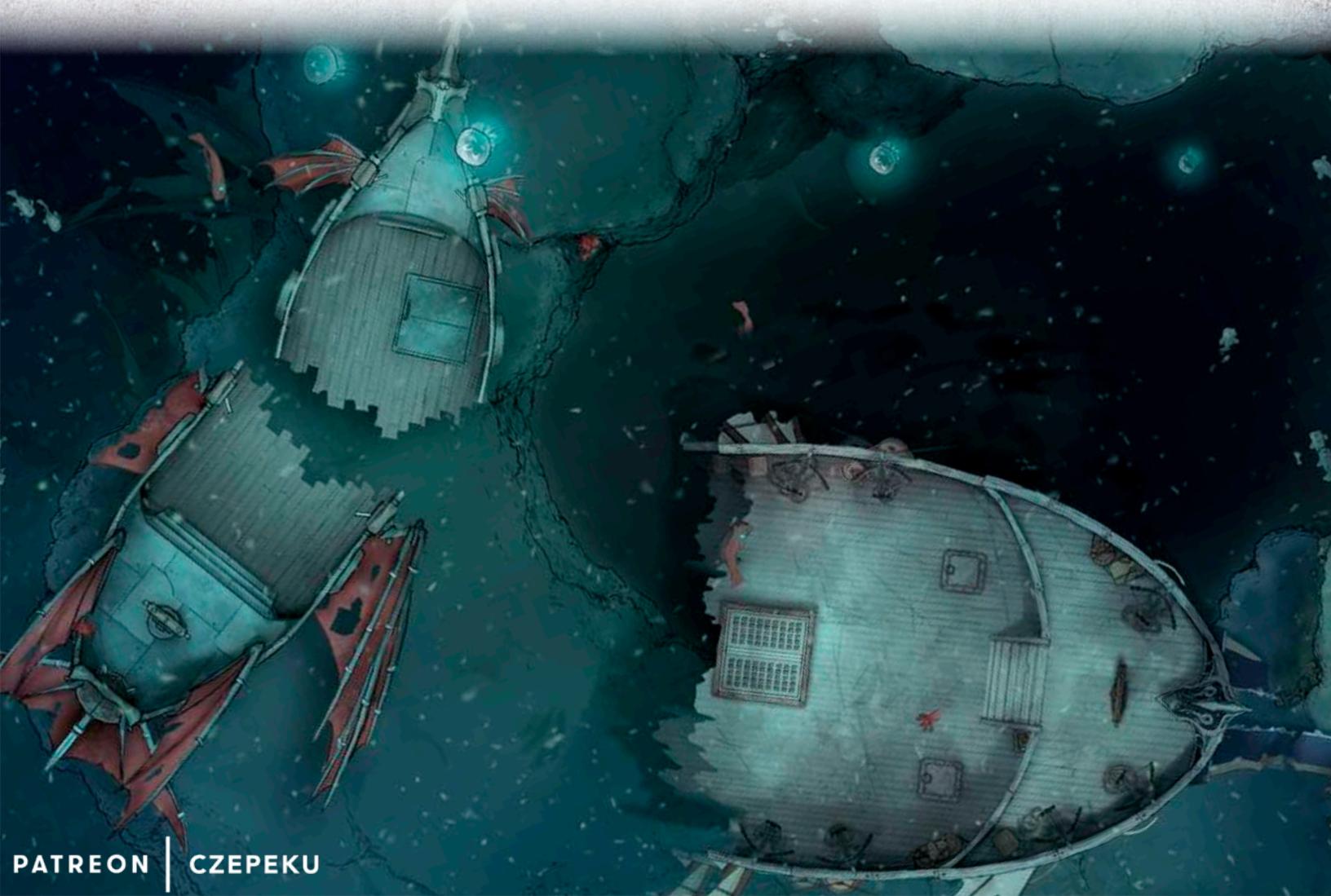
LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon turtle takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A hydrothermal vent bursts with steam in a location within the lair of the dragon turtle's choice. The vent ejects steam and superheated water in a 300-foot-tall cylinder with a 5-foot radius. When a creature enters the cylinder for the first time on a turn or starts its turn there, it must make a DC 17 Constitution saving throw. On a failed save, a creature takes 28 (8d6) fire damage and is pushed 120 feet upwards by the rising water. On a success, a creature takes half as much damage and is pushed 5 feet horizontally away

from the cylinder. Being underwater doesn't grant resistance against this damage. The vent persists for 1 minute or until the dragon turtle uses this lair action again.

- A whirlpool of intense currents forms in a location within the lair of the dragon turtle's choice, filling a 120-foot-tall cylinder with a 40-foot radius. The area of the cylinder is difficult terrain. When a creature enters the cylinder for the first time on a turn or starts its turn there, it must succeed on a DC 17 Strength saving throw or take 14 (4d6) bludgeoning damage and be dragged 60 feet downwards towards the bottom of the cyclone. If a creature is dragged to the floor of the lair by the whirlpool, they are also knocked prone and restrained. A restrained creature can use its action to repeat the saving throw, freeing itself on a success. The whirlpool persists for 1 minute or until the dragon turtle uses this lair action again.
- A supernatural chill spreads throughout the water of the lair. Each creature other than the dragon turtle within the lair must succeed a DC 17 Constitution saving throw or have their movement speed halved until the end of their next turn.





DROWS

Lolth demands absolute, unwavering loyalty from her worshippers, and they often build temples and monuments in her honor. Should the Spider Queen deem the offering sufficient, she rewards the gesture by infusing every stone and every statue with her demonic magic. But Lolth also demands excellence from her children, and should her devotees experience defeat in their own temples, despite her divine aid, they shall receive the most cruel of punishments.

DRAEGLOTH

CR 7, VGM p.141

A Draegloth usually lives within the drow house in which it was born. Due to it being treated as a pet, it often lives in some kind of animal pen near or within the house's temple to Lolth.

Shrine to Lolth. A Draegloth's lair is centered around a shrine to Lolth, where it makes offerings to curry favour with the spider goddess.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the draegloth can take a lair action to cause one of the following effects:

- The draegloth channels its innate magic into the shrine, and immediately casts a spell it knows. If it is within 60 feet of the shrine to Lolth, the spell does not require concentration, but ends early if the draegloth dies, or if it uses this lair action again.
- The shadows of the draegloth's lair twist and envelop it. The draegloth teleports up to 60 feet to an unoccupied space it can see that is in dim light or darkness, and takes the hide action.
- The draegloth calls to Lolth for aid, and 2 **swarms of spiders** emerge from cracks and crevices in the lair, appearing in unoccupied spaces within 60 feet of the shrine to Lolth. The swarms of spiders are under the draegloth's control and persist until the draegloth dies or it uses this lair action again.
- The draegloth beseeches Lolth for a boon, and it is granted spider-like abilities. For the next minute, the draegloth gains 10 feet of blindsight and a climbing speed equal to its walking speed. It also gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The draegloth cannot use this lair action again until the next dawn.



DRIDER

CR 6, MM p.120

Driders are the ultimate symbols of Lolth's cruel capricious nature. Created from powerful drow as a punishment for failing one of Lolth's tests, driders are looked at with disgust and contempt in drow society. Only driders that are not mentally enslaved to priestesses of Lolth have lairs, usually secluding themselves in caves with winding tunnels where they can lament their sad fate, hunt to satiate their newfound thirst for blood, and attempt to amass powerful magical items and tomes to protect themselves.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the drider takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The drider stands in the middle of a ritualistic summoning circle that it had set up prior and, using a special talisman, summons a demon of CR 5 or lower within 60 feet of itself. The demon is hostile to all non-demons and acts according to its own wishes. The talisman the drider uses to summon the demon makes the demon unable to attack any creature that holds it. The drider must use its lair action on each subsequent round to chant prayers to Lolth to maintain the talisman's protection.

The drider has only one summoning ritual prepared and it takes 1d4 days for the drider to gather the necessary materials in order to be able to perform a new ritual.

- A section of the drider's lair that has been purposefully weakened to not be able to support a humanoid's uneven weight distribution collapses. Creatures in a 10-foot square within 60 feet of the drider must succeed on a DC 14 Dexterity saving throw or fall into a 10 foot wide and 10 foot deep cavern filled with jagged rocks, taking 10 (3d6) slashing damage and landing prone.
- The drider opens or conceals a secret passage on the wall, floor or ceiling within its lair that exits at another wall, floor or ceiling in its lair within 30 feet of the passage's entrance. The passage is winding and each foot of movement through the passage costs 2 feet of movement to creatures without Spider Climb or another similar feature. While inside the passage, creatures with the Spider Climb, or a similar, feature have three-quarters cover.
- (Drider cleric only)** The drider venerates Lolth, rolling 1d2 and restoring a spell slot of that level or lower. If it has not expended any spell slots of that level, nothing happens.

DROW ARACHNOMANCER

CR 13, MTF p.182

Arachnomancers are mages that specialize in the manipulation of spiders and their related spells. Using sacrificial rituals the arachnomancers not only gained mastery over spiders but became like spiders themselves. This trait of theirs is also reflected in their lairs where webs can be seen stretched on walls, floors and ceilings with countless spiders crawling on and around them. Arachnomancers study the arcane through ritualistic magic so they mostly make their lairs in laboratories and subsections of temples of Lolth.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the arachnomancer can take a lair action to cause one of the following effects:

- The arachnomancer prays to Lolth and her magic transforms one spider in the lair into a **phase spider**, or two spiders in the lair into **giant spiders**. These spiders appear in an unoccupied space within 60 feet of the arachnomancer.

The spiders are subservient to the arachnomancer's will and will follow its verbal commands. They remain in this form until they die, the arachnomancer dies, or the arachnomancer uses this lair action again.

- The arachnomancer magically animates the webbing within its lair, granting any creature within the lair that has the Web Walker feature a flying speed equal to its walking speed. The webbing then moves it or one spider in a direction of its choice up to its speed. This effect immediately ends if the arachnomancer dies or if it uses another lair action. Any creature in the air when this effect ends gently floats to the ground at a speed of 60 feet per round.

- The arachnomancer returns webbing it has hidden in the Ethereal plane back to the Material, causing a wall of webbing up to 60 feet long, 15 feet tall and 5 feet wide to appear in a space within the lair the arachnomancer can see. Creatures that start their turn in or enter the wall's space for the first time on their turn must succeed on a DC 18 Dexterity saving throw or be restrained, unless they have the Web Walker trait. A creature can use its action to make a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check to escape the webbing.

Each 10-foot section of wall has 5 AC, 15 HP, a vulnerability to acid, immunity to psychic and thunder damage and a resistance against non-magical attacks, fire, cold and lightning damage. The wall of webbing remains for 1 minute, until the arachnomancer uses this lair action again, or until the arachnomancer is incapacitated or dies.

REGIONAL EFFECTS

The area around an arachnomancer's lair is altered by its rituals and sacrificial magic creating the following effects:

- The area within 5 miles within the arachnomancer's lair is covered in spider webbings and is teeming with spiders, chitine and dryders.
- All spider webs within the arachnomancer's lair are extremely durable, being resistant to non-magical attacks and fire.
- Any non-spider creature that treads on webbing within 500 feet of the arachnomancer's lair will immediately alert the arachnomancer of the creature's size, creature type, weight, and exact location.
- Flying within 1 mile of the arachnomancer's location is difficult as webs cover the region. Any creature that flies for more than 60 feet without landing must succeed on a DC 14 Strength or Dexterity saving throw (creature's choice) or be restrained in webbing. The creature can use its action to attempt to break free by succeeding on a DC 14 Strength check, if the creature fails this check by 5 or more it attracts a nearby chitine, dryder or giant spider that appears 60 feet away from it.

These effects fade over the course of 1d10 days after the arachnomancer is slain.



DROW INQUISITOR

CR 14, MTF p.184

In the deep corridors of drow cities, or in the secure dungeons of a temple of Lolth, is where a drow inquisitor's domain is situated. An inquisitor's lair is a torture chamber or dungeon filled to the brim with horrific torture devices and security systems designed make escape an impossibility for the poor souls that are imprisoned by the temple of Lolth.

Temple Workers: Drow inquisitors often have their torture chambers set up in temples of Lolth. They also have very high authority in drow society, second only to matron mothers. Due to this, when a drow inquisitor is fought outside of its dungeon or torture chamber, but within a temple of Lolth, it can take lair actions from the drow temple leader list.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the inquisitor can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The inquisitor analyzes one creature that she can see within 30 feet of herself. The inquisitor makes a Wisdom (Insight) check against the creature's Charisma (Deception). If the inquisitor succeeds, the creature has disadvantage on all attack rolls against the inquisitor, and disadvantage on all saving throws against spells cast by the inquisitor until initiative count 20 on the next round, as the inquisitor is able to predict its movements and exploit its weaknesses.
- A dread befalls creatures in the area, as the scope of the horrific acts performed in the lair finally becomes clear to them. The inquisitor uses this opportunity to target up to three creatures within 60 feet of herself. The creatures must succeed on a DC 18 Charisma saving throw, or become frightened of the drow until the end of their next turn. The inquisitor can also speak a one-word command (as per the *command* spell) that creatures frightened by this effect must follow on their next turn.

- An iron maiden, breaking wheel, rack or other similar torture device within 120 feet of the drow magically activates. Magical chains, webs or ropes spring from the trap and attempt to seize one creature within 30 feet of the trap. The creature must make a DC 18 Strength saving throw. On a failed save, the creature is dragged into the trap, restrained by it, and takes 42 (12d6) acid, fire, piercing, slashing, poison or bludgeoning damage (depending on the trap). A creature restrained in this way can use its action on its turn to repeat the saving throw, escaping the trap on a success.

DROW TEMPLE OF LOLTH

DROW PRIESTESS OF LOLTH CR 8, MM p.129

DROW FAVORED CONSORT CR 18, MTF p.183

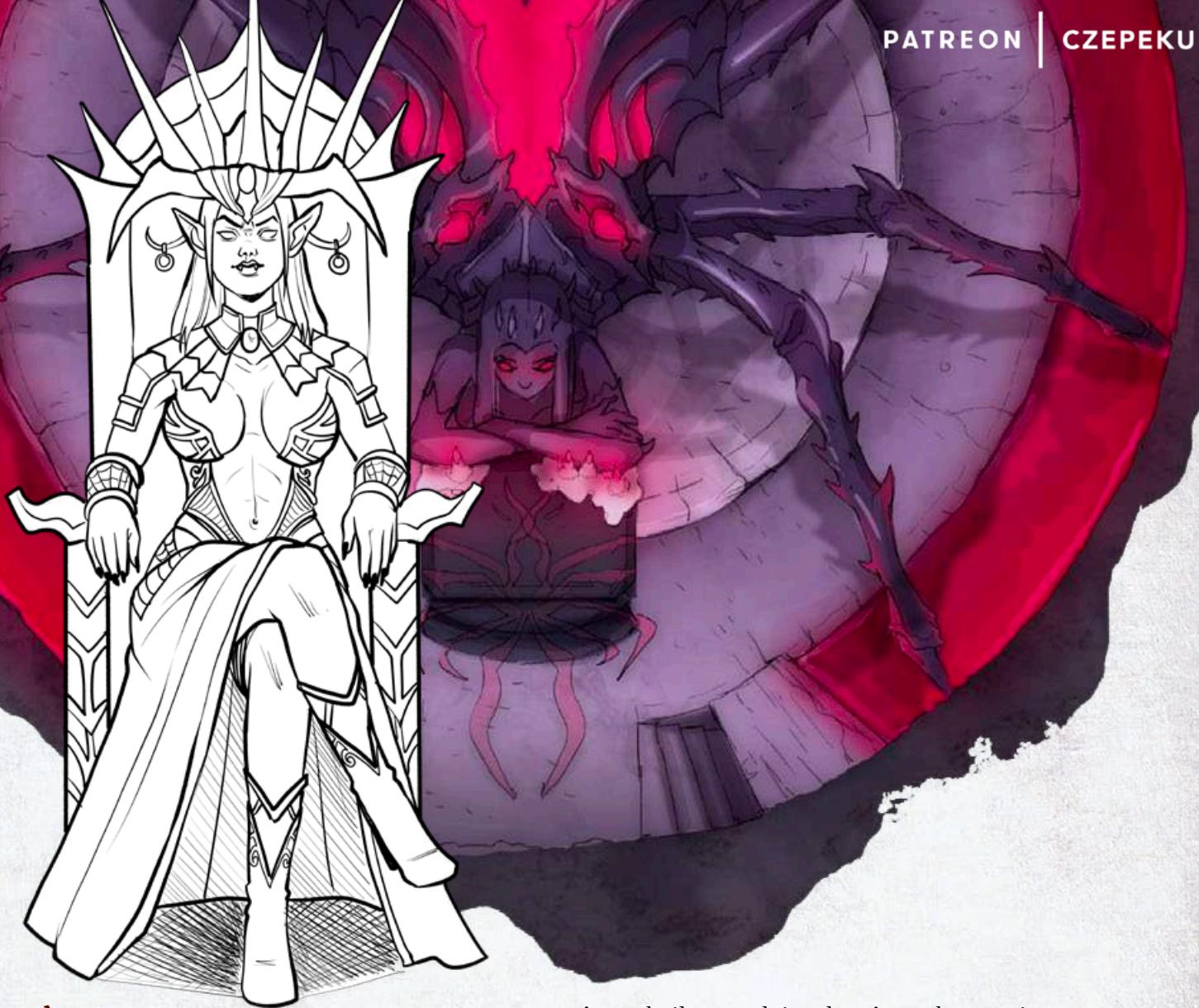
DROW MATRON MOTHER CR 20, MTF p.186

A drow temple, typically built in the hollow of a grand stalactite, is at once a temple dedicated to the Queen of Spiders, a palace for those who rule drow society, a fortress which acts as the last line of defense of a drow settlement, and a jail where prisoners are tortured and interrogated without respite. It is a place of blood rituals and endless conspiracy, with several layers of mundane and magical defenses, and specially bred creatures acting as guardians.

Drow Hierarchy: Drow work on a principle of strict hierarchy, where the strong rule and oppress the weak. In a drow temple the highest ranked female drow performs lair actions. Lolth favors the ambitious, and if the drow leader is killed or usurped by another female drow, the usurper becomes the new leader, and gains the ability to use these lair actions.

A drow priestess's favored consort, if he is present, cannot use lair actions himself, instead being a useful tool for his mistress (usually a matron mother) to utilize in combat.

Unless otherwise specified, the DC for all checks in the lair equals the spellcasting DC of the current drow leader.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), the drow temple leader can take a lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

- The drow leader activates a trap in one of the lair's walls, causing magical poison gas to flood a 20-foot-radius sphere within 120 feet of it. A creature caught in the sphere must make a Constitution saving throw. On a failed save, a creature falls unconscious until initiative count 20 on the next round, until they take damage, or until another creature uses its action to slap or shake them awake. If a creature succeeds on the save by less than 5 it is still weakened, having its speed halved and being poisoned until initiative count 20 on the next round. If a creature succeeds on the save by 5 or more it is unaffected. Creatures immune to being put to sleep by magic are immune to the effect of the gas.

- A trap built to exploit a drow's weaknesses is sprung. A large magical lens extends from the floor, ceiling or walls within 30 feet of the drow leader, and blasts a ray of blistering light in a 60-foot cone. A creature caught in the light must make a Constitution saving throw. On a failed save, a creature takes 21 (6d6) radiant damage and is blinded until the end of its next turn. On a success, a creature takes half damage and isn't blinded. Creatures with the Sunlight Sensitivity trait have disadvantage on this save and take double damage, and creatures with the Sunlight Hypersensitivity trait have disadvantage on this save and take triple damage.
- A magical seal is activated in the lair, entrapping one creature that the drow leader can see in a cage of force energy. The creature must succeed on a Dexterity saving throw or be trapped in the following way, depending on the drow that activated the trap:

(Drow Matron Mother only) - the creature is trapped in a cage of energy with the same properties as the *forcecage* spell. The cage is 5 feet tall, 5 feet wide and 1 foot thick. The cage lasts for 1 minute or until the drow leader is incapacitated or dies. The drow leader can cause this effect only once.

The creature is trapped in a 5 feet tall, 5 feet wide and 1 foot thick prison of magical energy surrounded by glowing runes. As a bonus action a creature can attempt to pass through the barrier. Creatures that attempt to pass must succeed on a Charisma saving throw, taking 16 (3d10) psychic damage and being unable to pass on a failed save, or taking half as much damage and passing through on a successful one.

Up to 3 such cages can be maintained at a time, if the drow leader creates more it must dispel one existing cage.

- **(Matron Mother only)** The matron mother uses a specially prepared statuette within 30 feet of herself as a conduit for Lolth's magic. When the matron mother casts a spell, the spell can originate from the statuette's space instead of her own, and the statuette can maintain concentration on the spell instead of the matron mother. As part of this lair action, the matron mother casts a spell.

The statuette can be attacked (AC 20, 30 hit points, immune to poison and psychic damage). If it is destroyed, the matron mother cannot use this lair action until she crafts a new statuette when she finishes a long rest.

- **(Priestess of Lolth only)** The priestess channels the rage of Lolth and casts *hunger of hadar*. Creatures inside the spell feel millions of spiders crawling on their skin instead of slimy tentacles. The priestess can see through the spell's darkness.
- **(a Drow Favored Consort is present)** The drow leader causes a special brand on her consort's body to resonate with the lair's magical defenses. The drow leader regains up to 60 hit points, and her consort takes an equal amount of necrotic damage. This damage cannot be reduced in any way.

REGIONAL EFFECTS

The enchantments placed on the temple of Lolth produce one or several of the following effects:

- A creature attempting planar travel or one using the *teleport* spell to or from the lair has a 10% chance of being transported to the Abyss instead of its intended destination.
- Scrying sensors litter the lair and its surroundings. The drow leader is aware of the presence of any intruders in the lair, who are not protected from divination magic within 1000 feet of herself.
- Spiders in a 1 mile radius of the drow leader have potent venom, granting them an additional 1d4 poison damage on their bite attacks. Small or larger spiders gain an additional 1d4 poison damage per size category above Tiny.

These effects fade over the course of 1d10 days after the drow leader is slain.

DROW WARBAND

DROW ELITE WARRIOR	CR 5, MM p.128
DROW MAGE	CR 7, MM p.129
DROW HOUSE CAPTAIN	CR 9, MTF p.184
DROW SHADOWBLADE	CR 11, MTF p.187

When drow go off to marauder and pillage the surface world or other Underdark settlements they set up a warband. These warbands set up long or short term headquarters in which they use to maintain their operations. This location could be, for example, a camp in the tunnels of the Underdark, a secret lair of spies in the sewers of a city being prepped for invasion, or a large fortification built to facilitate raids in surrounding settlements. Whatever the case, a warband's lair is highly defensible, well guarded and often supremely well hidden.

Drow Military. In an outpost, the highest ranked drow is the one that takes lair actions, and is called the drow commander. It can give orders to drow subservient to it and use any lair action options they might offer. If a female drow is in the lair, she automatically takes the commander position. If the warband's commander dies, the next highest ranked drow immediately takes over, unless there are not any drow of a challenge rating of 5 or greater in the lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the drow commander can take a lair action to cause one of the following effects:

- The drow commander snuffs out all non-magical lights within 60 feet of itself. Additionally, all spellcasters who maintain magical light sources produced by spells of 3rd level or lower must make a DC 15 Charisma saving throw. On a failed save, the magical light is dispelled.
- The drow commander beckons Lolth to prevent its enemies from running away. A wall of shadowy energy encircles a 60-foot-radius circle around the drow commander. The wall is opaque, and no physical objects or sound can pass through the wall. It is up to 30 feet tall and 5 feet thick.

A creature attempting to pass through the wall must make a DC 15 Strength saving throw. On a failed save, the creature fails to cross and takes 14 (4d6) necrotic damage. On a successful save, the creature crosses and takes half damage. A creature caught in the wall's area as it appears must also make the saving throw, and is shunted on the inside of the wall if it fails.

The wall lasts for 10 minutes, disappears if the drow commander uses this lair action again, but does not disappear if the drow commander dies.

- (**Drow Elite Warrior only**) - A large enchanted spider web buried on the ground in the lair is pulled up. Each creature in a line that is 5 feet wide and 90 feet long within 120 feet of the drow elite warrior must succeed on a DC 14 Dexterity saving throw or fall prone and be restrained, as the web ties their feet together. A restrained creature can use its action to repeat the saving throw. The web can be attacked (AC 10, 10 hit points, immune to poison and psychic damage, vulnerable to fire damage).

• (**Drow Mage only**) - The drow mage animates a stash of poisoned arrows or swords in the lair and flings them at its enemies. It casts *conjure barrage*. All creatures that the spell strikes must make a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more the creature is also unconscious while poisoned in this way. A creature regains consciousness if it takes damage or if another creature uses its action to slap it awake.

- (**Drow House Captain only**) - The drow house captain commands one of its subordinates to act as a distraction. The drow house captain chooses one allied drow it can see within 30 feet of itself. Until initiative count 20 on the next round, all attacks against that ally have advantage.

Thanks to the distraction, until initiative count 20 on the next round, the drow house captain has advantage on all attacks, and the next time it hits a creature with a weapon attack, it deals an extra 24 (7d6) damage.

- (**Drow Shadowblade only**) - The drow shadowblade manipulates one source of magical darkness in the area. The darkness's radius expands by 5 feet, and it can move up to 20 feet in a direction of the drow shadowblade's choice. One creature of the shadowblade's choice inside or adjacent to an area of magical darkness must succeed a DC 15 Constitution saving throw or be paralyzed until initiative count 20 on the next round by clawing shadowy tendrils that appear from the darkness.



YOCHLOL

CR 10, VGM p.65

The presence of a yochlol within a drow temple to Lolth imbues every surface and every decoration within the temple with powerful abyssal magic. A temple blessed by a yochlol's presence is as dangerous to intruders as it is to drow who fail to show enough fealty and adoration to the Spider Queen.

Temple guardian. If the yochlol shares its lair with a drow priestess (see "drow temple of Lolth"), but the priestess is currently absent from the lair, the yochlol can use any of the lair action options the priestess could normally use.

Consequently, if it shares a lair with a drow priestess, but the yochlol is currently absent from the lair, the priestess can use any of the lair action options the yochlol could normally use.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), the yochlol can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The flesh of up to three creatures within 60 feet of the yochlol takes on a slimy, ooze-like appearance similar to the yochlol's true form until initiative count 20 on the next round. Whenever an affected creature attempts to make a weapon attack, it must succeed on a DC 14 Strength saving throw or it drops its weapon, and the attack is wasted. Whenever an affected creature attempts to perform the somatic components of a spell, it must succeed on a DC 14 Dexterity saving throw or the spell fails and has no effect. If an affected creature dies, its corpse dissolves into goo.
- When one stares into the yochlol's eye, the abyss stares back. Each creature who can see the yochlol within 30 feet of it must succeed on a DC 14 Wisdom saving throw or take 9 (2d8) psychic damage as it receives visions of its greatest fears. The yochlol learns what those fears are. A drow whose greatest fear is Lolth is bolstered by the vision. Such a drow fails the saving throw automatically, but adds 9 (2d8) poison damage the next time it deals damage with a weapon attack or a spell before the end of its next turn.

A creature can avert its eyes to avoid the saving throw. If the creature does so, it can't see the yochlol until initiative count 20 on the next round. If the creature looks at the yochlol in the meantime, it must immediately make the save.

- If the yochlol is currently standing on a web, it teleports to an unoccupied space within 120 feet of itself that is also on a web. Otherwise, the yochlol instead creates a web, as per the *web* spell (save DC 14), requiring no concentration.



DRUID

CR 2, MM p.346

A druid's circle may be marked in many ways, hermit's huts, standing stones, great petroglyphs, hedge mazes or wicker effigies may show travellers that the land belongs to nature and her stewards. Though smaller and less impressive than those of the archdruids, they are still places of power and should be respected.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the druid can take a lair action to cause one of the following effects:

- The circle strengthens the druidic powers of its master. The druid may immediately change shape, as per the *polymorph* spell (no concentration required), into any beast of CR 1/2 or lower.
- A 10-foot-radius circle centered on a point within 30 feet of the druid is filled with a cloud of pollen and spores. The druid chooses whether the pollen is enriching or toxic. If enriching, all creatures within the circle gain 5 (2d4) temporary hit points and can roll a d4 and add the number rolled to the next attack roll or saving throw they make before initiative count 20 on the next round. If toxic, each creature within the circle must succeed on a DC 12 Constitution saving throw or suffer 5 (2d4) poison damage and be poisoned until initiative count 20 on the next round.



- The druid chooses a creature within 30 feet of itself and attempts to bind it with rocks, branches or roots. The creature must succeed on a DC 12 Strength saving throw or be restrained until initiative count 20 on the next round. On its turn the druid can cause a restrained creature to sink into the ground and reappear in an unoccupied space on the ground within 60 feet of its starting point. If the druid uses this effect on itself, it is not restrained.

DRYAD

CR 1, MM p.121

Dryads are intrinsically bound to a single tree, and the health of that tree is crucial for a dryad's well-being and survival. Thus, dryads' lairs are almost always in old forests with a heavy fey presence.

Verdant Allies. The dryad's magic has flowed through to the trees around her lair, and if the dryad is attacked, the forest itself might come to her aid by casting spells and concentrating on those spells. Unless they are a special type of tree such as a **treant**, these trees have 59 hit points, an armor class of 13, vulnerability to fire damage, and +2 to Constitution saving throws made to maintain concentration on a spell. They cannot take any actions or move, unless made to do so by a lair action.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dryad takes a lair action to cause one of the following effects; the dryad can't use the same effect two rounds in a row:

- The dryad summons a fey spirit to assist her. The fey spirit takes on the appearance and uses the stat block of a **boar**, **elk**, or **giant badger**. The fey spirit materializes within 60 feet of the dryad. It takes its turn immediately after the dryad and assists her in combat. After the spirit reaches 0 hit points, it vanishes and is banished to the Feywild. (Or, if you're in the Feywild, it gets banished to a different part.) The dryad can only summon one spirit of each type per day.
- The tree bound to the dryad uses its natural magic to enhance her abilities. The tree casts the spell *bless* on the dryad (and up to two of her allies), maintaining concentration so she doesn't have to.

- 
- The dryad channels fey power through her lair, enchanting the area using the spell *hallow*. The dryad can only choose to use the courage, daylight, energy protection, everlasting rest, or tongues effects of the *hallow* spell.
 - The trees in the region channel magic through their leaves, and cast the spell *gust of wind*, maintaining the concentration on the spell so the dryad doesn't have to.

REGIONAL EFFECTS

The dryad's presence bolsters the flora and fauna around its lair, producing one or more of the following effects:

- The region has a higher prevalence of woodland creatures.
- Trees in the area grow larger and take on unusual colors.
- Creatures moving through the area must make DC 10 Wisdom (Survival) checks at least once before they reach the Dryad's lair, or take 1d4 damage as they get pricked by thorny brambles.

These effects fade over the course of 1d10 days after the dryad is slain.



Many disappear by accidentally catching the attention of a dryad, and being lured into the feywild. The dryad, often blissfully unaware of the harm she's done, might not take too kindly to adventurers poking their unsightly noses in her affairs.

DUERGAR DESPOT

CR 12, MTF p.189

A duergar despot's lair is a workshop filled with machinery and devices it uses to augment itself and other duergar - often against their will. This machinery is imbued with psionic power, enabling the despot to exert greater control over it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the duergar despot can take a lair action to create one of the following effects:

- The duergar despot activates machinery in the lair, and psionically attaches it to a duergar who has been reduced to 0 hit points since initiative count 20 on the previous round. The machinery shocks the duergar back to a semblance of life, and turns it into a **duergar hammerer** under the despot's control.
- The duergar despot activates a piece of machinery in its lair, which swings and strikes out at a creature within 60 feet of the despot. The creature must succeed on a DC 17 Dexterity saving throw or take 13 (3d8) bludgeoning damage and be

knocked prone. If the creature fails the saving throw by 5 or more, it is also pinned by the machinery and restrained. A restrained creature or one that can touch it can use its action to make a DC 17 Strength check, freeing the creature on a success.

- The duergar despot forms a psionic link with a **duergar hammerer** or **duergar screamer** within 60 feet of it. The duergar despot teleports, swapping places with the creature. Additionally, the duergar despot can transfer one condition or other effect it is under to the creature it switches places with. The creature is now affected by that condition or effect. The duergar despot can take this lair action even if it is incapacitated.
- The duergar despot draws on psionic energy from the workshop around it and grows in size, becoming a Large creature. While enlarged in this way, the duergar despot makes Strength checks and Strength saving throws with advantage. Additionally, it deals an extra 4 (1d8) damage with its weapon attacks. The despot remains enlarged until it is incapacitated or uses this lair action again to return to its normal size.



E

EIDOLON

CR 12, MTF p.193

A holy temple for those dedicated to the gods, or a desecrated place of worship to beings of pure evil. Eidolon lairs are filled with objects of worship and several large stone statues for them to inhabit.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the eidolon can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- One destroyed **sacred statue** within the eidolon's lair begins to pull itself together. The statue regains 32 hit points each round on initiative count 20. After 3 rounds the statue fully repairs itself and the eidolon can possess it again.
- Up to three **sacred statues** of the eidolon's choice animate and move up to 15 feet to block movement of the eidolon's enemies.
- The eidolon's unwavering faith allows it to cast either true strike or bane (save DC 15).

REGIONAL EFFECTS

The area within 120 feet of the eidolon's lair has several invisible sensors that remain in place and can't be attacked or otherwise interacted with. The eidolon can see and hear through these sensors while within its lair. A creature that can see the sensor (such as a creature benefiting from *see invisibility* or *true seeing*) sees a luminous, intangible orb about the size of a fist. The eidolon can have up to 3 sensors active at any one time and can place a new sensor at the dawn or dusk of each day.

These sensors immediately disappear if the eidolon is slain.

ELADRINS

AUTUMN ELADRIN

CR 10, MTF p.195

SPRING ELADRIN

CR 10, MTF p.196

SUMMER ELADRIN

CR 10, MTF p.196

WINTER ELADRIN

CR 10, MTF p.197

The eladrin live in beautifully decorated abodes in the Feywild, sporting striking elven architecture, abundant greenery, and fine arts. The magic coursing through the eladrin often flows through their exquisite palaces, and they echo the eladrin's current mood and season. And just as the eladrin itself, the mood swings of an eladrin's mansion can be deadly to those caught up in it.

Mood Swings. When one of these lair actions changes the current season of the eladrin, any damage the eladrin sustained in its original form applies to the new form, as do any conditions or other ongoing effects affecting it.

Some eladrin spend their entire lives in the same season, others change their aspect every day. These lair actions reflect this: they are intended to be used repeatedly, and the eladrin will only be able to change its season once over the course of a combat encounter.

LAIR ACTIONS

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

- Laughter, joy, and an unquenchable hunger for pranks fill the lair. Whenever a creature other than the eladrin starts its turn within the lair, it must succeed on a DC 15 Dexterity saving throw or be knocked prone as its shoelaces are magically tied together. A creature who fails the saving throw cannot stand up until the start of its next turn, unless it uses an action to untie its shoelaces.

Additionally, if the eladrin wasn't a spring eladrin already, it becomes a spring eladrin and cannot use other effects for its lair action until it finishes a long rest.



- Fury and terror take over the lair as the temperature rises dramatically. The eladrin becomes a summer eladrin, and every creature within the lair other than the eladrin must succeed on a DC 15 Constitution saving throw or suffer 7 (2d6) fire damage.

Additionally, if the eladrin wasn't a summer eladrin already, it becomes a summer eladrin and cannot use other effects for its lair actions until it finishes a long rest.

- Numbness and passivity take over the lair. Every creature within the lair, other than the eladrin, must succeed on a DC 12 Wisdom saving throw or fall unconscious as the magic of the lair makes them fall asleep. Each affected creature wakes up on initiative count 20 on the next round, if it takes damage, or if another creature uses an action to shake or slap it awake.

Additionally, if the eladrin wasn't an autumn eladrin already, it becomes an autumn eladrin and cannot use other effects for its lair actions until it finishes a long rest.

- Distress and melancholy reshape the lair, and a frigid gale blasts through every room. Each creature within the lair must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion. If the creature takes fire damage, it loses one of the levels of exhaustion suffered through this feature.

Additionally, if the eladrin wasn't a winter eladrin already, it becomes a winter eladrin and cannot use other effects for its lair action until it finishes a long rest.

ELDER ELEMENTALS

Elder Elementals are literal forces of nature, given shape and sentience. They live to consume, and consume to live. While they leave only destruction in their trails when they wander, there is sometimes a location where they return to, after a long journey, so they can slumber in peace. These places, much like their gargantuan inhabitants, are the physical incarnation of the elemental forces they represent.

ELDER TEMPEST

CR 23, MTF, p.200

An elder tempest is amongst one of the deadliest and most mobile of the elder elementals. Its lair is a swirling storm several miles wide that is contained and produced by its chaotic energy.

Moving Lair. The elder tempest's lair is special in that it follows it wherever it goes. The storm created by the elder tempest living storm trait counts as its lair.

LAIR ACTIONS

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

- Coiling together, the tempest condenses its energy and releases it in a thunderous crash. Each creature within the lair must succeed on a DC 20 Constitution saving throw or become deafened for 1 minute.
- The elder tempest lurches and with it moves the lair. Each creature within the lair is thrust $3d6 \times 10$ feet through the air. A creature smashed into a solid object or released in mid-air takes 3 (1d6) bludgeoning damage for every 10 feet moved or fallen.
- Chaotic winds blast around the lair. Until the beginning of the next lair action ranged spell attacks made within the lair warble into a different damage type. When any creature would make a ranged spell attack within the lair roll 1d8. The number rolled determines the attack's damage type, as shown below.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder



LEVIATHAN

CR 20, MTF p.198

A leviathan is a gigantic and extremely powerful elemental from the elemental plane of water. Its appearance heralds great destruction and devastation though it is very rarely summoned to the material plane. The leviathan's lair is a raging whirlpool fueled by the creature's destructive elemental energy.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the leviathan can take a lair action to cause one of the following effects:

- Up to 3 typhoons or columnar whirlpools appear in the leviathan's lair. Each typhoon is cylindrical, and is 20 feet wide and 50 feet tall. When a creature is caught in one of the typhoons, or when it first enters their area, it must make a DC 18 Strength saving throw to avoid being swept away. On a failed save, the creature becomes restrained within the typhoon and takes 22 (4d10) bludgeoning damage. On a successful save, the creature takes half as much damage and is not restrained. The typhoons remain for 1 minute, until the leviathan uses this lair action again or until it dies.

A creature can use its action to repeat the saving throw to escape the typhoons. A creature can also be pulled from one of the typhoons as an action by another creature with a successful DC 20 Strength (Athletics) check.

- (**Elemental Plane of Water only**): The leviathan absorbs elemental energy from the Elemental Plane of Water and refuels its Tidal Wave action.
- Water within the leviathan's lair is imbued with elemental energy, spawning lesser elementals as per the table below. These elementals are allied to the leviathan but are not under its direct control. The leviathan can only summon three elementals before it must wait 24 hours to use this lair action again.

d4	Elementals Summoned
1-3	1 water elemental
4	2 water elementals

PHOENIX

CR 16, MTF p.199

A phoenix's only desire is to spread fire to every corner of the multiverse, and as such it rarely settles in one place long enough to form a lair. In exceptional circumstances however, a phoenix may become willingly or unwillingly bound to a location. When it does so, the surroundings become infused with the essence of fire.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the phoenix can take a lair action to cause one of the following effects:

- The phoenix draws in raw fiery energy from its surroundings and screams, emitting a densely percussive wave of flame in all directions. Each creature within 60 feet of the phoenix must make a DC 20 Dexterity saving throw. On a failed save, the creature takes 22 (4d10) fire damage and is pushed 10 feet away from the phoenix and knocked prone. On a successful save, the creature takes half as much damage and isn't pushed away or knocked prone.
- The light of the phoenix intensifies to a painfully blinding intensity. Until initiative count 20 on the next round, the radius of the phoenix's illumination increases to 300 feet of bright light and 150 feet of dim light. Each creature that has eyes within the radius of the bright light that can see the phoenix must succeed on a DC 20

Constitution saving throw or become blinded. A creature that isn't surprised can choose to avert its eyes, but if it does so it cannot see the phoenix, and if it stops averting its gaze before the effect ends, it must immediately make the saving throw. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- The phoenix calls on the power of elemental fire, and summons 2 **fire elementals** in unoccupied spaces within 60 feet of it. The fire elementals are under the phoenix's control and disappear when the phoenix dies or when it uses this lair action again.
- The phoenix draws in flames around it to replenish itself. All open flames and ignited creatures within 60 feet of the phoenix are extinguished, and any creatures within 60 feet of the phoenix that are made of fire (such as fire elementals) take 20 force damage. The phoenix regains 5 hit points for each ignited creature and each area of fire that fills a 5 foot cube that is extinguished, and 10 hit points for each creature made of fire that took the force damage. The phoenix can regain a maximum of 50 hit points each time it uses this lair action.



REGIONAL EFFECTS

The phoenix is an avatar of elemental fire, and its fiery influence extends out into the area surrounding its lair, resulting in the following effects:

- The temperature of the area surrounding the phoenix's lair is exceptionally high. Everywhere within 1 mile of the phoenix's lair is subject to the effects of Extreme Heat (DMG p. 110).
- Fire burns stronger and brighter in the area surrounding a phoenix's lair. The radius of light produced by flames doubles, and any non-magical fire occupies twice the volume it would normally.
- The phoenix blesses its allies with protection from the flames. Allies of the phoenix gain resistance to fire damage, and are immune to fire damage whilst they are within 1 mile of its lair.
- Wildfires are constantly breaking out in the area, and over the course of 1 week everything that can burn within 1 mile of the phoenix's lair has done so.

When the phoenix dies, plant life in the area grows back incredibly quickly. For the next 10 years, all plant life within 1 mile of the phoenix's lair grows at twice the usual rate and yields twice the amount of food if harvested.

ZARATAN

CR 22, MTF p.201

The lair of a zaratan is a massive area that has become infused with the energies of elemental earth. A rocky, blasted landscape shaped by the

zaratan's own destructive presence, any structures that once stood will have long since fallen into rubble. The concentrated elemental energy animates the stone within the lair, causing chunks to simply float in the air while others become fully-formed earth elementals.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the zaratan can take a lair action to cause one of the following effects:

- A huge chunk of floating stone slams down to the ground at a location of the zaratan's choice, breaking apart into rubble in a 30-foot sphere on impact. A creature with the area of the impact must make a DC 25 Dexterity saving throw or be buried under rubble as per the zaratan's Earth-Shaking Movement trait.
- Detritus from the lair magically accumulates on the shell of the zaratan, forming a protective barrier. The zaratan gains 31 (3d20) temporary hit points. While it has these hit points, it does not suffer from its normal vulnerability to thunder damage.
- A chunk of stone within 15 feet of a hostile creature is filled with elemental energy and animates as either an **earth elemental** or a **galeb duhr** (DM's choice). These elementals are hostile to everything within the lair, including the zaratan, and act on initiative count 19.



ELEMENTAL MYRMIDONS

AIR ELEMENTAL MYRMIDON	CR 7, MTF p.202
EARTH ELEMENTAL MYRMIDON	CR 7, MTF p.202
FIRE ELEMENTAL MYRMIDON	CR 7, MTF p.203
WATER ELEMENTAL MYRMIDON	CR 7, MTF p.203

Elemental myrmidons can often be bound to a location to guard it, and over time their elemental energy suffuses the lair, allowing them to call on greater power to fulfil their creator's commands.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the myrmidon can take a lair action to cause one of the following effects; it cannot use the same ability two turns in a row:

- The myrmidon surges forward with elemental energy, moving up to 30 feet without provoking opportunity attacks. During this movement, it can move through the spaces of other creatures. If the myrmidon moves through a creature's space, it must make a DC 13 Dexterity saving throw or take 9 (2d8) bludgeoning (air, earth, water) or fire (fire only) damage.
- The myrmidon begins erupting with elemental energy. Until initiative count 20 on the next round, the area within 20 feet of the myrmidon counts as difficult terrain, and each creature that starts its turn in the area or moves into the area for the first time on a turn must make a DC 13 Constitution saving throw. On a failed save, the creature takes 4 (1d8) bludgeoning (air, earth, water) or fire (fire only) damage, and is unable to move closer to the myrmidon. If the creature fails the save by 5 or more, it is also pushed away from the myrmidon, up to the outside of the area.
- The myrmidon draws in raw elemental energy and launches into a fury. It immediately gets back the use of its recharge ability. Additionally, until initiative count 20 on the next round, the myrmidon has advantage on attack rolls, but attack rolls against it have disadvantage.



ELEMENTALS

An elemental summoned to the material plane serves a purpose - whether it is conjured as a weapon for combat or for some more specific goal, such as creating an elemental myrmidon, or in the case of more permanent summonings - as a source of magical power a conjurer can freely draw from. Pure elementals exude raw elemental energy and can be bound into special magical contraptions that harvest said energy. A bound elemental gains a deep connection with its prison, allowing it to manipulate facets of it if it gains any semblance of freedom.

AIR ELEMENTAL

CR 5, MM p.124

An air elemental bound to a special magical engine allows a skilled arcanist to harvest the power of flight for themselves. Such engines are used to lift up vehicles, large objects and even buildings. When an elemental held in such a contraption begins to break loose, it can have devastating consequences, both to those attempting to combat it, and those on whatever floating structure it is bound to.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the air elemental can take a lair action to cause one of the following effects; it cannot use the same effect two rounds in a row:

- The elemental violently drains the air from the lungs and space of a creature within 60 feet of itself. The creature must make a DC 14 Constitution saving throw. On a failed save, the creature takes 7 (2d6) slashing damage, and cannot speak or cast spells that require verbal components until initiative count 20 on the next round. On a successful save, the creature takes half damage and is not silenced.
- The air elemental's magic surges, suspending creatures and objects in the air. The air elemental casts levitate (save DC 14) without requiring any components, and targeting up to 3 objects or creatures within range.

- A gust of lifting energy erupts from the ground and smashes into one creature of the air elemental's choice within 90 feet. The creature must succeed on a DC 14 Strength saving throw or be pushed and restrained against a wall, ceiling or floor within 30 feet of it until initiative count 20 on the next turn. While restrained in this way, the creature is also prone.

REGIONAL EFFECTS

An out of control air elemental's rage can be tangibly felt throughout the site of its binding, creating one or several of the following effects:

- The air pressure within 500 feet of the air elemental is much greater than the normal air pressure for the area. A creature that enters or exits this zone must succeed on a DC 12 Constitution saving throw or the change in pressure causes it to take 2 (1d4) slashing damage and have disadvantage on Wisdom (Perception) checks that rely on hearing for the next minute.
- The structure the air elemental was suspending begins moving uncontrollably, moving at high speed throughout the air in a direction that changes every minute. The structure remains aloft only when the air elemental is alive, plummeting to the ground if it dies.
- A cyclone begins enveloping the air elemental's lair and its surrounding structure, with winds of 20 miles per hour blowing in all directions. A



creature that flies in the area must succeed on a DC 12 Strength saving throw at the start of each round it is in the air, or be pushed up to its speed in a random direction.

- Winds pick up and trap dust and sand in an everlasting dust storm. Creatures within 500 feet of the air elemental's lair can see up to 15 feet away from them, and anything beyond this is heavily obscured to them.

These effects end immediately when the air elemental dies.

EARTH ELEMENTAL

CR 5, MM p.124

A bound earth elemental has much to offer to its conjurer - its ability to effortlessly disturb the earth allows for the construction of digging apparatuses and the quick repositioning of structures along the ground. Another use for a bound elemental is the creation or refinement of rare minerals and gemstones. Both of these arcane constructions usually have a large metallic enclosure for the earth elemental to be housed in, preventing it from using its earth gliding to pass through. When an earth elemental sets itself free, it wreaks havoc with powerful tremors and fissures.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the earth elemental can take a lair action to cause one of the following effects; it cannot use the same effect two rounds in a row:

- Sharp gems erupt from the ground in a 20-foot-radius circle within 100 feet of the earth elemental. The area becomes difficult terrain and a creature that moves through it takes 5 (2d4) piercing damage for every 5 feet it travels. The area is not difficult terrain for the earth elemental and it takes no damage when passing through it. The gems crack and break apart into dust if the earth elemental uses this lair action again, or if the earth elemental dies.
- The ground under a creature within 60 feet of the earth elemental erupts and begins encasing it in stone, metal or crystal. A target must succeed on a DC 14 Strength or Dexterity saving throw (target's choice) or be restrained. On its turn, a creature can use its action to repeat the saving throw, freeing itself on a success. The earth around the creature keeps growing as a creature

remains restrained. If a creature has not freed itself three rounds after being restrained, it is completely encased and cannot breathe, speak or move and becomes paralyzed. The material around the creature can be destroyed to free the creature (AC 15, 15 hit points, immune to psychic and poison damage, vulnerable to thunder and bludgeoning damage). Restraints created by this effect are destroyed if the earth elemental dies.

- The earth elemental moves and reshapes earth, rock or metal in a 20-foot cube, turning it into any shape it chooses. It can use this effect to quickly create a spike or pillar under one creature of its choice. The creature must make a DC 14 Dexterity saving throw. On a failure, a target takes 10 (3d6) piercing damage and is pushed 5 feet (creature's choice which direction). On a success, a target takes half damage and isn't pushed.

REGIONAL EFFECTS

An earth elemental that breaks its binds creates one or several of the following regional effects:

- An impure precious stone or metal object that first enters the area within 500 feet of the earth elemental has a 50% chance of being fully purified, increasing its value. It also has a 50% chance of gaining more impurities, decreasing its value. A purified weapon gains a +1 to attack rolls and a purified metal armor gains a +1 bonus to AC. A weapon that receives impurities takes a -1 penalty to attack rolls, and an armor that receives them takes a -1 penalty to AC. These effects last for 1d4 days.
- Small earthquakes shake the area within 500 feet of the earth elemental every minute. These earthquakes deal 16 (3d10) thunder damage to any structures in the area.
- The area within 500 feet of the earth elemental begins erratically moving about. The area either travels across, is elevated by, or sinks into the earth - creating platoes or depressions as appropriate. The area moves at 5 miles per hour, changing its direction every 10 minutes.
- Metal and stone in the area begin growing, sprouting thorn-like protrusions and pillars that grow out like stalactites.

These effects end immediately if the earth elemental dies.

FIRE ELEMENTAL

CR 5, MM p.125

A fire elemental's raw destructive power and endless heat can be refined and focused to construct amazing magical forges capable of creating invaluable weapons and armor. When an elemental forge is left in disarray, when it is damaged, or when its magical bindings loosen the elemental from within can gain partial freedom, using its former prison to lash out in anger and attempt to fulfil its one desire - to burn and char all around it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the fire elemental can take a lair action to cause one of the following effects; it cannot use the same effect two rounds in a row:

- All objects made of metal within 30 feet of the elemental glow red hot until initiative count 20 on the next round. If a creature is touching or holding one or several such objects at the start of its turn, or if it grabs one of the objects (such as picking up a weapon from the ground), it takes 9 (2d8) fire damage. A creature can make a DC 14 Constitution saving throw at the start of its turn to quickly drop or pull away from the object if possible, taking no damage on a successful save.
- The fire elemental draws in energy from all open flames around it. The fire elemental regains 12 (2d8+3) hit points. All open flames within 90 feet of it flicker and expel a cloud of smoke which covers them and anything within a 10-foot-radius sphere. Everything in the cloud is heavily obscured. Creatures that start their turn in a cloud must make a DC 14 Constitution saving throw. On a failed save, the creature is blinded, and cannot speak or cast spells which require a vocal component until initiative count 20 on the next round, as it begins violently coughing.
- Pipes or other elongated metal pieces glow red and malleable, and they slink around one creature within 90 feet of the fire elemental, attempting to bind it. A target must make a DC 15 Dexterity saving throw. On a failure, it takes 7 (2d6) fire damage and is restrained. On a success, it takes half damage and isn't restrained. A restrained target can use its action on its turn to make a DC 15 Dexterity (Acrobatics) or Strength (Athletics) check, freeing itself on a success. The heating and cooling of the metal makes it brittle and easy to

break - the bindings have 10 AC, 10 hit points, a vulnerability to thunder damage, and are immune to psychic and poison damage.

REGIONAL EFFECTS

A forge holding a fire elemental produces one or several of the following effects in its surroundings when the elemental gains its freedom:

- All flammable objects not being worn or carried within 500 feet of the fire elemental combust and produce a roaring flame.
- Fire spells in the area are empowered. Any spell of 1st level or above which deals fire damage and is cast within 500 feet of the fire elemental is cast one level higher than the spell slot used to cast it.
- Smoke and steam fills the area within 500 feet of the fire elemental, making it lightly obscured.

These effects end immediately if the fire elemental dies.

WATER ELEMENTAL

CR 5, MM p.125

A bound water elemental can be used by a conjurer to either generate or control water, allowing for the creation of elaborate, and sometimes even magical, fountains, as well as submerged laboratories or undersea vessels. A water elemental escaping a fountain is manageable, but one breaking free while being used to maintain an underwater structure or vehicle is catastrophic, as the elemental unleashes torrents of water in its vicinity.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the water elemental can take a lair action to cause one of the following effects; it cannot use the same effect two rounds in a row:

- The water elemental causes water along its lair's surface to become disturbed, allowing its chaotic form to blend in with it. Until initiative count 20 on the next round, while it is submerged in water, the water elemental is invisible to creatures who aren't fully submerged themselves.
- The water elemental casts control water (DC 15) without using any components. Instead of using an action, the water elemental must use this lair action to repeat an effect of the spell, or choose a different one.
- One creature within 90 feet of the elemental must succeed on a DC 15 Dexterity saving throw or be

pushed by an erupting geyser of water. On a failed save, the creature takes 10 (3d6) bludgeoning damage and is pushed up to 20 feet in a direction of the water elemental's choice. On a successful save, the creature takes half damage and isn't pushed unless it wants to be.

REGIONAL EFFECTS

A water elemental that breaks its bindings while maintaining a structure under or over water produces one or several of the following effects:

- Harsh rain falls within 1 mile of the water elemental and is often accompanied by thunderstorms. Creatures within 500 feet of the water elemental's lair can see up to 15 feet away from them, and anything beyond this is heavily obscured to them.
- Water quickly floods an area within 500 feet of the water elemental, creating a steady water level three feet deep. The water level increases by a further 1 foot every 2 minutes.
- Bodies of water within 500 feet of the water elemental become restless, whirlpools and powerful currents are prevalent in the area. A creature swimming in the area must succeed on a DC 14 Strength saving throw at the start of each of its turns or be dragged in a random direction up to its speed. A creature sailing a vehicle along the waters in the area must succeed on a DC 14 Wisdom (Vehicles (Sea)) check or lose control of the vessel for one round. The DM determines what happens to a vessel while it is out of control, it can spin wildly, be dragged in a random direction or begin filling with water.

These effects end immediately when the water elemental dies.



EMPYREAN

CR 23, MM p.130

The palace or temple an empyrean calls home is an extravagant structure, which reflects the empyrean's own sense of grandeur and importance. Marbled stonework, golden statues and colorful silken tapestries cover every surface, and every banquet hall and throne room is needlessly massive. The empyrean's mood swings affect the very essence of reality around it, due to the divine spark its soul contains, and the lair of an empyrean always reflects its owner's current state of mind.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the empyrean can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The empyrean calls forth spirits of twelve legendary gladiators in a connected formation of its choice within 30 feet of the empyrean. Each spirit must be summoned within 5 feet of another, and its size is Medium. These spirits attack in unison, and then disappear. A creature within 5 feet of at least one spirit must make a DC 22 Strength saving throw. On a failed save, a creature takes 35 (10d6) radiant damage and is pushed 15 feet in a direction of the empyrean's choice. On a successful save, a creature takes half as much damage and is not pushed.
- An artifact from the empyrean's treasury teleports to, and floats in, a space the empyrean can see within 60 feet of itself. If the artifact is a weapon it can make one attack against one creature within 5 feet of itself (+15 to hit, 26 (4d8+8) force damage). If the artifact is a shield or armor it can



protect one creature within 5 feet of itself, giving it a +3 bonus to AC and advantage on saving throws against spells until initiative count 20 on the next round. When an artifact has served its purpose it disappears in a puff of golden mist and returns to its place in the treasury.

At the DM's discretion the artifact can be any magic item the empyrean has collected, producing the magic item's effects in addition to the effects described above.

- The empyrean commands a cessation to aggression. All creatures of the empyrean's choice within its lair must succeed on a DC 22 Wisdom saving throw. On a failure a creature is unable to intentionally cause harm to any creature within the lair until the end of its next turn. A creature immune to being frightened automatically succeeds on this saving throw. A creature that succeeds on this saving throw is immune to this effect for 1 hour.

REGIONAL EFFECTS

The empyrean's mood manifests in the surrounding environment, which creates one or more of the following effects:

- The land within 6 miles of the lair is consecrated ground, and is subjected to the effects detailed in the Manifest Emotion subheader of the empyrean's description, as well as one of the effects of the hallow spell of the empyrean's choice.
- The flora that grows in the region will become unnaturally beautiful, ideal, and picturesque. Beasts born in the region are likewise without flaw to a nearly uncanny extent, and are immune to disease.
- Creatures within 1 mile of the lair don't age, but can be slain.

These effects fade over the course of 1d4 weeks after the empyrean dies.

ETTIN

CR 4, MM p.132

An ettin's den is a foul smelling hovel full of filth that the ettin does not bother to keep clean. Even while defending its home, its heads never cease to bicker, with both of them having conflicting ideas on how best to fight. Both of its heads take lair actions, though the constant arguing often results in little advantage being gained.

LAIR ACTIONS

On initiative count 20 and initiative count 10, (losing initiative ties) the ettin causes one of the following effects, roll a d4 to determine which effect it uses:

1. The ettin's heads bicker and argue about how to fight off intruders, and the ettin makes a melee attack against itself. Until the end of its next turn, the ettin has disadvantage on attack rolls and its speed is reduced to 0.
2. The foul stench in the ettin's lair intensifies due to a combination of the ettin's foul breath or the filthy contents of its lair being disturbed by battle. Each creature in the lair other than the ettin must succeed on a DC 14 Constitution saving throw or become poisoned until initiative count 20 on the next round. A creature that succeeds on this saving throw becomes immune to this effect for the next 24 hours.
3. The ettin roars at its enemies, the twin voices reverberating off the inside of its lair. Each creature within 30 feet of the ettin that can hear it must succeed on a DC 11 Wisdom saving throw or become deafened and frightened of the ettin until initiative count 20 on the next round.
4. The ettin's heads, whether by luck or compromise, agree perfectly on the best course of action to defend its lair. The ettin gains advantage on attack rolls until the end of its next turn, and can immediately move up to its speed without provoking opportunity attacks and make an attack against one of its enemies.





F

FAERIE DRAGON

CR 1-2, MM p.133

The many-colored faerie dragons are native to the Feywild, dwelling in lush forests of trees bearing rainbow colored flowers and fruits. When the creatures are found on the material plane, they seek out similar locations. Tropical forests, flowering glades or crystal filled grottoes are favorites of theirs, especially those connected to the Feywild by portals, prevalence of magic or other means.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the faerie dragon takes a lair action and the colors in the lair swirl and scintillate. Roll 1d8 and consult the table below to find the color that fills the lair and the associated effects:

d8	Color	Spell	Condition	Wild Magic
1	Red	<i>minor illusion</i>	Charmed	Until initiative count 20 on the next round, faerie dragons in the lair can see invisible creatures within their line of sight.
2	Orange	<i>color spray</i>	Blinded	One faerie dragon in the lair grows as if affected by the <i>enlarge</i> spell for 1 minute.
3	Yellow	<i>mirror image</i>	Deafened	Loud music blares out from one faerie dragon in the space. All creatures concentrating on spells or abilities within 10 feet of that dragon must succeed on a DC 13 Constitution saving throw or lose concentration.
4	Green	<i>suggestion</i>	Restrained	Plant life thickens around one faerie dragon in the lair, a 10-foot-radius circle centered on it become difficult terrain for 1 minute.
5	Blue	<i>major image</i>	Stunned	Fog rises around one faerie dragon in the lair until initiative count 20 on the next round, as the <i>fog cloud</i> spell.
6	Indigo	<i>hallucinatory terrain</i>	Poisoned	A portal to the Feywild opens at a point within 30 feet of a faerie dragon that it can see. One <i>sprite</i> or <i>blink dog</i> emerges. The fey is an ally to the faerie dragons and vanishes after 1 minute.
7	Violet	<i>polymorph</i>	Frightened	One faerie dragon in the space immediately teleports 60 feet in a random direction, or into the nearest unoccupied space to that point.
8	Prism (All Colors)	any spell	Unconscious	One creature within 30 feet that a faerie can see must succeed on a DC 13 Charisma saving throw or be transported to the Feywild until initiative count 20 on the next round. The creature is incapacitated while transported in this way.

Until the initiative count 20 on the next round, all saving throws against the spells or abilities of faerie dragons of that color in the lair are made at disadvantage. Additionally, the faerie dragon may cause one of the following effects; it can't use the same effect two rounds in a row:

- The colors of the lair empower the faerie dragons in the lair. Any faerie dragon with access to the spell rolled in the “spell” column of the table may regain a daily use of its innate spellcasting ability for that spell. On an 8, each faerie dragon can regain a daily use of any spell it has access to.
- The lair’s colors and wild magics disorient and harm creatures in the lair. Up to 3 creatures with 30 feet of a faerie dragon that the dragon can see must each succeed on a DC 13 Wisdom saving throw or suffer the condition listed on the table until initiative count 20 on the next round.
- A tide of wild magic passes through the lair. The effect listed under “wild magic” of the table takes place.

FLAIL SNAIL

CR 3, VGM p.144

Flail snails will eat most things but particularly enjoy gems and crystals, so they often nest near growths of natural crystal clusters in small caves or caverns. As the snail comes and goes, the floor of its lair is coated in layers of its glistening secretions that harden clear like a fine glass.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the flail snail can take one of the following lair actions, it cannot use the same ability two turns in a row:

- A 15-foot square segment of the hardened slime cracks under pressure and shatters, leaving glass-like shards where it had been smooth. Any creature that moves through the square takes 5 (2d4) piercing damage per 5 foot of movement.
- The snail feeds on a crystal shard with a crunch and regrows a flail tentacle. If it isn't missing any tentacles, it instead regains 10 (4d4) hit points.
- The snail wails due to the stress of being attacked in its own home, and triggers a burst of light which reflects upon the crystal formations and the glassy tracks which cover every surface. All creatures within 30 feet of the snail must make a DC 15 Constitution saving throw or be blinded until the end of their next turn.

FLAMESKULL

CR 4, MM p.134

Once created, a flameskull guards an area such as a treasure trove or secret tomb, obeying the commands given by its creator. A flameskull's lair may look different depending on its master or the location it guards.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the flameskull can take a lair action to cause one of the following effects:

- A large rune on the floor illuminates, magically increasing the pull of gravity on nearby creatures. Each creature within 10 feet of the room's floor must make a DC 13 Strength saving throw. On a failed save, until initiative count 20 on the next round, the creature's speed is halved, and it has disadvantage on Dexterity saving throws and on ranged weapon attacks.

- A yellow cloud of foul vapours emanates from a chest or other vessel in the room. Each creature (that isn't a construct or undead) within 20 feet of that object must make a DC 13 Constitution saving throw. A creature who fails the saving throw takes 5 (2d4) poison damage, or half as much damage on a success. If a creature fails this saving throw by 5 or more, they spend their action on their next turn retching and reeling.

- A cloud of gas leaks out of a chest or other vessel. The cloud spreads out 20-foot-radius sphere within the lair. Until initiative count 20 on the next round, the gas can be ignited if exposed to fire. If ignited, each creature in the area takes 6 (1d12) fire damage.
- The flameskull ignites a magical torch or block of special incense, causing a huge plume of smoke. Two **smoke mephits** arise from the smoke, taking their turns immediately after the flameskull. A maximum of four mephits can be summoned this way.

FLUMPH

CR 1/8, MM p.135

Flumphs seek to avoid combat when they can, and flumphs in a cloister tasked with watching over the cloister's lair can produce a psychic resonance to help turn away intruders whilst minimising the harm to either side.

Cloister. Flumphs live in groups called cloisters, and are led by a particularly wise flumph called an abbot. The abbot is the one who can use lair actions. A flumph can only become an abbot if it is leading a group of at least a dozen flumphs. If the abbot is killed or incapacitated, the flumphs panic for a while, and cannot use lair actions until they have calmed down.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the flumph can use a lair action to create one of the following effects:

- One creature within 30 feet of the flumph must succeed on a DC 10 Wisdom saving throw or become charmed by all flumphs until it takes damage. Whilst charmed in this way, the creature spends its turns trying to move away from any flumphs it can see. If the creature starts its turn in a location where it cannot see any flumphs, it can repeat the saving throw. On a failure, the creature

ceases to be charmed by the flumphs and loses all its memories of the cloister. On a success, the creature stops being charmed but retains its memories.

- The flumphs use their telepathy to project misleading illusions about their movement. Each flumph in the lair can immediately use its reaction to move up to its speed. Any upside-down flumphs can immediately make another saving throw to right themselves. Until initiative count 20 on the next round, the movement of flumphs does not provoke opportunity attacks.
- At least 3 flumphs which are within 30 feet of one another expend their use of their Stench Spray as a reaction, to spit the mucus on a 15-foot square within 30 feet of all of them. For one hour, the area is difficult terrain, and a creature which starts its turn in the area or moves into the area for the first time on a turn must make the save against the stench spray.

REGIONAL EFFECTS

A flumph within the lair can use an action to extend the range of its telepathy to communicate with any other flumphs in the lair until the start of its next turn.

FOMORIAN

CR 8, MM p.136

The Fomorian live in the underdark, in beautiful caverns teeming with life as they often contain, or contained, at some point in the past, a pathway to the feywild. However, the fomorian have a custom of defacing these caves with gruesome displays, in much the same ways they themselves were defaced in the past.

Patchwork Horrors. Fomorians mark their territory with crudely sewn together amalgamations of corpses, called patchwork horrors, through which the fomorian is able to channel its magic. Depending on the size of the lair, there might be dozens of patchwork horrors scattered all throughout the lair. Each patchwork horror is a medium or larger object which can be attacked - they have the same statistics as a scarecrow, but are vulnerable to psychic damage instead of fire.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the fomorian causes one of the following effects:

- The presence of creatures that are not as vile and twisted as the fomorian itself enrages it, and it draws in the foul magics of its lair to spread its curse. The fomorian immediately uses its Curse of the Evil Eye ability, targeting whichever enemy the fomorian thinks is the most beautiful. Using the curse of the evil eye in this way does not expend the use of the ability, and the fomorian can take this lair action even if it has already used its Curse of the Evil Eye ability. When the fomorian takes this lair action, it cannot use its Evil Eye on its next turn.
- The fomorian lets out a blood-curdling scream, and each of the patchwork horrors in the lair also begins screaming and convulsing. Each creature that can see or hear any of the patchwork horrors must succeed on a DC 14 Wisdom saving throw or become frightened of the patchwork horrors until initiative count 20 on the next round.
- The fomorian's gaze flicks to some of the patchwork horrors hung up in its lair. Two of the patchwork horrors animate and move to attack the fomorian's enemies for the next minute or until they are destroyed. They use the **scarecrow** statistics, but are vulnerable to psychic damage instead of fire damage. Once the fomorian has used this lair action, it cannot do so until the next dawn.



FROGHEMOTH

CR 10, VGtM p. 145

Found in the warm, damp swamps, froghemots create their lairs in or near pools of water deep enough to hide their hulking frames. They will often choose to find pools within bullywug settlements, or allow bullywugs to build around their lair so that they can bask in the bullywug's worship.

LAIR ACTIONS

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

- The froghemoth unleashes a terrible bellow, ordering any nearby bullywugs to attack at once. 4 (1d6 +1) **bullywugs** jump down from nearby trees. They act on initiative count 19, and try their best to protect the Froghemoth. The froghemoth can't use this action again until there are two or fewer bullywugs still active in the lair.
- A pool in the lair of the froghemots choice begins to swell with water and lurches outwards. All creatures within 10 feet of the pool's edge must make a DC 16 Strength saving throw, causing one of the following effects. On a failure, the creature is either pushed 10 feet away from the pool, or pulled 10 feet towards the center of the pool as the water recedes (Froghemoth's choice).

- The froghemoth drags mud with its tentacles and smears it on its body, offering protection from its Shock Susceptibility trait until initiative count 20 on the next round. The froghemoth can't use this lair action again until it has used a different one.

REGIONAL EFFECTS

The froghemoth's alien presence affects the swamps it lives in, producing one or more of the following effects:

- The swamps within 6 miles of a froghemoth lair are heavily waterlogged, creating a sticky mud that is considered difficult terrain for creatures who aren't native to swamplands.
- Thick clouds of flying insects form over pools of water within 1 mile of a froghemoth lair. The clouds are so dense that they create areas that are highly obscured. Any creature that tries to walk through an insect cloud is dealt 5 (1d10) piercing damage.
- Small amphibians within 1 mile of the froghemoth lair will watch any newcomers to the swamps and announce their location through croaks and chirps to any listening bullywugs or the froghemoth itself.

These effects fade over the course of 1d10 days after the froghemoth is slain.

After 2 weeks of being hunted through the jungles of Chult, the party sought safe haven in a seemingly abandoned temple. Little did they know, the temple was not meant to protect its residents from the jungle, but the other way around.

FROST SALAMANDER

CR 9, MTF p.223

Frost salamanders lair in large networks of ice tunnels they construct. Creatures that enter the tunnels quickly become hunted. The frost salamander can also cause weak spots in its tunnels to collapse, potentially sealing off the only escape route of its prey.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the salamander can take a lair action to cause one of the following effects:

- An icy chill gathers in the lair and frost begins to form on the bodies of living creatures. The next time the frost salamander uses its Freezing Breath, if a creature fails its saving throw, until the end of its next turn, the creature's speed is halved and it can't take reactions.
- As a result of the frost salamander's violent movements, the ice tunnels begin to rumble, and cracks start to form in a 40-foot square on the ceiling within 60 feet of the frost salamander. Small pieces of icy debris begin to rain down on the area below the ceiling, and it becomes difficult terrain. The area on the ceiling becomes weakened (see below).
- If an area of ceiling became weakened last round, the frost salamander must take this lair action, which it can take even if it is incapacitated. The weakened ceiling collapses. Chunks of ice come crashing down, and each creature in the area must make a DC 16 Strength or Dexterity saving throw, taking 18 (4d8) bludgeoning damage and 7 (2d6) cold damage on a failed save, or half as much on a successful one. If a Large or smaller creature fails its saving throw by 5 or more, it is restrained by the fallen ice. A creature can use its action to make a DC 11 Strength check to crawl out from under the ice or to pull out another creature from under the ice.

REGIONAL EFFECTS

Within its lair, a frost salamander has a mastery of its domain, resulting in the following regional effects:

- The frost salamander can ignore difficult terrain composed of ice and snow within its lair.
- The frost salamander can sense the presence of living, warm blooded creatures and other significant sources of heat (such as open flames) within its lair. It knows the direction to the heat source but not its exact location, and it can't distinguish between heat sources such as a living creature and a camp fire.

These effects immediately end after the frost salamander is slain.





GALEB DUHR

CR 6, MM p.139

Often bound as guardians or servants, galeb duhr are frequently encountered in the sanctums of powerful spellcasters. Left on their own or liberated from service, galeb duhr tend to settle in regions of great elemental resonance, such as high mountains, mighty caverns or deep crevasses. Often resembling simple boulders, galeb duhr pose themselves as guardians of nature in the regions where they make their homes, living in harmony with plants and animals and protecting the area from harm.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the Galeb Duhr can take one of the following lair actions, it cannot use the same ability two turns in a row:

- The galeb duhr calls to the earth and stone of its lair, and the earth answers. It casts *locate animals or plants* with the following differences: It is only aware of creatures in contact with the ground and may select a specific kind of humanoid or monstrosity as well as plants or beasts.
- The deadening effects of elemental earth swirl around a creature. One creature within 60 feet of the galeb duhr that it can see must succeed on a DC 16 Wisdom saving throw or be affected as by the *slow* spell until the next initiative count 20.
- The galeb duhr calls to the earth near it, causing a landslide. Any creatures in contact within a 15 foot square originating from the galeb duhr must succeed on a DC12 Strength saving throw or be restrained until the next initiative count 20. If the area is sloped, any creature that failed its saving throw is first pushed 20 feet downhill and suffers 7 (2d6) bludgeoning damage.

G

GARGOYLE

CR 2, MM p.140

High above the bustle and noise of the city streets, gargoyles perch on the roofs of towers, spires, temples and manors. There they skulk between chimneys and carved grotesques, casting a protective eye over the creatures below and waiting for the chance to defend their home.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the gargoyle can take a lair action to cause one of the following effects:

- A number of roof tiles come loose and cascade down the side of the roof. Creatures in a line 10 feet wide starting from the roof's apex down to its edge must succeed on a DC 13 Dexterity saving throw or be knocked prone and pushed 10 feet towards the edge of the roof.
A creature which is pushed past the edge of the roof hangs onto the edge. Such a creature doesn't fall, but it cannot move until it or another creature makes a DC 13 Strength (Athletics) check as an action to pull the creature back up on the roof.
- One of the roof's many chimneys rumbles and vents a 10-foot radius sphere of smoke and soot. The area is heavily obscured, and creatures that start their turn within the smoke cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the start of their next turn. On initiative count 20 on subsequent rounds, the cloud drifts 10 feet away from the chimney.
- A flock of crows (or bats, depending on the time of day) stream over the rooftop, giving the gargoyle a chance to try and hide. The gargoyle can move up to half its movement to the building's grotesques where it remains motionless and makes a Dexterity (Stealth) check to hide.



GELATINOUS CUBE

CR 2, MM p.242

Slithering in tight corridors of dungeon hallways, the gelatinous cube's lair is most effective in tight labyrinthian hallways. A gelatinous cube consumes all in its path, leaving perfectly clean or polished stone wherever it passes.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the gelatinous cube can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A 20-foot square section of the lair becomes pristinely clean, slippery and polished. The area becomes difficult terrain and any creature that enters it or starts its turn there must succeed on a DC 12 Dexterity saving throw or fall prone. The area retains these qualities until the gelatinous cube uses another lair action.
- The gelatinous cube slides across the pristine floor of its lair without making any sound. It moves up to half its speed and unless a creature or visible object is trapped within it, it can take the Hide action as if it was heavily obscured.
- A pseudopod of residual slime within 30 feet of the gelatinous cube reaches out and attacks a creature, as per the gelatinous cube's Pseudopod action.

GENIES

The self-important nobility of the elemental planes, genies have armies of slaves and servants who build them lavish palaces which the genie proudly displays its material wealth. These palaces are often beautiful and inviting, but those who enter risk never being able to leave, as the genie often sees everything its lair contains as its property.

DAO

CR 11, MM p.143

Dao are the most avaricious of genies, and hoard material wealth and slaves, some even constructing lairs in locations where veins of precious minerals are visible. It can manipulate the floor, walls and ceiling of its lair if they are made of stone.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the Dao can take one of the following lair actions:

- One creature that isn't airborne within 120 feet of the Dao must succeed on DC 14 Strength saving throw or be restrained, as the ground liquefies and then hardens around its feet. Creatures that can move through solid stone (such as those with the Earth Glide trait) automatically succeed on this saving throw. A restrained creature can use its action to repeat the saving throw, freeing itself on a success.



- One creature of the Dao's choice that it can see must succeed on DC 14 Wisdom saving throw or be charmed by the Dao and overwhelmed by avarice. A creature charmed in this way must use its turns to try and safely approach the nearest collection of significant material wealth (e.g. a pile of coins or a golden crown). Once a creature has moved to within 5 feet of the wealth, it spends its turns ogling the wealth greedily. The creature can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on a success.
- The ground itself lashes out at those who dare to defy the Dao. Each enemy of the Dao that isn't airborne within 120 feet of it must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

DJINNI

CR 11, MM p.144

Djinni often make sumptuous lairs on floating islands or in high places where they can be among the winds and clouds. Djinni prefer negotiation to combat, but are by no means pacifists.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Djinni can take one of the following lair actions:

- The air stills around a creature the Djinni can see within 120 feet of it, silencing one creature who would challenge the Djinni's authority. The creature cannot speak or cast spells that require verbal components until initiative count 20 on the next round.
- Each enemy of the Djinni within 120 feet of it is buffeted by wind and must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet in a direction of the Djinni's choice. Everywhere within 120 feet of the Djinni is difficult terrain until initiative count 20 on the next round.
- The air cracks around the Djinni's enemies. Each enemy of the Djinni within 120 feet of it must make a DC 18 Constitution saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much on a successful one.



EFREETI

CR 11, MM p.145

Efreeti often make their lairs near fiery volcanoes and in sun scorched deserts, sadistically toying with creatures that enter their domain.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Efreeti can take one of the following lair actions:

- The ground fissures and a cloud of scorching thick black smoke pours out, heavily obscuring everything in a 20-foot radius sphere centered on a point within the lair the Efreeti chooses. Each creature that starts its turn in the cloud or enters the cloud for the first time on a turn must succeed on a DC 15 Constitution saving throw or become poisoned. Creatures that are resistant to fire damage have advantage on this saving throw. Creatures that are immune to fire or don't need to breathe automatically succeed on this saving throw.

The cloud of smoke disperses after 1 minute, or when the Efreeti takes a different lair action. The cloud can be dispersed early by a strong wind.

- Sheets of twisting flames erupt from surfaces near the Efreeti, twisting into illusions of the loved ones of the Efreeti's enemies burning alive. Each enemy of the Efreeti within 60 feet of it must succeed on a DC 15 Wisdom saving throw or be frightened of the Efreeti until the fiery illusions dissipate. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The illusions dissipate after 1 minute, or when the Efreeti takes a different lair action.
- Roiling flames swirl around the Efreeti's body, striking out vindictively at those that cause it harm. The next time a creature deals damage to the Efreeti, the flames shoot out towards it. The creature must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much on a successful one.

MARID

CR 11, MM p.146

Marids on the material plane often create lairs on the boundary between water, air, and land, as this allows them to exert influence both over land and water dwelling creatures. A Marid is likely to be encountered in a large chamber full of interconnected watery pools, where it is doted upon by nymphs and other aquatic creatures.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Marid can take one of the following lair actions:

- The Marid uses its Water Jet action, but the line can originate from any area of water within 30 feet of the Marid. The Marid cannot use its Water Jet action during its next turn.
- Riptide currents in the Marid's lair attempt to force interlopers to their knees. Each enemy of the Marid within 30 feet of it that is in water or within 5 feet of a body of water must succeed on a DC 16 Strength saving throw or be pushed up to 5 feet in a direction of the Marid's choice and knocked prone.
- If the Marid is within 5 feet (above or below) of the surface of a body of water that has a diameter of 10 feet or more, swirling foam envelops it. The Marid teleports up to 30 feet, emerging in a burst of foam from the surface of another body of water that is at least 10 feet in diameter.

HOST

CR 4, MM p.147

A Ghost's lair is a place seeped in spiritual energy generated by the ghost's unbalanced emotions seeping through from the Ethereal plane. Such places often have unnerving auras and atmospheres. Many ghosts are bound to a single location, most often wherever they died, and have greater power there, as their negative energy has been imbued into the area.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the ghost can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The ghost attempts to reach out to a creature within 120 feet of it, through the Ethereal plane, forcing it to make a DC 14 Charisma saving throw. On a failed save the creature's mind is overloaded with spiritual energy which begins to pour out of its nose, mouth, eyes and ears as a string or slime-like ectoplasm; the creature takes 10 (3d6) acid damage and is stunned for 1 minute. On a success the creature takes half as much damage and isn't stunned.



At the end of each of its turns the creature can attempt to regain its wits and repeat the saving throw. A *remove curse* spell or exposure to direct sunlight (including light produced by the *daylight* spell) destroys the ectoplasm. Additionally, a creature can use its action to remove the ectoplasm and remove its effects.

- The ghost throws a tantrum, upsetting objects in a 60-foot area around it that have been immersed in its spiritual energy. Any doors or windows in the area can either slam open or be locked shut and unsecured objects weighing less than 60 pounds will be flung into the air. Creatures in the area must make a DC 12 Strength saving throw or take 13 (4d6) bludgeoning damage and be blasted 10 feet in a random direction.
- A dreadful presence and unearthly chill fills a 40-foot radius area of the ghost's choosing. All flames within the area are extinguished and any beasts caught in the area must succeed on a DC 15 Charisma saving throw or be frightened. A chill permeates the area and creatures caught within it are vulnerable to necrotic and psychic damage as the negative energy of the zone weakens the resolve of both their bodies and minds. If a creature in the zone is resistant to those damage types it simply loses its resistance instead.



GHOULKIN

GHOUL	<i>CR 1, MM p.148</i>
GHAST	<i>CR 2, MM p.148</i>
MAUREZHI	<i>CR 7, MTF p.133</i>

These necrophages are most often spotted near graveyards, recent battlefields, ancient tombs and catacombs, where there is an abundant supply of rotting flesh on which to feed.

Ghoulkin Pack. The ghoulkin often form packs of up to a couple dozen individuals. A pack of at least 5 ghouls can take lair actions as a group. They stop being able to use lair actions if there are ever 3 or fewer ghouls in the lair.

A pack of ghouls might be led by a ghast, or more rarely, a maurezhi, in which case this is the creature who takes lair actions. When the pack's leader dies, the pack becomes unable to use lair actions until it finishes a long rest.

LAIR ACTIONS

On initiative count 20, the pack of ghoulkin can take one of the following lair actions:

- The necromantic power fueling the ghoulkin is channeled to siphon the life from creatures they consume. Until initiative count 20 on the next round, whenever a ghoulkin in the lair that hits a non-undead creature, or the corpse of a non-undead creature that died in the last 24 hours, with a bite attack, it regains hit points equal to the damage dealt.
- The ghoulkin tear into their victims, gorging themselves in a horrific feeding frenzy. The next time a ghoulkin hits a creature with a bite attack, each living creature within 10 feet must succeed on a DC 10 Wisdom saving throw or be frightened of any ghoulkin it can see. A creature frightened in this way has its speed reduced to 0, and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. If the bite attack kills the creature, this saving throw is made with disadvantage, and a creature that fails is also incapacitated.
- The necrotic energies of the lair sap the resilience of the living. Saving throws against paralysis made by living creatures within the lair have disadvantage until initiative count 20 on the next round.
- (**Ghast only**) A fetid stench of rot and decay permeates through the lair. Each living creature in the lair must succeed on a DC 10 Constitution

saving throw or become poisoned. A creature can repeat the saving throw at the end of each of its turns. A creature that has succeeded on a saving throw against this lair action or the ghast's Stench ability is immune to both effects for 24 hours.

- **(Maurezhi only)** Dark magic and shadows swirl around the ghoulkin, shielding them from harm. Each ghoul and ghast in the lair benefits from the maurezhi's magic resistance trait until initiative count 20 on the next round..

REGIONAL EFFECTS

The necrotic energy surrounding each ghoul is compounded and amplified by being around other ghoulkin, and permeates out to the surroundings of the lair. A strong stench of decay permeates the area around the lair, those brave or foolish enough to seek out the pack of ghoulkin need only follow their noses.

- Plants within 1 mile of the lair die over the period of 1 week.
- Wild animals vacate the area within 1 mile of the lair, making the area unnaturally quiet and still. Anyone attempting to bring a beast within 1 mile of the lair must succeed on a DC 10 Wisdom (Animal Handling) check to keep the beast calm. On a failure, the beast refuses to get any closer to the lair. A beast forced closer is frightened until it leaves the area.
- Food spoils at twice the usual rate within 1 mile of the lair, with even unspoiled food tasting rotten and providing no benefit when eaten. A *purify food and drink* spell suppresses this effect on targeted food for 1 hour.

When the pack of ghoulkin is destroyed, these effects abate over the next 1d6 days.



Giant Ape

CR 7, MM p. 323

Only the most remote and inaccessible mountains and jungles provide fitting homes for giant apes. Often they live among the forest crowns of the largest trees or in caves among the highest mountain peaks. Within their domains, the apes are undeniably king, carefully maintaining pristine realms of sylvan majesty to rival the feywild itself.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the giant ape can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The ape calls forth 2d4 creatures from the forest to serve or protect it. It chooses between **apes**, **blood hawks**, **constrictor snakes** or **elks**. These creatures obey the ape's commands for 1 hour, and then return to the forest. The ape may call forth up to 12 creatures in this way, regaining its ability to do so when it completes a long rest.
- 2d4 giant fruits grow from a tree within 60 feet of the ape that it can see. For the next 10 minutes, these can be eaten as an action and provide the same benefit as a *potion of greater healing* (DMG p. 187).
- The ape beats its chest and bellows. Every creature within 500 feet that can hear the ape must succeed on a DC 11 Wisdom saving throw or be frightened of the ape until initiative count 20 on the next round.



REGIONAL EFFECTS

The region containing a giant ape's lair is changed by the beast's presence, which creates one or more of the following effects:

- The land within 6 miles of the lair is unusually abundant, any Nature or Survival checks made in order to hunt, forage or find specific animals or plants or Athletics checks made to climb or jump are made at advantage.
- The ape has an innate understanding of its realm. Each day at dawn, if it is within its lair, it gains the benefit of a commune with nature spell.
- Lesser apes fill the region. At the end of any short or long rest within the region, roll a 1d4. On a 1, a troop of 3d6 **baboons** find the party's camp. These apes are not aggressive, but they are curious and greedy, and will attempt to steal any food or any shiny or interesting objects left unguarded.

These effects fade over the course of 2d6 weeks after the giant ape is slain.

Giant Crocodile

CR 5, MM p. 324

Deeply hidden regions of misty swamp or shallow shoals and sandbars are typical nests and homes for giant crocodiles. These are regions rife with swarms of insects, natural hazards and risks of plague and often prove as much a threat as their mightiest occupants.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the giant crocodile can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A **swarm of insects** or **swarm of quippers** gathers in one area of the lair. The crocodile can only use this lair action 3 times, regaining all uses of this ability when it completes a short rest.
- A pit of quicksand (on land) or a sucking whirlpool (in water) opens up in a 5-foot square area within 90 feet of the crocodile that it can see. Any creature in that area must make a DC 14 Dexterity saving throw or become restrained. A creature restrained in this way is pulled down 1d4 feet. It continues to sink 1d4+1 feet at the start of each of its turns. It can escape by using an action to make a Strength check with a DC equal to 10 plus the number of feet that creature has sank. On

a success the creature frees itself. A creature fully submerged begins to drown.

- A *fog cloud*, as per the spell, requiring no concentration, appears within the lair.

REGIONAL EFFECTS

The region containing a Giant Crocodile's lair is warped by the beast's presence, which creates one or more of the following effects:

- The land within 6 miles of the lair takes twice as long as normal to traverse, because of twisted plants and deep mud on land, and treacherous currents, hidden sandbars and reefs in the water.
- Any creature completing a long rest in the area which doesn't take appropriate precautions against mosquitoes and other biting flies must make a DC 11 Constitution Saving Throw or become infected with sewer plague (DMG p.257).
- Natural animals are extremely skittish in the region. All Animal Handling skill checks are made at disadvantage, as are any checks to control vehicles drawn by animals. Any creature attempting to use a spell or magical ability which would summon or influence animals such as *animal friendship*, *conjure animals* or Channel Divinity: Charm Animals and Plants must make a DC 11 ability check using their spellcasting ability or the spell fails.

These effects fade over the course of 2d6 weeks after the giant crocodile is slain.

GIANT SHARK

CR 5, MM p.328

To find oneself in the feeding ground of a giant shark is a nightmare for all those who sail the seas. These massive predators are usually migratory, but they will sometimes establish a haven in underwater ruins or caves, or, in a truly horrible turn, will even make their homes off the coast where ships or unfortunate swimmers can be found in abundance. In these areas, the sea warps itself around the power and savagery of the shark.

LAIR ACTIONS

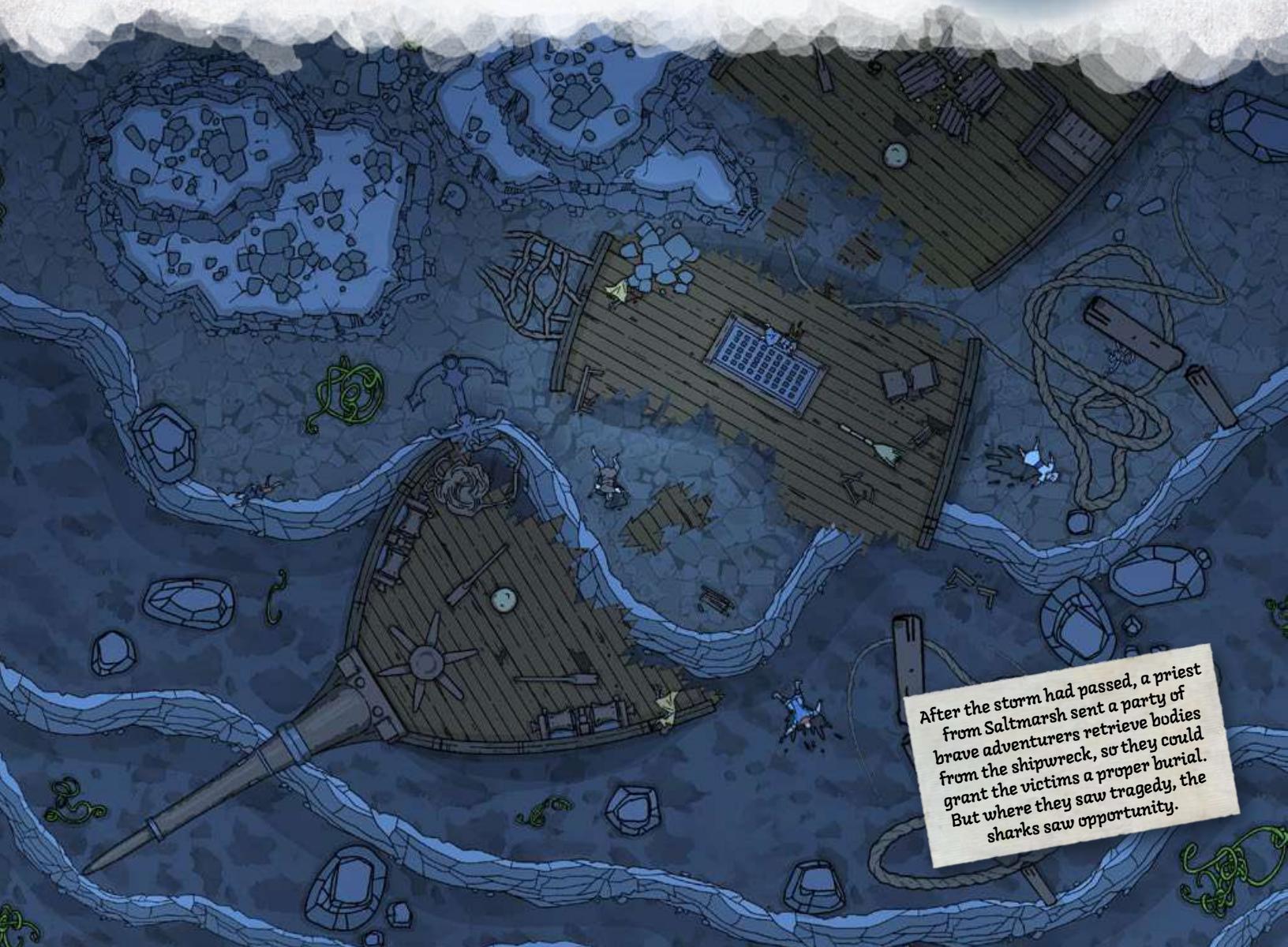
On initiative count 20 (losing initiative ties), the giant shark can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:



- A powerful wave sweeps through the region. The current forms a blast of water in a line that is 60 feet long and 10 feet wide. Each creature in the line must make a DC 16 Strength saving throw, and anyone piloting a craft in that area must make a DC 16 Wisdom saving throw. On a failed save, the creature or vehicle is pushed 30 feet in the direction of the current. A vehicle pushed in this way takes 14 (4d6) bludgeoning damage. If a creature or object is pushed into another creature or object, they both take 7 (2d6) bludgeoning damage.
- A panicked moment overwhelms creatures in the lair. Each non-shark creature which can see the shark must succeed on a DC 16 Wisdom saving throw or become frightened of the shark until initiative count 20 on the next round. A creature frightened in this way which begins its turn underwater must succeed on a DC 16 Constitution saving throw or scream and immediately stop holding its breath.

The shark also has access to one of the following lair actions, depending on the location of its lair:

- If the shark has a lair among caves or shipwrecks. The wealth of carrion along the seafloor and the smell of blood draws a scavenger. A **ghoul** with a swim speed of 30 feet emerges from one of the shipwrecks and joins the combat. It is not allied with the shark, but will not willingly attack it. This ability cannot be used again until the ghoul is destroyed.
- If the shark has a lair among coral reefs. The coral springs to sudden life, reaching out with stinging tentacles. Each creature within 5 feet of a mass of coral must succeed on a DC 16 Dexterity saving throw or suffer 5 (2d4) points of poison damage.
- If the shark has a lair among weeds. Seagrass and sargasso lash out and wrap around creatures in the lair. Up to three creatures in the lair that the shark can see must succeed on a DC 16 Strength saving throw or become restrained. A creature restrained in this way can use its action to repeat this saving throw, freeing itself on a success.



After the storm had passed, a priest from Saltmarsh sent a party of brave adventurers retrieve bodies from the shipwreck, so they could grant the victims a proper burial. But where they saw tragedy, the sharks saw opportunity.



GIANTS

The children of Annam used to rule the world, but today, they are scattered hermits living in small families or clans. This doesn't mean that giants are weak, however - to attempt to attack a giant's lair is tantamount to suicide for all but the best prepared adventurers, as their hosts' physical and magical prowess knows no equal.

CLOUD GIANT

CR 9, MM p.154

High in the peaks of mountains that graze the sky, or even within the clouds themselves, the cloud giants build elaborate homes filled with beautiful hand-crafted furniture and art. The altitude, magical defenses, and the cloud giants' love of trickery make these very dangerous places for land-dwellers.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the fomorian causes one of the following effects; it can't use the same effect two rounds in a row:

- Up to 1d3 oversized bean stalks burst through the ground in places that the giant can see. Any large or smaller creature within 5 feet of a stalk when it appears must succeed on a DC 15 Dexterity saving throw or become grappled (escape DC 15) and pulled 20 feet into the air as the stalk grows.

Each stalk has a 5 foot diameter, and can be attacked (AC 5, 15 hit points, vulnerable to fire damage). When reduced to 0 hit points, the stalk withers and retracts into the ground.

- A beautiful harp-played melody cuts through

the sounds of battle. The creature in the lair with the lowest hit points, except the giant, must succeed on a DC 15 Wisdom saving throw or fall unconscious into a magical slumber. If the creature is deafened, it automatically succeeds on this save. The slumber ends after 1 minute, if the sleeper takes damage, or if someone uses an action to shake or slap the sleeper awake.

- A translucent, rainbow-hued cloud forms a 10-foot-radius circle within the lair, and begins to rain gold coins. Creatures under the cloud must make a DC 15 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much on a successful one. The cloud then dissipates.

Once they hit the floor, the coins transform into lead pellets and the area is covered in ball bearings.

CLOUD GIANT SMILING ONE

CR 11, VGM p.146

A cloud giant smiling one's lair will almost always be in its sky palace, a fortress held aloft on a solidified cloud by the supernatural power of runes. The lair of a cloud giant smiling one is most often decorated with lavish treasures and ostentatious furnishings, and a permanent fog that, while illuminated, basks the entire palace with a dreamy glow.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the giant can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The giant causes thick fog to appear in a 120-foot-radius sphere centered on itself. The area is heavily obscured, but does not obscure the giant's vision.
- The giant invokes the Skye rune keeping the palace aloft. All creatures other than the giant within the lair must use their reaction to make an attack against a creature of the giant's choice. The rune's power transfers the attack's effects regardless of the attack's reach.
- The giant controls the palace's Skye rune, causing it to quickly ascend. All creatures in the lair with a Strength score of 19 or lower must succeed on a DC 15 Strength saving throw or be knocked prone.

REGIONAL EFFECTS

- Plants and fungus in the 6 miles of land containing the giant's lair grow to five times their normal size.
- The precipitation in the nearest 12 miles of the giant's lair changes in accordance with the giant's current mood. Thunderstorms may begin if the giant is in a fit of rage, heavy rains if it is sad, or snow when feeling unwelcoming. This change is immediate and the current temperature does not have an affect on the precipitation produced.
- The clouds within the region will configure into shapes of creatures, portraying scenes from works of art, theatre, prophecy, song, or literature, depending on the giant's creative passions. The clouds remain in this shape even after leaving the region, but do not continue to move or speak.
- Creatures that spend more than 1 hour in the region may burst out into fits of laughter, uncontrollable crying, or unprovoked anger.

These effects disappear over the course of 1d10 days if the giant dies or leaves the area for more than a month.

FIRE GIANT

CR 9, MM p.154

The underground citadels of fire giants act as both workshops and fortresses. The halls are monuments to the brutal efficiency of their masters, built in utilitarian form among the heat and brimstone of volcanic caldera.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the giant can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The fire giant calls out a tactical formation. Each giant within 60 feet that can hear the leader gains two abilities that it can use as a reaction until initiative count 20 on the next round:

Whenever an allied creature within 10 feet of the giant is attacked, the giant can use its reaction to cause that attack to be made at disadvantage.

Whenever an allied creature within 10 feet makes an attack, the giant can use its reaction to cause that attack to be made at advantage.

- Sweltering heat sweeps through the fire giant's lair. Up to 3 creatures within 30 feet of a fire giant that it can see and which are not resistant

or immune to fire damage within the lair must succeed on a DC 14 Constitution saving throw or gain a level of exhaustion.

- A blast of smoke and steam opens up from one of the vents in the lair. A 10-foot-radius sphere within 60 feet of a giant is heavily obscured until initiative count 20 on the next round. Each creature in the area when it appears must succeed on a DC 14 Constitution saving throw or suffer 9 (2d8) fire damage from inhaling the fumes. A creature takes the same damage when it enters the area for the first time on a turn or ends its turn there.

REGIONAL EFFECTS

The care and craftsmanship fire giants put in every single detail of their lairs produces one or more of the following effects:

- Metals are softer and easier to forge while close to fire giants. Within the lair, ability checks made to craft items related to fire are made with advantage, and such activities progress at twice the rate as normal.
- Any creature proficient with smith's tools gains the ability to enhance items within the lair. Whenever that creature completes a long rest



within the lair it may enchant one item, equivalent to one artificer infusion with no level requirement, until that creature completes a long rest.

- The fire and heat of the fire giant's lair carry their authority and cause intruders to become subservient to them. Any creature within 6 miles of a fire giant's lair which suffers fire damage, or is inflicted with a level of exhaustion due to heat must succeed on a DC 13 Charisma saving throw or become charmed, following any non-harmful instructions of any giant until it completes a long rest. Whenever the creature is given an instruction directly contrary to their nature it may repeat this saving throw, ending the effect on a success. Any creature that successfully saves against this effect is immune to it until it completes a long rest.

These effects fade over the course of 1d10 days after the fire giant is slain.

FIRE GIANT DREADNOUGHT

CR 14, VGM p.147

Fire giant dreadnoughts are powerful warriors chosen for their incredible strength. They serve as protectors, often guarding fire giant forges which are considered their lairs. When a dreadnought is in the forge it does not just idle and stand watch, it constantly shovels in coal and works the forge, continuing to maintain its immense strength.

Fire Giant's Forge. In the center of a fire giant's lair lies a great forge that the dreadnought constantly feeds coal and helps maintain. Such a forge is typically a large cylindrical structure 10 to 30 feet in radius surrounded by piles of coal that the giant can shovel.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the giant can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A 40-foot cone of scalding steam erupts from pipes within 30 feet of the giant. The steam goes around corners. A creature caught in the steam must make a DC 17 Constitution saving throw. On a failed save, a creature takes 16 (3d10) fire damage and becomes blinded until initiative count 20 on the next round. On a successful save, the creature takes half as much damage and is not blinded.

- A magnetic trap activates in the lair's floor. Each creature on the ground within the lair must make a DC 17 Strength saving throw if it is wearing armor made of metal or wielding weapons made of metal. On a failed save, the creature is knocked prone and cannot stand up until it removes or lets go of the metal object, or the giant uses a different lair action. On a successful save, the creature stays standing, but its speed is halved until the giant uses a different lair action.

Any unsecured medium or smaller metal object sticks to the ground and a creature can move it only after it uses its action to make a DC 18 Strength (Athletics) check.

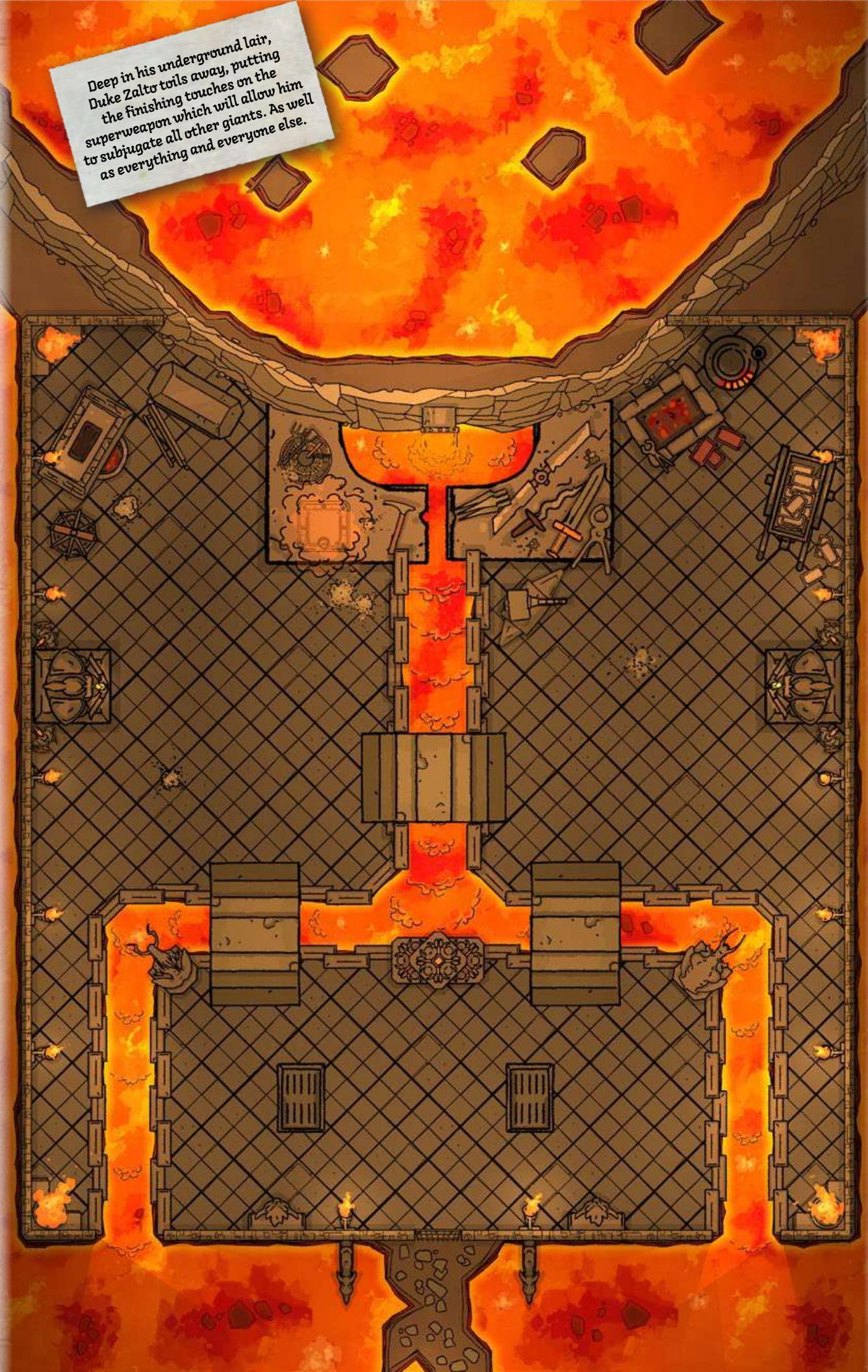
- The fire giant pours fresh coals into its shield. It must be within 10 feet of the forge to do this. The fire giant deals an additional 14 (4d6) fire damage on its next melee attack. Additionally, until initiative count 20 on the next round, any creature that hits the giant with a melee attack or touches it while it has at least one of its shields takes 11 (2d10) fire damage.
- Flames roar out of the giant's forge. Each creature within 20 feet of the forge must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful save. All flammable objects in the area that aren't being worn or carried catch fire.

REGIONAL EFFECTS

The fire giant's forge is a place of elemental magic and sweltering heat, creating the following regional effects:

- The area within 1 mile of the fire giant's forge is permeated by the sound of slamming hammers, machinery and the digging of coal.
- The area within 1 mile of the forge is noticeably hotter than its surroundings. A creature who spends at least one hour in the area must succeed on a DC 14 Constitution saving throw or suffer one level of exhaustion. It repeats the save every hour. A creature who is resistant or immune to fire damage automatically succeeds on this saving throw.
- Whenever a creature casts a spell which deals fire damage within 1 mile of a fire giant's forge, the spell deals an additional 5 (1d10) fire damage, but the creature takes 2 (1d4) fire damage upon casting the spell.

These effects disappear if the forge the giant is guarding is left without maintenance for 1d4 days, or if it is destroyed.



Deep in his underground lair,
Duke Zalto toils away, putting
the finishing touches on the
superweapon which will allow him
to subjugate all other giants. As well
as everything and everyone else.

FROST GIANT

CR 8, MM p.155

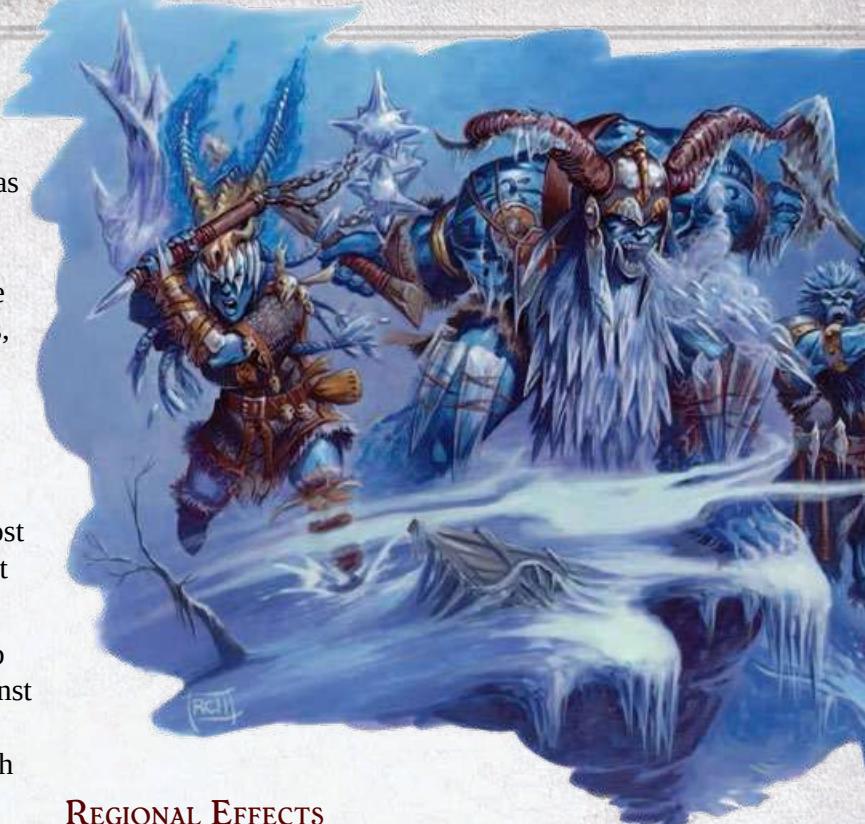
Frost giants make their homes in vast frozen tundras and across snowy peaks. It's easy to tell when you are entering the territory of a frost giant clan as they make monuments of their every victory. Stone cairns adorned with horns and tusks of great beasts, posts bearing the flags and heraldry of humanoid armies, and the heads of the leaders of lesser clans decorate the land.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the frost giant can cause one of the following effects; it can't use the same effect two rounds in a row:

- With great effort, the frost giant wrenches a slab of ice from the floor or a wall and braces it against its chest, giving the giant a +2 bonus to its AC that lasts until the giant is hit by an attack, which shatters the ice. The giant can't use this effect again while still benefiting from this bonus.
- In a surprisingly graceful movement for its size, the giant swings its greataxe in a low circle around it, sweeping and blowing away the snow and leaving bare the packed ice beneath it. The area in a 10-foot-radius circle around the giant becomes difficult terrain. Creatures that enter the area or try and move within it must succeed on a DC 14 Dexterity saving throw or fall prone. This effect lasts until the giant spends movement on its turn.
- (1/day) The frost giant stamps hard enough to send tremors through the surrounding area and trigger the beginning of an avalanche. A distant rumble and slight quake grow stronger as the round progresses.

On initiative count 20 on the next round, all large or smaller creatures on the ground within the lair are engulfed by the cascading snow and are restrained. Creatures that start their turn engulfed take 3 (1d6) cold damage and can use their action to try to succeed on a DC 14 Strength (Athletics) check to pull themselves or another creature out.



REGIONAL EFFECTS

The frost giant's lair is surrounded by one of the most hostile natural environments, producing one or more of the following effects:

- The remains of slaughtered creatures and humanoids are often encountered within 6 miles of a frost giant lair. Sites of battles that the giants deem worthy are marked by monuments to the defeated foes made from their weaponry. Any creature that takes and wields a weapon from one of these monuments has disadvantage to any Charisma checks made with frost giants.
- Temperatures drop to extreme levels within 1 mile of a frost giant lair, causing muscles to seize, fingers to numb and limbs to shake. Creatures must succeed on a DC 14 Constitution saving throw each hour they spend in the area or suffer a point of exhaustion for each failure.
- The weather within 1 mile of a frost giant lair is often hostile and difficult to traverse. Roll on the weather table below every 4 hours to determine the conditions.

d3	Weather	Effect
1	Howling Winds	Creatures are deafened.
2	Hail	Creatures take 2 (1d4) piercing damage every 10 minutes.
3	Sleet	Area is heavily obscured.

These effects fade over the course of 1d10 days after the frost giant is slain.

FROST GIANT EVERLASTING ONE

CR 12, VGM p.148

Everlasting ones that are found out as followers of Vaprak are shunned from frost giant society, if they are not outright killed. These exiles make their lairs in isolated caves where they attempt to reconcile with Vaprak, becoming more violent and ferocious. While in the ordning an everlasting one can make its lair in the keep of that particular group of frost giants and will keep its worship to the god of butchery hidden.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the frost giant everlasting one can cause one of the following effects; it can't use the same effect two rounds in a row:

- The giant roars and an icicle crashes from the ceiling on a point within 120 feet of it. Creatures in a 10-foot square must make a DC 16 Dexterity saving throw or take 18 (4d8) bludgeoning damage. The power of the giant's roar is increased with each head it has, and allows for a larger icicle to fall. The damage is increased by 4 (1d8) bludgeoning damage for each additional head the giant has.
- The giant rips out a frozen bit of flesh strewn about in its lair and eats it. The giant regains 16 (3d10) hit points and its regeneration ability is restored if it had been suppressed before.
- An air of freezing cold permeates the lair. Creatures in the lair gain resistance to fire damage and a vulnerability to cold until initiative count 20 on the next round. If a creature has immunity to fire or cold, it is unaffected. The giant's regeneration cannot be stopped by fire damage during this time.
- Vaprak's magic alters the giant's body until initiative count 20 on the next round, and it gains one feature from the table below, depending on the type of troll it consumed to gain Vaprak's favor:

Troll Type	Feature
Venom Troll	The giant spews out a poison cloud in a 30 foot cone and spreads around corners. A creature in the cone must succeed on a DC 17 Constitution saving throw or be poisoned for the duration. A creature poisoned in this way is also incapacitated.
Spirit Troll	The giant becomes transparent and can move through creatures and objects as if they are difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object or creature.
Troll	A clawed arm grows out of the giant's body for the duration. When the giant attacks the arm allows it to perform one additional melee attack as part of its multiattack. The attack has a reach of 10 feet, a +11 to-hit bonus and deals 27 (3d10+11) slashing damage on a hit.
Rot Troll	The giant's body blasts out a wave of necrotic energy. All creatures within 10 feet of the giant must make a DC 17 Constitution saving throw, taking 26 (4d12) necrotic damage on a failed save, and half as much damage on a successful one.

HILL GIANT

CR 5, MM p.155

A hill giant's lair is often a shrewdly built house, cabin, or carved cave that reeks of refuse and decay. The giant rules from its lair with a mindless rage, commanding tyranny across the land it chooses.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hill giant can take a lair action to cause one of the following effects:

- (3/day) A well stocked feeding room above the chamber is packed with sheep, cows, and other livestock. The feeding room has three separate trapdoors that all can each be activated by the hill giant at the shout of a command. Each creature below a trapdoor when it is opened must make a DC 13 Dexterity saving throw, taking 10 (3d6) bludgeoning damage and falling prone on a failed save or half damage as much on a successful one.
- A horrific smell wafts from below the lair where refuse and corpse's have piled up. Each creature within the lair, other than the hill giant, must succeed on a DC 14 Constitution saving throw or spend its next turn retching and reeling.
- The hill giant enters a blind rage from the insult it feels due to having its territory challenged. Until it uses another lair action, the hill giant has advantage on melee weapon attack rolls, but attack rolls against it have disadvantage.

MOUTH OF GROLANTOR

CR 6, VGM p.149

The lair of a mouth of grolantor is usually the cage or pit it is kept imprisoned in. Hill giants often toss in captives for sport, in a crude mockery of gladiatorial games. A mouth of grolantor can form irrational attachments to inedible objects from creatures it has eaten, some of which it may use like a dog uses a chew toy.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the mouth of grolantor causes one of the following effects, roll a d6 to determine which effect it uses:

1-2: The mouth of grolantor vomits, spewing a stinking mixture of half digested food and stomach acid in a 15-foot cone. Each creature in the area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 13 (3d8) acid damage and is poisoned. On a successful save a creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw on each of its turns, ending the effect on a success. The effect also ends if the creature is doused or submerged in water.

3-4: The mouth of grolantor lets out a crazed roar, and any hill giants watching roar back in encouragement. Each creature in the lair that can hear the mouth of grolantor must succeed on a DC 15 Wisdom saving throw or be frightened of the mouth of grolantor until initiative count 20 on the next round.

5-6: The attention of the mouth of grolantor is drawn to one of its trophies, and it experiences a brief moment of relative lucidity. On its next turn, it chooses one option from its mouth of madness trait without having to roll randomly.

STONE GIANT

CR 7, MM p.156

Within deep caves, ravines, or gorges far from the surface lies a stone giant's perfect lair. Surrounded by the material from which they are shaped, a stone giant encountered within its lair can appear from nearly any direction and with powers unexpected by most.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), the stone giant can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Until the end of the giant's next turn it is under the effects of *investiture of stone*.
- The stone giant chooses up to three points that it can see within its lair that are stone surfaces. The stone shifts outward violently and attempts to enclose itself on creatures near it. Each creature within 5-feet of a chosen point must make a DC 14 Dexterity saving throw. On a failure, the creature takes 18 (4d8) piercing damage and is restrained (escape DC 16 Strength) until the giant uses this lair action again or dies. On a success, the creature takes half as much damage and isn't restrained.
- The stone giant breathes deep within the caverns as a moment of quiet and serenity takes hold; each creature that can see and hear the giant must succeed on a DC 14 Wisdom saving throw or fall under the effects of the *slow* spell until initiative count 20 on the next round.

REGIONAL EFFECTS

- The area within and surrounding a stone giant's lair is especially quiet, causing any sounds to be able to be heard much easier than before. Even sounds as quiet as a whisper echo tremendously and can be heard up to 300 feet away.
- Beautiful stone carvings of creatures and other stone giants populate the area, some are so lifelike they easily scare off most intruders at first glance.
- The serene peace and quiet contemplation of the lair causes many to have minor auditory hallucinations with longer exposure driving some to madness.

STONE GIANT DREAMWALKER

CR 10, VGM p.150

When stone giant dreamwalkers make lairs, they usually do so under the open sky, constructing strange and alien stone structures and filling their domains with objects and creatures they have collected and petrified during their travels. To surface world dwellers, these places evoke a feeling of alienness and appear dreamlike, allowing them to glimpse into the maddened minds of the lair's creator. A dreamwalker will dwell in a lair for varying amounts of time, sometimes deciding to move to a new location on a whim.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the giant can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The giant's surreal lair blurs the lines between dream and reality. Up to four creatures within 60 feet of the giant must succeed on a DC 13 Wisdom saving throw or become unconscious for 1 minute, until they take damage or until a creature uses its action to shake or slap them awake. A creature that succeeds on this saving throw is immune to this effect for 24 hours, and creatures immune to the giant's Dreamwalker's Charm are immune to this effect.
- Creatures within the lair sometimes fail to grasp what is real and what is not. Up to 3 creatures within 90 feet of the giant must succeed on a DC 17 Wisdom saving throw or be unknowingly teleported to another space within 90 feet of the giant. Targets charmed by the giant and unconscious targets automatically fail this save.

- The giant's charming aura radiates throughout the lair. Until initiative count 20 on the next round, the giant's Dreamwalker's Charm radiates from the spaces of all charmed or unconscious creatures in the lair.
- A petrified creature within the lair, or accreted to the giant's body momentarily comes to life and attacks one creature within 60 feet of the giant. It has a +6 attack bonus and deals 22 (4d8+4) bludgeoning damage on a hit.

REGIONAL EFFECTS

The giant's presence warps its surroundings, producing one or several of the following effects:

- Natural stone within 5 miles of the giant is warped into strange and winding shapes.
- Creatures within 5 miles of the giant have vivid nightmares of winding stony caverns that stretch endlessly each time they take a long rest. If a creature takes a long rest in the area 3 days in a row, the nightmares worsen and the creature gains one level of exhaustion for each long rest it takes in the area. A creature cannot remove these levels of exhaustion by resting in the area.



- Like a dream, the area within 5 miles of the giant's lair causes random and nonsensical events to occur. When a creature in the area casts a spell of 1st level or higher, the DM rolls a d20 in secret, on a 1 the creature expends the spell slot it used to cast the spell, and rolls 1d100, triggering an effect from the Wild Magic table (*Player's Handbook* p. 104) instead of the spell it wished to cast.

These effects disappear over the course of 1d10 days if the giant dies or leaves the area for more than a month.

STORM GIANT

CR 13, MM p.156

A storm giant's lair is usually a grand castle built deep beneath the sea or atop the tallest mountain it can find, while others may utilize the clouds and live higher than any creature could feasibly fly. Crackling electricity permeates the lair, often causing rolling storms or charged waters that create a natural defense for the storm giant.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the storm giant can cause one of the following effects; it can't use the same effect two rounds in a row:

- The storm giant coalesces the fog around its lair to create temporary structures that last until the giant uses this action again or 1 minute passes. The giant can make a wall up to 50 feet long, 25 feet high, and 2 foot thick. The giant can shape the wall in any way it chooses so long as it makes one continuous path. The wall obstructs movement and vision, blocks projectiles from passing through, and can be attacked (AC 12, 50 hit points). A wind of high or greater speed (at least 20 miles per hour) disperses the section of the wall it encounters.
- The giant looks to the stars, ocean currents, or another omen to learn of the near future. Until initiative count 20 on the next round the giant gains the benefits of the foresight spell.
- In a flash of lightning the giant appears at another location within its lair, each creature within 10 feet of where the giant appears must make a DC 17 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save or half as much on a successful one.

REGIONAL EFFECTS

Raging storms surround the lair of a storm giant, this may take the form of lightning strikes or an area charged with electricity. Such areas are deadly to traverse and often are accompanied by bursts of thunder loud enough to deafen most creatures. Choose or roll randomly from the table below, most often the region around a giant's lair contains only three effects:

d6

Storm Effects

The threat of lightning strikes deter most creatures, but those that venture further risk being struck by such a bolt. At any time of the DM's choosing (but no more than once a minute) lightning strikes at a random creature within 2 miles of the lair. That creature must make a DC 17 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

1

Charged areas of electricity float or drift within 1 mile of the lair, these areas vary in size with the smallest being comparable to a Medium creature's fist. While a beautiful sight to behold, larger areas, sometimes as large as 100 feet across are a feat to traverse. A creature that enters the area for the first time on its turn or starts its turn there must make a DC 14 Constitution saving throw or take 14 (3d8) lightning damage.

2

Thick fog surrounds the lair, lightly or heavily obscuring the area.

3

High wind (or strong current underwater) blows within 2 miles of the lair, making flight (or swimming) and natural flames impossible unless constant protection from the wind (or current) is created.

4

Shortly after lightning flashes or strikes the accompanying thunder is amplified ten fold. Each creature within 6 miles of the lair must succeed on a DC 17 Constitution saving throw or become deafened for 1 minute. Each subsequent failed save while deafened multiplies the time the creature is deafened by the amount they failed by.

5

The storm giant can create temporary forms of itself out of fog, clouds, rain, or even lightning strikes within 2 miles of its lair. These forms cannot interact with anything but can convey messages, allow the giant to gain vision around its region, or distract enemies.

6

These effects fade over the course of 1d10 days after the storm giant is slain.



GIBBERING MOUTHER

CR 2, MM p. 157

Denizens of the underdark, gibbering mouthers thrive in wet, dark caverns. A typical mouther lair is devoid of any life other than the fungi and molds that grow high on cave walls and any remnants of past meals are suspiciously absent. The ground can be highly unstable due to the liquefying effect the mouther has on stone.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the gibbering mouther can take a lair action to cause one of the following effects:

- If the mouther is using its gibbering ability, the incessant voices begin to reflect off the cavern walls, temporarily extending its reach to a 40 foot radius. This effect lasts until the mouther moves or until initiative count 20 on the next round.
- Weak from the acidic touch of the mouther, a 20 foot radius area within 60 feet of the mouther in the lair dissolves, and becomes difficult terrain for one hour, after which the dissolved terrain solidifies once more.
- If the mouther has at least 10 hit points, its eyes and mouths shift rapidly to opposite sides and it splits into two quivering new mouthers. Each new mouther has hit points equal to half the original mouther's rounded down. New mouthers are one size smaller than the original mouther. As long as there is still a mouther derived from the original in the lair, it can continue to take lair actions on initiative count 20.

GIRALLON

CR 4, VGM p.152

Girallons are drawn to ancient ruins for reasons no one can fully explain. Their true homes seem to be among crumbling cities and temples deep within inaccessible jungles and forests. Master climbers, they like to settle in places with a lot of verticality, which helps them survey the area around their lair, and drop on unsuspecting intruders.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the girallon can take a lair action to cause one of the following effects:

- A section of cliff face or part of a tree collapses. One 10-foot square of vertical or near vertical surface that the girallon can see falls. Each creature climbing on or directly under that area must succeed on a DC 13 Dexterity saving throw or suffer 7 (2d6) bludgeoning damage and be knocked prone. Climbing creatures have disadvantage on this saving throw and fall if they are knocked prone in this way.



- Craggy stones and convenient vines present themselves in the lair. Until initiative count 20 on the next round, any creature climbing within 120 feet of the girallon moves at double its speed. Moreover, climbing creatures can swing on vines to move as though they had a fly speed equal to their walking speed, provided they finish their movement on a solid surface.
- The girallon beats its chest and bellows. Up to 1d4 small girallons (which use the **ape** stat block) emerge from hiding among the rocks and trees from any point within 30 feet of the girallon that it can see. They follow the orders of the girallon. They slink away into the forest or nearby caves if at least 5 of them are killed, or if the girallon dies. If they slink away, the girallon cannot use this lair action for the next 24 hours.

GITHYANKI CAPTAIN

GITHYANKI KNIGHT

CR 8, MM p.106

GITHYANKI GISH

CR 10, MTF p.205

GITHYANKI KITH’RAK

CR 12, MTF p.205

GITHYANKI SUPREME COMMANDER

CR 14, MTF p.206

Githyanki are a warrior people, using their mastery of dragons as well as grand ships capable of travelling through the Astral plane to raid and pillage other worlds. Such a vessel serves as the lair of the leader of a githyanki raiding party.

Warrior Hierarchy. Githyanki are lawful creatures, abiding by a strict hierarchy with a supreme commander at the top, followed by kith’rak, which in turn command knights and gish. The strongest and highest ranked githyanki on the ship is the githyanki captain, and can take lair actions. When the captain dies, the next strongest and highest ranked githyanki becomes the githyanki captain. Any githyanki below the level of a knight cannot use lair actions.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the githyanki captain can take a lair action to cause one of the following effects; it can’t use the same effect two rounds in a row:

- The githyanki captain barks an order to violently turn the ship to shake off intruders. Every creature on the ship must succeed on a DC 15 Strength saving throw or fall prone. Creatures that understand the Gith language and can hear the captain when they give this order make this saving throw with advantage.



- The githyanki captain casts a spell. If the spell requires concentration, the githyanki captain can transfer the concentration to a control unit, which is a medium object within the lair, which can be attacked (AC 18, 80 hit points, +8 to Constitution saving throws made to maintain concentration on spells). The githyanki captain can only use this lair action if it can see the control unit. A control unit concentrating on a spell visibly pulses with psionic power. The spell ends early if the control unit is destroyed or the githyanki captain takes this lair action again. Control of the spell’s effects remains with the githyanki captain, and control is transferred to the new captain if the previous captain dies.
- One of a minimum of two airlocks on the ship opens. The airlock is 10 feet high and 10 feet wide and leads to the astral ship’s exterior. If the githyanki captain uses this lair action while an airlock is open, it can close it instead.
- (**Githyanki Supreme Commander only**) - The githyanki supreme commander uses the psionic circuitry of the ship to dominate an intruder. One creature within 60 feet of the githyanki supreme commander must make a DC 15 Wisdom saving

throw. On a failed save, the creature takes 17 (5d6) psychic damage and must spend its next turn attempting to kill a creature of the githyanki supreme commander's choice. On a successful save, the creature takes half as much damage and isn't compelled.

- **(Githyanki Kith'rak only)** - The githyanki kith'rak commands its troops to reposition. Any number of the githyanki commander's allies within 30 feet of the githyanki kith'rak can either move up to their speed without provoking opportunity attacks, or make one melee attack against a creature within their reach, dealing an additional 7 (2d6) psychic damage on a hit. The githyanki kith'rak chooses what option each of its allies takes.
- **(Githyanki Gish only)** - The githyanki gish channels its psionic power into the ship, and creates a vertical barrier of psionic energy up to 10 feet tall, 50 feet long and 1 foot wide originating from a point within 60 feet of the gish. The wall can take any shape the githyanki gish chooses as long as it makes a continuous path along the ground. If the wall cuts through a creature's space when it appears the creature is pushed to one side of the wall (gish's choice which side). Spells and objects can't pass through the wall, it cannot be damaged, but it is transparent. The barrier counts as a 3rd level spell for the purposes of dispel magic and similar effects, and lasts for 1 minute or until the githyanki gish uses this lair action again.

- **(Githyanki Knight only)** - The githyanki knight redirects psionic power from the ship to its crew, empowering them to repel boarders. Until initiative count 20 on the next round, all githyanki on the ship gain advantage on attack rolls, but attack rolls against them have advantage.

REGIONAL EFFECTS

The githyanki commander's psionic power and leadership creates one or more of the following regional effects:

- The githyanki captain becomes aware of a creature when it enters the astral ship. It knows the creature's size and its point of entry.
- The githyanki astral ship has a psychic protective field affecting it. The ship and all creatures within it are under the effects of the nondetection spell. Creatures on the ship also cannot have their thoughts read or be detected by psionic abilities.
- If the githyanki captain dies and there is nobody in the chain of command to become the new captain, the ship automatically begins a self-destruct countdown. After the countdown is triggered, red crystals on the ship begin blinking and a siren goes off. After three rounds the ship explodes, dealing 110 (20d10) force damage to all creatures and objects inside it and within 30 feet of it, and half as much to all creatures and objects within 120 feet of it. The remains of the ship and its contents are then sent to the Astral plane if they are not already there.

Each of these effects, other than the self-destruct, immediately end if no living githyanki commander is present on the astral ship.



GITHZERAI MASTER

GITHZERAI ZERTH

CR 6, MM p.161

GITHZERAI ENLIGHTENED

CR 10, MTF p.208

GITHZERAI ANARCH

CR 16, MTF p.207

Living secluded in their peaceful adamantine citadels among the churning chaos of Limbo, the githzerai are a disciplined and mostly non-combative people - using martial arts regiments to train their bodies and minds for the purpose of self-improvement. Despite this, when their homes are threatened, the githzerai are fully capable of defending themselves. Using their powerful psionics and martial prowess, as well as their ability to reshape the chaotic substance of Limbo with a thought, they provide an unbreakable barrier, both physical and psychic, to any creature that wishes them harm.

Monastic Order. The githzerai follow a strict meritocratic hierarchy, with the strongest, wisest and most experienced githzerai being on top and guiding those below them to better themselves. Only the strongest githzerai, referred to as the githzerai master, can use lair actions, having access to the lair actions available to all githzerai of a lower rank than it within its temple. If two githzerai are of equal power, then the wisest, oldest or more experienced of them takes the mantle of leader as determined by the DM. If a githzerai master is slain, its next strongest student takes its place.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the githzerai master can take a lair action to create one of the following effects:

- The githzerai master concentrates to shape the chaotic matter of Limbo. One huge or smaller nonmagical object of any shape appears in an unoccupied space within 20 feet of the githzerai master. The object remains until the githzerai master loses concentration, as if concentrating on a spell, or until the githzerai master leaves the lair.
- The githzerai master causes gravity in the lair to cease. All objects and creatures in the lair are lifted up 10 feet in the air and begin to hover. An affected creature can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing, unless it has a flying speed. The effect remains until the githzerai master uses another lair action, until

it is incapacitated, or until it dies. When the effect ends, creatures and objects within the lair harmlessly float towards the ground, taking no falling damage.

- The githzerai master focuses its mind and frees itself and up to two creatures of its choice within 30 feet of itself from a harmful condition affecting them. The githzerai master can use this lair action when it is incapacitated, but not if it is unconscious.
- (**Enlightened and Anarch only**) A 15-foot-radius sphere originating from a point within 120 feet of the githzerai master is frozen in time until initiative count 20 on the next turn. A creature caught in the area must make a DC 16 Wisdom saving throw to resist the effect. On a failure, a creature is paralyzed and remains in whatever position it was when the effect occurred. On a success, the creature is free to move. A creature is released from paralysis if it takes damage.

Objects and magical effects in the area cease motion and are suspended in their current position unless moved. When an object is released from stasis it regains the full velocity it had before being frozen.

- (**Anarch only**) The anarchist attempts to telekinetically manipulate up to three Huge or smaller creatures or objects within 90 feet of itself.
- If the target is a creature, it must succeed on a DC 18 Strength saving throw or suffer one of the following effects:
 - The target is crushed, taking 16 (3d10) force damage.
 - The target is moved 30 feet in any direction of the anarchist's choice.
 - The target is psychically pinned in place, becoming restrained until initiative count 20 on the next round.
 - If the target is an object, it is pushed up to 30 feet in any direction of the anarchist's choice. If it is pushed onto a creature after having travelled more than 20 feet, the creature must succeed on a Dexterity saving throw or take 7 (2d6) bludgeoning damage, taking an additional 3 (1d6) bludgeoning damage for each size category bigger than Small the object is.

REGIONAL EFFECTS

The githzerai's lairs are maintained by their psionic power and produce one or several of the following regional effects:

- The psionic barrier keeps the chaos of Limbo at bay within 5 miles of the githzerai master, and also prevents certain types of creature from passing through. The githzerai master chooses one or more of the following creature types: aberration, fiend, fey, celestial, undead. Creatures of that type cannot regain hit points while in the area, take 33 (6d10) psychic damage when they first enter the area, and for each hour they spend in the area.
- The calm of the area heals the mind. Creatures afflicted with short-term madness are instantly cured of it while within 5 miles of the githzerai master. Creatures afflicted with long-term or indefinite madness can make a Wisdom check once per day, curing their madness on a success. The DC of the check is 15 for long-term madness, and 18 for indefinite madness.
- The githzerai master can telepathically communicate with any creature within 5 miles of itself.

These effects end immediately if the githzerai master dies

GNOLL ALPHA

GNOLL PACK LORD

CR 2, MM p.163

GNOLL FANG OF YEENOGHU

CR 4, MM p.163

SHOOSUVA

CR 8, VGM p.137

FLIND

CR 9, VGM p.153

Gnolls have strong communities but rarely establish permanent residences. Their lairs usually consist of temporary camps filled with rancid corpses as a result of their feeding frenzies. The demon lord Yeenoghu allows the most powerful of them to gain powers directly from the Abyss, birthing monstrosities such as the flind and shoosuva. A gnoll camp where one of Yeenoghu's champions resides is a place of even greater depravity and corruption.

Gnoll Alpha. When a warband of gnolls congregates, the most powerful of them is called the alpha, and is the one which can perform lair actions. If the alpha is killed, the next strongest gnoll inherits this role immediately, unless there are no gnolls of a CR of 2 or higher within the lair. If a shoosuva is present, its master can also use its unique lair action.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the gnoll alpha can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The wails of a tormented creature within the lair's sacrificial chamber echo throughout the lair. All non-gnolls that can hear these unsettling screams must make a DC 13 Wisdom saving throw. On a failure, a target has disadvantage on its next attack roll, ability check or saving throw.
- The gnolls chant a warcry bolstered by their crude idols to Yeenoghu. A **gnoll witherling** crawls out of the ground, serving the pack. Up to 2 witherlings can be summoned in this way. Additionally, until the gnoll alpha takes another lair action, if any gnoll other than a witherling is killed, its flesh sloughs off and it immediately rises as a witherling.
- (**Gnoll Pack Lord only**): The pack lord compels its underlings to defend their turf. All gnolls that can hear it have advantage on their next attack roll.
- (**Gnoll Fang of Yeenoghu only**): The fang of Yeenoghu feasts on ritualistic offerings laid out for it in the lair. It gains 5 (1d10) temporary hit points and gains advantage on all its attack rolls until the end of its next turn. A lair will only have three ritualistic offerings at a time and it takes the gnoll warband a week to replenish them from hunts. Ritualistic offerings must be at least 30 feet apart.
- (**Flind only**): The flind imbues the blood and chunks of flesh strewn about the lair with Yeenoghu's cursed energy, and instructs all gnolls that can hear it to consume them. As a bonus action on its turn, a gnoll can consume the blood and flesh to gain the effects of the *haste* spell and regain up to 2 (1d4) hit points. Once a gnoll has consumed the cursed flesh, it cannot gain these benefits again for the next 24 hours. The blessing lasts for 1 minute or until the flind is killed.



- (*Shoosuva only*): The carnage in the lair corrupts creatures inside of it with Yeenoghu's madness and bloodlust. The shoosuva chooses up to 3 creatures within the lair that it can see. The targets must make a DC 14 Wisdom saving throw. On a failure, a target starts becoming feral, and must use its reaction to make a bite attack against the nearest creature. If the creature does not have a bite attack, the bite is treated as an unarmed strike which deals piercing damage). If a creature fails the saving throw against this effect 3 times, it is afflicted with a long-term madness effect (determined randomly or by the DM; see "Madness" in chapter 8 of the Dungeon Master's Guide).

REGIONAL EFFECTS

Regional effects only manifest around a gnoll lair if the gnoll war band in it has a gnoll fang of Yeenoghu, flind or shoosuva in its midst.

- The air within 1 mile of the lair is warm and filled with the smell of rot and decay. Any food or drink consumed in this area gains the taste of rotting meat or blood and is tainted by the abyssal energy of Yeenoghu's realm, seeping through the gnoll lair. For any food or drink consumed within the area roll 1d6. On a 5 or 6, the food or drink is poisoned and the creature consuming it must make a DC 15 Constitution saving throw or be poisoned for 1 hour.

- The area within 6 miles of a gnoll lair is a desolate wasteland. It is littered with small settlements that have been ravaged and left as charred ruins filled with rotting half eaten corpses. If a creature attempts to take a long rest in this area roll 1d8. On a 6 or 7, the creature is unable to rest as it is constantly pestered by scavenging insects and vultures. On an 8, the party is attacked by a **giant vulture** and 1d4 **vultures**.
- The rotting bodies left behind by gnoll raids lead to disease being prevalent in a 1 mile area around their lair. Any wounds caused by slashing or piercing damage that have been left untreated in the area for more than 2 hours will get infected. The creature suffers 9 (2d8) necrotic damage, and its hit point maximum is reduced by an amount equal to the damage taken until the creature finishes a short or long rest.

If there is no gnoll alpha anymore, these effects slowly fade after a week.

GOBLIN BOSS

CR 1, MM p.166

The many petty despots ruling over goblin bands and tribes make their lairs among the caves and villages where their clans make their homes. They use their wretched followers to their advantage as much as the terrain around them and rousing a band of goblins from their caves or camps can be a challenge that surprises even veteran adventurers.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the goblin boss can take a lair action to cause one of the following effects; the boss can't use the same effect two rounds in a row:

- The goblins in the lair creep around. Each goblinoid within the lair which is not hidden uses its reaction to hide, if able. Each goblinoid within the lair which is hidden uses its reaction to move up to its speed. Each allied beast within the lair uses its reaction to move up to its speed. The goblin boss does not use its reaction to perform these actions.
- A petty squabble breaks out among the goblins. Each goblin within 5 feet of the goblin boss may make a melee attack against the boss. If the goblin boss is dead or dies before initiative count 20 on the next round, the goblin with the highest amount of hit points within the lair gains 14 (4d6) hit points and becomes a goblin boss.

- The goblins in the lair take up a war chant. Each creature within 5 feet of a goblin which is concentrating on a spell must succeed on a DC 10 Constitution saving throw or lose concentration. Drunk on adrenaline, each goblinoid inside the lair has advantage on the next ability check, attack roll or saving throw they make before initiative count 20 on the next round.
- If the goblin lair has a magical connection (see the regional effects below) 1d4 goblinoids in the lair are affected by the *enlarge/reduce* or *alter self* spell. These effects last until the next time this lair action is used.

REGIONAL EFFECTS

In addition, the areas surrounding a goblin boss's lair may have one of the following features.

- Patrols of goblins swarm the area. Any creature attempting to take a short or long rest within 1 mile of the lair must succeed on a DC 9 Dexterity (Stealth) or Wisdom (Survival) check or 1d4+1 **goblins** find the party.

Or:

- The goblin tribe has an unusual connection to the feywild. Whenever a goblin within 1 mile of the lair rolls a natural 20 or dies, roll a 1d4. On a 1, it has a random effect from the Wild Magic Surge table. The goblin boss increases its charisma to 14 and is treated as if it has the Fey Touched or Magic Initiate (Sorcerer) feat. Any lair effects that specify goblinoid benefit fey creatures as well.



Or:

- The goblin tribe has an unusual connection to alchemical magic or the outer planes. For each goblin encountered within 1 mile of the lair, roll a 1d4. On a 1, that goblin has resistance to acid, cold, fire or lightning damage, and can cast the *acid splash*, *ray of frost*, *produce flame* or *shocking grasp* cantrip (spell save DC 10, +2 to spell attacks). If one of these goblins dies, it explodes. Each creature within 5 feet of it must succeed on a DC 10 Dexterity saving throw or suffer 2d4 damage of the appropriate type or half on a success. The goblin boss increases its intelligence to 14 and is treated as if it has the Magic Initiate (Wizard) feat.

Or:

- The goblin tribe is oddly foul. Each goblin within 1 mile of the lair has resistance to poison damage and whenever it hits a creature with a weapon attack, that creature must succeed on a DC 10 constitution saving throw or be poisoned until the end of its next turn. Any non-goblinoid creature within 5 feet of a goblin when it dies must succeed on a DC 11 Constitution saving throw or become infected with sewer plague.

These effects end immediately after the goblin boss is slain.

GOLEMS

These artificial servants are unmatched guardians - they will protect their masters from intruders no matter what the cost, and if destroyed, they can always be replaced. But golems are expensive and difficult to create, so a golem's creator has strong incentives to justify the investment by tailoring its creation's environment to help the golem in its mission.

CLAY GOLEM

CR 9, MM p.168

Clay golems are often found in the domains of those of great faith. Some golems are made in the homes of the devout, others in temples during times of dire need. The golems act as servants and guardians in those places. They regularly outlive their original purposes, remaining inert for years, decades or even centuries in hidden chambers, waiting for their need to come again.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the clay golem can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The lair marks the clay golem as its protector. Until initiative count 20 on the next round, any creature that can see the clay golem must succeed on a DC 15 Wisdom saving throw or use its action to attack it. Any time the golem is missed by an attack during that time, it can use its reaction to immediately make a slam attack against the creature that attacked it, or move up to its speed toward that creature.
- The golem's power of craft and creation shapes the space around it. The golem may immediately cast the *stone shape* spell, except that it may use the ability on metal, wood, fabric, leather or clay in addition to stone.
- The sacred nature of the lair shines forth. The golem and up to 3 allied creatures within the lair gain 7 (2d6) temporary hit points, and until initiative count 20 on the next round, whenever they make an attack roll or a saving throw, they can roll a d4 and add the number rolled to the attack roll or saving throw.

If the golem has gone berserk, it can use the following lair actions instead:

- A howl of destruction fills the lair. Each creature within 30 feet of the golem must make a DC 15 Constitution saving throw. On a failed save, a creature takes 7 (2d6) thunder damage and drops any objects it is holding. On a successful save, it takes half damage and does not drop the object. Then, any unattended, non-magical objects in the lair suffer 14 (4d6) thunder damage. Attacks made with weapons damaged in this way are made at disadvantage until they are repaired.
- The rage of the berserk golem fills the lair with a sense of holy terror. All creatures in the lair must succeed on a DC 15 Wisdom saving throw or be frightened of the golem until the next initiative count 20. A creature frightened in this way must use its reaction to immediately move up to its speed toward the exit of the lair.

FLESH GOLEM

CR 5, MM p.169

A lair for a flesh golem could be found in a laboratory or chamber specifically created to house it. Such a chamber would include electric coils for the purpose of recharging the golem and zapping intruders.

Electric Coils. Up to six electric coils are placed at various locations within the lair. Each lightning coil is a large object which can be attacked (AC 15, 30 hit points, immune to poison and psychic damage). When a coil is destroyed, it explodes, and each creature within 15 feet of it takes 11 (2d10) lightning damage.

VARIANT: GOLEM CREATOR

Optionally, the golem's creator, who could be hiding behind the safety of a glass bunker, for example, can be the one to use the lair actions presented here, instead of the golem itself. If they do, incapacitating the golem doesn't prevent a lair action from being used - but incapacitating the golem's creator does.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the flesh golem can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Electricity jolts in a line 5 feet wide and 30 feet long, from the coil nearest to the golem. Each creature within the area must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) lightning damage and be paralyzed until the end of the golem's next turn. Unless it is berserk, the golem always willfully fails this saving throw. On a success, a creature takes half damage and is not paralyzed.

- Gas is pumped into the chamber housing the golem, subjecting all creatures that breathe it to a deadly poison. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or take 9 (2d8) poison damage. A creature that takes this damage is poisoned for 1 minute. The gas disperses if the flesh golem uses another lair action.
- Water rains down from sprinklers in the room, extinguishing any open flames in the lair until the golem uses another lair action. While the effect is active, the flesh golem loses its aversion to fire trait.

Additionally, the water forms a puddle which is a 10-foot-radius circle on the floor within the lair. If any creature within the area takes lightning damage, every other creature within the area takes the same damage. The puddle then evaporates.

IRON GOLEM

CR 16, MM p.170

Iron golems are powerful constructs used as wardens and guardians for the rich and powerful. As such, their lairs are often the locations they're guarding: private mansions, ancient underground ziggurats or long abandoned mage towers. An iron golem's lair is often optimized to stop intrusion, linking defense systems within the lair itself to the golem. To the iron golem, its lair is just another weapon in its arsenal.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the iron golem can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The golem signals for spikes or spinning blades to protrude from the floor, creating a *blade barrier* (as per the spell, save DC 13).
- A flame-throwing trap activates and a jet of flame erupts from a point on a wall within 120 feet of the golem, all creatures in a 30 feet cone from the



trap make a DC 15 Dexterity saving throw, taking 22 (5d8) fire damage on a failure and half as much damage on a success.

- Magnetic pulleys or inbuilt rails on the ground allow the golem to move up to its speed in a straight line. If the golem has moved more than 10 feet and has its path blocked by a creature it can choose to move through the creature's space and that creature must make a DC 15 Dexterity saving throw. On a failure, the target takes 9 (2d8) bludgeoning damage and is knocked prone. On a success, the target takes half damage and isn't knocked prone.

STONE GOLEM

CR 10, MM p.170

Stone golems are resilient and often used as unresting guardians for ancient sealed off tombs, temples and remote sites. To aid in its duties as protector, these tombs often have additional defenses and traps that are magically bound to the stone golem, allowing it to control them and be much more deadly to potential intruders.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the stone golem can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A brick or tile within 60 feet of the stone golem rises up, and unleashes a wave of magical force in a 15-foot cone, pushing creatures or unsecured Medium or smaller objects in a direction of the stone golem's choice. A creature caught in the cone must make a DC 17 Strength saving throw. On a failed save, it is pushed 20 feet in a direction of the golem's choice and falls prone. On a successful one, it is pushed 10 feet and does not land prone.
- A stone slab within 30 feet of the golem briefly animates and flies in a straight line up to 90 feet or until it collides with a creature or object. If the slab would strike a creature, the creature must make a DC 15 Dexterity saving throw. On a failed save, the slab collides with it and the creature takes 22 (5d8) bludgeoning damage. On a successful one, the slab continues on its trajectory and the creature takes no damage.
- Stones in the lair begin to vibrate in anticipation of an attack. Until initiative count 20 on the next

round, the first time a ranged attack or spell would hit the stone golem or one of its allies, tiles from the floor rise up to block the attack and it gains +5 to AC, potentially causing the attack to miss.

- The stone golem casts *bones of the earth* (DC 15). The stone golem can only use this action once per day.

GORGON

CR 5, MM p.171

The sheer destruction of a gorgon on its environment is amazing to behold. Swaths of forest trampled and uprooted, all animal life either turned to stone or driven off in terror of the clanking monstrosity and the whiff of toxic gas make any place a gorgon makes its lair feel apocalyptic.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the gorgon can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A diffuse cloud of the gorgon's breath drifts and forms a bank. A 10-foot-radius sphere centered on a point within 30 feet of the gorgon is filled with green vapors. That area is heavily obscured and any non-gorgon creature that enters the area or starts its turn there must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. Creatures poisoned in this way have disadvantage on Constitution saving throws. The cloud persists for 1 minute, but a moderate wind disperses it after 4 rounds, and a strong wind disperses it after 1 round.
- Echoes of shrieking plates of the gorgon rebound through the area. Each creature within 60 feet of the gorgon must succeed on a DC 13 Constitution saving throw or be deafened until initiative count 20 on the next round. While it is deafened in this way, a creature cannot concentrate on spells.
- The gorgon's petrified victims and other rocks in the lair grow brittle. As a reaction, the gorgon can move up to its speed and shatter one pillar of stone or statue that is then within 5 feet of it. Stone shards fly away from that statue in a 30-foot cone. All creatures in the area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) piercing damage and is knocked prone. On a successful save the creature takes half damage and is not knocked prone.

GRAY RENDER

CR 12, MTF p.209

The bizarre and enigmatic gray renders make their lairs in deep forests and high mountains. The creatures are normally peaceful nature lovers, however, in battle, or even by accident, they are capable of incredible destruction. Evidence of both halves of their nature abound where they dwell, with uprooted trees surrounding delicately picked flowers and small creatures like squirrels sheltering among massive footprints.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the render can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A creature looks at an example of the gray render's peaceful nature, such as a rescued bird's nest or a delicately balanced pile of rocks. One creature within the lair must succeed on a DC 16 Wisdom saving throw or be charmed by the render for 1 hour or until it is dealt damage by the render, a creature currently in combat with

the render has advantage on this saving throw. A creature charmed in this way does its best to defend the render, keeping others from attacking it, if possible.

- Smashed areas of terrain continue to shift and collapse. Up to six 5-foot squares within the render's lair, which must be within 30 feet of one another, fill with mud, water, brush or debris. The area becomes difficult terrain for the next 10 minutes, and any creature entering or starting its turn in one of those squares must succeed on a DC 16 Strength saving throw or become restrained until the beginning of its next turn.
- Animals stampede in fear through the lair in an area within 120 feet of the gray render. The area can be up to 10 feet wide and 60 feet long. The area is filled with a rush of animals, and each creature in the area must succeed on a DC 16 Dexterity saving throw or suffer 7 (2d6) bludgeoning damage and be knocked prone.

GRICKS

GRICK

CR 2, MM p.173

GRICK ALPHA

CR 7, MM p.173

Gricks inhabit caves, ruins, or other reclusive and rocky locations. They blend in with the environment, using the element of surprise to take down their prey. A grick's lair can include difficult and rocky terrain, or the bones and items from unfortunate adventurers.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the grick can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The grick quickly shifts its coloration, blending in with the rocky terrain of its lair. It takes the Hide action, and can take the Hide action as a bonus action during its next turn.
- The grick's skin changes, becoming rocky like its environment. Until initiative count 20 on the next round, the grick gains an additional +2 to AC.
- The grick lets out a piercing screech, amplified by the stone walls of the lair. Each creature in the lair except gricks must make a DC 16 Constitution saving throw. On a failed save, a creature takes 6 (1d12) thunder damage, and is deafened until the end of its next turn.
- (**Grick Alpha only, 2/Day**) The grick whistles and cries out, summoning a **grick** to aid it.



GRIFFON

CR 2, MM p.174

Griffon make their lairs on inaccessible mountain tops or in caves off the faces of cliffs - making nests or dens that protect their young from predators and allow them easy access to their territory where they hunt for food.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the griffon can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A gust of freezing wind blows through the lair. Extinguishing all non-magical flames more than 10 inches off the ground. All creatures within the lair must succeed on a DC 12 Constitution saving throw or take 4 (1d8) cold damage and have their speed reduced by 10 feet. Creatures that are prone automatically succeed on the save.
- The griffon beats its wings and creates a burst of wind in a line that is 60 feet long and 10 feet wide originating from its space. Creatures caught in the line must succeed on a DC 13 Strength saving throw or be pushed 15 feet away from the griffon in a direction following the line.

- The ground below a creature gives way. One creature in the lair must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) bludgeoning damage and fall prone.

GRUNG ELITE WARRIOR

CR 2, VGM p.157

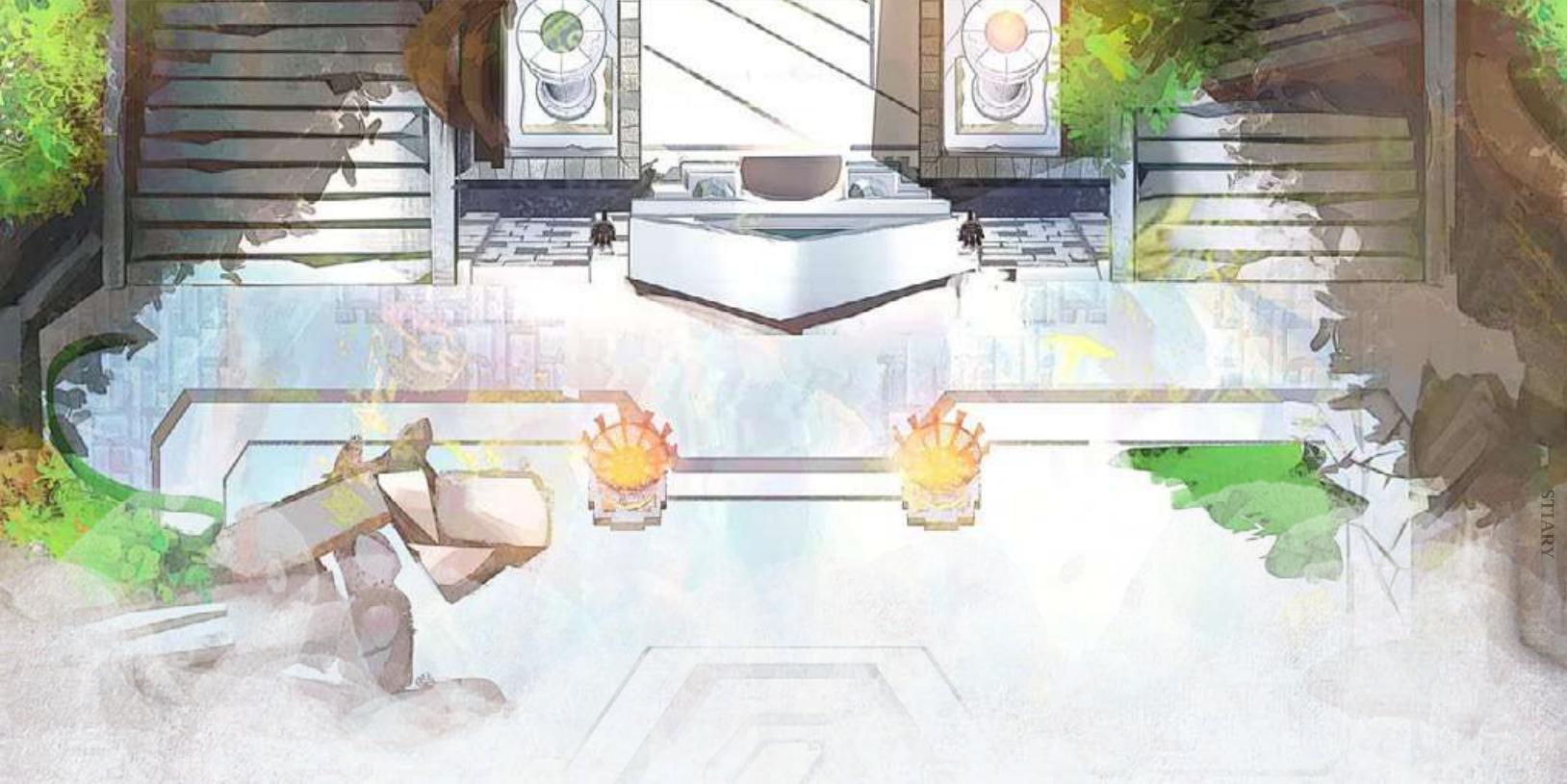
Grung elite warriors form the highest castes of grung society, and are in charge of marshalling the defense of their home. A grung settlement is a sprawling network of treehouses set up above and around pools of water which are kept in the shade of the canopy.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the grung elite warrior can take a lair action to create one of the following effects, it can't use the same action two rounds in a row:

- The grung elite warrior croaks the order to reposition. The grung elite warrior and each grung within 60 feet of it that can hear it can immediately jump a distance up to its standing leap. This movement does not provoke opportunity attacks.





- The elite warrior inflates its throat pouch and each grung that can see the elite warrior does the same. The next time the grung elite warrior uses its mesmerizing chirr, each grung within 60 feet of the grung elite warrior echoes the chirr, and the range of the Mesmerising Chirr is increased to 90 feet.
- The grung elite warrior croaks for the grung to take cover. The grung elite warrior and each grung within 60 feet of it that can hear it can immediately attempt to hide if they are lightly obscured by foliage or partially submerged in water.

GUARDIAN NAGA

CR 10, MM p.234

Guardian nagas are immortal, good-aligned creatures who safekeep powerful artifacts or watch over magical or otherwise important areas. Peaceful and benevolent, they aim to do good by caring for those in their domain, masterminding schemes to stop evildoers, and through ensuring the continued safety of the item or locale they watch over. Guardian nagas try to first resolve situations without hurting others before resorting to violence.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the guardian naga can take a lair action to cause one of the following effects:

- The sibilant sound of hissing reverberates through the lair as illusory snakes writhe on the ground. Until initiative count 20 on the next round, each hostile creature in the lair must make a DC 15 Wisdom saving throw. On a failure, a creature is frightened and treats all terrain in the lair as difficult terrain. A frightened creature can repeat this saving throw at the end of each of its turns to end this effect on itself.
- A non-magical weapon being carried by a creature magically transforms into a **giant constrictor snake**. The snake takes its turn after the guardian naga, and turns back into a weapon if the snake or the naga dies.
- A creature in the lair must succeed on a DC 15 Wisdom saving throw or be turned into a **poisonous snake** as per the *polymorph* spell (no concentration required). The transformed creature can repeat this saving throw at the end of each of its turns to end this effect on itself.
- A poison gas begins to leak from snake statues built into the walls and pillars of the lair. Each creature in the lair must make a DC 15 Constitution saving throw. On a failed save, a creature takes 9 (2d8) poison damage and is poisoned until the end of its next turn. On a successful one, it takes half as much damage instead and isn't poisoned.

H

HAGS

These wicked witches feed on negative emotions, and cause as much pain and suffering around them as they possibly can. They thrive on corruption and torture, be it physical or psychological. To simultaneously find victims and escape punishment, they often live in small abodes on the fringes of civilization. They welcome the desperate and the unwary, and grant them favors - but the cost the hag names is always steep, and only serves to push her mysterious agenda.

ANNIS HAG

CR 6, VGM p.159

Annis hags often lair in caves or decrepit shacks on the side of mountains or hills. These grotesque creatures have a fondness of using body parts of their victims as a form of horrific decoration placed at the edges of their territory, paralyzing nearby villagers in terror.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the annis hag takes a lair action to cause one of the following effects; the annis hag can't use the same effect two rounds in a row:

- Several human skins jump out from tanning racks within 10 feet of the annis hag. The skins mule, beg and scream in the voices they had in life, and they writhe and dance around the lair. Any creature in the lair that can see these skins must succeed on a DC 15 Wisdom saving throw or be frightened of the hag until initiative count 20 on the next round. A creature frightened in this way has its speed reduced to 0 ft.
- A piece of skin-made furniture within the lair is brought to life, growing a malicious and large red eye, and casts the *bane* spell (save DC 13). If the annis hag uses this lair action again, it can animate another piece of furniture, up to a maximum of 3. The animated furniture can be attacked (AC 10, 15 hit points). If it is destroyed, the hag can build a new one after a month.

- The hag grabs a magical object from a nearby shelf, and tosses it at a creature within 30 feet of itself(+8 to hit), choosing or selecting randomly from the following objects:

d4

Strange Bauble

A mixture which burns off the victim's skin. On hit: 5 (2d4) acid damage, and the creature becomes vulnerable to acid, fire and cold damage until initiative count 20 on the next round, or until the effect is removed by a *remove curse* spell.

1

A crawling claw. On hit: 3 (1d4+1) bludgeoning damage, and the crawling claw attaches itself to the target. It can be detached as an action with a DC 10 strength check.

2

A bag of dust which causes victims to see the hag as the object of their greatest desire. On hit: the creature must succeed on a DC 15 Wisdom saving throw or become charmed by the hag until the end of its next turn. A charmed creature must use its movement on its turn to move as close as possible to the hag. If the charmed creature moves within 5 feet of the hag, the hag can make one crushing hug attack as a reaction.

3

An animated needle which stiches the victim's mouth or eyes shut. On hit: 2 (1d4) piercing damage, and the hag chooses one:

4

- The creature is unable to speak or cast spells that require verbal components.
- The creature is blinded.

An affected creature can use its action to remove one of the stitches. If it does, it takes 1 piercing damage.

REGIONAL EFFECTS

The hag's habits and profane magic warp the area around its lair, creating one or several of the following effects:

- The area within 1 mile of the lair is sprinkled with horrific effigies composed of human bones, body parts and tanned human skin. People living in this area are also extremely paranoid and mistrusting of strangers.
- Piles of animal or humanoid viscera within 2 miles of the lair look and smell like a pile of candy, biscuits and other sweets. The illusion disappears for a creature if it eats a part of the viscera or if it sees another creature eating from it. A creature that examines the pile and succeeds on a DC 15 Intelligence (Investigation) check can also see through the illusion.
- At night, cackles, footsteps and cracking twigs with no apparent source can be heard within 2 miles of the lair.

These effects end immediately when the annis hag dies.



BHEUR HAG

CR 7, VGM p.160

The cold-hearted bheur hags live in equally frigid climates, usually in mountainous regions. They settle near the towns and villages of the people they wish to corrupt, but always isolated enough that the hag can defend its lair from intruders if necessary.

LAIR ACTIONS

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

- The bheur hag chants a protective charm and draws freezing mist around herself, which then solidifies into protective icy scales. The bheur hag casts the *armor of agathys* spell at 3rd level.
- The bheur hag recites a bitter curse that causes the icy chill of her lair to penetrate her enemies down to the bone. Each enemy the bheur hag can see or name within her lair has disadvantage on the first saving throw it makes before initiative count 20 on the next round.
- With a wicked cackle, the bheur hag conjures a gust of icy wind that whips up a flurry of snow around her. The bheur hag vanishes, teleporting up to 60 feet to an unoccupied space it can see, and reappears in another flurry of snow.
- If the bheur hag's Graystaff is within 1 mile of her lair, she can summon it to her. It flies towards her at a speed of 50 feet per round.

REGIONAL EFFECTS

The bheur hag casts curses on the land she inhabits, producing one or more of the following effects:

- If the Bheur hag casts *control weather* while in her lair, it does not require concentration and she can affect an area in a 20 mile radius from her lair with the spell.
- The perpetual chill that permeates the area under a bheur hag's influence induces unnatural levels of hunger. Creatures that are not allies of the bheur hag within 20 miles of her lair must consume twice as much food as normal to survive.

These effects fade over the course of 1d10 days after the hag is slain.

GREEN HAG

CR 3, MM p.177

Green hags reside in rotting forests, fetid swamps, and other desolate and decaying natural places. They seek to speed up their home's rot and corruption, twisting it into a putrid reflection of its former self.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hag takes a lair action to cause one of the following effects; the hag can't use the same effect two rounds in a row:

- The hag causes a cauldron, pot, or other container of water to bubble up and spew out a noxious, poisonous gas. Each creature within a 10 foot radius must make a DC 14 Constitution saving throw. On a failed save, a creature takes 9 (2d8) poison damage and is poisoned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't poisoned.
- A skull, familiar, or stuffed animal begins to chatter and cackle madly. The closest creature other than the green hag or her allies must make a DC 14 Wisdom saving throw. On a failure, they take 1d4 psychic damage, are deafened and have disadvantage on attack rolls until the end of their next turn.
- The hag casts *disguise self* on herself to look like another creature within 30 feet, then can choose to magically swap places with that creature, or to stay in place.

REGIONAL EFFECTS

Green hags may create illusions in the region around their lair to trick and deceive outsiders. Additionally, they may set up noxious traps which they gleefully hope will impede their foes.

- Small bodies of water like ponds in the region have been poisoned. A creature who drinks the poisoned water suffers 4 (1d8) poison damage.
- Corpses within 500 feet of the green hag's lair become enchanted with illusory magic. They appear to be stunningly beautiful sleeping people. The illusion fades if the corpse is touched.
- Crows and frogs are more prevalent in the area.

These effects fade over the course of 1d10 days after the hag is slain.

After the party's wizard was felled during an ambush, the party was approached by a gentle old lady. She said she could bring the wizard back to life. In exchange, one of the hags in the nearby coven needed to disappear so she would need to be replaced. One of them - no more, no less.

NIGHT HAG

CR 5, MM p.178

A night hag's lair is a disheveled, chaotic place where items of great profanity are found. Often making their lairs in twisted woods, swamps, mires and other dark places tucked away far from civilization. A night hag's residence is usually a shack, with particularly powerful hags having mobile houses on chicken legs or large skulls turned into hoards of depraved baubles and trinkets. What is more, a night hag will sometimes have a second lair, built on the Ethereal plane with the aid of the hag's heartstone.

Ethereal Lair. The Ethereal lair of the hag takes up the same space as her lair on the material plane, but its structure and interior need not be the same. An ethereal lair will usually contain the hag's more valuable items, and may even house prisoners to prevent their escape. While on the Ethereal plane, creatures can only physically interact with objects or other creatures also on the Ethereal plane.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), the night hag can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The night hag tosses a bag of sleeping powder centered on a point she can see within 30 feet. Creatures within a 10 foot square must succeed on a DC 13 Constitution saving throw or fall unconscious for 1 minute. Creatures immune to being charmed are immune to this effect. A creature wakes up if it takes damage, or if another creature uses its action to shake or slap it awake.
- The night hag temporarily merges her two lairs. All creatures within either of the two lairs must make a DC 14 Charisma saving throw. On a failed save, the creature is transported to either the Material or Ethereal plane (hag's choice). On a successful save, the creature chooses to go into the Material or Ethereal plane. If a creature is transported to a space occupied by an object in this way, it takes 11 (2d10) force damage and is pushed into the nearest unoccupied space. Creatures that were brought into the Ethereal plane in this way return back to the Material plane after 10 minutes, or immediately after the hag dies.
- One creature the hag can see within 60 feet of her must make a DC 15 Wisdom saving throw. On a failed save, the creature takes 7 (2d6) force damage, and the hag rips out a piece of that creature's soul to create a malicious spirit thrall in the creature's space, or the nearest unoccupied space, on the Ethereal plane. The spirit thrall uses the **specter** stat block, has 10 hit points, and has access to the hag's Ethereality action. It acts as an extension of the hag's will, following her mental commands regardless of distance, or whether it is on the same plane as the hag or not. The spirit thrall remains for 10 minutes, or until the hag dies. A hag can maintain 2 spirit thralls per creature she targets.
- The hag can expend the soul from her soul bag in order to promote one spirit thrall she has created. The thrall gains the statistics of a **ghost** with 30 hit points. The hag cannot use this lair action again until she refills her soul bag.

REGIONAL EFFECTS

The hag's presence warps and twists the area around her lair, making the environment itself malicious and aggressive against intruders, manifesting one or several of the following effects:

- Trees within 4 miles of the hag's lair look gnarled and blackened with twisting branches bare of leaves, and some of them have smiling or anguished faces. The hag learns of any intruders that the trees see.
- The hag's vile energy causes evil extraplanar beings to flock to the surroundings of her lair. Undead and lesser demons and devils, such as imps, lemures, manes, zombies and quasits freely roam the area within 4 miles of the hag's lair.
- The water within 4 miles of the hag's lair blackens into foul-smelling swampy sludge. Any creature that drinks the sludge must succeed on a DC 12 Constitution saving throw or become overcome with a terrible melancholy, having disadvantage on Charisma saving throws for 1d4 hours.
- Those of particularly pure heart will constantly hear faint whispers tempting them into committing evil when within 4 miles of the lair, ranging from things as minor as stealing a piece of bread from their companions, to as major as murder. The whispers are relentless and if a creature the hag would consider good, pure or innocent spends more than 24 hours in the area they must succeed on a Wisdom saving throw against the hag's spell save DC or be compelled to commit evil, as if affected by a *suggestion* spell.

If the hag dies, these effects fade over the course of 1d10 days.

SEA HAG

CR 2, MM p.179

The cove whose waters are dark and choppy, where the fisherman can never make a catch, where mounds of yellow sea-scum arrive with every tide, is where the sea hag makes her underwater home.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the sea hag takes a lair action to cause one of the following effects; the sea hag can't use the same effect two rounds in a row:

- The tides at the edges of the lair change. All creatures within the lair that are at least 40 feet away from the sea hag must succeed on a DC

11 Strength saving throw or be pushed 10 feet closer to the hag.

- The shadows in the lair shift and create a 10-foot diameter bubble of magical darkness. The hag is able to see through the darkness. The bubble lasts until the hag loses concentration (as if concentrating on a spell) or until the end of her next turn.
- A ripple passes over the fish bones and empty shells that cover the lair floor, briefly animating them. Any creature on or within 5 feet of the floor must succeed on a DC 11 Dexterity saving throw or take 5 (2d4) piercing damage.

REGIONAL EFFECTS

The polluting touch of the sea hag twists the environment around her lair, producing one or more of the following effects:

- The waters within 6 miles of the lair are eerily still due to the lack of living creatures. The only signs that the area had been inhabited are the half-eaten and mutilated remains of fish and the occasional merfolk.



- All of the sea plants within 6 miles of the lair drift dead and rotting and any corals are bleached white as bone. Any creature that touches one of these corals takes 3 (1d6) necrotic damage.
- Once a creature has spent an hour within 1 mile of the hag's lair, and again each subsequent hour spent in the area, it must succeed on a DC 10 Constitution saving throw or become poisoned by the polluted waters. Creatures poisoned in this way are nauseated and have disadvantage on saving throws using Strength or Constitution until they reach clean water.
- Reflections, be it in water or in mirrors, appear slightly distorted and uglier than what they reflect within a 1 mile radius of the lair.

These effects fade over the course of 1d10 days after the hag is slain.

HAG COVEN

Any three hags

When hags form a coven, their magical power increases exponentially. This also has a tangible impact on the lair the hags inhabit: with more potent magic comes a better protected home.

A Coven's Power. Hags in a coven take their lair actions both as a collective and as individuals, as all hags in the coven are usually equals.

On initiative count 20, one of the hags takes a lair action from its own list of lair action options, and then this hag cannot take a lair action in this way for 2 rounds.

On initiative count 10, the coven takes a special lair action from the list below as a collective. The hags can only perform coven lair actions while within 30 feet of one another. If either of the three hags is incapacitated or not inside the lair, they cannot take this special lair action.

A hag who is both in a coven and in its lair has its challenge rating increased by 3 (2 for being part of a coven, 1 for being in its lair).

Coven Customisation. The following is a list of magical defenses the hags might set up, but each coven's defenses are unique to the personalities of its members and power dynamics between them. A hag coven can choose three to five lair action options from this list, depending on its power.

LAIR ACTIONS

On initiative count 10 (losing initiative ties) the hag coven can take a lair action to cause one of the magical effects that they have chosen for their lair:

- Roll 1d6 - the coven regains an expanded spell slot of that level or lower. If the coven has not used a spell slot of an appropriate level, one of the hags may use its reaction to cast a spell of an appropriate level.
- The hags choose a creature in their lair they can name. That creature has disadvantage on the next saving throw it makes before initiative count 10 on the next round. If the hags also possess a body part of the creature (such as a lock of hair or a drop of blood), the creature automatically fails that saving throw.



- Smoke and vapors from an incense burner or cauldron rises and takes the form of a giant clawed hand within 60 feet of one of the hags. The hand acts in the same manner as the spell *bigby's hand*, but it requires no concentration, remains until initiative count 10 of the next round and can be dispersed by a strong wind with a speed of 10 miles per hour or greater. The hags must agree on which of them gets to control the hand as a bonus action.
- The hags collectively choose one creature within 40 feet of one of them. The creature must make a DC 14 Charisma saving throw or be transformed into a leather, straw or wooden effigy of themselves.

While transformed in this way, the target is a Tiny object, with an AC of 5 and 1 hit point. It is vulnerable to fire, and immune to psychic and poison damage. Creatures within 5 feet of the transformed creature can hear it whimpering and quietly begging for help. The target transforms back into its normal form if the effigy is destroyed, but any excess damage carries over to the creature.

The hags can transform a maximum of three creatures per day, and regain all expanded uses of this ability at midnight.

- The hags chant and flail in a terrible ritualistic dance. Up to 5 **skeletons** or **zombies** emerge from the ground in unoccupied spaces within 10 feet of one of the hags. They follow the verbal commands of the hags. No more than 5 of these undead can be under the coven's control at a time.

- The hags plunge their hands into the ground, causing foul growths to assault their enemies. One creature within 30 feet of each hag that it can see must succeed on a DC 14 Strength saving throw or become restrained. A creature restrained in this way can use its action to repeat the saving throw, ending the effect on itself on a successful save. A 5-foot-radius circle around that creature becomes difficult terrain for the next minute. The area is filled with prickly poison-tipped thorns, any creature that enters them or starts its turn there takes 5 (2d4) poison damage.
- The hags get glimmers of the future. Roll a d4 three times, keeping each result in a pool. At any time when a d20 is rolled before initiative count 10 of the next round, a hag can add or subtract one of the results in the pool from that roll as a reaction. Each die can only be used only once.
- The hags pool their energies, chanting "three is one and one is three". The hags redistribute their hit points amongst themselves. The hags will attempt to distribute the hit points roughly equally, though the definition of "equal" may vary.
- Any number of the hags teleport, changing places with each other, if any of the hags are affected by any conditions or other effects, they may also swap which hag is affected by those conditions or other effects. A more senior hag may transfer an effect to a less senior hag that is unwilling, though this will create friction. Otherwise, both hags must be willing. For example, a green hag charmed by an adventurer may transfer the effect to her night hag sister, who is immune to charm, ending the effect.



HELMED HORROR

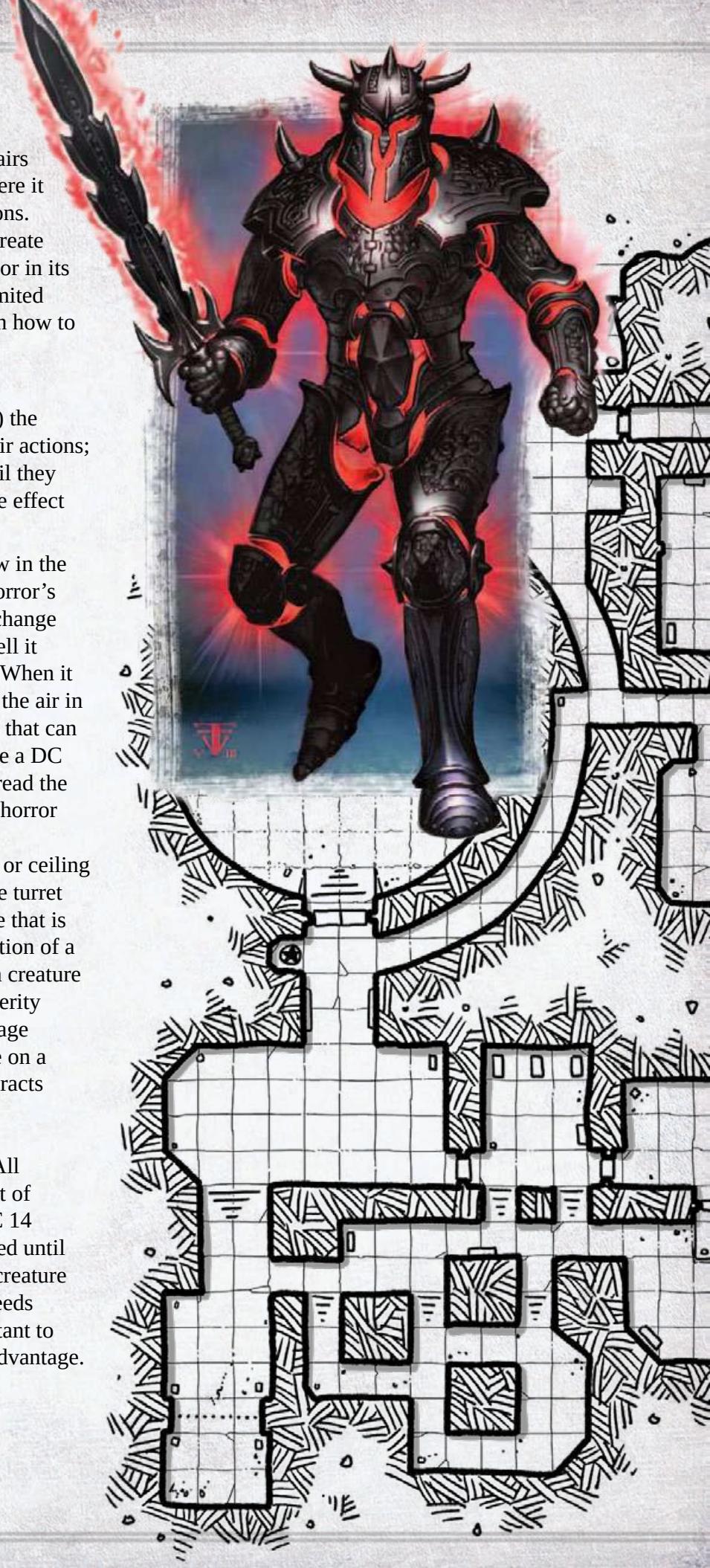
CR 4, MM p.183

A helmed horror is a guardian, making its lairs in vaults, mage towers and in dungeons where it unflinchingly follows its creator's instructions. A more powerful or paranoid mage might create elaborate defenses to assist the helmed horror in its duties as protector. Helmed horrors have limited creativity, following their creator's orders in how to use the lair's defenses, with little alteration.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the helmed horror takes one of the following lair actions; the helmed horror can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row:

- Magical circuitry and glyphs briefly glow in the area and beam energy into the helmed horror's body. The helmed horror can choose to change one of its spell immunities to another spell it has seen being cast in the past 24 hours. When it chooses a spell, a large glyph appears in the air in front of it for a brief moment. A creature that can see the glyph can use its reaction to make a DC 17 Intelligence (Investigation) check to read the glyph, and learn which spell the helmed horror has become immune to.
- A magical turret appears on a wall, floor or ceiling within 120 feet of the helmed horror. The turret blasts out a beam of pure energy in a line that is 90 feet long and 5 feet wide, in the direction of a creature the helmed horror can see. Each creature within the line must make a DC 14 Dexterity saving throw, taking 10 (3d6) force damage on a failed save, or half as much damage on a successful one. After firing, the turret retracts back into the wall, floor or ceiling.
- A ball of magical lightning appears and electrocutes all creatures in its vicinity. All creatures in a 10-foot cube within 60 feet of the helmed horror must succeed on a DC 14 Constitution saving throw, or be paralyzed until initiative count 20 on the next round. A creature immune to lightning automatically succeeds on the saving throw, and a creature resistant to lightning makes the saving throw with advantage.



HOBGOBLIN DEVASTATOR

CR 4, VGM p.161

The runes scribed into the walls of a castle which is under the protection of a hobgoblin devastator drain the hobgoblin's magic at an accelerated rate, increasing the devastator's arcane might so it can make an explosive last stand against invaders. The devastator can barely hold onto all of the destructive power its lair gives it, and quickly gets exhausted if fighting in its own lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the hobgoblin devastator can take a lair action to create one of the following effects, it can't use the same action two rounds in a row:

- The hobgoblin devastator forms an arcane link with a hobgoblin under its command that it can see. The next time the hobgoblin devastator casts a spell, it may have that spell originate from the hobgoblin's space instead of its own.
- The hobgoblin devastator channels its magic to form a protective shield over itself and its allies and immediately expends a spell slot. Until initiative count 20 on the next round, the hobgoblin devastator and each of its allies that it can see gain a bonus to their AC and saving throws equal to the level of the spell slot expended, but the devastator cannot cast spells other than cantrips.
- The hobgoblin devastator gives the order to attack, and provides a surge of magic into the hobgoblin's weapons, immediately expending a spell slot. Until initiative count 20 on the next round, the hobgoblin devastator and any ally it can see have advantage on attack rolls, but attack rolls against them have advantage. Additionally, the weapons of any hobgoblin the devastator can see become magical for the duration, and gain a bonus to attack and damage rolls equal to the level of the spell slot expended by the devastator.

VARIANT: DEVASTATOR MAGES

Some hobgoblin devastators immerse themselves in the study of magic so they might better learn how to crush their enemies. Such a hobgoblin devastator can choose to take lair action options from both its unique lair actions and the lair actions available to Mages. It cannot have more than four lair actions available to it.

HOBGOBLIN IRON SHADOW

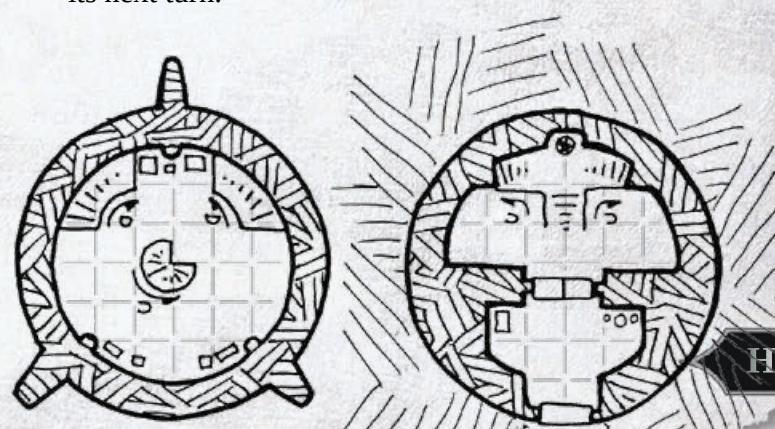
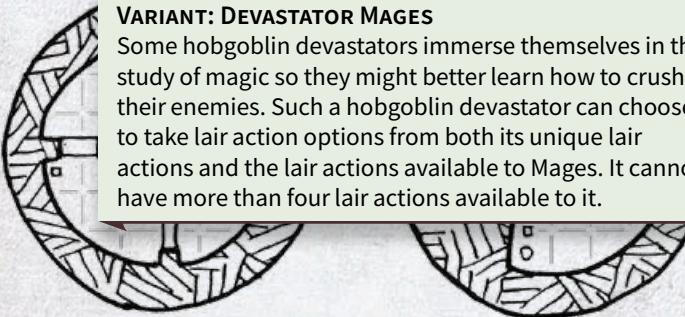
CR 2, VGM p.162

Hobgoblin iron shadows are extremely secretive, making their lairs in hidden spaces. Those brave or foolish enough to enter such a lair are dispatched quickly and silently.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) one iron shadow in the lair can take a lair action to create one of the following effects:

- With a whispered command, the iron shadows blend into the darkness of the lair. Each iron shadow in the lair that is in dim light or darkness can immediately attempt to hide.
- The iron shadow creates a 10-foot-radius sphere of magical darkness centred on a point it can see within 30 feet of it. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it, but the Hobgoblin iron shadows can see through it as though it was brightly lit. The darkness persists until there are no hobgoblin iron shadows left in the lair or the hobgoblin iron shadow uses this lair action again.
- The iron shadows use cunning tricks to try and gain the upper hand. Until initiative count 20 on the next round, the first time each hobgoblin iron shadow hits a creature with a melee attack, the creature must make a DC 12 Constitution saving throw. On a failure, the hobgoblin iron shadow that hits the creature can impose one of the following effects:
 - The creature is blinded until the end of its next turn.
 - The creature is knocked prone.
 - The creature is grappled by the hobgoblin iron shadow.
 - The creature is unable to speak until the end of its next turn.



HYDRA

CR 8, MM p.190

While hydra are typically wandering creatures, something attracts them to certain locations along waterways, coasts, and swamps. Typically the site of a hydra's lair is a large circular clearing or even a half-submerged ruin, which inevitably becomes soaked with the blood of the hydra's victims. In a colder climate, the hydra's lair might offer greater shelter, such as a wide open cavern facing the sea.

LAIR ACTIONS

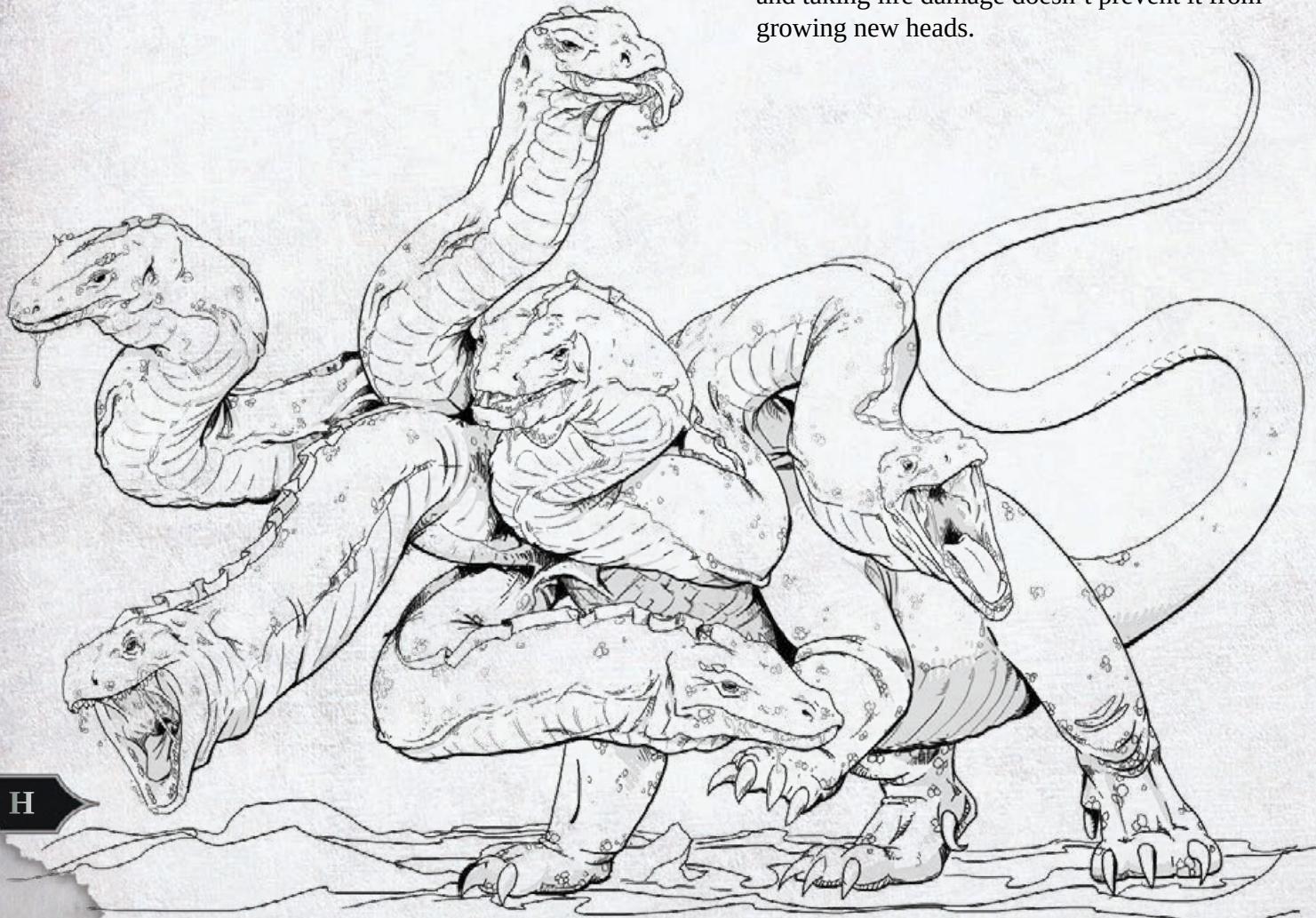
On initiative count 20 (losing initiative ties), the hydra can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Quicksand pits appear in two locations of the hydra's choice within the lair. Each pit fills a 10-foot square and is 10 feet deep. When a creature enters the area, it sinks $1d4 + 1$ feet into the quicksand and becomes restrained. A creature in the quicksand's area when it appears must succeed on a DC 14 Dexterity saving throw or also start sinking.

At the start of each of a restrained creature's turns, it sinks another $1d4$ feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe. A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

The quicksand persists for 1 minute or until the hydra uses this lair action again.

- Attracted by the scent of fresh prey, a **swarm of quippers** appears in the water within 5 feet of a hostile creature within the lair. The swarm acts on initiative count 19.
- The hydra uses its heads to scoop up and pour water from the lair all over itself, coating itself in a slick layer of blood and muddy water. The hydra gains 13 (2d12) temporary hit points. While it has these hit points, it is resistant to fire damage, and taking fire damage doesn't prevent it from growing new heads.



ILLITHID

An alien parasitic species who used to rule over much of the multiverse, the mind flayers are now hiding in the underdark, where they plot their revenge, and long for a day where every sentient being obeys them, as they did in the past. Their powerful psionic powers, inherited from their otherworldly origins, ensures a mind flayer colony is never surprised when a band of pesky adventurers vainly attempts to root them out.

MIND FLAYERS

MIND FLAYER

CR 7, MM p.222

MIND FLAYER ARCANIST

CR 8, MM p.222

MIND FLAYER PSION

CR 8, VGM p.71

ALHOON

CR 10, VGM p.172

Illithids living beyond the reach of an elder brain usually try to keep a low profile, constructing a secure lair from which it can amass thralls and pursue its mysterious and sinister goals. To amplify their power, illithids often strategically place psychically imbued sheets of an alien metal alloy to amplify their own psionic abilities.

LAIR ACTIONS

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

- Psychically imbued surfaces in the lair begin to resonate with the mind flayer's psychic power. The next time the mind flayer uses its Mind Blast, instead of a 60-foot cone, it can instead target any number of creatures of its choice within 60 feet of it.
- The mind flayer reaches into the mind of a creature within 60 feet of it, twisting its perception and creating confusion. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the mind flayer until initiative count 20 on the next round. While charmed in this way, the creature must spend its turn attempting to kill a creature of the mind flayer's choice.

- Psychic energy in the lair surges. Each creature in the lair of the illithid's choice is assailed by maddening psychic whispers and must make a DC 15 Wisdom saving throw. On a failed save, it takes 10 (3d6) psychic damage and must immediately use its reaction, if available, to move as far as its speed in a direction the illithid chooses. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away.
- (**Arcanist & Alhoon only**) The mind flayer arcanist channels the psionic power of its lair, attempting to pull magical energy from a spellcaster's mind. One creature of the mind flayer arcanist's choice within 60 feet of it must succeed on a DC 15 Intelligence saving throw. If the creature fails, roll a d4. The creature immediately expends its highest level unexpended spell slot that is of equal or lower level to the number rolled. If the creature expends a spell slot, the mind flayer arcanist can regain an expended spell slot of its choice that is of equal or lower level to the number rolled.
- (**Psion only**) The mind flayer psion attempts to form a psychic link to one creature in the lair. An unwilling creature that succeeds on a DC 15 intelligence saving throw can resist the formation of this link. Until initiative count 20 on the next round, the mind flayer psion can see and hear through the creature's senses. It can also cast any of its spells or use its Mind Blast as if it were in that creature's space. If it casts a damaging spell or uses its Mind Blast in this way, the creature can also be affected by it if the mind flayer psion chooses.
- (**Alhoon only**) The alhoon immediately casts a spell. If the spell requires concentration, the alhoon can force one of the souls trapped in the periapt to concentrate on the spell instead. The alhoon remains in control of the spell effect, and can end the spell at any time (no action required). The spell also ends if the alhoon dies or uses this lair action again, or the periapt of mind trapping is destroyed.

REGIONAL EFFECTS

Illithids use the enhanced psionic energy of their lairs to extend their influence.

- The illithid is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.
- An illithid can use an action to form a telepathic link with a creature in its lair that has an intelligence score of 4 or higher. The illithid can communicate telepathically with the creature until the creature is more than 1 mile away from the lair or the illithid forms a telepathic link with a different creature.
- Over the course of an hour, an illithid can attempt to turn a creature with an intelligence score of 4 or higher into a thrall. If the mind flayer is within 5 feet of the creature for the full hour, the creature must succeed on a DC 15 Wisdom saving throw or be rendered entirely under the illithid's control, obeying its every command. This effect ends when the illithid dies or when a *greater restoration* spell is cast on the creature. When a thrall ceases to be under the control of an illithid, its mind collapses, and the creature becomes insane until it is cured by a *greater restoration* spell. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only gibberish.

- (Alhoon only)** The alhoon immediately becomes aware if a living creature in the lair touches the periapt of mind trapping, and discovers the creature's identity unless the creature is protected by a *mind blank* spell, a *nondetection* spell, or similar magic. When the alhoon realises a creature is touching the periapt, it can immediately use its reaction to use its Mind Blast, affecting only the creature touching the periapt.

These effects end immediately if the illithid is slain.

MINDWITNESS

CR 5, VGM p.176

If the mindwitness stays in a location for long enough, its psychic energies begin to resonate with the area and empower it further, making it able to better aid those it serves. A mindwitness in its lair gains the ability to reverse the effects of its eye rays to support its allies, using them to help instead of harm.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), the mindwitness takes a lair action to target itself or its allies with two eye rays it did not use on its last turn:

1. **Aversion Ray.** The mindwitness targets a non-hostile creature it can see with its aversion ray, empowering that creature in combat. The targeted creature has advantage on attack rolls until initiative count 20 on the next round.
2. **Fear Ray.** The mindwitness targets a non-hostile creature it can see with its fear ray, drawing in negative emotions. If the creature is charmed or frightened, those conditions immediately end, and the creature is immune to being charmed or frightened until initiative count 20 on the next round.
3. **Psychic Ray.** The mindwitness targets a non-hostile creature it can see with its psychic ray, bolstering its resolve. The targeted creature gains 27 (6d8) temporary hit points.
4. **Slowing Ray.** The mindwitness targets a non-hostile creature it can see with its slowing ray, filling the creature with energy. Until initiative count 20 on the next round, the target's speed is doubled, it has advantage on dexterity saving throws and it can take an additional action on its turn. That action can be used only to take the Attack (one weapon Attack only), Dash, Disengage, Hide, or Use an Object action.
5. **Stunning Ray.** The mindwitness targets a non-hostile creature it can see with its stunning ray, shielding it from negative effects. Until initiative count 20 on the next round, the targeted creature gains the benefit of the freedom of movement spell and cannot be incapacitated unless it is reduced to 0 hit points or killed.
6. **Telekinetic Ray.** The mindwitness targets a non-hostile creature it can see with its telekinetic ray, but the creature can choose to fail the saving throw and is not restrained.

NEOTHELID

CR 13, VGM p.181

Neothelids are enormous raging abberations born from overgrown mind flayer tadpoles. A neothelid grows only when a mind flayer colony collapses, as such it makes the colony's abandoned remains its lair. Such lairs are typically permeated by residue psionic energy and have scattered around them the liquified remains of a neothelid's previous victims.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the neothelid takes a lair action to cause one of the following effects; the nothic can't use the same effect two rounds in a row:

- The neothelid channels latent psychic energy of its lair to pull creatures towards itself. All Huge or smaller creatures within 60 feet of the neothelid must succeed on a DC 15 Strength saving throw or be pulled 15ft towards the neothelid and fall prone.
- The writhing of the neothelid causes a piece of the ceiling to fall within 120 feet of it, forcing all creatures in a 10-foot square to succeed on a DC 15 Dexterity saving throw or take 22 (5d8) bludgeoning damage and be restrained by falling debris. A creature can use its action to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to crawl out from under the rubble or to pull out another creature from under the rubble.
- The neothelid exerts its domineering psionic presence over the minds of those around it. All creatures within 120 feet of the neothelid must succeed on a DC 16 Intelligence saving throw or be frightened of the neothelid until the end of their next turn.

REGIONAL EFFECTS

The powerful psionics of the neothelid combined with the latent psychic energy left by its lair's previous inhabitants produce the following effects:

- Magical communication within 1 mile of the lair is disturbed, cutting out and experiencing interference. Communication spells send incomplete messages and telepathic communication is drowned out by a sensation of crawling worms and the sound of low growls.
- Creatures within 3 miles of the lair feel a constant pressure and a sense of impending danger, becoming restless and paranoid. Wisdom (Perception) checks to look for danger are made with advantage.
- A creature casting any spell using its Intelligence as its spellcasting ability modifier within 5 miles of the neothelid's lair must succeed on a DC 15 Intelligence saving throw or be detected by the neothelid while it is casting the spell.

These effects end immediately after the neothelid is slain.

ULITHARID

CR 9, VGM p.175

After an ulitharid sets out on its own to create a new illithid colony, it spends several decades preparing its new colony's lair for its eventual ascension. During this time, the colony can clearly be seen as a work in progress, even by untrained eyes. Plenty of surfaces are left untouched, and construction material, both organic and inorganic, is strewn about.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the ulitharid takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The ulitharid creates one wall in the lair using the construction materials spread around it. The wall is 50 feet long, 15 feet tall, and 2 feet thick. It appears in a space within the lair the ulitharid can see. The wall can be any shape the ulitharid chooses as long it takes one continuous path along the ground. Alternatively the ulitharid can create a dome with a radius of 15 feet.

Each 10-foot section of wall can be attacked (5 AC, 15 HP, immune to psychic, necrotic and poison damage). The wall remains until it is destroyed, until the ulitharid dismisses it with a bonus action or lair action, or until the ulitharid is incapacitated or dies.

- The ulitharid uses psionic energy infused into the lair, originally used to quicken its construction, offensively. The ulitharid casts the *scatter* spell using its spell save DC.
- The ulitharid forms a weak psychic link to one friendly creature in the lair. Until initiative count 20 on the next round, the ulitharid can cast any of its spells as if it were in that creature's space and can see through the creature's senses.

REGIONAL EFFECTS

The ulitharid's colony is vulnerable during its construction, and as such the ulitharid uses its growing psionic power and link to the location to create one or several of the following effects:

- Navigation is impaired within 2 miles of the ulitharid. Compasses spin wildly, it is impossible to pinpoint the direction of the sun through non-magical means, and the stars appear to be in

unknown configurations. Creatures moving a singular direction become distracted and malaised by intrusive thoughts, changing their direction unknowingly.

- Memories are more difficult to maintain within 2 miles of the ulitharid. Creatures are unable to remember a path they took if it had more than 3 turns, and they forget the contents of any writing they read within the area if they did not read it at least 3 times.
- Psychic communication is dampened in the area. Telepathic or magical communication within 2 miles of the ulitharid, coming from outside this range, is hard to comprehend and the ulitharid is able to perceive the communication's contents.

These effects end immediately if the ulitharid dies.



K

KI-RIN

CR 12, VGM p.163

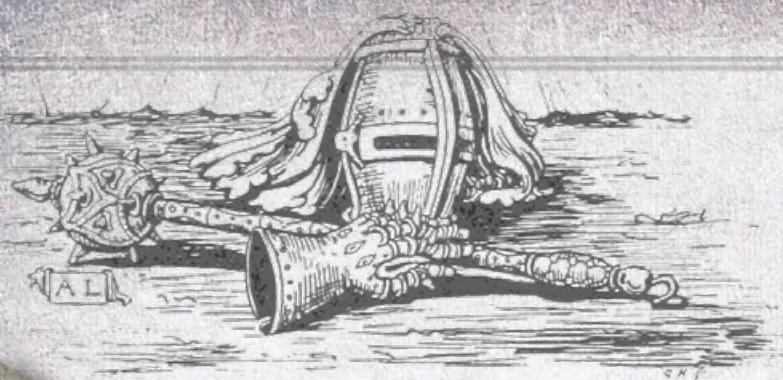
The ki-rin live in beautiful open-roofed palaces built out of clouds and celestial energy, using the ki-rin's magic. Often hidden by isolation and enchantments placed upon the surrounding nature, a ki-rin's lair is particularly difficult to find. And if a wicked-hearted individual, by chance or by design, somehow found the ki-rin's lair, the very elements themselves would be unleashed on the intruder.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), the ki-rin can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The ki-rin causes a divine rain to fall all across its lair. The rain counts as holy water and each creature in the rain is affected as though they had been splashed with a flask of holy water. Additionally, the first time before initiative count 20 on the next round that a creature in the rain takes radiant damage, it is considered vulnerable to that instance of radiant damage. Creatures and objects of the ki-rin's choice are unaffected by this rain and remain dry.
- Each creature of the ki-rin's choice within 120 feet of it is buffeted by wind and must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet in a direction of the ki-rin's choice. Everywhere within 120 feet of the ki-rin is difficult terrain until initiative count 20 on the next round.
- A glowing 20-foot radius, 120-foot tall cylinder of sunlight appears centered on a point the ki-rin can see in its lair, and divine energy begins to crackle and spark within it, steadily increasing in intensity, as thunder rumbles in the sky above. Until the ki-rin uses this lair action again, the area is brightly lit, and if it overlaps with an area of magical darkness created by a spell of 3rd level or below, the darkness is dispelled.
- The ki-rin calls down a bolt of divine lightning in a cylinder of sunlight it has conjured with the previous effect. Each creature in the area must make a DC 17 Dexterity saving throw. On a failure, a creature takes 28 (8d6) Radiant damage and 28 (8d6) Lightning damage. On a successful save, it takes half as much damage. The cylinder of sunlight then dissipates.



KNIGHT

CR 3, MM p.347

Knights are sworn warriors who fight and die for the honor and glory of their nation or suzerain. Some knights are rewarded with a bastion or castle for their efforts in war and heroic deeds, and this structure counts as their lair. Because the greatest disgrace to a knight is to have the land entrusted to them by their liege taken away from them through conquest, a knight will defend their lairs with all their might.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the knight can take a lair action to cause one of the following effects; the knight can't use the same effect two rounds in a row:

- The knight implores its comrades to repel their enemies. The knight chooses up to two creatures within its lair that can hear it and rallies them, allowing them to immediately use their reaction to make a melee attack against a creature within their reach.
- The knight has fortified its lair with traps to stop invaders, causing one of the following effects to appear within 60 feet of itself:
 - A flaming barrel is released from the top of a nearby staircase, creatures in a line that is 40 feet long originating from the staircase's landing must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) fire damage.
 - A crossbow trap set up in a hallway is sprung and shoots at one creature within 100 feet of the hallway's entrance. It has a to-hit bonus of +4 and deals 8 (1d10+3) piercing damage on a hit.
 - A cauldron of burning oil is poured from a window or balcony onto one creature of the knight's choosing. The creature must make a DC 12 Constitution saving throw. On a failed save the target takes 7 (2d6) acid damage and is blinded until initiative count 20 on the next round. On a successful save, it takes half damage and isn't blinded.

- While in its lair, the knight enters into a battle trance fueled by rage and resolve. For 1 minute, until it is killed or until it uses another lair action, the knight gains +2 to damage to all melee attacks, advantage on Strength ability checks and saving throws, and it is resistant to non-magical bludgeoning, slashing and piercing damage.

KOBOLDS PACK

KOBOLD

CR 1/8, MM p.142

KOBOLD DRAGONSHIELD

CR 1, VGM p.165

KOBOLD SCALE SORCERER

CR 1, VGM p.167

Kobolds dig sinuous tunnels packed to the brim with deadly traps of various designs, which they use to ward off creatures much stronger than they are. Dozens of escape tunnels too small for creatures larger than kobolds to use ensure the lowest amount of casualties in the event of an attack by a creature that is either smart or strong enough to survive the traps. Admirers of all things shiny, the deepest part of a kobold warren is usually either a pile of shinies the kobolds have stolen, or the treasure hoard of the dragon who lords over them.

Strength in Numbers. Kobolds can take lair actions if at least ten of them are in the lair. If the pack contains a **kobold dragonshield** or a **kobold scale sorcerer**, the rest of the kobolds can use special lair actions which reflect their training in combat or arcana. These lair actions are designed for a community of 20-50 kobolds, a community of a different size might require different DCs, damage, or numbers of reinforcements.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the kobolds can take a lair action to cause one of the following effects:

- More than half of the kobolds within the lair begin cowering, groveling, and begging for mercy. Each creature that can see or hear the groveling kobolds must succeed on a DC 13 Wisdom saving throw or be charmed by the cowering kobolds until they take damage. A creature charmed in this way is vulnerable to all damage, and kobolds have advantage on attack rolls against the charmed creature.

- With a single command from their leader, the kobolds reposition to spread out, focus on one creature, or lead the way towards a trap. Each kobold within the lair moves up to half of its movement speed.
- Up to 7 (3d4) **kobolds** from other areas of the lair enter the fight through tunnels and passageways. This lair action can only be taken if there are still kobolds remaining in the lair.
- (Kobold Scale Sorcerer only)** The other kobolds within the lair let out cries of worship towards the scale sorcerer, the scale sorcerer gains either 2 sorcery points or one 1st level spell slot. Once this lair action is used it cannot be used again until the next day.
- (Kobold Dragonshield only)** The dragonshield lets out a commanding battlecry, until initiative count 20 on the next round, all kobolds within 30 feet of the dragonshield add 1d4 to all attack rolls and saving throws. Once this lair action is used it cannot be used again until a different lair action is taken.



KORRED

CR 7, VGM p.168

Korreds are typically solitary creatures, whose innate connection with earth and stone often leads them to make their lair in caves or underground. While they are not aggressive towards others, they are used to being hunted for their hair and set up traps in and around their homes to keep poachers at bay.

LAIR ACTIONS

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

- The korred commands a korred-hair rope within the lair to release the bundle of rocks it is holding onto a point on the ground the korred can see within its lair. Each creature within 5 feet of the point of impact must succeed on a DC 13 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save or half as much damage on a successful one.
- The rhythmic sound of hooves dancing in time can be heard within the lair and begins to grow in volume and intensity. All creatures except the korred that can hear within the lair must succeed on a DC 13 Constitution saving throw. On a failure, their movement is halved as they unwittingly move with the beat, and they have disadvantage on saving throws against being charmed until initiative count 20 on the next round.
- The ground beneath the korred quakes then softens, allowing the korred to sink beneath the earth without taking attacks of opportunity and re-emerge in an unoccupied space up to 30 feet away.



KRAKEN PRIEST

CR 5, VGM p.215

A kraken priest's lair is often built on the coast or near artificially created pools of water in a grand open roofed hall or temple. Complex underwater tunnels and flooded rooms are not uncommon as the priest would prefer to fight any battle while within a pool, lake, or the open sea, their gifted mastery of water excelling in such places. Such lairs rarely have a roof and display the open sky for the priest to be able to call strikes of lightning when needed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the kraken priest can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Streaks of lightning erupt from the kraken priest. Each creature within 30 feet of it must succeed on a DC 14 Constitution saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.
- The kraken priest channels a torrent of water to maneuver around its lair. Open sources of water rise and swirl to the kraken priest's bidding, giving it a fly speed of 30 feet while it remains within 60 feet of a body of water.
- The kraken priest takes on a manifestation of its master, granting it one of the following benefits. The manifestation lasts until the kraken priest uses this lair action again or until 1 minute has passed.
 - The kraken priest's AC becomes 12 as its skin grows abnormally hard scales that protect it from damage.
 - The kraken priest gains truesight out to a range of 30 feet and telepathy that it can use to communicate with all creatures within its lair. The kraken priest's eyes turn pure black.
 - The kraken priest's skin turns various shades of deep blue and gray as the kraken priest gains the following trait: ***Lightning Absorption***. Whenever the kraken priest is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.



The kraken priest has begun conjuring a storm greater than any seen on the Material Plane. The only hope of the nearby coastal cities is a small group of heroes stopping the priest before she completes her incantations.

KUO-TOA ARCHPRIEST

CR 6, MM p.200

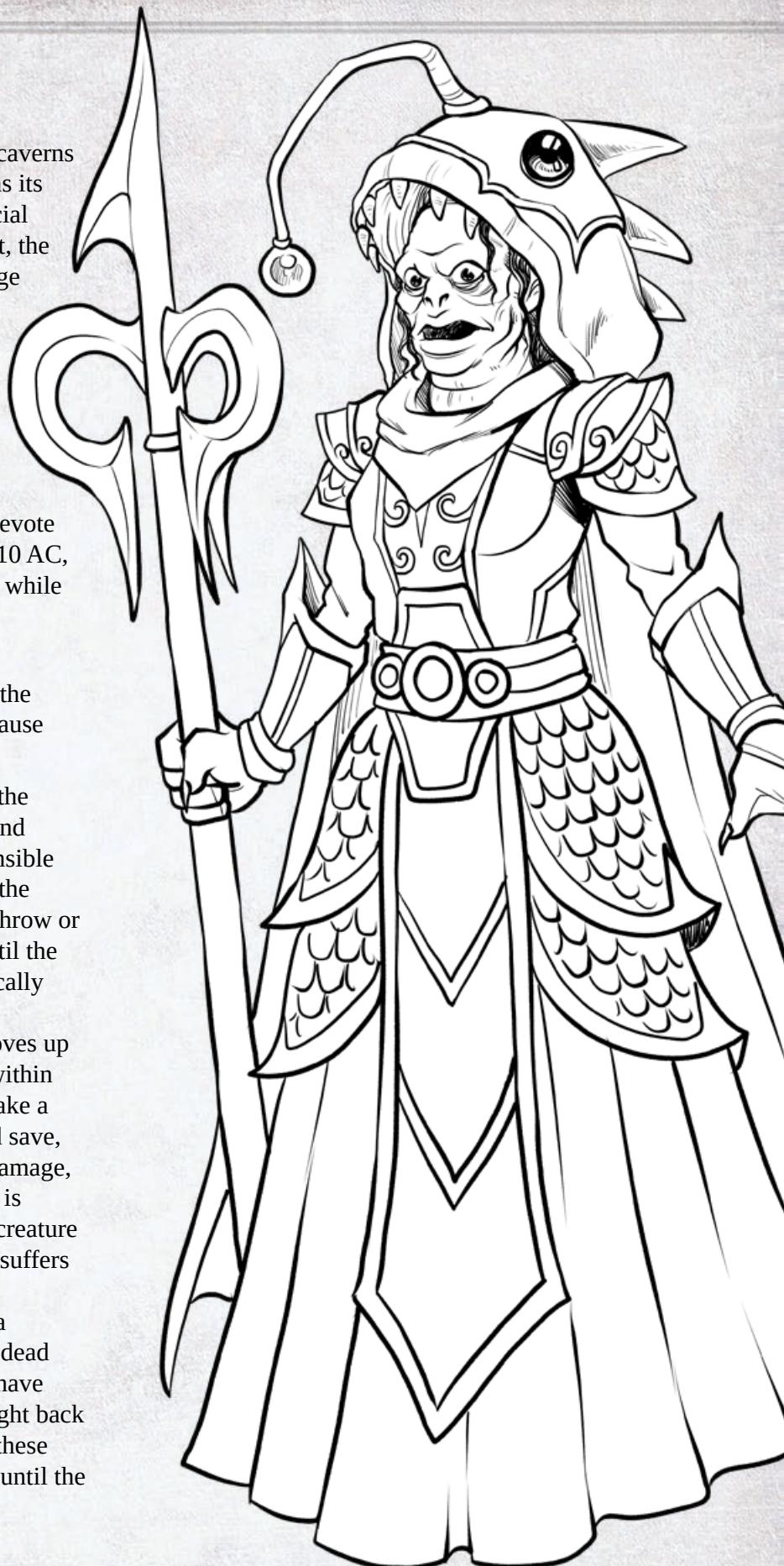
The Kuo-Toa live in the underdark, in moist caverns where each Kuo-Toa claims a pool of water as its home - the bigger the pool, the higher the social status. Near the biggest pool of the settlement, the archpriest erects a makeshift statue to a strange deity they have invented, surrounded with strange offerings the Kuo-Toa found while scavenging. Yet, the reality-bending psionic powers of the Kuo-Toa grant this false idol some undoubtedly real powers.

False Idol Statue. The statue at the center of the archpriest's lair is imbued with divine essence by the prayers of the Kuo-Toa who devote themselves to it. The statue can be attacked (10 AC, 50 hit points), but it is immune to all damage while at least 5 Kuo-Toa can see it.

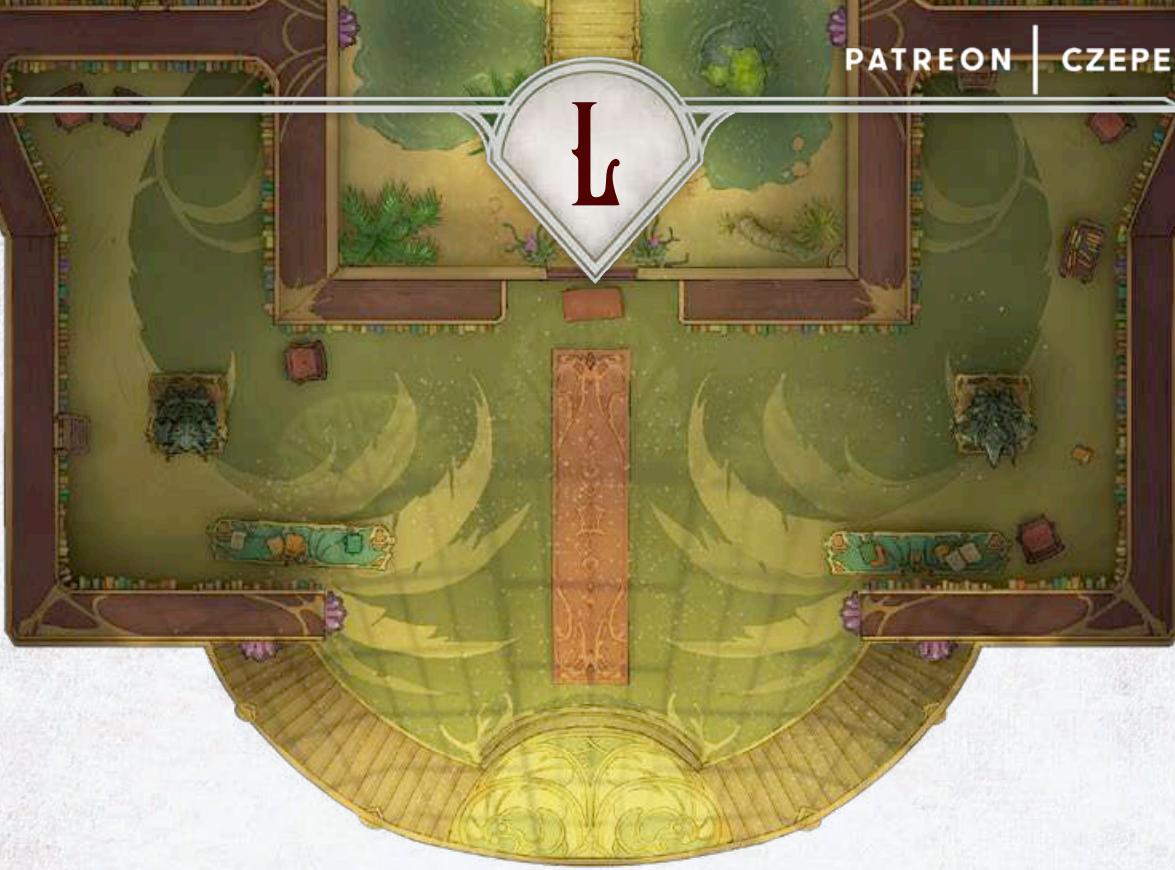
LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Kuo-Toa archpriest can take a lair action to cause one of the following effects:

- The Kuo-Toa archpriest utters a prayer to the deity represented by the statue in its lair, and the statue seems to answer in incomprehensible gibberish. Each creature within 60 feet of the statue must succeed on a Wisdom saving throw or suffer the effects of the confusion spell until the end of its next turn. The kuo-toa automatically succeed on this save.
- The statue seems to animate itself, and moves up to 30 feet in a straight line. Any creature within 5 feet of the statue when it moves must make a DC 15 Dexterity saving throw. On a failed save, the creature suffers 7 (2d6) bludgeoning damage, is pushed 5 feet away from the statue, and is knocked prone. On a successful save, the creature is pushed 5 feet away from the statue, but suffers no additional effects.
- The Kuo-Toa's imaginary deity performs a miracle. The archpriest chooses up to 1d4 dead **kuo-toa** within 30 feet of the statue, who have died within the last minute. They are brought back to life with 1 hit point. Bolstered by zeal, these kuo-toa have advantage on all attack rolls until the end of their next turn.



L

**LAMIA**

CR 4, MM p.201

A lamia masks the decrepit nature of its lair with illusion magic, and it is constantly charming and beguiling creatures to make them its slaves. Jackals and jackalweres are drawn to a lamia's lair, and serve it faithfully.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the lamia can take a lair action to cause one of the following effects:

- The lamia creates an illusory duplicate of itself which lasts until the lamia dies, uses this lair action again, or the duplicate leaves the lair. The illusion appears in unoccupied space within 60 feet of the lamia. The duplicate is revealed to be an illusion if it is attacked or touched. The lamia can project its voice so it appears to speak through the duplicate, and it can cast spells and use its intoxicating touch as though it was standing in the illusory duplicate's space. As a bonus action, the lamia can cause the illusory duplicate to move up to 30 feet in any direction.
- The lamia chooses an ally it can see, a creature it has charmed, or an illusory duplicate of itself, within 60 feet of it. The lamia immediately swaps places with the creature or illusory duplicate via teleportation.

- The lamia beguiles a creature in its lair, driving it to violence. The lamia chooses a creature it can see in its lair. The creature must succeed on a DC 13 Wisdom saving throw or be charmed by the lamia until the initiative count 20 on the next round. While charmed in this way, the creature must spend its turn attempting to kill a creature of the lamia's choice.

REGIONAL EFFECTS

The lair of lamia is shrouded by illusion, and when empowered by Grazz't can be the location of a dark ritual. This results in the following regional effects:

- The lamia can use an action to change the illusory appearance of its lair. The lamia can only change the surface appearance of its environment, such as making a broken column appear to be whole and freshly painted, it cannot create entirely new illusory objects or structures in this way.
- The lamia can speak to jackals within its lair as though it were under the effects of the *speak with animals* spell.
- A jackal chosen by the lamia that feasts upon a human heart within a lamia's lair is transformed into a **jackalwere** at the next dawn. The jackalwere is loyal to the lamia. The lamia can only create one jackalwere in this way once a week.



LYCANTHROPIES

WERERAT

CR 2, MM p.209

WEREWOLF

CR 3, MM p.211

WEREBOAR

CR 4, MM, p.209

WERETIGER

CR 4, MM, p.210

WEREBEAR

CR 5, MM, p.208

Lycanthropy takes many forms, and so does the type of lair chosen by those who suffer from this curse. The solitary Werebears live as hermits, far from towns and cities. Wereboars live with their families in huts and caves, and are sometimes part of an orcish settlement. Wererats live in sewers and catacombs, surrounded by tamed rats. The proud weretigers can be found in jungles and tropical forests, where they are at the top of the food chain. And finally, werewolves either hide in the middle of regular people, or flee far away to avoid hurting those they love, depending on whether or not they have been consumed by the wolf's bloodlust.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the lycanthrope can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row.

- The dark blessing of lycanthropy repels the tools of hunters within the lair. Any silver object in the lair glows red-hot. Any creature in physical contact with silver until initiative count 20 on the next round takes 2 (1d4) fire damage and suffers an additional 2 (1d4) fire damage upon ending their turn still in contact with a silver object. Each time a creature takes this damage they must succeed on a DC 12 Constitution saving throw or drop the object if possible.
- The feral nature of the curse momentarily surges throughout the lair. Each creature infected with lycanthropy within the lair must use its reaction to make a bite or claw attack against a creature within reach. If it is in humanoid form, it makes this attack as if it was in hybrid form. An unwilling creature can attempt a DC 12 Charisma saving throw to resist this effect.

- The moon either appears or disappears behind the clouds in the sky. Each creature which has been infected with lycanthropy for 24 hours or more in the lair immediately changes its shape. All affected creatures change into the same shape, and depending on which shape that is, an additional effect occurs:
 - Humanoid or hybrid form:** the moon recedes behind heavy clouds, and a 10-foot-radius circle in the lair is plunged into deep darkness, as per the darkness spell, until initiative count 20 on the next round.
 - Animal form:** the moon emerges from behind obscuring clouds, and creatures within 10 feet of the lycanthrope must succeed on a DC 12 Dexterity saving throw or be limned in bright moonlight. Those creatures cannot benefit from being invisible and attacks against them are made at advantage. This effect lasts until initiative count 20 on the next round.
- (Werebear only)** The werebear enters into a violent and monstrous rage until initiative count 20 on the next round. While in this rage, the werebear has resistance to all damage except psychic damage, and gains advantage on melee attack rolls against any creature that doesn't have all its hit points. All attack rolls against the werebear have advantage during this rage.
- (Wereboar only)** Indiscriminate spreaders of their curse, wereboars relish in the primal nature and savagery that others must contend with while cursed. Each creature in the lair cursed with lycanthropy must make a DC 12 Constitution saving throw. The wereboar gains 10 temporary hit points for each creature that fails the save.
- (Wererat only)** The wererat lets out a chilling call as 1d4 **swarms of rats** appear in the lair from crevices and cracks. The rats are friendly to the wererat and act on initiative count 19.
- (Weretiger only)** Using a vine, low hanging branch or other environmental aspect the weretiger moves up to half its speed. This movement doesn't provoke opportunity attacks.
- (Werewolf only)** The werewolf howls, calling to its pack in the area. All non-lycanthrope humanoids within 60 feet of the werewolf must succeed on a DC 12 Wisdom saving throw or be frightened of the werewolf until initiative count 20 on the next round. One **wolf**, which is an ally of the werewolf, emerges from nearby undergrowth.



M

MAGES

ILLUSIONIST	<i>CR 3, VGM p.214</i>
ENCHANTER	<i>CR 5, VGM p.213</i>
TRANSMUTER	<i>CR 5, VGM p.218</i>
CONJURER	<i>CR 6, VGM p.212</i>
MAGE	<i>CR 6, MM p.347</i>
DIVINER	<i>CR 8, VGM p.213</i>
ABJURER	<i>CR 9, VGM p.209</i>
NECROMANCER	<i>CR 9, VGM p.214</i>
EVOKER	<i>CR 9, VGM p.217</i>
ARCHMAGE	<i>CR 12, MM p.342</i>

Mages are known for building towers, often involving impossible architecture and wondrous magical features. Each tower is an eminently unique edifice, showing off its resident's talent, personality and often their field of study or their role within society. And while some of the spells cast upon these towers exist only to improve the quality of life and the productivity of research within its walls, no effort is spared when it comes to securing the tower against intruders and enemy mages who might seek to steal a competitor's valuable knowledge.

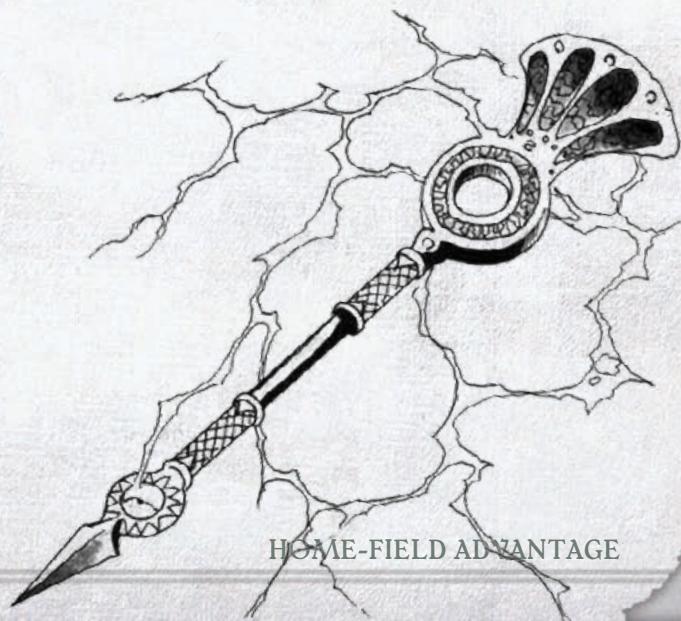
Tower Customisation. The following is a list of magical defenses which wizards might install, but they are both extremely costly and incredibly difficult to set up, as there can be magical interferences between the different defense systems. Mages can choose a number of lair action options from this list up to half their challenge rating, rounded up.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the mage can take a lair action to cause one of the magical effects that they have chosen for their lair; the mage can't use the same effect two rounds in a row:

- The doors of the lair are portals leading to other rooms, which the mage can reconfigure with a thought. Until the mage uses a different lair action, whenever a creature passes through a door, it must succeed on a Charisma saving throw against the mage's spell save DC, or be teleported in a room of the mage's choice.

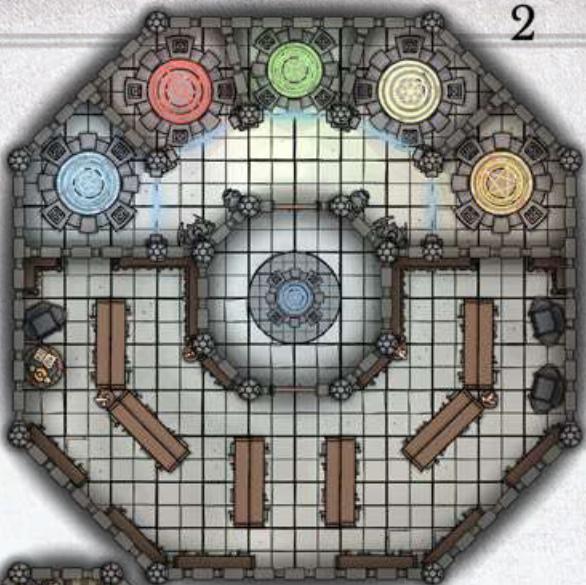
- The mage believes walls and ceilings to be a waste of perfectly usable surfaces, so they have included gravity-altering magics in their tower. Until the mage uses a different lair action, gravity pulls all creatures and objects within the lair in a direction of the mage's choice, instead of down.
- There is a magical storage system within the tower to help with keeping the tower tidy. With a thought, the mage teleports up to three huge or smaller objects that are not being worn or carried, from anywhere within the lair, to unoccupied spaces anywhere else in the lair.
- An enchantment on the tower compels all who enter to act with dignity and politeness, and avoid damaging or dirtying anything during their stay within the tower. Until the mage uses a different lair action, whenever a creature other than the mage damages or dirties an object within the lair, even accidentally, the creature must succeed on a Wisdom saving throw against the mage's spell save DC or become charmed. The charmed creature cannot move, and the only action it can take is to apologize profusely to the mage for being a terrible guest. When it takes this action, the charm ends.
- The mage has a crystal ball used to survey their entire tower, and defend it from a safe location. Until the mage uses a different lair action, any spell cast by the mage has a range of "the entire lair" unless it has a range of self or touch, and the mage can see the entire lair and every creature inside of it.
- One of the magical defenses of the tower causes magical interference. Until the mage uses a different lair action, every time a creature within the lair attempts to cast a spell, it must succeed on an Intelligence (Arcana) check with a DC of $15 +$ the spell's level, or the spell's casting fails.
- Mages are known to seldom converse in person, preferring to send magical proxies while they remain in the safety of their own room. A *simulacrum* of the mage appears in an unoccupied space within the lair. It has half of the maximum hit points of the mage, and only has spells slots of up to 4th level. Once the mage has used this lair action, it cannot use it again until the next dawn. The simulacrum is destroyed if it leaves the tower or if the mage uses this lair action again.
- Mages know that brains are better than brawn, for they know that brains can create brawn. There are 6 suits of decorative armor within the tower, and by activating the tower's defense systems, the mage can turn up to two of them into **animated armors** (or **helmed horrors** if they are an archmage).
- Shining runes slowly drift in the air towards the mage's head, as it pulls from the knowledge contained within nearby bookshelves. The archmage rolls $2d4$ and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, it instead gains twice this amount of temporary hit points.
- The mage has hidden 6 *glyphs of warding* with various passwords in the tower. It speaks one password and activates a glyph within 60 feet of itself with the effect of one of the following spells using the mage's spell save DC: *banishment*, *cloudkill*, *cone of cold*, *lightning bolt*, *stinking cloud*, or *web*.
- The glyph's effects last for their full duration unless dispelled. The effects of the glyph ends early when the mage takes another lair action. Once a certain spell glyph has been used it cannot be used again until the mage replenishes the glyph.
- If the mage is currently concentrating on a spell, it channels the spell into a glyph on the floor which helps relieve the mind. The spell doesn't require concentration, and instead lasts until the mage dies, or uses another lair action.
- The mage is specialized in one school of magic, and their tower is magically attuned to this field of study. Until the mage uses a different lair action, whenever it casts a spell of the chosen school of magic, the spell is cast at one level higher than the level of the spell slot that was used.



1



2



3



4

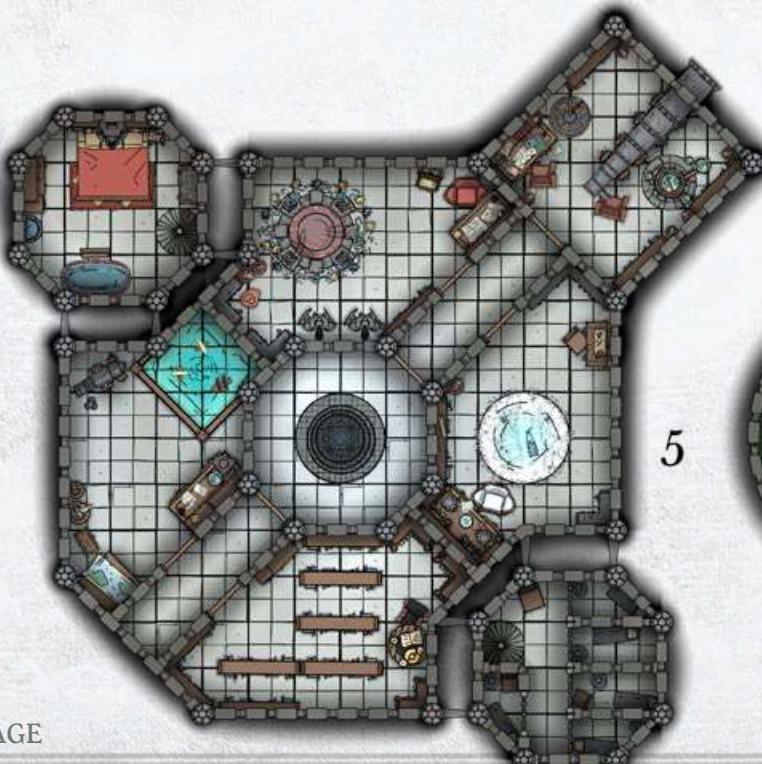


After making an enemy out of an archmage, it took several nail-biting fights, over several days, for the party to learn of clones, simulacra, contingencies and magic jars... Eventually, they realized that they would have to cut the problem at the root, but there was still much more for them to learn...



M

Archmage's Demiplane



5



Disposal Demiplane

MAMMOTH

CR 6, MM p.332

Mammoths are migratory creatures, passing through the tundra in search of greener pastures in the harsh winter. In summer they return to their homelands - places these creatures know better than any tracker. In these pastures, the mammoths raise their young and breed, and it is here where they are most in their element - as well as where they are most dangerous. These lairs are comprised of mostly frozen tundra with sparse vegetation and heavy snowfall.

Matriarchy. Mammoths live in familial groups led by the oldest and wisest female. This mammoth has usually been in her herd for several decades and has invaluable knowledge of the lay of the land that helps the herd survive. The matriarch is the only mammoth that can take lair actions, and the herd loses the ability to do so if she dies. They regain the ability to perform lair actions after they have mourned the passing of the previous matriarch, a process that, unless interrupted, takes 24 hours.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the mammoth can take a lair action to cause one of the following effects:

- The mammoth bellows and signals for the herd to form a defensive formation around young, weak or injured mammoths and protect them. Each other mammoth that can hear it can move up to its speed.
- The mammoth slams the ground, causing one creature within 60 feet to collapse into a hidden sinkhole that the mammoth was aware of. The creature must make a DC 16 Dexterity saving throw or fall through the snow and be buried in it, becoming restrained. The creature can use an action to repeat the saving throw, freeing itself on a successful save.
- The mammoth purposefully disturbs a hot spring passing underground. Creatures in a 10-foot square within 30 feet of the mammoth must make a DC 16 Dexterity saving throw or take 13 (3d8) fire damage as they are scalded by boiling water. Creatures that fail the saving throw by 5 or more are also blinded until initiative count 20 of the next turn.

REGIONAL EFFECTS

A typical mammoth herd's territory is marked by the animals' presence, creating one or several of the following regional effects:

- Creatures can find patches of mammoth bones clumped up together with small rocks within 6 miles of the mammoth herd. A DC 16 Wisdom (Nature) check reveals that this is a mammoth graveyard, where elderly mammoths go to die.
- Wisdom (Survival) checks made to find water or fresh vegetation within 6 miles of the mammoth herd have advantage, as the mammoth herd has dug out sources of vegetation and small wells for water.
- Tar pits can be found within 6 miles of the mammoth herd. The tar pits are difficult terrain. A creature that enters one must make a DC 15 Strength saving throw or become restrained. A creature can repeat the saving throw as an action on its turns and gains 1 level of exhaustion after every three checks it makes. A creature trapped in a tar pit cannot recover from exhaustion.

These effects dissipate over the course of 2d6 months after all mammoths in the area are dead or permanently removed from it.



MANTICORE

CR 3, MM p.213

Manticores lair in open caverns and crumbling ruins, where they can use vertical terrain to their advantage against any intruder. They often have cages of captured beasts for amusement and later consumption, or even a humanoid hostage or two.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the manticore can take a lair action to create one of the following effects; it can't use the same effect two rounds in a row:

- Stalactites or rubble fall from the ceiling onto a creature of the manticore's choice within the lair. The creature must succeed on a DC 13 Dexterity saving throw or take 9 (2d8) bludgeoning damage and fall prone. A creature that fails this save by 5 or more is also restrained by the rubble until they or another creature makes a DC 13 Strength check as an action to free them.
- The manticore echoes its voice across the walls of its lair, disorienting each hostile creature within,



who must make a DC 13 Wisdom saving throw. On a failed save, a creature has disadvantage on attack rolls until the end of its next turn.

- The manticore unleashes a wild beast it has caged up in its lair. Roll a d4 on the table to determine the type of beast, if needed. The beast acts on initiative count 19, and attacks the nearest hostile creature for 1 round before fleeing the lair.

d4	Creature
1	wolf
2	swarm of bats
3	giant badger
4	boar

MARTIAL ARTS ADEPT

CR 3, VGM p.216

A martial arts adept's lair is a location suffused with natural ki, which the martial arts adept has tapped into by spending countless hours in meditation. This location might be a monastery, or a hermit's cave atop a mountain, for example. Often, these locations include a lot of verticality - cliffs, tiered roofs and training posts, which the martial adept uses to train, every day.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the martial arts adept can take a lair action to create one of the following effects; it can't use the same effect two rounds in a row:

- The martial arts adept takes a deep breath, expelling negative energies within itself. The martial arts adept immediately ends one condition affecting it.
- The martial arts adept draws in ki from its surroundings, using it to propel it in a blur of motion. The martial arts adept immediately moves up to its speed, without provoking opportunity attacks. Additionally, until initiative count 20 on the next round, the martial arts adept can move along vertical surfaces and across liquids without falling.
- The martial arts adept takes a defensive stance, grounding itself and channeling the ki of its lair to heal itself. The martial arts adept immediately regains 15 hit points. Until initiative count 20 on the next round, attacks against the martial arts adept have disadvantage, it has advantage on Dexterity saving throws, and its speed is reduced to 0.

MARUT

CR 25, MTF p.213

It is in the Hall of Concordance that the marut brings people who have broken a magical contract of cosmic importance. This mystical judicial center is a place of pure law, where great machines and rigid geometric designs dominate the architecture, and infinitely complex contraptions can be heard ticking behind every wall. This grand and spacious courtroom, where judgement is passed, is considered the marut's lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the marut can take a lair action to cause one of the following effects:

- A cage of shimmering golden force energy 20-foot tall, 5-fot thick, with a radius of up to 90 feet appears centered on the marut. The cage has a ceiling, and its walls are opaque, do not allow spells or objects to pass through, and they extend into the Ethereal plane. When a creature attempts to teleport in or out of the cage, it must succeed on a DC 20 Charisma saving throw or have its teleportation fail and expend whatever resource it used in the attempt. Any creature that is in the cage's space when it appears must make DC 21 Strength saving throw. On a failed save, a creature takes 22 (4d10) force damage and is shoved to one side of the cage of the marut's choice. On a successful save, the creature takes no damage and is shoved to one side of its choice.

The marut itself maintains the cage, as if concentrating on a spell. When the marut uses this lair action while a cage is active it can choose to expand or shrink its radius by 20 feet, pushing any creatures that the wall makes contact with, up to a minimum radius of 10 feet. A casting of *disintegrate* or a 9th level *dispel magic* spell can destroy the cage.

- The hammer of adjudication crashes down to force a creature to its knees. One creature within 60 feet of the marut must succeed on a DC 20 Charisma saving throw or be paralyzed until the end of its next turn, and knocked prone. Creatures that have broken a contract created at the Hall of Concordance make the saving throw with disadvantage.

- The Hall of Concordance's powerful wards and seals are summoned by the marut, instantly causing the effects of the *hallow* spell in an area of its choice and using its spell save DC. If the marut uses this lair action again it can change the effect it chose or add an additional effect to the hallowed area, up to a maximum of 2 effects at a time. When choosing an additional effect or replacing an effect, the marut can choose different targets for each new effect. The marut can only choose from the Energy Protection, Energy Vulnerability, Extradimensional Interference, Silence and Fear effects.

REGIONAL EFFECTS

The Hall of Concordance is a place of powerful lawful energy and produces one or several of the following effects:

- Critical hits and critical failures are both nullified within 1 mile of the Hall of Concordance.
- When a creature first enters the Hall of Concordance, it can choose to deal average damage with all of its attacks instead of rolling.
- The rhythmic crashing of hammers passing judgment can be heard distantly echoing within 1 mile of the Hall of Concordance.
- Any mind-altering effects, charms and magical compulsions, not performed by one of the Hall of Concordance's inhabitants, are temporarily suppressed while in the Hall. Such effects return immediately upon moving further than 1 mile away from the Hall of Concordance.
- Any contract signed within the Hall's confines is deemed to have greater weight, and its breaking by any party involved may result in becoming the target of a marut.
- A creature within 1 mile of the Hall of Concordance must make a DC 20 Charisma saving throw before attempting to knowingly deceive another creature. On a failure, it cannot lie for 1 hour or until it leaves the area. On a success, it becomes immune to this effect for 10 minutes.

These effects do not fade, even if the marut is slain.

MEDUSA

CR 6, MM p.214

Medusae prefer to lair in places of former opulence, such as abandoned manors, ruined castles, or forgotten temples. These spaces are invariably populated by a great variety of snakes that the medusa keeps as company, as well as the petrified remains of their victims.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), the medusa can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The medusa calls snakes to their defense, which form into a **swarm of poisonous snakes** within 5 feet of a hostile creature within the lair. These snakes act on initiative count 19.
- A stone remnant of a humanoid momentarily animates and makes one melee attack (+5 to hit) against a creature within 5 feet of it. On a hit, the target takes 9 (2d8) bludgeoning damage and is affected by the medusa's Petrifying Gaze.
- An unnatural hush falls over the lair. The medusa can immediately move up to its speed and take the Hide action, with advantage on its Dexterity (Stealth) check. Any creature that had averted its eyes from the medusa on their previous turn automatically loses track of the medusa's location.

REGIONAL EFFECTS

The medusa's lair leaves an indelible mark on its surroundings, including specific defenses established by the medusa to ensure their lair's integrity, creating the following effects:

- Various varieties of snake come to inhabit the area within 1 mile of the medusa's lair, even if they would otherwise find it an unsuitable environment.
- The medusa has a magical link with any snakes within 1 mile of its lair, able to see through their eyes and hear what they hear.
- Mirrors brought within 1 mile of the lair slowly lose their reflectivity and turn totally frosted after a week. Other shiny objects likewise lose their luster. Even pools of water turn dull and cease to reflect light across their surfaces.
- Travelers through the area within 1 mile of the medusa's lair might come upon out-of-place stone statues, smashed to pieces - the remains of the medusa's victims.

These effects fade over 1d4 weeks if the medusa is slain or otherwise driven from the lair.



The grandiose halls once spotless
and shining merely display a dull
matted sheen. The echoes of history
lost beyond its walls.

MEENLOCK

CR 2, VGM p.170

Whenever multiple meenlocks arise simultaneously, a labyrinthine subterranean lair, lined with black moss, arises with them. Whilst in their lair, meenlocks can manipulate it to entrap creatures brave or foolish enough to enter, separating them and preying on their delicious fear.

Horde of Dread. Meeenlocks can take lair actions as long as there is at least one meenlock in the lair that isn't incapacitated.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the meenlock take a lair action to cause one of the following effects:

- The gloom of the lair stretches and twists into a shroud of darkness. The meenlocks create a 5-foot-radius sphere of magical darkness centered on a point a meenlock can see within 30 feet of it. The darkness lasts until this meenlock dies or leaves the lair. A creature with darkvision can't see through this darkness, and non magical light can't illuminate it, but the meenlocks can see through it as if the area was dimly lit.



- The black moss that lines the meenlocks' lair moves inward to block a passageway within 30 feet of a meenlock, creating a wall up to 20 feet long, 10 feet high, 1 foot thick. Each 5-foot wide section of wall can be attacked (AC 10, 10 hit points, resistant to bludgeoning and piercing damage). The wall lasts until the meenlock who chose where to put the wall dies, or leaves the lair.
- Each meenlock focuses its attention on a single creature it can see, bombarding it with telepathic horror. Until initiative count 20 on the next round, the creature has disadvantage on saving throws against being frightened or paralysed.

REGIONAL EFFECTS

The sinister powers of the meenlocks influences the region around them, resulting in the following regional effects:

- Meenlocks are aware of the presence of creatures within the lair that have an Intelligence score of 4 or higher. They know the distance and direction to each creature, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.
- Sound is unnaturally muffled in the lair due to the black moss that covers every surface. Creatures in the lair cannot hear anything that occurs out of their direct line of sight, such as round a corner.
- Restful sleep is difficult in the vicinity of the lair, as sleeping creatures are haunted by terrifying nightmares. Any creature attempting to take a short or long rest within 1 mile of a meenlock's lair must make a DC 11 Charisma saving throw. Creatures that fail this saving throw gain no benefit from a short rest. If they were attempting to take a long rest, they instead gain the benefits of a short rest and gain a level of exhaustion due to their troubled sleep.

These effects fade over the course of 1d4 hours after the meenlocks are slain or permanently chased away from the area.

MINOTAUR

CR 3, MM.223

The mazes that hold minotaurs are their hunting grounds. The bestial creatures stalk the twisting passages of their lairs seeking those unfortunate enough to arrive by misfortune, or unwise enough to come by choice.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the minotaur can take a lair action to cause one of the following effects:

- The bellows of the minotaur echo through the maze. Each creature within a 10-foot-radius circle in the lair must succeed on a DC 14 Wisdom saving throw, or become frightened of the minotaur until initiative count 20 on the next round. Creatures frightened this way must use their movement on their turn to move as far away from the minotaur as possible. If faced with a branching pathway or other choice of direction during that movement, they choose their path at random.
- An unstable section of the maze tumbles to the ground. One creature within 5 feet of a wall of the maze must succeed on a DC 14 Dexterity saving throw or suffer 7 (2d6) bludgeoning damage and be restrained until initiative count 20 on the next round.
- The minotaur uses its secret knowledge of the maze to pass through hidden areas. As a reaction, it may move up to half its speed, and this movement can take it through hidden passages, allowing it to move through the walls of the maze.



MORKOTH

CR 11, VGM p.177

The lair of a Morkoth is a strange underwater cavern, where the planes physically intersect. Fauna, flaura and objects from all over the multiverse clutter every surface, and in the darkness, the morkoth's eyes glint with the prospect of adding yet another bauble to its collection.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the morkoth can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The morkoth emits a powerful aura of greed, which attracts valuable items to its hoard. A creature the morkoth chooses within its lair must make a DC 15 Intelligence saving throw. On a failure, the morkoth learns all of the items the creature is currently carrying, wearing or wielding, and their effects. The morkoth then selects one of these items, and the item is teleported to the morkoth's hoard. If the item requires attunement, the morkoth can choose to attune to it immediately.

The item is magnetically stuck to the morkoth's carapace. A creature within 5ft of the morkoth can use an action to try and pull the item free, by making a DC 15 Strength (Athletics) check.

- The morkoth uses planar magic to merge its lair with the border ethereal. Each creature in the lair must succeed on a DC 15 Charisma saving throw or become shifted into the border ethereal until initiative count 20 on the next round. A shifted creature can act normally, but any attack or spell it makes can only affect other shifted creatures, and any attack or spell made by a non-shifted creature can only affect other non-shifted creatures. Shifted and non-shifted creatures can still see and hear each other, though they appear blurry to one another.

- Creatures the morkoth has added to its collection of worshippers throughout its planar travels are forcefully teleported to an unoccupied space in its lair. The morkoth can select up to 1d4 creatures who have been on its island for at least a week, or select random creatures by rolling on the following table:

d4	Creatures
1	1 priest & 2 veterans
2	6 kuo-toa
3	3 azer
4	1 green slaad

The summoned creatures roll initiative and obey the Morkoth's orders, but are surprised until the end of their next turn.



N

NAGPA

CR 17, MTF p.215

Nagpas are puppeteers and manipulators that make their lairs far from civilization. A nagpa's lair is extremely well hidden, and even better defended. Magical traps and contraptions cover every inch of the lair. The most common places a nagpa will make its lair in are ruins of places that used to contain knowledge such as vaults, libraries or universities. Often, the nagpa itself brought its lair to this ruinous state in the first place.

Arcane Scavengers. When making their lairs, the nagpa will take care to preserve any remaining magical seals or technology that was left behind from the lair's previous occupants, and repurpose them to serve their interests. A nagpa can choose to take lair action options from both its unique lair actions and the lair actions available to Mages. It cannot have more than five lair actions available to it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the nagpa can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The nagpa casts *mislead* without expanding a spell slot. When the nagpa casts this spell in this way, the spell does not require concentration, but it only lasts until initiative count 20 on the next round. As part of this lair action the nagpa also teleports up to 15 feet.
- The nagpa chooses one creature other than itself it can see within 90 feet of itself. The creature must succeed on a DC 17 Wisdom saving throw or take 29 (8d6) psychic damage. If a creature that fails this saving throw is a spellcaster, the nagpa learns one of the creature's spells and is able to cast it once on its turn without expending a spell slot (DM's choice which spell). The nagpa can store up to three spells in this way and can hold a spell up to 1 hour. If the nagpa steals spells from a creature three times it can no longer do so.
- A confounding mist spews from cracks in the floor and between debris in a 30-foot-radius sphere within 120 feet of the nagpa and remains until initiative count 20 on the next round or until dispersed by a strong wind (10 miles per hour or more), the mist also spreads around corners. A creature that enters the mist or starts its turn there must succeed on a DC 17 Wisdom saving throw or have its Intelligence and Charisma scores reduced to 2 while the mist remains. The mist is opaque and lightly obscures the area.





NEOGI MASTER

CR 4, VGM p.180

The Neogi build strange alien flying warships in the shape of spiders, that they use as their lairs. It is not uncommon for a crew of neogi to be left stranded on the material plane after a crash, or for a scouting party to land on the material plane in preparation for a much larger invasion force. These ships have been used to conquer many worlds, and are fearsome machines in and of themselves.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the neogi master takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The neogi psionically commands its ship to engage the artificial gravity systems. The gravity inside the lair shifts to a direction of the neogi's choice. All creatures and objects that aren't somehow anchored to the ground in the area fall in that direction. A creature can make a DC 14 Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling or a wall) is encountered in this fall, the creature takes 3 (1d6) damage for each 10 feet it has fallen.
- The ship is built from a dark crystalline material which strengthens the neogi's psionic abilities. The neogi makes a DC 14 Charisma check. On a success, it regains the use of its enslave action, or one expended spell slot.

- Visions from the far realm appear around the lair, bolstering the neogi's control over its minions. Until initiative count 20 on the next round, any creature under the effect of the neogi's enslave action has disadvantage on saving throws made to end the effect.

REGIONAL EFFECTS

The Neogi often seek to expand their domain and conquer the land around their ship, producing one or more of the following effects:

- Both settlements and the wilderness within a 10 mile radius of the lair are eerily devoid of all small or larger creatures, as all life forms have either been enslaved if they could be useful as manual labor, or eaten if they could not.
- Mind-controlled scouts are placed in strategic locations within 1 mile of the lair, telepathically reporting any activity they spot to the neogi master.
- At night, one star in the sky seems to shine noticeably brighter than it normally does when within 20 miles of the lair. A creature proficient with cartographer's tools, nature or religion notices the change. A successful DC 20 Intelligence (investigation) check on subsequent nights might reveal the star to have moved slightly compared to where it was the night before.

These effects fade over the course of 1d10 days after the neogi master is slain.

NIGHTWALKER

CR 20, MTF p.216

A nightwalker is, by its very nature, alien to all things of essence and life. They are only pulled into the Material Plane by replacing some unfortunate soul that found itself slipping into the Negative Plane. These beings are the symptom of a truly horrifying probability: the barrier between the Material Plane and the Shadowfell has very likely been broken.

Because nightwalkers haunt areas associated with the creature trapped within the Negative Plane, such locations may be considered the nightwalker's lair. A ghastly, cursed miasma fills the chambers of the lair, capable of draining a creature targeted with restorative magic. When it has settled into its lair, the nightwalker is able to create pockets of a forgein, fell darkness to confuse its prey.

Even for all of this, it's when a nightwalker's lair is within the Shadowfell that it is at its greatest potential. Here, the nightwalker is capable of transforming those it slays into undead husks, devoid of life and soul, known as bodaks. This makes nightwalkers one of Orcus' favored headhunters, as such a transformation would normally require the humanoid to have been devoted to the Blood Lord.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the nightwalker can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The miasma that fills a nightwalker's lair pulses with anti-life, sapping restorative energy. Any creature within the lair must succeed on a DC 21 Charisma saving throw or be cursed until the end of the nightwalker's next turn, or until targeted by a remove curse spell. While cursed in this way, any healing spells or magical effects that restore hit points for the creature instead deal necrotic damage equal to the hit points that would have been restored, ignoring resistance or immunity.
- If the nightwalker's lair is within the Shadowfell and it contains a humanoid killed by the nightwalker, it causes the corpse to rise as a **bodak**. The bodak is allied to the nightwalker and will defend it at all costs. If the lair is not on the shadowfell, the corpse instead rises as a **zombie** under the nightwalker's control.

- Wisps and tendrils of shadow fill a 60-foot sphere centered on a point the nightwalker can see in its lair, creating an area of magical darkness that the nightwalker can see through. The sphere does not move with the nightwalker, and it remains for 1 minute or until the nightwalker uses this action again.

REGIONAL EFFECTS

The area surrounding a nightwalker's lair is suffused with negative energy, resulting in the following effects:

- The nightwalker can sense the presence of any living creatures within 1 mile of its lair and the direction to their location.
- Humanoids that die within 1 mile of the nightwalker's lair must succeed on a DC 21 Charisma saving throw or rise as a zombie under the nightwalker's control in 1d4 rounds.
- Restful sleep is difficult in the region. Any creature attempting to take a short or long rest within 1 mile of a nightwalker's lair must make a DC 21 Charisma saving throw. Creatures that fail this saving throw gain no benefit from a short rest. If they were attempting to take a long rest, they instead gain the benefits of a short rest and gain a level of exhaustion due to their restless sleep.
- Plants within 1 mile of the lair die over the period of 1 day.
- Wild animals vacate the area within 1 mile of the lair, making the area unnaturally quiet and still. Anyone attempting to bring a beast within 1 mile of the lair must succeed on a DC 21 Wisdom (Animal Handling) check to keep the beast calm. On a failure, the beast refuses to get any closer to the lair. A beast forced closer is frightened until it leaves the area.

These effects fade over the course of 1d10 days after the nightwalker is slain.



NILBOG

CR 1, VGM p.182

A nilbog might set up a twisted, manic version of a court for itself, where it issues ridiculous decrees. The nilbog is often surrounded by other goblins who delight in its antics.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the nilbog can take a lair action to create one of the following effects; it can't use the same effect two rounds in a row:

- The nilbog does a little jig then points at a creature it can see within 30 feet of it and tries to magically compel it to dance. The creature must succeed on a DC 12 Wisdom saving throw or become restrained until it takes damage, the nilbog dies, or the nilbog uses this lair action again. The creature is restrained, and can repeat the save as an action, ending the effect on a successful save.
- The nilbog taunts and goads creatures it can see into attacking it. The next time the nilbog uses its Reversal of Fortune trait, it can also teleport up to 60 feet to an unoccupied space it can see, whereupon it continues to taunt its enemies.

- The nilbog chants “Booyahg! Booyahg! Booyahg!”, and this chant is taken up by any goblins that can hear the nilbog. One creature the nilbog can see within 30 feet of it must succeed on a DC 12 Charisma saving throw or be affected by one of the wild magic effects from the table below (roll randomly):

d6

Wild Magic Effect

- | | |
|---|---|
| 1 | The creature grows a long beard of feathers that remains until it sneezes, at which point the feathers explode out from its face. |
| 2 | The creature's feet are covered in slippery oil and it must make a DC 12 Dexterity saving throw at the start of each of its turns for the next minute. On a failure, it falls prone and is unable to stand until its next turn. |
| 3 | The creature can't speak for the next minute, when it tries, pink bubbles float out of its mouth. |
| 4 | The creature's hair falls out, but grows back within 24 hours. |
| 5 | The creature is frightened by the nearest creature to it until the end of its next turn. It screams and gibbers in fright comically during its turns. |
| 6 | The creature's size decreases by one category for the next minute. Its voice becomes very squeaky and high pitched whilst it is shrunk. |

NOBLE

CR ½, MM p.348

A noble might be the mayor of a small town, head merchant of a trade caravan, or lord of a local mansion, and their position within society dictates what kind of building serves as their lair.

Alternative Noble Statistics. The noble as described in the *Monster Manual* is used to represent an aristocrat with little combat training beyond a little fencing. Some nobles have more martial prowess, and could instead be represented using a **priest**, **knight** or **mage** stat block, for example. If they do, they have access to the lair action options presented here on top of their usual lair actions options, but can still only take one lair action per round.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the noble can take a lair action to cause one of the following effects:

- Guards and servants rush to protect the noble. Until initiative count 20 on the next round, whenever the noble is targeted by an attack, an ally of the noble within 5 feet of them can use its reaction to change places with the noble, becoming the target of the attack.
- The noble's guards and servants attempt to usher the noble to safety through a nearby door or secret passage. The noble and any of its allies within 5 feet of it can use their reactions to move up to their speed. The noble does not provoke opportunity attacks when they move in this way, and they can move through walls as though there were a passageway in that space.
- The noble shouts words of encouragement or intimidation to their guards. Each ally of the noble that can hear them has advantage on the next attack roll or saving throw it makes.

REGIONAL EFFECTS

Whether out of fear, respect or admiration, creatures living on the noble's land are reluctant to turn against them. Any Persuasion or Intimidation checks made to try and persuade a creature living on the noble's land to do something that would upset the noble has disadvantage.



NOTHIC

CR 2, MM p.236

Nothics are aberrations with a desire for arcane secrets. They skulk through libraries, laboratories, or other places of arcane knowledge. There, they obsessively analyze anything they can get their hands on, compelled to acquire it for reasons beyond their understanding.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the nothic takes a lair action to cause one of the following effects; the nothic can't use the same effect two rounds in a row:

- The nothic shimmers and turns invisible for 1 minute, magically blending in with the surroundings of the lair until it takes an attack or action. As part of the same lair action, it can move up to 10 feet.
- The nothic briefly curses a creature within 30 feet to share in its covetous madness. That creature must succeed on a DC 12 Wisdom saving throw or take 7 (2d6) psychic damage and become magically cursed to suffer from the effects of the *confusion* spell during its next turn.
- The nothic awakens an inanimate object within its lair, such as a book, stool, or other small object. Use the **flying sword** statistics for this object, with the exception that it deals 3 (1d4+1) bludgeoning damage on a hit if the animated object isn't a weapon. Roll initiative for the animated object; it takes its turn on its own initiative count. The nothic can animate a maximum of three items simultaneously in this way.
- The nothic burrows into the mind of a spellcaster within 30 feet of itself, attempting to steal thoughts from their mind. The spellcaster must succeed on a DC 12 Intelligence saving throw or take 4 (1d6+1) psychic damage, and the nothic casts a spell that the spellcaster knows or has prepared. On a successful save, nothing happens.

REGIONAL EFFECTS

If a nothic has occupied a region for some time, it becomes warped and cursed, similar to nothics themselves, producing one or more of the following effects:

- Books will flip open by themselves, turning their pages slowly as though read by an unseen person.
- Creatures in the region become slightly forgetful. They may temporarily forget things they've known for a long time, such as another's person's name. They instantly remember these things once they leave the region or if the nothic dies.
- Creatures with multiple eyes must make a DC 12 Wisdom saving throw when they enter the region. Creatures that fail the save become blind in one eye until they leave the region or until the nothic dies. While a creature is blinded in one eye, they have disadvantage on Wisdom (Perception) checks and ranged attack rolls.

These effects end immediately after the nothic is slain.



O

OBLEX

ADULT OBLEX

CR 5, MTF p.218

ELDER OBLEX

CR 10, MTF p.219

An Oblex is an incredibly smart creature which knows how to hide its presence from the settlements it invades. It will usually set up a lair that is difficult to reach without squeezing like an ooze can, in a location which wizards might frequent so the oblex can feed, and with a natural smell to camouflage its own sulfurous odor. Such locations might be, for example, a natural cavern near a popular hot springs location, the cellar of an incense shop, or the attic of an apothecary.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the oblex can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- One of the oblex' simulacra explodes. The simulacrum is destroyed, and a cloud of sulfurous gases, as per the *stinking cloud* spell (no concentration required, save DC 18) fills a 10-foot-radius sphere centered on the space it occupied. The cloud dissipates on initiative count 20 on the next round.
- The oblex forgets the memories of a non-ooze creature whose memories it has stolen, to create a more powerful, independant simulacrum in an unoccupied space within its lair. The simulacrum uses the statistics of the creature it is copying, but only has 1 hit point.
- The oblex cannot create a superior simulacrum mimicking this same creature until it drains the creature's memories again. The superior simulacrum is destroyed if the oblex uses this lair action again, or if the oblex is destroyed.
- Thousands of cacophonic voices are projected telepathically, wracking the minds of everyone within the lair. Each creature within the lair who is not the oblex or one of its simulacra must make a DC 15 Intelligence saving throw. On a failed save, a target takes 7 (2d6) psychic damage and must immediately use its reaction, if available, to move as far as its speed allows in a random

direction. On a successful save, the target takes half as much damage and doesn't have to move.

- A creature within 10 feet of the oblex or one of its simulacra makes the save at disadvantage.

OGRES

OGRE

CR 2, MM p.234

OGRE BOLT LAUNCHER

CR 2, MTF p. 220

OGRE HOWDAH

CR 2, MTF p.221

OGRE CHAIN BRUTE

CR 3, MTF p.221

OGRE BATTERING RAM

CR 4, MTF p.220

Free living ogres will settle in abandoned houses, caves or small camps under trees or animal burrows. There they gather hordes of items they collect from their raids and make tarps and clothing from the skins of animals or humanoids they kill.

Gullible and easy to bribe with food, ogres make for excellent weapons of war with their brute strength. When an ogre is trained to serve a group of masters (usually orcs or goblinoids) it becomes very adaptable. An ogre used as a fortress or siege weapon can be made at home in any area its employers reside in - a dungeon, cave, conquered keep or war camp. If the ogre resides in the area for a short while, it becomes its lair.

Ogre Gangs. If multiple ogres reside in the same lair one, only one of them can use lair actions at a time. If an ogre gang's leader is slain, or insubordination is sown amongst the other ogres in the gang, such that they no longer consider it their leader, the ogres lose access to lair actions until the situation is resolved, which usually takes a number of days.

Battle Training. An ogre howdah or ogre battering ram is trained by its masters to help them in combat - a task that it thoroughly enjoys, as it can let out its inner anger. If the ogre is fighting alongside its employer, its employer can use one of the ogre's lair action options in place of its own.



LAIR ACTIONS

On initiative count 20 (losing initiative ties) the ogre can use a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Rocks, wooden planks or stonework crumble from the ceiling. All creatures in a 10-foot square within 60 feet of the ogre must succeed on a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much on a successful one. The area also becomes difficult terrain until cleared.
- The ogre enters a rage at the sight of intruders. Until initiative count 20 on the next round the ogre has advantage on all attacks, but all attacks against it have advantage.
- (**Ogre only**) The ogre flings a tarp made out of animal or humanoid skins on a creature it can see within 30 feet of itself. The ogre makes a ranged weapon attack (see its javelin attack). On a hit, instead of taking damage, the creature is restrained and blinded by the tarp. A creature can use its action on its turn to remove a tarp from itself or from another creature within 5 feet of itself.
- (**Howdah only**) All creatures residing on the ogre's back can immediately use their reaction to make one attack.
- (**Bolt Launcher only**) The ogre takes a piece of large, specialized ammunition strewn about the lair, such as a brazier on a pole or a stone pillar, and loads it in its bolt launcher. Regardless of whether the ogre's next attack hits or misses, each creature within 5 feet of the target, including the

target itself, must make a DC 13 Strength saving throw. On a failed save, a creature takes 9 (2d8) damage of the appropriate type (fire for a brazier, bludgeoning for a pillar, slashing for a piece of jagged metal etc.), is pushed 5 feet away from the blast's direction, and is knocked prone. On a successful save, the creature takes half as much damage, and isn't pushed or knocked prone.

- (**Chain Brute only**) The ogre swings its chain around a pillar, tree or other Huge or smaller object in the lair and pulls it down in a direction of its choice. All creatures in a line that is 20 feet long and 5 feet wide originating from the object must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) bludgeoning damage and become restrained under the debris. A creature can use its action on its turn to pull itself or another creature from under the debris with a successful DC 13 Strength (Athletics) or DC 13 Dexterity (Acrobatics) check.
- (**Battering Ram only**) The ogre raises fortifications prepared for it. A 10-foot high, 20-foot wide wooden or stone barrier rises within 10 feet of the ogre. The barrier is covered in spikes, has 15 AC, 20 hit points and is immune to psychic and poison damage. If a creature is within the barrier's space as it rises it is moved to one side of the barrier (ogre's choice) and must succeed on a DC 14 Dexterity saving throw or take 13 (3d8) slashing damage. The ogre can erect a maximum of two barriers per day. If the ogre uses this lair action while a barrier is already erected, it can move one barrier within 10 feet of itself to a new location within range instead of erecting a new one.

ONI

CR 7, MM p.239

An oni's lair is usually a place filled with malice, attracting evil spirits and causing a sense of unease. Most oni create a shelter within a deep forest, or a cave near the edge of a settlement. But sometimes, an oni hides in plain sight, using its shapechanging abilities to create a lair right in the middle of town.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the oni takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The oni creates an illusory duplicate of itself within the lair. The oni can cast spells as though it were in the illusion's space, but it must use its own senses. Additionally, when both the oni and its illusion are within 5 feet of a creature that can see the illusion, the oni has advantage on attack rolls against that creature. A creature who attacks the illusion must make a DC 13 Intelligence saving throw, realizing the illusion on a successful save. Otherwise, the double lasts until the oni uses a different lair action.
- Drawing on the deepest fears of a group of creatures, the oni creates illusions in their minds, visible only to them. Each creature within the lair range must make a DC 13 Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it may repeat the saving throw ending the effect on itself on a success. Creatures who have already succeeded against this lair action have advantage on their saving throws against it.
- The oni summons 1d4-1 (minimum 1) **will-o'-wisps** within the lair that swarm to attack the creature closest to dying.



ORC LEADER

ORC CLAW OF LUTHIC	VGM p.183
ORC EYE OF GRUUMSH	MM p.247
ORC HAND OF YURTRUS	VGM p.184
OROG	MM p.247
ORC RED FANG OF SHARGRAS	VGM p.185
ORC BLADE OF INLEVAL	VGM p.183
ORC WAR CHIEF	MM p.246

Orc tribes can claim any number of places as their homes. They often dwell in deep caverns or forests, fortified villages in the mountains, or recently conquered settlements, for instance.

Orcish Religion. Each orc tribe usually worships a certain deity more than the others, and this is reflected in the tactics they use and the way their lair is set up.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the orc leader can take a lair action to cause one of the following effects.

- A wave of energy passes through the tribe. Each orc in the lair that can see the leader can use its reaction to move up to its speed toward a hostile creature it can see, or use the shove or grapple action.



- Previously hidden orcs emerge from hidden places in the lair, and 1d4 **orcs** join the battle in unoccupied spaces the leader can see. These orcs are allied to the others in the lair.

Depending on the specific deity the orc tribe follows, the leader can take one of the following lair actions as well:

- If the tribe follows Gruumsh, the leader challenges the tribe's foes. Each hostile creature within 30 feet of the leader must succeed on a DC 13 Wisdom saving throw or use its action on its next turn to make a melee weapon attack against the leader, if able. If a creature misses a melee weapon attack against the leader before initiative count 20 on the next round, the leader may use its reaction to make a melee weapon attack against that creature.
- If the tribe follows Ilneval, the tribe assumes an orderly formation. The leader may choose attack or defense, and all orcs that can hear the leader's voice follow their command until initiative count 20 on the next round.
- If the leader chose defense, all attacks made against an orc have disadvantage if at least one of the orc's allies is within 5 feet of it, and the ally isn't incapacitated.
- If the leader chose attack, orcs have advantage on melee attack rolls if at least one of the orc's allies is within 5 feet of the target, and the ally isn't incapacitated.
- If the tribe follows Luthic, the tribe is healed and strengthened. Up to 3 orcs within 30 feet of the leader gain 5 temporary hit points until the leader uses this lair action again. While an orc still has at least one of those temporary hit points, it has advantage on all saving throws.
- If the tribe follows Shargaas, a supernatural darkness descends upon the lair. All lights sources within 60 feet of the leader are instantly quenched. Any permanent light source is restored at initiative count 20 on the next round. Any spell that creates light is suppressed until initiative count 20 on the next round, unless the spellcaster who cast it succeeds on a DC 13 saving throw using its spellcasting ability.
- If the tribe follows Yurtrus, the leader calls upon foul creatures to serve it in battle. Up to 1d4 **grey oozes**, **swarms of insects**, or **gas spores** emerge from piles of filth in the lair. They are allied to the leader of the orc tribe, though maybe not to all of the other orcs.

OTYUGH

CR 5, MM p.248

Often dwelling in disused middens and sewers, otyugh take advantage of their foul homes for food and defense. In spite of the potential dangers of having one living nearby, there are communities which intentionally court the beasts as a means of preventing wastes from accumulating.

Surprisingly intelligent creatures, otyughs are sapient and possess a unique language, though their thoughts rarely drift far behind food and survival.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the otyugh takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A wave of filth splashes over a 10-foot square centered on a point on the ground within 60 feet of the otyugh that it can see. Each creature in the area must succeed on a DC 12 Constitution saving throw or suffer 5 (2d4) poison damage and be poisoned until initiative count 20 on the next round. The area becomes difficult terrain for 1 minute and any creature entering the area or starting its turn there must succeed on a DC 12 Dexterity saving throw or fall prone and slide 10 feet downward if the area is on a slope.
- Foul insects emerge from the muck where they have been breeding. A **swarm of insects** crawls from an area of filth within the lair. It is not allied with the otyugh, but not directly hostile to it. If three or more swarms have been destroyed, the rest of the insects in the lair flee, and the otyugh can't use this effect until it finishes a long rest.
- Pools of muck connect to one another in the lair. If the otyugh is in an area of filth large enough to bury itself, it can immediately take the Hide action, with advantage as it does so. It can then move under the detritus to another pile within 30 feet which is large enough for it to bury itself in.



REGIONAL EFFECTS

Otyugh settle in very particular areas and shape their environment to their needs, one or both of the following regional effects persist near an otyugh's lair:

- Any creature consuming food or water foraged within 1 mile downstream of the lair must succeed on a DC 11 constitution saving throw or contract the sewer plague disease which manifests when it finishes a short or long rest.
- Foul creatures swarm the region. Any creature attempting to take a short or long rest within 1 mile downstream of the lair must succeed on a DC 13 Dexterity (Stealth) or Wisdom (Survival) check or be found by 2d4 **diseased giant rats or stirges**.

These effects fade over the course of 1d10 days after the otyugh is slain.



Owlbear

CR 3, MM p.249

Ferocious owlbears typically make their lairs in caves or other similar structures. They bring back the half-eaten bodies of their kills, leaving them to rot in the lair to draw in other predators, which become further prey for the owlbear. The owlbear's babies also reside in the owlbear's lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the owlbear can take a lair action to cause one of the following effects:

- One of the baby owlbears lets out a pitiful screech, sending the owlbear into a rage. Until initiative count 20 on the next round, the owlbear can dash as a bonus action and can make an extra claw attack when it uses the attack action.
- The owlbear lets out a terrifying screech. The sound is magnified as it bounces off the cave walls. Each creature in the lair except owlbears must make a DC 13 Constitution saving throw. On a failed save, a creature takes 2 (1d3) thunder damage and is deafened until the end of its next turn.

- The owlbear's baby hoots cutely, cooing at a creature within the lair. That creature must succeed on a DC 13 Charisma saving throw, or be charmed by all owlbears within the lair. This charm effect lasts until an owlbear damages the charmed creature or any of its companions.
- The owlbear feasts on an animal carcass within its lair. It regains 5 (2d4) hit points.





P

PEGASUS

CR 2, MM p.250

As creatures of celestial air, pegasi tend to make their nests in high and inaccessible locations of rarified air, or vast grasslands or forests where they can freely swoop and frolic. The presence of a pegasus ties the region to the upper planes, infusing it with divine magics and the powers of the gods of air and light.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the pegasus can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Whenever a celestial or creature carrying the symbol of a non-evil deity makes an attack roll or saving throw before initiative count 20 on the next round, they add 1d4 to the roll. Whenever a fiend, monstrosity or creature carrying the symbol of an evil deity does so, they subtract 1d4 from the roll.
- A bolt of lightning falls from the sky. One creature within the lair must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) lightning damage, then that creature and any creatures within 5 feet of it must succeed on a DC 12 Constitution saving throw or take 1d6 thunder damage and be knocked prone.
- A blast of wind interferes with one creature within the lair. That creature must succeed on a DC 12 Strength saving throw or be pushed 10 feet in a direction the pegasus chooses. If a creature that fails this saving throw is climbing or flying and can't hover, it falls.
- One creature mounted on the pegasus gains 3 (1d6) temporary hit points and the next time that creature makes a weapon attack before initiative count 20 on the next round, that attack is made at advantage.

PHASE SPIDER

CR 3, MM p.334

Phase spiders take up the same underground lairs as other giant spiders, but seem to prefer locations where magic is present, especially planar magic. Their lairs become crisscrossed with spiderwebs that extend into the ethereal plane, seemingly connecting to nowhere or floating in the air.

LAIR ACTIONS

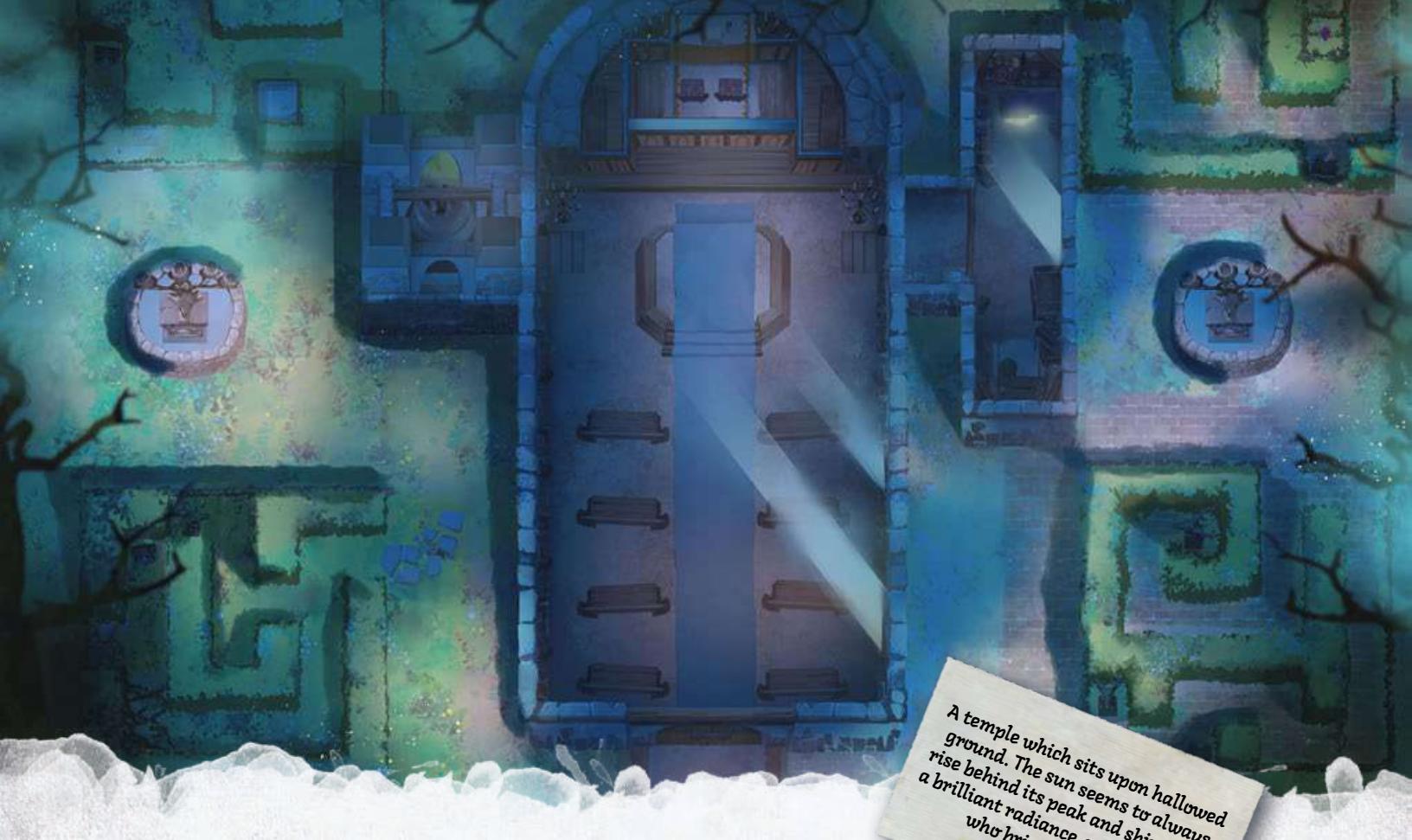
On initiative count 20 (losing initiative ties), the phase spider can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A mass of spiderweb fills a 20-foot cube within the lair, and extends into the ethereal plane. Each creature that starts its turn in the webs or that enters them during its turn must make a DC 11 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a DC 11 Strength check to free itself.

A creature that starts its turn restrained by these webs on the Material Plane is shifted into the Ethereal Plane (where the webbing still restrains them) until the start of their next turn. These webs persist until the spider dies or uses this lair action again.

- A surge of energy cascades through the ethereal plane within the lair. Any phase spiders in the ethereal plane within the lair gain 9 (2d8) temporary hit points. Any other creatures in the ethereal plane within the lair take 5 (1d8) force damage.
- All phase spiders within the lair can choose to immediately shift from the Material Plane to the Ethereal Plane, or vice versa.





PRIEST

CR 2, MM p.348

A priest's lair will be based around a temple or shrine to the deity they serve. This might be an ostentatious gilded temple, a simple stone building around a village shrine or hidden altar in a cave where the priest oversees depraved rites.

Hallowed Grounds. A priest's lair is under the first effect of the *hallow* spell (save DC 13). Some priests are especially powerful, or their temple is a most blessed holy site. These lairs also gain the benefit of the second effect of the *hallow* spell.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the priest can take a lair action to cause one of the following effects:

- The priest forms a divine connection with an ally it can see within its lair. The next time the priest casts a spell, if the spell requires concentration, the priest can have the ally concentrate on the spell for it. The priest may also choose to have the spell effect originate from the ally's space instead of its own. If the spell has a range of self, the priest may have the spell affect the ally instead of itself.

A temple which sits upon hallowed ground. The sun seems to always rise behind its peak and shine with a brilliant radiance, warning those who bring ill fortune.

- The priest draws in divine energy and immediately casts one of the spells it has prepared.
- The priest channels radiance towards one of its allies within 30 feet of it, causing their weapon to glow with holy light. The priest expends a spell slot, and the next time the ally hits a creature with a melee attack before initiative count 20 on the next round, it deals an extra 10 (3d6) radiant damage, plus 3 (1d6) for each spell level above 1st.
- The priest summons protective divine power from its god, and casts the *death ward* spell on itself or a creature it can see. The priest cannot take this lair action again until the next dawn.

RAKSHASA

CR 13, MM p.257

Rakshasa are cunning shapeshifting fiends that integrate themselves into humanoid societies to gather wealth and power. Rakshasa are paranoid schemers that quickly use their abilities to worm themselves into courts and the upper class, as such a Rakshasa's lair can be anything from a secret underground basement to a lavish mansion or palace. A Rakshasa's lair is often filled with elaborate traps that utilize its fiendish nature into their construction.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the rakshasa can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The Rakshasa has many glyphs with various magical passwords covering its lair. It speaks one password and activates a glyph within 60 feet of itself with the effect of one of the following spells using the rakshasa's spell save DC: *banishment*, *lightning bolt*, *stinking cloud*, *confusion*, *greater invisibility*, *cloudkill*

The glyph's effects last for their full duration unless dispelled. The effects of the glyphs end early when the rakshasa takes another lair action. Once a certain spell glyph has been used it cannot be used again until the rakshasa replenishes the glyph.

- A 5ft by 5ft trap door opens under a creature within 60 feet of the Rakshasa that it can see. The trap door leads to either a pit of poisoned blades or a pit of vipers. A creature that falls down into the pit can make a DC 15 Dexterity saving throw to grab and hold on to the pit's walls. On a failed save a creature takes 10 (3d6) piercing damage and must make a DC 16 Constitution saving throw, taking 14 (4d6) poison damage on a failure, or half as much damage on a success. A creature can use half of its movement on its turn to climb out of the pit.
- The rakshasa opens a secret passage in its lair that exits at another point in its lair within 120 feet of the passage's entrance. If a secret passage is already open the rakshasa can use this lair action again to close the passage, trapping creatures inside. A passage's opening mechanism can be forced open with a successful DC 17 Intelligence (Sleight of Hand) check.



REDCAPS

CR 3, VGM p.188

Redcaps usually settle around the place where they're born, and only try to move once they run out of new victims, or if they come under the employ of another creature. The lair is usually stained with blood, and reeks of death. Strange mushrooms grow on every surface, as if they were feeding from the bloodstains themselves.

Blood Ring. At the center of a redcap's lair lies a 10-foot-radius circle of red mushrooms around a particularly dark bloodstain. This blood ring is where the redcap was first born, and where it brings victims to torture and bleed them out.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the redcaps take a lair action to cause one of the following effects:

- The bloodlust of redcaps reaches a fever pitch, and they hurl themselves recklessly into combat. Each redcap within 30 feet of the blood ring can immediately use its reaction to move up to half its speed towards an enemy. Until initiative count 20 on the next round, redcaps in the lair have advantage on attack rolls and strength checks, but attack rolls against them have advantage.

- The Blood Ring releases a puff of red spores, which provoke nearby creatures to further violence. Every creature within 30 feet of the blood ring must succeed on a DC 14 Wisdom saving throw or immediately use its reaction to make a melee attack against a random creature within its reach. Creatures can choose to fail their saving throw against this effect.
- The Blood Ring releases a puff of hallucinogenic white spores. Each creature that isn't a redcap within 30 feet of the blood ring must succeed on a DC 14 Wisdom saving throw or use its reaction to move up to its speed towards the centre of the blood ring.
- If a creature that isn't a redcap has been reduced to 0 hit points within the Blood Ring since initiative count 20 of the previous round, one of the mushrooms of the ring immediately turns into a **redcap**.





REMORHAZ

CR 11, MM p.258

Found only in the coldest climates, remorhazes make their lair where prey is plentiful. They are experts in ambush tactics and will set up pitfalls as they tunnel beneath the snow and lay in wait for a creature to cross into their territory.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the remorhaz can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A build up of steam from a remorhaz tunnel beneath the snow bursts from the ground in a 5-foot square the remorhaz can see as a searing column of air. Creatures within 5 feet of the vented steam must succeed on a DC 17 Dexterity saving throw or take 10 (3d6) fire damage.

If the steam vents beneath a creature, it has disadvantage on the saving throw, and on a

failure, it is also launched into the air, landing prone in an unoccupied space within 10 feet of the vent.

- A 10-foot-square area of ground collapses into a pit created by the remorhaz. Each large or smaller creature in the area must succeed on a DC 17 Dexterity saving throw or fall into the 10-foot-deep pit, taking 3 (1d6) bludgeoning damage as they land prone. A creature who succeeds on the saving throw is pushed to an unoccupied space outside of the area. The edge of the pit is slippery and unstable - if a creature attempts to climb its way out of the pit, it must make the save again.
- The snow within 10 feet of the remorhaz begins to melt from its overbearing heat, causing a cloud of steam rises from the ground, heavily obscuring the area until this lair action is used again or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.



Roc

CR 11, MM p.260

A roc's lair is always high up, usually perched at the highest peaks of mountains. They build massive nests of tree trunks, rubble, carriages, and even the remains of ships.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the roc can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A gust of wind blasts a creature within the lair. That creature and each other hostile creature within 10 feet of it must make a DC 17 Strength saving throw or be pushed up to 50 feet in a direction of the roc's choice. A creature pushed off a ledge by the wind can make a DC 17 Dexterity saving throw to grab hold of the ledge at the last second and end up prone, hanging off the edge rather than falling.

- Strong winds fill the lair. The wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. The wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in the wind (other than the roc) must land at the end of its turn or fall. These winds persist until the roc uses a different lair action.
- Spiny thorns and sharp detritus ensnare a creature within the lair, who must make a DC 17 Strength saving throw. On a failed save, the creature takes 18 (4d8) piercing damage and is restrained until they or another creature makes a DC 17 Strength check as an action to free them.

ROGUES

SPY

CR 2, MM p.349

MASTER THIEF

CR 5, VGM p.216

ASSASSIN

CR 8, MM p.343

A rogue's lair is the definition of prepared, traps are set on a complex series of wires that can be triggered easily (assuming you know which ones to pull.) If encountered in their lair, a rogue works hard to strike from the shadows, picking off intruders one by one. Rogues use carefully positioned vents within the lair to obscure the area, hide, and strike from a surprise position.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the rogue can take a lair action to cause one of the following effects.

- A poison dart trap activates. One creature of the rogue's choice must succeed on a DC 12 Dexterity saving throw or take 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. The lair contains 3 of these poison dart traps, which can be used once each.
- A weighted net trap activates. The rogue chooses a point within its lair. Each creature within 10 feet of that point is trapped under the net and restrained, and those that fail a DC 12 Strength saving throw are also knocked prone. A creature can use its action to make a DC 12 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net destroys a 5-foot-square section of it, freeing any creature trapped in that section. The lair contains two net traps, which can each be used once.
- Vents within the lair become cracked open, closed, or opened fully. Causing a rolling fog to be released into the area or be cut off. Nonmagical open flames within the lair are extinguished and the area becomes lightly obscured (cracked open) or heavily obscured (opened fully) until the rogue takes another lair action or uses this action to close the vents.

ROPER

CR 5, MM p.261

Ropers make their lairs in caves full of stalagmites and stalactites, where they and their piercer offspring can easily blend in.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the roper can take a lair action to cause one of the following effects; it can't take the same effect two turns in a row:

- A **piercer** drops from the ceiling directly above a random creature in the lair other than the roper, using its drop attack with advantage.
- The roper topples an unstable stalagmite within 50 feet of it, shattering it into rubble and creating a 10-foot square of difficult terrain.
- The roper braces itself using solid nearby stalagmites. Until initiative count 20 on the next round, it is immune to being prone and has advantage on Strength, Dexterity and Constitution saving throws.



The party learned of a Zhentarim outpost dug in the cliffside of Skullport. The information they needed was probably located there... It was only a matter of getting in, somehow.

S

SAHUAGIN BARON

CR 5, MM p.264

The Sahuagin live in the deepest and darkest trenches of the ocean, in locations overrun by seaweed, and with no light sources. They often invade structures their armies have conquered from sea elves, tritons or lizardfolk, preferring to keep a palace as a war trophy rather than to build one themselves. In time, the priestesses of Sekolah build shrines to their deity in the captured edifice, bringing dark blessings onto its new inhabitants.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the sahuagin baron can take a lair action to cause one of the following effects:

- A strong water current passes through the lair. Every creature within the lair must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet. Every creature who fails the saving throw is pushed in the same direction, and a creature with a swim speed can choose whether or not it succeeds on the save.

If a creature which is holding its breath is pushed against a wall or object, it must succeed on a DC 15 Constitution saving throw or accidentally let loose 1d4 minutes worth of air.

- Sekolah's magic empowers hunters and predators. Until initiative count 20 on the next round, whenever a creature within the lair hits another creature with a bite attack, it gains a number of temporary hit points equal to half the damage dealt.
- Sekolah's magic marks one creature which does not have all of its hit points as a prey, causing its blood to become a thick black substance which obstructs vision through the water. Until initiative count 20 on the next round, a 10-foot-radius sphere around the creature becomes heavily obscured. A creature with the Blood Frenzy trait can see through the area as though it had 10 feet of blindsight.





SALAMANDER

CR 5, MM p.266

Salamanders are slaves to the efreet, who have conditioned them to be vicious and cruel slayers and raiders. Salamanders typically make their home on the Elemental Plane of Fire, but they may make their homes in fiery locations on other planes such as a forge or volcano.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the salamander can take a lair action to cause one of the following effects; it cannot use the same effect two turns in a row:

- The temperature in the lair momentarily flares up, causing fires inside to burn hotter and with more intensity. Until initiative count 20 on the next round, any fire damage dealt is doubled.
- A thick cloud of smoke appears in a 20-foot-radius sphere, emanating from a point in the lair. The sphere spreads around corners, and its area is heavily obscured. It lasts until the salamander dies, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.
- The salamander slams its hot spear into the ground, causing a chain reaction that causes hot magma to bubble to the surface, spilling onto the ground in a line 30 feet long and 10 feet wide. The area is difficult terrain, and any creature which enters the area for the first time on a turn or starts its turn there takes 16 (3d10) fire damage. Each creature in the area when it appears must make a

DC 14 Dexterity saving throw. On a successful save, the creature can use its reaction to move up to half its movement speed, to an unoccupied space outside of the area. The magma cools down and becomes harmless after ten minutes.

SCARECROW

CR 1, MM p.268

When enough scarecrows gather in a single field, the evil magic that animates them spreads, allowing them to bend the environment to their sinister will.

Earthbound Flock. A scarecrow lair comes about when at least three scarecrows animate within the same field. Scarecrows can take lair actions as long as there is at least one scarecrow in the field that isn't incapacitated.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the scarecrow can take a lair action to cause one of the following effects:

- The crops in the field twist and tangle around a creature's feet. One creature of the scarecrows' choice on the ground within 30 feet of them must succeed on a DC 11 Strength saving throw or be restrained. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. The effect also ends if the scarecrows are destroyed or use another lair action.
- A chilling gust of wind swirls across the field, extinguishing any nonmagical open flames smaller than a 5-foot cube within 60 feet of the scarecrows. Until initiative count 20 on the next round, creatures within the lair have disadvantage on saving throws against being frightened.
- An unnatural mist rises up from the field. The scarecrows create a 30-foot-radius sphere of fog centred on a point they can see within 30 feet of them, lightly obscuring the area. The scarecrows can immediately use their reaction to attempt to Hide in the fog. While the fog is present, the scarecrows can attempt to Hide in it as though they were heavily obscured. The fog persists for one minute, until dispersed by a strong wind, or until the scarecrows use this lair action again.

SHADAR-KAI

SHADOW DANCER

CR 7, MTF p.225

GLOOM WEAVER

CR 9, MTF p.224

SOUL MONGER

CR 11, MTF p.226

The Shadar-Kai usually live in the Shadowfell, in locations steeped in melancholy and imbued with the Raven Queen's magic, such as abandoned churches or crypts.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the shadar-kai can take a lair action to cause one of the following effects:

- The shadar-kai calls upon the power of the Mistress of Death to seal the fate of its enemies. Once during the next round of combat, the shadar-kai can force a creature to reroll an attack roll, ability check or saving throw. The shadar-kai chooses which of the two results to use.
- The gloom of the lair bends to the shadar-kai's will. The shadar-kai creates a 10-foot-radius sphere of magical darkness centered on a point it can see within 60 feet of it, which lasts until the shadar-kai dies or uses another lair action. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it, but the shadar-kai can see through it as if the area was brightly lit.
- The shadar-kai pulls on the umbral forces in its lair. The next time the shadar-kai hits a creature with an attack, the creature must succeed on a DC 14 Charisma saving throw, or the shadar-kai rips away its shadow, animating it as a **shadow** under the shadar-kai's control in an unoccupied space within 5 feet of the creature. The shadow persists until it is destroyed or the shadar-kai uses this lair action again. The creature does not cast a shadow until the dawn after the shadow dies or disappears. A remove curse or greater restoration spell cast on the creature destroys the shadow instantly and returns the creature's shadow to normal.

• (**Shadow Dancer only**) The shadows of the lair surge around the shadow dancer like roiling black flames. Until initiative count 20 on the next round, whenever the shadow dancer makes an attack, it can use its Shadow Jump either immediately before or after the attack without using its bonus action.

• (**Gloom Weaver only**) The gloom weaver forms a spiritual connection with an allied creature within 60 feet of itself. The gloom weaver immediately casts a spell it has prepared. If the spell requires concentration, the gloom weaver can have the ally concentrate on the spell for it. The gloom weaver may also choose to have the spell effect originate from the ally's space instead of its own. If the spell has a range of self, the gloom weaver may have the spell affect the ally instead of itself.

• (**Soul Monger only**) The soul monger attempts to draw on the vitality of a creature it can see within 60 feet of it. The creature must succeed on a DC 16 Constitution saving throw. On a failed save, the creature takes 18 (4d8) necrotic damage, and the soul monger can immediately end one condition affecting itself. On a successful save the creature takes half as much damage. Regardless of the outcome of the save, the soul monger regains hit points equal to the necrotic damage dealt.

REGIONAL EFFECTS

The area surrounding a shadar-kai's lair has an aura of gloom around it, producing one or both of the following effects:

- The weather is always gloomy within a 1 mile of the lair. The sun never shines brightly, and the cloud cover over the area never completely shifts. Other weather effects, such as wind and rain, are much weaker than in the surrounding areas.
- The Raven Queen's subtle influence weakens the ability of creatures to cling to life. Any creature in the lair that isn't a shadar-kai has disadvantage on death saving throws.

These effects fade over the course of 1d10 days after the shadar-kai is slain.



SHADOW DRAGON

CR varies, MM p.85

A shadow dragon that emerges from the shadowfell and takes up a lair in the Material Plane brings with it the negative energy of that fell plane. The dragon alters its lair to allow no light within, creating chambers and hallways of pitch darkness that allow the dragon to move within undetected. The influence of the shadowfell can be felt by any who dare enter, as they find themselves slowly losing hope and motivation to continue, often fleeing before even encountering the dragon itself.

VARIANT: SHADOW DRAGON COLORS

A shadow dragon might choose to lair in the same type of terrain as it did as a regular dragon. If so, the dragon additionally has access to one of the lair actions (DM's choice) it had before becoming a shadow dragon, as befitting its color.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the shadow dragon takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The gloom of the shadowfell overtakes each creature of the dragon's choice within the lair. Each creature must make a DC 15 Charisma saving throw. On a failure, a creature suffers a level of exhaustion, as the shadowfell's influence saps their will to go on. A creature with 2 or more levels of exhaustion that fails the saving throw is additionally frightened, and must take the Dash action and attempt to escape the lair by the safest available route on each of its turns. The creature remains frightened until they exit the lair or lose a level of exhaustion. A *remove curse* spell removes a level of exhaustion imposed by this effect.
- The shadow dragon enforces darkness upon its lair. All sources of light within the lair are snuffed out. Any spell of 7th level or lower that is creating light within the lair is dispelled. Each hostile creature within the lair that has darkvision must succeed on a DC 15 Wisdom saving throw or be cursed for 1 minute. While cursed, an affected creature loses its darkvision.
- The shadow dragon's lair allows it to be everywhere at once. As long as the shadow dragon is in darkness, it immediately teleports to another location within the lair of its choice that is also in darkness.

Where daylight fears and shadows soil the light fear the darkened draconic might.

SHAMBLING MOUND

CR 5, MM p.270

Always in search of their next meal, the shambling mound makes its home in forests and swamps that offer a bounty of vegetation and unsuspecting creatures for it to consume. A mound will stay in an area long enough to entirely drain it of living matter, taking time to ensure it has engulfed every scrap.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the shambling mound can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The shambling mound shudders and contracts as it draws in material from a 20-foot radius around it. As the area is depleted of leaves and grasses, the ground is left as a muddy sludge with puddles of fetid water. This area is considered difficult terrain to all but the shambling mound.
- A bubble of festering plant matter within 60 feet of the shambling mound gurgles and pops, releasing a stench of decay and decomposition. All creatures within 5 feet of the bubble must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage.
- Roots and vines extend and twist in an area with a 10 foot radius within 30 feet of the shambling mound. Any creatures in the area must succeed on a DC 14 Dexterity saving throw or be grappled. Escaping requires a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check.



SHOPKEEPER

Any stat block

In a world where thieves can wield magic, shopkeepers are often pressed to build effective countermeasures to protect their lives and their livelihood. Especially so for those who trade in expensive goods, such as potions, jewellery, weapons, arcane components, or magic items. Though most shopkeepers pay for insurance and have strong ties with the local authorities, it never hurts to invest in a bit of extra security to discourage overconfident would-be burglars from making a mistake they're sure to regret.

Alarm Bell. When the shopkeeper rolls initiative, or as soon as able, the shopkeeper activates a loud alarm bell as a reaction which calls upon the local authorities. On initiative count 20 of each round of combat, roll a d10 and add the result to the result of previous rounds. If the total is 20 or above, a number of **guards** equal to the number rolled on the d10 appears within 120 feet of the lair, and join the combat if it is still ongoing. They act on initiative count 10.

SHOPKEEPER POWER LEVELS

Instead of balancing these lair action effects based on the challenge rating of the shopkeeper, balance them based on the shopkeeper's wealth and influence.

For example, a fancy boutique in the commercial district of the capital city might call upon **veterans** or **priests** instead of simple town guards, while a shabby bookstore in some backwater town may only use a d6 for its alarm bell, and use a save DC of 13 instead of 16.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the shopkeeper can take a lair action to cause one of the following effects:

- A sprinkler in the ceiling sprays down a slimy bright blue liquid with a putrid smell upon the shop's customers. Each creature in the lair must make a DC 16 Dexterity saving throw. On a failed save, the liquid marks the creature, as well as every object it is wearing, wielding or holding. On a successful save, the liquid marks only one item the creature is wearing, such as a cloak or a suit of armor.

Skill checks made to track a marked item or creature are made with advantage as long as the quarry remains marked. Cleansing an object or a creature from being marked requires the use

of either powerful bleach, the *prestidigitation* cantrip, or similar magic, and takes 2 hours of work per object or creature.

- The shopkeeper pulls a menacing tubular contraption from behind the counter and shoots a weighted net at a creature within its lair. The creature must succeed on a DC 16 Strength saving throw or be knocked prone and become restrained. The restrained creature, or a creature within 5 feet of it, can use an action to repeat the save, freeing the restrained creature on a success. The net is made of elven rope, which cannot be cut.
- Items on display are marked with a magical glyph. The shopkeeper recalls one such item it can see that is being held by another creature. The creature must make a DC 16 Charisma saving throw, or the marked object is teleported to a safe in a secret location within the lair. Finding the safe requires a DC 20 Intelligence (Investigation) check, and at least 10 minutes. A creature can make a DC 20 Intelligence (Arcana) check to remove the glyph from an item as an action.



SKULK

CR 1, MTF p.227

Skulks have an odd compulsion to undertake the menial, day to day tasks of living creatures. When many skulks gather in one place, after a while their soullessness seeps into the surroundings, making everything appear drab and dim.

Skulk Gathering. A skulk's lair comes about when 8 or more skulks gather. If at least one of them isn't incapacitated, they can take a lair action.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) one skulk in the lair can take a lair action to create one of the following effects; the skulks can't take the same lair action two rounds in a row:

- The skulks react violently to the presence of vibrant life within their lair. Each skulk in the lair can use its reaction to either move up to its speed towards a living creature, or to make one claw attack against a living creature within its reach.
- The skulks start to drain the will to live of creatures in the lair, dampening the spark of life in its soul. Each creature within 5 feet of a skulk must succeed on a DC 10 Charisma saving throw or gain a level of exhaustion. If a creature dies by gaining exhaustion in this way, it immediately rises as a **skulk**.
- A chilling fear unsettles living creatures within the lair. Each creature in the lair that isn't a skulk must succeed on a DC 10 Wisdom saving throw or become frightened. A creature that can see a skulks has disadvantage on this saving throw. A creature that fails this saving throw by 5 or more also has its speed reduced to 0.



SKULL LORD

CR 15, MTF p.230

Within the plane of shadow and death lie the lairs of truly odd undead. Often a castle or other fortification, a skull lord's domain is something to behold, with twisted and often conflicting decorations and structures.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the skull lord can take a lair action to cause one of the following effects:

- The area within the lair begins to infuse the undead in the area, until the skull lord uses another lair action all undead within the lair deal an additional 10 (3d6) necrotic damage on their melee weapon attacks.
- The skull lords contradicting thoughts echo through the lair, each living creature within the lair must make a DC 15 Wisdom saving throw or be under the effects of the confusion spell until initiative count 20 on the next round.
- The area within the lair begins to seep despair into the mind of the skull lords enemies, as they suffer terrible visions of themselves failing to avoid the skull lords attacks and being turned to undead minions. Each creature of the skull lord's choice must succeed on a DC 15 Wisdom saving throw or be wrought with despair, causing the creature to make all saving throws at disadvantage until the skull lord uses another lair action. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a success.

REGIONAL EFFECTS

The presence of a skull lord's lair creates the following effects:

- Any undead creature destroyed within the lair, or whose remains are brought within the lair, regains all of its hit points after 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.
- Fragments of skeletons are buried within the ground in a 500 feet radius around the lair. Whenever a living creature makes more noise than a whisper, it must succeed on a DC 12



Dexterity saving throw or be knocked prone, and a skeleton appears in an unoccupied space within 5 feet of them. This effect can only happen once each minute.

- Living creatures within 1 mile of the lair see shadowy illusions of themselves, arguing that they should take a different course of action

If the skull lord is destroyed, these effects fade over the course of 1 week.

SLAAD, DEATH

CR 10, MM p.278

The death slaadi are scarcely found in the Material plane, most often residing in the ever churning chaos plane of Limbo. It is meaningless to talk about a death slaad's lair's appearance, as its shape and composition shift by the second.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the slaad either chooses one lair action, or you roll a d4 and use the lair action corresponding to the number rolled, producing the following effects:

1. A dark bolt of lightning tethers the slaad to a creature within 60 feet of it. The creature must succeed on a DC 15 Charisma saving throw or become charmed by the slaad until the end of its next turn. While charmed in this way, the slaad has complete control over the creature's actions and movements.
2. All non-organic matter within the lair changes states. All exposed liquids in the lair solidify, all solid objects which are not being worn or carried transform into thick gas, and all gases with a higher density than air (e.g. smoke or vapor) turn into liquid. A creature that is submerged in a liquid when it solidifies must succeed on a DC 17 Dexterity saving throw or be restrained. A restrained creature can use its action on its turn to make a DC 17 Strength (Athletics) or Dexterity (Acrobatics) to free itself.
3. One creature in the lair that the slaad can see must succeed on a DC 15 Constitution saving throw or be blinded and deafened and lose any special senses for 1 minute. If the creature fails its saving throw, its senses are transferred to another creature within 60 feet of it (slaad's choice) for the duration. That second creature gains any special senses the affected creature had, gains advantage on Wisdom (Perception) checks, and becomes vulnerable to thunder and radiant damage. The creature which lost its senses can repeat the saving throw at the end of each of its turns, ending the effect for both creatures on a success.
4. The slaad targets up to three creatures that it can see within 120 feet of itself and blasts them with motes of chaotic energy. A target must make a DC 15 Dexterity saving throw, taking 10 (3d6) damage on a failed save, or half as much

damage on a successful one. The damage type is determined by the table below:

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

REGIONAL EFFECTS

The chaos of Limbo, focused by the slaad's presence permeates the area around the lair, producing one or several of the following effects:

- The area within 6 miles of the slaad is a wild magic zone. Whenever a creature casts a spell of first level or higher, the DM rolls a d20. On a 1, roll on the Wild Magic table (*Player's Handbook* p. 103) to determine the effect.
- All colors within 6 miles of the slaad are randomly swapped. Red appears as blue, and blue appears as red, for example.
- Cyan mist clouds are common in the area. Whenever a humanoid first enters one of these clouds it must make a DC 13 Constitution saving throw or be infected with chaos phage as outlined in the blue slaad stat block (*Player's Handbook* p. 276).

These effects disappear over the course of 1d10 minutes after the death slaad dies.

SLAADI, LESSER

RED SLAAD

CR 5, MM p.276

BLUE SLAAD

CR 7, MM p.276

GREEN SLAAD

CR 8, MM p.277

GRAY SLAAD

CR 9, MM p.277

A slaad lair is likely to be found in a cave or underground passage, and the chaotic elemental energy leaking from the slaad seeps into its walls and warps it. Humans infected with slaadi tadpoles or the chaos phage disease are a common sight in slaadi colonies.

Slaadi Power Dynamic. Slaadi are chaotic by nature, and will only obey a superior if they are directly threatened with death. When multiple slaad are in one lair, only the strongest slaad in the lair can

use lair actions. When the most powerful slaad dies the next strongest slaad takes over the position.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the slaad uses a lair action, producing one of the following effects; it can't use the same effect two turns in the row:

- The walls of the lair bulge and swell with unnatural energy, empowering slaadi. Each slaad within the lair regains up to 11 (2d10) hit points, and their movement speed is increased by 10 feet until initiative count 20 on the next round.
- Sparks and small bursts of energy crackle throughout the lair. Up to two creatures within the lair must succeed on a DC 15 Dexterity saving throw or be struck by the sparks and be teleported to a random unoccupied space within 60 feet of their original location.
- Gravity is reversed in a 50-foot-radius, 100-foot-high cylinder centered on a point on the ground within the lair until initiative count 20 on the next round. All unsecured objects and creatures in the area float upwards harmlessly until they reach the top of the cylinder. A creature can make a DC 15 Dexterity saving throw to grab on to a fixed object, avoiding the fall. When this effect ends creatures affected by it float harmlessly to the ground. Slaad can choose to be exempt from this effect. Affected creatures float harmlessly up and down, taking no falling damage from this effect.
- (**Red slaad only**) The red slaad croaks horribly. One creature within 60 feet of the red slaad that can hear it must make a DC 14 Constitution saving throw or be paralyzed until initiative count 20 on the next round. Creatures infected with chaos phage or carrying a slaad egg make the saving throw with disadvantage.
- (**Blue slaad only**) All creatures infected by chaos phage within 30 feet of the blue slaad must succeed on a DC 15 Constitution saving throw or have their maximum hit points reduced by 7 (2d6). Creatures cannot regain these maximum hit points until they are cured of chaos phage.
- (**Green slaad only**) The green slaad casts *polymorph*. The target can be polymorphed into any creature type, instead of only beast.
- (**Gray slaad only**) Chaotic energy burrows through a creature within 60 feet of the gray slaad. The creature must make a DC 15 Constitution

saving throw or take 14 (4d6) necrotic damage and its life energy flows into the gray slaad's greatsword, empowering it until initiative count 20 on the next round. While empowered in this way, the grey slaad's greatsword attacks deal an additional 7 (2d6) damage.

GREEN SLAAD POLYMORPH

A green slaad's chaotic nature means it likely will not carefully pick a form to polymorph its target into, selecting a random form instead, or choosing one to cause the most chaos. Here is a table of example creatures the slaad is likely to pick from:

d6	Creature
1	slaad tadpole
2	gibbering mouther
3	gelatinous cube
4	flying sword
5	shrieker
6	A clone of one of the player characters

REGIONAL EFFECTS

The area around a slaadi lair is warped by the chaotic energies of the creatures, creating one or several of the following effects:

- Deep puddles or sinkholes within 3 miles of the lair have two-way portals to the plane of Limbo.
- Water within 6 miles of the lair is seemingly gelatinous, and solid objects like trees and rocks feel soft to the touch and are malleable.
- Strange and chaotic thoughts constantly flood creatures within 3 miles of the slaad lair. A creature that remains in the area for 1 hour must make a DC 15 Constitution saving throw, being stunned for 1 minute on a failure. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Chaos phage progresses twice as fast within 6 miles of the area. Slaad tadpoles also mature at twice the normal rate.

These effects dissipate over the course of 1d10 days once all slaadi in the area die.



SORROWSWORN

The Shadowfell exacerbates negative emotions, and sometimes, gives them physical form as a Sorrowsworn. These dangerous monstrosities corrupt everything around them, channeling those powerful emotions into nearby plants, creatures, and even the terrain itself.

THE ANGRY

CR 13, MTF, p.231

The Angry generally lairs in the most populated regions of the Shadowfell. Examples might include the city of Chaulssin or the more populated demiplanes of the domains of dread. The Angry's endless rage and hate suffuses the environment around it with magic, which lashes out at all nearby creatures. Even the Angry itself is the target of this hateful magic; which further enrages it and causes a cycle of vicious destruction.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Angry takes a lair action to cause one of the following effects; the Angry can't use the same effect two rounds in a row:

- The lair's magic awakens two shades previously slain by the Angry. These shades appear next to random creatures (including the Angry), marking those creatures for death. The shades act on initiative count 19 and attack those targets until they die, at which time they'll switch to a new target. Use the **berserker** stat block for these shades, with the exception that they have a flying speed of 30 feet and are undead instead

of humanoids. A maximum of four shades can be summoned at a time, and they vanish instantly if the Angry is slain.

- Overwhelming anger and hatred resonates through the region, empowering creatures to strike with extra lethality. Each creature deals an extra 13 (2d12) damage the next time they hit another creature with a melee attack before initiative count 20 on the next round
- Hatred resonates through the lair. A creature other than the Angry or the berserker shades must make a DC 16 Wisdom saving throw. On a failed save, that creature is charmed for 1 minute and sent into a blind rage. During that creature's turns it must move towards the closest creature it can see and make a single melee attack against that creature. If the charmed target is equally close or adjacent to multiple creatures, it attacks one of them at random. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The charm also ends if the Angry dies.

REGIONAL EFFECTS

The Angry's contagious fury seeps into the environment around its lair, producing one or more of the following effects:

- Creatures in the region are immune to the frightened condition.
- Creatures in the region have disadvantage on Wisdom saving throws and checks.
- A character that spends an hour in the region must make a DC 15 Charisma saving throw. If a creature fails the saving throw, they gain a flaw from the below list, which lasts until they leave

the region or until the Angry is slain.

d6	Flaw
1	I judge others as unworthy when they fail a task.
2	Any perceived slight should be returned twice over.
3	I assume that someone's actions reflect negative intentions.
4	Violence is a good tool to solve most problems.
5	I deserve more.
6	Others should follow my lead; I know best.

These effects fade over the course of 1d10 days after the Angry is slain.

THE HUNGRY

CR 11, MTF, p.232

The Hungry make their lairs in sheltered areas of the Shadowfell, such as caves or dungeons. Stalactites hang down from the front, giving the impression of long fangs. Inside, the Hungry's lair is filled with shattered bones and other inedible remains, which are stacked up against the walls of the lair in the shape of large teeth. The Hungry's insatiable appetite suffuses the lair with magic, which takes on a life of its own to assist the Hungry devour prey. The lair harnesses the Shadowfell's umbral shadow material, forming it into body parts to attack prey.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Hungry takes a lair action to cause one of the following effects; the Hungry can't use the same effect two rounds in a row :

- The lair forms a long, dripping black tongue which lashes out at a creature. That creature must make a DC 16 Strength saving throw. On a failed save, that creature takes 9 (2d8) bludgeoning damage, is knocked prone, and is restrained. On a successful save, a creature takes half as much damage and isn't knocked prone or restrained. A creature can use its action to repeat the saving throw, freeing itself on a success. The tongue vanishes if the Hungry is slain.

- One creature the hungry can see within its lair must make a DC 16 Wisdom saving throw. On a failed save, the creature is magically cursed until the Hungry is slain or until the creature leaves the Hungry's lair. As long as that creature is cursed, it must spend its turns moving towards the creature closest to it, and making at least one bite attack against it.

If it doesn't have a bite attack already, it temporarily grows fangs which are natural weapons the creature can use to make an unarmed strike. On a hit, it deals piercing damage equal to $1d8 +$ its Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

If the creature hits another creature with this bite, it regains hit points equal to half the damage dealt by the attack, and the bitten creature must make a DC 17 Wisdom saving throw. On a failed save, this curse is passed on to the bitten creature, and the original creature is freed from the curse.



Only a single creature can be affected by this curse at a time; if the Hungry uses this lair action and successfully curses another creature, the curse ends on any other creature.

- The lair begins drooling green ectoplasmic slime, coating creatures in the lair and reducing their mobility. All creatures in the lair other than the Hungry must make a DC 16 Dexterity saving throw to avoid the slime. If a creature fails this saving throw, they get coated in the viscous slime, which reduces their mobility. Until this slime is wiped off, a creature can't add its Dexterity modifier to its armor class. A creature can use its action to wipe the slime off of themselves, ending this effect.

REGIONAL EFFECTS

The Hungry's contagious cravings contaminate the fauna and flora around its lair, producing one or more of the following effects:

- Creatures within 5 miles of the lair become ravenously hungry, needing to eat a day's ration for every hour they are within the region while the Hungry lives. Creatures who don't eat have their maximum hit points reduced by 9 (2d8) every hour, which lasts until those creatures take a long rest with food outside of the region. If a creature's maximum hit points is reduced to 0 by this effect, they die.
- Fragments of broken bones cover much of the ground like caltrops. Creatures moving through the region must succeed on a DC 10 Wisdom (Survival) check or be forced to move at half speed through the region as they slip and stumble over fragments of bone.
- The area is filled with whispering noises of creatures eating; the sounds of lips being licked with anticipation, the gnashing of teeth as they chew, the crunch of creatures being devoured.

These effects fade over the course of 1d10 days after the Hungry is slain.

THE LONELY

CR 9, MTF, p.232

The Lonely naturally drains the life away from other nearby creatures, eventually killing them. The Lonely keeps these bodies in the same fashion that a child might keep stuffed animals, and it arranges them into a macabre mockery of otherwise innocent scenes.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Lonely takes a lair action to cause one of the following effects; the Lonely can't use the same effect two rounds in a row:

- The Lonely's presence warps space nearby, condensing its lair to draw creatures closer for companionship. The radius of the area around the Lonely shrinks by 10 feet, moving creatures 10 feet closer to it.
- The Lonely animates a dead body within 30 feet. Animated bodies use the stat block of a **ghoul** but can only take the grapple action. The animated bodies take their turn after the Lonely, spending their turn grappling characters and dragging them closer to the Lonely.
- The Lonely magically curses a creature within 60 feet to share in its suffering. That creature takes 4 (1d8) psychic damage at the end of each of its turns unless it is within 5 feet of another creature. The creature only takes this damage while conscious, and doesn't take damage if it is at 0 hit points or is unconscious. This magical curse lasts until dispelled by *dispel magic*, *remove curse*, or other such similar effects.

REGIONAL EFFECTS

The Lonely's infectious isolation and sadness reflect bleakly upon the land it inhabits, producing one or more of the following effects:

- Creatures have disadvantage on all ability checks unless they are within 30 feet of another creature.
- If a creature communicates telepathically or through spells (such as *send* or *message*), the Lonely hears the message and is alerted to the presence of outsiders in the region.
- Creatures in the region hear the sounds of quiet sobbing that fill the air.

These effects fade over the course of 1d10 days after the Lonely is slain.

SPAWN OF KYUSS

CR 5, VGM p.192

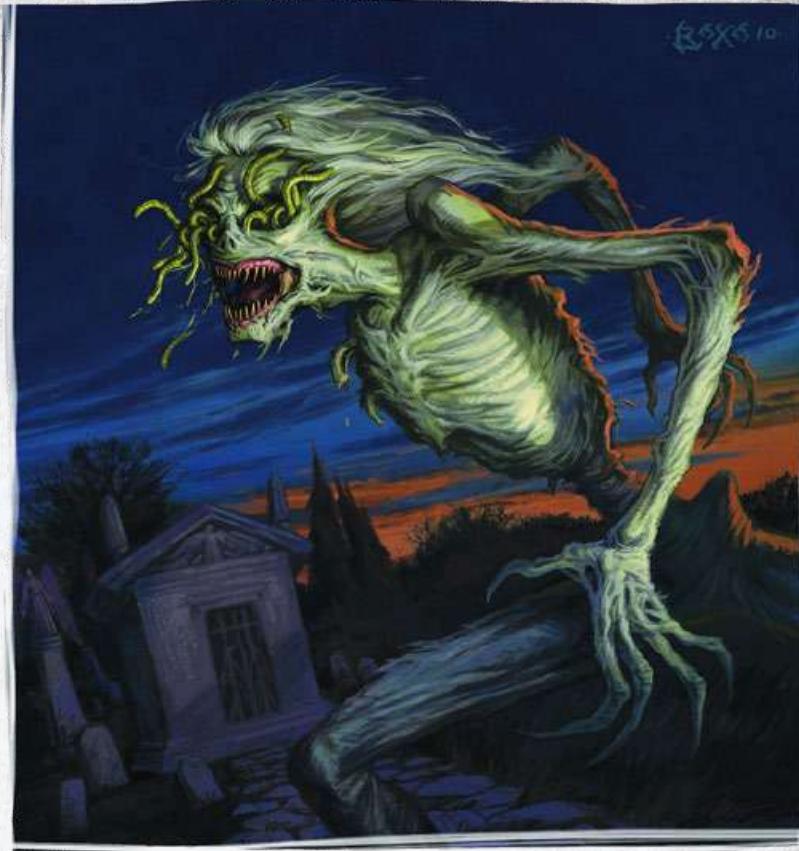
Always seeking to infect more creatures with its horrific maggot curse, the spawn of Kyuss rarely stays in the same place. However, when one is sealed away, the spawn of Kyuss starts to fester and its corruption seeps into its prison, waiting and hungering for the day it will be unleashed onto the world.

Organized Horde. Often, more than one spawn of Kyuss are locked together in the same vault. When this happens, all the creatures act as one - taking lair actions collectively. The spawn of Kyuss cannot take lair action only if all spawn of Kyuss currently engaged in combat are incapacitated at the same time, and only one spawn of Kyuss takes lair actions at a time.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the spawn of Kyuss can take a lair action to cause one of the following effects; it can't take the same lair action two rounds in a row:

- Worms crawl out from the ceiling, walls or floor and attack up to three creatures within the lair that the spawn of Kyuss can see. The creatures are subjected to the spawn of Kyuss' Burrowing Worm action.
- The air in the lair stirs after years of stillness releasing a horrible stench. All creatures within 40 feet of at least one spawn of Kyuss must succeed on a DC 14 Constitution saving throw. A creature that fails this save is poisoned until initiative count 20 on the next round. A creature poisoned in this way must spend its action on its turn retching and reeling. Creatures that don't need to breathe are immune to this effect.
- **(3/day)** The ground rumbles and a withered, old and rotting version of the spawn of Kyuss crawls out from it. It has the statistics of a **zombie**, but can use the spawn of Kyuss' Burrowing Worm action.



REGIONAL EFFECTS

The prison containing the spawn of kyuss creates the following effects:

- The area within 1 mile of the lair has a distinctly unpleasant odor. Creatures have disadvantage on Wisdom (Perception) checks based on smell within the area.
- Small worms writhe and wriggle on the ground within a half mile of the lair. Once a day, one creature within the area is attacked by a rogue worm per the spawn of Kyuss' Burrowing Worm ability.
- Any cemetary or graveyard within 10 miles of the lair is emptied of all of the bodies that were once buried there.

If all spawns of kyuss within 1 mile of the lair are destroyed, the first two effects fade after 1 hour.



SPIRIT NAGA

CR 8, MM p.234

Nagas make their lairs in ancient and forgotten ruins. There, they accumulate and hoard powerful artifacts and treasures. Spirit nagas prefer abandoned and desolate places to practice their spellcraft in secret. A spirit naga's lair may have many servants and slaves who have been charmed or otherwise coerced into serving these immortal tyrants.

Ancient Artifacts. The spirit naga's lair holds ancient artifacts that can be activated by a lair ability. These artifacts may take the form of an idol, tablet, instrument, or other such item. When activated, the object glows with bright light. If the object maintains concentration on a spell, destroying that object ends the spell.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the spirit naga takes a lair action to cause one of the following effects; the spirit naga can't use the same effect two rounds in a row:

- The spirit naga calls for its servants to come to its aid. A **cult fanatic** arrives, taking its turn after the spirit naga does. A maximum of two cult fanatics can be summoned in this way.

- The spirit naga tosses an earthen jar at a surface within 30 feet of itself. Upon landing, the jar shatters, releasing poisonous fumes. Each creature within 5 feet of the point of impact must make a DC 14 Constitution saving throw. On a failed save, a creature takes 9 (2d8) poison damage and is poisoned until the end of its next turn. On a successful save, a creature takes half damage and isn't poisoned.
- The spirit naga uses its tail to slam against a pillar or wall, causing loose stone to fall in a 5-foot square within 15 feet of it. Each creature in the area must succeed on a DC 14 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. On a successful save, the creature can use its reaction to move up to 5 feet. A creature that cannot move due to being prone, grappled, or otherwise incapacitated automatically fails this saving throw. The rubble makes the area become difficult terrain.
- A magical artifact in the lair, located within 30 feet of the naga, activates. It casts one of the following spells, using the spirit naga's spellcasting ability (the naga doesn't need to maintain concentration on the spell): *acid arrow*, *cloud of daggers*, *darkness*, or *silence*.

STAR SPAWN CULT LEADER

STAR SPAWN SEER

CR 13, MTF p.236

STAR SPAWN LARVA MAGE

CR 16, MTF p.235

Wherever star spawn gather, reality itself begins to warp, and psychic whispers from the Far Realm begin to seep through. A powerful star spawn can manipulate this warping to draw in even more power, and hasten its mission to form a connection with the Elder Evil it serves.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the star spawn leader takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Aberrant energy surges in the lair, empowering the star spawn. All star spawn in the lair regain the use of any expended Recharge abilities or actions.
- Maddening psychic whispers permeate through the lair, reaching into the minds of creatures. Each creature of the star spawn leader's choice in the lair that can be contacted by telepathy must succeed on a DC 19 Wisdom saving throw or become insane. Whilst insane in this way, the creature is under the effect of the *confusion* spell, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success. Only a *calm emotions* or *greater restoration* spell can restore the sanity of a creature driven mad by this effect.
- (**Larva Mage only**) The star spawn larva mage chooses a creature that it has killed with its Plague of Worms ability within the last minute. The creature must succeed on a DC 19 Charisma saving throw or its body twists and warps unnaturally and it rises as a **star spawn mangler** under the star spawn larva mage's control.
- (**Seer only**) Reality warps in the lair. Any number of star spawn in the lair can teleport, changing places with other star spawn. If any of the star spawn are affected by any conditions or other effects, the star spawn seer may transfer that condition or effect to a different star spawn in the lair. The star spawn seer can take this lair action even if it is incapacitated.

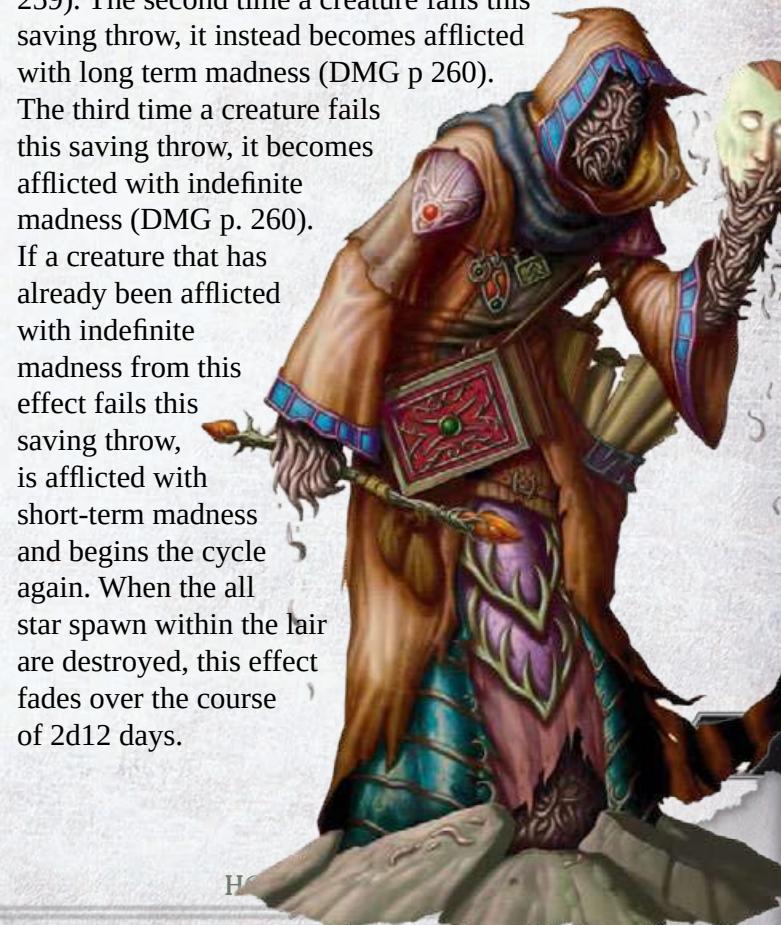
REGIONAL EFFECTS

The presence of powerful star spawn in an area and its unnatural connection to the far realm causes a psychic warping, resulting in the following regional effects:

- The star spawn leader is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.
- An star spawn leader can use an action to form a telepathic link with a creature in its lair that has an Intelligence score of 4 or higher. The star spawn leader can communicate telepathically with the creature until the creature is more than 1 mile away from the lair or the star spawn leader forms a telepathic link with a different creature.
- Spending a significant amount of time close to a star spawn leader's lair causes creatures to be slowly driven insane. At the end of each hour a creature spends within 1 mile of a star spawn leader's lair, if it isn't an aberration or isn't protected by a mind blank spell, it must succeed on a DC 19 Charisma saving throw or become afflicted with short-term madness (DMG p. 259). The second time a creature fails this saving throw, it instead becomes afflicted with long term madness (DMG p 260).

The third time a creature fails this saving throw, it becomes afflicted with indefinite madness (DMG p. 260).

If a creature that has already been afflicted with indefinite madness from this effect fails this saving throw, is afflicted with short-term madness and begins the cycle again. When the all star spawn within the lair are destroyed, this effect fades over the course of 2d12 days.



SWASHBUCKLER

CR 3, VGM p.217

A swashbuckler is likely to call their ship home, rather than feel tied down to any structure on land. On their ship, they know every nook and cranny, they can predict how the ship will move just by hearing its hull creaking, and they're surrounded with comrades they've known for months or years.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the swashbuckler can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The ship suddenly tilts from an unseen wave. Each creature on it, other than the swashbuckler and its allies, must succeed on a DC 13 Strength or Dexterity saving throw, or they are pushed 10 feet and knocked prone. The direction they are pushed in is random, but each creature who fails the saving throw is pushed in the same direction.
- The swashbuckler grasps a dangling rope and uses it to swing. It can move to any unoccupied space within 30 feet of them, and all opportunity attacks made against it are made with disadvantage.
- The swashbuckler starts a sea shanty, bolstering the morale of its crew and intimidating its foes. Hostile creatures within 30 feet of the swashbuckler must succeed on a DC 12 Wisdom saving throw or become frightened of the swashbuckler until initiative count 20 on the next round. The next attack made by the swashbuckler or one of its allies against each of the frightened creatures is made with advantage.



Life at sea is no easy task, and those
that call it home are no easy people.
Be warned ye whar fight upon the
open sea.

SWARM OF CRANIUM RATS

CR 5, VGM p.133

An Elder Brain usually dispatches swarms of cranium rats in strategic locations, where they might bring useful information while remaining hidden. They could be placed near the entrance of the mind flayer colony, behind cracks in the wall of a noble's mansion, in the hold of a ship, in the cellar of a tavern frequented by important people, or under the floorboards of the town hall.

Once they've been deployed in this way, the rats are left to do as they please, and their survival instinct often pushes them to lay countless traps and contingencies in case the swarm is ever discovered.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the swarm can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The cranium rats gnaw on a rope, cutting loose a few crates, which drop at a point on the ground within 10 feet of the swarm. Each creature within 5 feet of that point must succeed on a DC 13 Dexterity saving throw, or take 10 (3d6) bludgeoning damage and fall prone. The swarm uses the chaos to scurry off into the shadows, and can move up to its movement speed and take the Hide action.
- The swarm telepathically calls back its scouts so it can bolster its ranks. Up to 1d10 **cranium rats** appear in unoccupied spaces at least 30 feet away from the swarm. These rats act on initiative 10. If they move into the swarm's space, they join it, and the swarm regains 2 hit points.
- In the darkness of their lair, the swarm suddenly flashes a burst of light from the exposed brain of its members. Each creature within 30 feet of the swarm must succeed on a DC 13 Constitution saving throw or become blinded until initiative count 20 on the next round. A creature blinded in this way has disadvantage on saving throws made to resist spells cast by the swarm.



BESTIARY

REGIONAL EFFECTS

The presence of the cranium rats can produce one or more of the following effects:

- Creatures with a passive Perception of 16 or above have a feeling that they're being watched while within 120 feet of the lair.
- If the swarm serves a colony of mind flayers, the Elder Brain knows everything the swarm has seen or heard.
- The area within 1 mile of the lair is oddly free of vermin, as the cranium rats exterminate competition so the humanoids aren't tempted to do it themselves.

These effects fade over the course of 1d10 days after the swarm is slain.



SWORD WRAITH COMMANDER

CR 8, MTF p.241

Forever bound to the place of its mortal demise, the sword wraith wanders battlefields and ruins in search of the warrior's death they were denied in life. If it has been long enough, these locations might be eerily beautiful, barely recognizable places long overtaken by nature, or they might still bear the marks of the terrible events which transpired there.

Ghostly Warlord. In life, the sword wraith commander used to be in charge of a small detachment of proud warriors, whose untimely death left them wanting for more. The sword wraith commander can choose to take lair action options from both its unique lair actions and the lair actions available to Warlords. It cannot have more than five lair actions available to it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the sword wraith commander can take a lair action to cause one of the following effects:

- Sword wraiths are unaware that the passage of time has changed the terrain of their lair, sometimes phasing through objects which did not exist during their lifetime. Until the sword wraith commander uses a different lair action, sword wraiths ignore difficult terrain and can move through objects. They cannot end a turn inside such an object, or they take 5 (1d10) force damage and are shunted to the nearest unoccupied space.
- The sword wraith clings onto the oath or grievance which is keeping it here. Until the commander uses a different lair action, if damage reduces a sword wraith within the lair to 0 hit points, the sword wraith can make a Constitution saving throw with a DC of 5 + the damage taken. On a success, the sword wraith drops to 1 hit point instead.
- **(1/day)** If the sword wraith commander has already used its Call to Honor action, and all of its sword wraith allies have been slain, it enters a trance as it finally gets to experience a warrior's death. For the next minute, the sword wraith commander cannot take lair actions, but takes an extra turn on initiative count 20 (it immediately takes an extra turn as part of this lair action).

T



TARRASQUE

CR 30, MM p.286

Deep beneath the earth in a location known to few if any, the legendary bringer of destruction - the Tarrasque, slumbers awaiting the day it wakes again to sow chaos of mythical proportions. A tarrasque's lair is inaccessible and utterly remote, with those foolish or unlucky enough to find it risking to awaken the nigh unstoppable beast from its ancient slumber.

Rude Awakening. When a tarrasque awakens, it completely annihilates the lair it slumbered in. It uses each lair action once, and on the 4th round of combat, the lair is destroyed.

COLLAPSING LAIR

Make it very obvious to the players that the lair is falling apart and that staying will lead to their death!

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the tarrasque must take a lair action to produce one of the following effects; it can't use the same effect more than once:

- The tarrasque's carapace sucks in energy from its surroundings, causing an anti-magic field to encompass a 500-foot-radius sphere around the tarrasque until initiative count 20 on the next round.

- The ground rumbles and shakes violently as the tarrasque awakens. The ground within 1 mile of the tarrasque shakes as per the *earthquake* spell (spell save DC 25) until initiative count 20 on the next round.
- The ceiling crumbles causing up to three large boulders to smash into three different points on the ground within 200 feet of the tarrasque. Each creature within 30 feet of each point must succeed on a DC 25 Dexterity saving throw or take 70 (20d6) bludgeoning damage and be knocked prone.
- The tarrasque can only use this effect when it has used all other lair action options. The tarrasque goes on a rampage, destroying its lair completely. As the lair collapses, all creatures in the lair must make a DC 27 Strength saving throw, taking 110 (20d10) bludgeoning damage on a failed save, or half as much on a successful one. Additionally, the falling rubble entombs all creatures in the lair. Each creature other than the tarrasque becomes restrained and unable to breathe. A creature trapped in this way can use its action to make a DC 30 Strength (Athletics) or Dexterity (Acrobatics) check, freeing itself on a success. The tarrasque itself is exempt from the effects of this lair action and burrows through the ground appearing outside of its lair at the start of its next turn.

REGIONAL EFFECTS

The tarrasque's immense presence can be felt even as it slumbers under the earth, producing one or several of the following effects:

- Spells of 3rd level or lower have a 50% chance of failing when cast within 6 miles of the tarrasque.
- A powerful pull can be felt coming from the ground within 6 miles of the tarrasque. A creature cannot fly more than 20 feet above the ground in the area unless they succeed on a DC 20 Strength saving throw.
- Tremors and small earthquakes are common in a 6 mile area around the tarrasque.

These effects immediately end when the tarrasque dies or when the tarrasque's lair is destroyed.

TOWNSFOLK

Common townsfolk usually mind their own business, and many spend their whole lives in their settlement, and know the area like the back of their hand.

Townsfolk aren't usually spoiling for a fight, but under certain circumstances can be whipped up into a violent mob. This often occurs when someone, or something, has played on the townsfolk's fears.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the townsfolk can take a lair action to cause one of the following effects:

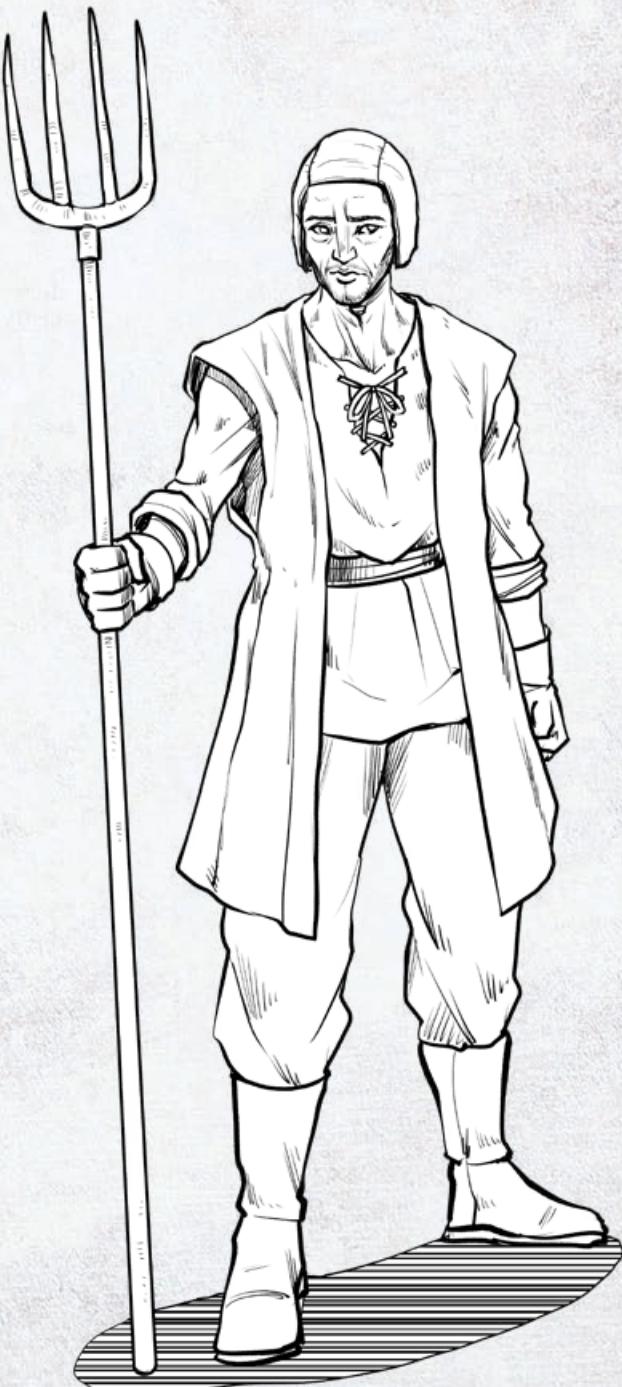
- Townsfolk in both the mob and their homes pelt their enemies with stones, rotten food, dung, and other unpleasant objects. Each hostile creature within 30 feet of a townsfolk must make a DC 10 Constitution saving throw. On a failed save, a creature takes 4 (1d8) bludgeoning damage for every 10 townsfolk in the mob and is poisoned until the initiative count 20 on the next round. On a successful save, a creature takes half as much damage and isn't poisoned.
- The townsfolk move barrels, carts, tables and other assorted objects to create crude barricades in an unoccupied space within 5 feet of at least 2 townsfolk. Each barricade is 10 feet wide, 6 feet high and 5 feet thick. The townsfolk can create 1 barricade for every 10 townsfolk in the mob. A barricade can be attacked (AC 15, 30 hit points), and provides three-quarters cover. Any creature attempting to move through a barricade must spend 4 additional feet of movement for every 1 foot it moves.
- The townsfolk seize any opportunity to capture their enemies. Any enemies of the townsfolk that are prone within 5 feet of one or more of the townsfolk must succeed on a Dexterity saving throw or be restrained by ropes, lassos or nets. A restrained creature or one that can touch the creature can use its action to make a Strength check, freeing the target on a success. The DC of this lair action is equal to 10 + the number of townsfolk within 5 feet of the creature.

REGIONAL EFFECTS

Townsfolk band together and hold onto their bonds, producing one or more of the following effects:

- Townsfolk have advantage on Wisdom (Perception or Survival) checks to notice things out of the ordinary with their local area (for example, a gate that is usually closed is left open).
- The townsfolk keep a close eye on strangers and are quick to gossip. Anything a creature says or does that is observed by a member of the townsfolk will become known to all the townsfolk within $1d12 \times 10$ minutes unless the witness is prevented from speaking to other townsfolk.

These effects only end if the village is destroyed.





TREANT

CR 9, MM p.289

Treants are most commonly encountered in old-growth forests infused with natural magic. While they mostly spend their time dormant in deep thought, they are roused to action to defend their forest should it be threatened.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the treant takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The treant awakens the natural magic in nearby plants. This creates the effect of the spell *entangle* (Save DC 15) at a point of the treant's choosing within 60 feet of it. This effect lasts until initiative count 20 next turn.
- Up to six buried tree stumps underneath the ground suddenly sprout up, as per the *bones of the earth* spell (save DC 15, and the pillars are wooden instead of stone). The tree stumps remain enlarged for 1 hour or until the treant uses this lair action again or dismisses them as a bonus action, after which they shrink back down and disappear underneath the ground.

- A nearby tree lashes out, striking nearby creatures. A tree of the treant's choice whips its branches at any number of creatures within 10 feet of that tree's trunk. Each of those creatures must succeed on a DC 15 Dexterity saving throw. Creatures who fail this saving throw take 14 (4d6) slashing damage and are knocked back 5 feet.

REGIONAL EFFECTS

The treant's vigilant care of the forest it inhabits produces one or more of the following effects:

- Trees in the region creak unusually loudly as they sway in the wind.
- The treant communicates with other trees in the region, who inform the treant of any desecration caused by visitors in the forest.
- The magic present in the forest hinders unnatural beings who twist the natural order of life - undead creatures in the region have disadvantage on all ability checks, attack rolls, and saving throws.

These effects fade over the course of 1d10 days after the treant is slain.

TROLLS

Troll anatomy is extremely adaptable, a trait which lets trolls live in virtually every climate and environment. The strange mutations their bodies undergo throughout their lives, especially after a tough battle, are seen as marks of the love of Vaprak, the trolls' main deity, so they often specifically seek out locations where those mutations are more likely to happen.

DIRE TROLL

CR 13, MTF p.243

Dire trolls generally make lairs in similar places to ordinary trolls, but a dire troll is especially devoted to Vaprak, taking its commandment of consumption to cannibalistic lengths. Dire trolls make offerings to Vaprak in their lairs, and in return are given gifts that enable them to survive almost anything.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dire troll can take a lair action to cause one of the following effects:

- The dire troll begs Vaprak for a blessing so it might consume its enemies. Until initiative count 20 on the next round, the dire troll gains resistance to acid and fire damage, and it heals three times the normal amount of hit points from its regeneration ability.
- Vaprak grants the dire troll a boon, redirecting a negative effect the dire troll is under into one of its limbs, which the dire troll then rips off. The dire troll immediately ends one condition it is affected by. Each time it takes this lair action, the dire troll loses a claw attack from its multiattack until it takes a long rest. The dire troll can take this lair action even if it is incapacitated.
- Vaprak's gift manifests, and the dire troll's body twists and mutates temporarily mid-combat, giving the dire troll a trait from another troll it has consumed. Roll a d4. The dire troll gains the corresponding trait from the table below until initiative count 20 on the next round.

d4	Troll Type	Feature
1	venom troll	The troll spews out a poison cloud in a 30 foot cone and spreads around corners. A creature in the cone must succeed on a DC 17 Constitution saving throw or be poisoned until initiative count 20 on the next round. A creature poisoned in this way is also incapacitated.
2	spirit troll	The troll becomes transparent and can move through creatures and objects as if they are difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object or creature, and is shunted to an unoccupied space within 5 feet of it.
3	troll	A clawed arm grows out of the troll's body, before retracting back into the troll's body. For the duration, when the troll attacks, the arm allows it to perform one additional claw attack as part of its multiattack.
4	rot troll	The troll's body blasts out a wave of necrotic energy. All creatures within 10 feet of the troll must make a DC 17 Constitution saving throw, taking 13 (2d12) necrotic damage on a failed save, and half as much damage on a successful one.





ROT TROLL

CR 9, MTF p.244

Wherever a rot troll makes its lair, the environment becomes suffused with the necrotic energy that emanates from its body. The lair of the rot troll becomes a place that is an anathema for almost all living things.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the rot troll can take a lair action to cause one of the following effects:

- The rot troll channels the negative energy of its lair, drawing in the life force from creatures around it. Until initiative count 20 on the next round, whenever the rot troll deals necrotic damage to a creature, the rot troll regains half as many hit points as the necrotic damage taken by the creature.
- The negative energy of the lair begins to sap the will to live of creatures within it. Each creature within 60 feet of the rot troll must succeed on a DC 14 Constitution saving throw or be under the effects of the *slow* spell until initiative count 20 on the next round.

- The necrotic aura around the rot troll intensifies. Each creature within 15 feet of the rot troll must succeed on a DC 14 Constitution saving throw or gain 1 level of exhaustion unless it is immune to necrotic damage. Additionally, the radius of the rot troll's rancid degeneration increases to 15 feet until initiative count 20 on the next round.

SPIRIT TROLL

CR 11, MTF p.244

A spirit troll usually keeps to the same lair it had when it was a normal troll, but due to its insubstantial nature, everything in the lair has been untouched for years, and is either covered in dust and chrome or completely decayed. The psychic energy that created the spirit troll continues to linger in the lair, and the spirit troll can unwittingly tap into this energy.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the spirit troll can take a lair action to cause one of the following effects:

- The spirit troll's form temporarily regains some corporeality. Until initiative count 20 on the next round, each creature the spirit troll moves through for the first time on a turn or hits with an attack also takes 5 (1d10) force damage and must succeed on a DC 15 Strength saving throw or be knocked prone.
- The spirit troll's psychic presence reaches out into the minds of creatures, preventing its prey from fleeing. Each creature within 60 feet of the spirit troll must make a DC 15 Wisdom saving throw or be unable to willingly move away from the spirit troll until initiative count 20 on the next round. Additionally, the spirit troll learns the locations of any hidden creatures within 60 feet of it, and creatures gain no benefit from being invisible to the spirit troll until initiative count 20 on the next round.
- Until initiative count 20 on the next round, the spirit troll gains insight into its enemies as it consumes parts of their minds. For the duration, whenever the spirit troll hits a creature with an attack, it gains advantage on attack rolls and saving throws made against that creature for the duration, and the creature has disadvantage on attack rolls against it for the duration.

TROLL

CR 5, MM p.291

Trolls typically lair somewhere in the forests and swamps, typically in a small cave or an emptied tree trunk. They prefer damp locations where fire is unlikely to break out, and actively seek out nearby sources of magical power which might trigger a useful mutation. Their lairs are decorated with the lazily discarded remains of creatures the troll has eaten in the past few months, and treasure earned by working as a mercenary for other creatures.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the troll can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The troll grabs the remains of a creature, and grafts it onto its body to temporarily gain some of the creature's traits. The troll must make a DC 13 Constitution saving throw. On a success, these benefits last for one minute, or until the troll uses this lair action again. Roll 1d6 to determine which creature the troll uses:

d6	Creature	Effect
1	giant frog	The troll can breathe both air and water.
2	giant snake	The troll's bite attack deals an additional 3 (1d6) damage.
3	displacer beast	Attack rolls against the troll have disadvantage. If it is hit by an attack, this trait is disrupted until the end of the troll's next turn.
4	ettercap	The troll gains a climbing speed equal to its movement speed.
5	Tiefling commoner	The troll is resistant to fire damage, and taking fire damage does not prevent its regeneration trait from functioning.
6	Bulezau	Any creature that starts its turn within 10 feet of the troll suffers 3 (1d6) necrotic damage.

- The tremors caused by the battle destabilize and break one of the troll's water reservoirs. A 20-foot-radius circle centered on a point on the ground within the lair is flooded with mucky water, and every medium or smaller creature within the area must succeed on a DC 13 Strength saving throw or be pushed 15 feet in a random direction and knocked prone.

If the troll is in the area, and its regeneration trait was disrupted due to taking fire or acid damage, the troll can use this opportunity to wash itself as a reaction, and restore the use of its regeneration trait.

- The hap-hazardly stacked carcasses which cover most of the floor are disrupted by the heavy footsteps of the troll, and crumble into a chaotic mess. A 15-foot square originating from the troll becomes difficult terrain. A creature who falls prone in this area suffers 3 (1d6) piercing damage from sharp bones protruding from the ground.

The troll tidies up its lair when it finishes a long rest, clearing the area of any difficult terrain.

VENOM TROLL

CR 7, MTF p.245

A venom troll's lair is filled with toxins and pools of poisonous sludge secreted by the troll. A troll who settled in a particularly toxic swamp might turn into a venom troll. The water basins the troll used to protect itself from fire have turned rancid, and the bones of its victims have dissolved into a shapeless sludge.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the venom troll can take a lair action to cause one of the following effects:

- The troll rolls around in a pool of poisonous sludge, coating its skin in the toxic liquid. If the venom troll's regeneration trait has been disrupted



due to taking fire or acid damage, it is restored. Additionally, The damage of the venom troll's Poison Splash ability increases by 4 (1d8) until initiative count 20 on the next round.

- A bubble of poisonous gas rises to the surface of a pool of poisonous sludge within 60 feet of the venom troll and bursts. Each creature within 10 feet of the bubble must make a DC 16 Constitution saving throw. On a failed save, a creature takes 9 (2d8) poison damage and becomes poisoned until initiative count 20 on the next round. On a successful save, a creature takes half as much damage and isn't poisoned.
- A cloud of toxic gas rises off the venom troll's skin. Each creature within 10 feet of the troll must succeed on a DC 16 Constitution saving throw or be affected by the *stinking cloud* spell until initiative count 20 on the next round. Once a creature has succeeded on a saving throw against this effect, it becomes immune to it for 24 hours.

TUNNELING INSECTS

ANKHEG

CR 2, MM p.21

KRUTHIK HIVE LORD

CR 5, MTF p.212

Ankheg and Kruthik colonies are vast networks of interconnected tunnels, in which they build colonies, protect and feed their hatchlings, and prowl for fresh meat. Their presence often has a devastating impact on the local ecosystem, as few beasts can fend off these burrowing predators.

Ankheg Colony. An ankheg's lair comes about when 4 or more ankheg establish a hatchery. The ankheg cannot use lair actions if less than 3 ankheg are in the lair and are not incapacitated.



Kruthik Colony. A kruthik colony is always led by a single hive lord. If the hive lord is killed, every other kruthik tries to flee the lair, and establish a new colony elsewhere.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the insect can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Due to the continuous tunneling of the insects, a section of ground, wall, or ceiling collapses within 30 feet of an insect, filling a 10-foot-square area with earth and rubble. Each creature in the area during the collapses must succeed on a DC 13 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The area is difficult terrain to creatures without a burrowing speed.
- The insects coordinate via the release of pheromones, chittering, and hissing. Each insect in the lair moves up to its speed.
- (**Ankheg only**) Alerted by the vibrations of battle, another **ankheg** tunnels up from beneath the ground to join the fray, appearing in an unoccupied space within 30 feet of another creature in the lair. The ankhegs can take this lair action once for every 4 ankhegs in the lair. They regain expended uses of this lair action after 1 week.
- (**Kruthik only**) The kruthik hive lord taps out a rhythm on the floor with its sharp legs, calling for reinforcements. Either 4 **young kruthiks** or 1 **adult kruthik** appear in unoccupied spaces within 60 feet of the kruthik hive lord. The kruthik reinforcements hatch from eggs or tunnel out of the ground or a wall.

TYRANNOSAURUS REX

CR 8, MM p.216

Caverns tend to be the most common nest to house a tyrannosaurus rex's lair, but the surrounding region bears the marks of this terrible beast, and the cavern itself is filled with the remnant scraps of previous meals, filling it with an overwhelming stench of decay. The location where a tyrannosaurus rex hides its eggs is often the single most defensible cavern or location in an area - because no other creature can lay claim to a lair this good if it lacks the ability to dislodge its current reptilian occupant.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the tyrannosaurus rex can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

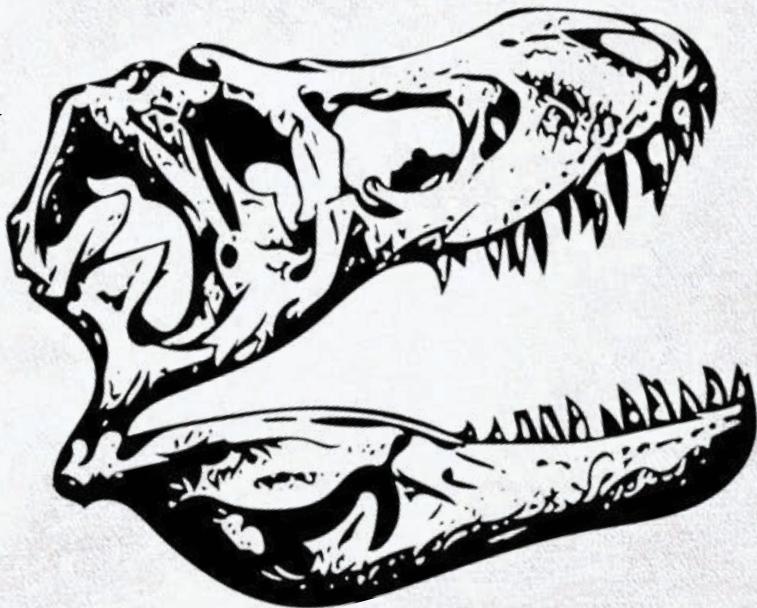
- The tyrannosaurus rex's colossal mass and thrashing movement causes seismic tremors that disrupt the ground around it. The ground within 15 feet of the tyrannosaurus rex becomes difficult terrain until initiative count 20 on the next round, to any creature other than the tyrannosaurus rex. Additionally, each creature in the area other than the tyrannosaurus rex must succeed on a DC 17 Strength saving throw or be knocked prone. The tyrannosaurus rex can't take this lair action if its speed is 0.
- Due to the disturbance of battle, a foul stench rises from the pockets of rotting carrion and decay lining the lair. Each creature in the lair other than the tyrannosaurus rex must succeed DC 17 Constitution saving throw or become poisoned until initiative count 20 on the next round. Creatures that don't need to breathe automatically succeed on this saving throw. If a creature fails its saving throw by 5 or more, it spends its action on its next turn retching and reeling.
- The commotion of the battle knocks branches down on one creature within 60 feet of the tyrannosaurus rex. The creature must succeed on a DC 17 Dexterity saving throw or take 17 (5d6) bludgeoning damage.

REGIONAL EFFECTS

The region containing a tyrannosaurus rex's lair bears the marks of the beast's presence, which creates one or more of the following effects:

- Ability checks made to calm, hunt, and track beasts of CR 7 and lower are made at disadvantage within 1 mile of the tyrannosaurus rex's lair. Any spell or feature that magically charms or summons beasts requires the spellcaster succeed on a DC 14 ability check using their spellcasting ability, or the ability fails.
- When the tyrannosaurus rex moves, all immobile liquids within 500 feet of it slightly vibrate from its thundering footsteps. A creature notices the vibrations if it succeeds on a DC 11 Wisdom (Perception) check.
- The tyrannosaurus rex's roar can be heard up to 2 miles from the tyrannosaurus rex. The roar drowns out all other noise in the area, giving all creatures in the area disadvantage on Wisdom (Perception) checks that rely on sound. The tyrannosaurus roars roughly once every 30 minutes.

These effects end immediately when the tyrannosaurus rex dies.



U

UMBER HULK

CR 5, MM p.292

Umber hulks burrow into the earth to find the ideal places to spawn and lay their clutches of eggs. Their preference is to find areas of natural geode formation and carve out a cavern around the largest crystals, creating a lair full of reflective surfaces.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the umber hulk can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- A creature who averted their eyes from the umber hulk on their turn accidentally catches a glimpse of it, reflected off the crystals in the lair. That creature must succeed on a DC 13 Charisma saving throw or suffer the effects of the umber hulk's Confusing Gaze.
- A **swarm of beetles** drops onto a hostile creature from a crevice high in the lair. The target creature must succeed on a DC 13 Dexterity saving throw or be grappled by the swarm (escape DC 13) as the beetles cover them. This grapple doesn't reduce the target's speed, but the swarm has advantage on attack rolls against the grappled creature. The swarm acts on initiative count 19.
- The ground underneath a hostile creature in the lair caves in, as a result of the umber hulk's repeated tunneling. The creature must succeed on a DC 13 Dexterity saving throw or fall into the hole, which is 10 feet deep, and is difficult

terrain. Climbing out of the hole requires the creature to spend all of its movement and succeed on a DC 13 Strength (Athletics) check.



UNICORN

CR 5, MM p.293

Unicorns are usually tasked with guarding natural sanctums, or holy sites. Life is brimming in a unicorn's lair, but these lairs are also designed to challenge the moral integrity of the lair's visitors, and reveal any evil intentions.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the unicorn can take a lair action to cause one of the following effects:

- All natural light in the lair grows stronger until it bursts into a dazzling silver flare. As the light dims back to its original level, it leaves a gleaming silver brand on all creatures hostile towards the unicorn. Creatures marked by the light cannot be hidden from the unicorn or gain the benefits of invisibility until initiative count 20 on the next round.
- The unicorn draws courage from its surroundings and extends it as an aura of strength. Any creatures that have a good alignment or are allied to the unicorn that are within 60 feet of it gain an extra 1d4 to all ability checks, attack rolls, and saving throws until the end of their next turn.
- The unicorn calls to the fey spirits who dwell within its lair, summoning 2 (1d4) **pixies** and 2 (1d4) **sprites** to come to its aid. The unicorn can't use this action again until there are 2 or fewer fey allies in its lair.



V

VAMPIRES

VAMPIRE

CR 13, MM p.297

VAMPIRE SPELLCASTER

CR 15, MM p.298

VAMPIRE WARRIOR

CR 15, MM p.298

Vampires favour old buildings for their lairs, be it the grandeur of stately manor houses, the irony of defiling a former place of worship, or the familiarity of a quiet crypt.

Vampiric Warlord (Vampire Warrior only). The vampire warrior commands over a small contingent of **vampire spawns** it trains and commands. It can choose to take lair action options from both its unique lair actions and the lair actions available to Warlords. It cannot have more than five lair actions available to it.

Vampiric Mage (Vampire Spellcaster only).

The vampire spellcaster wards its castle in much of the same ways an archmage wards its tower. It can choose to take lair action options from both its unique lair actions and the lair actions available to Mages. It cannot have more than five lair actions available to it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the vampire can take a lair action to cause one of the following effects:

- A haunting chorus of wailing, pained voices echoes from the deepest recesses of the vampire's lair. All creatures within the lair that can hear must succeed on a DC 17 Wisdom saving throw or be frightened until the end of their next turn. The vampire and any creatures currently charmed by it hear only glorious singing and are immune to the effect of the wails.
- An area of darkness the vampire can see takes form and grasps at all creatures within 5 feet of the shadowy area. Targeted creatures must succeed on a DC 17 Strength saving throw or become restrained by the shadows until initiative count 20 on the next round. The shadows are unaffected by nonmagical light that isn't sunlight but can be dispersed by sunlight or magical light of 3rd level or higher. The vampire can then choose to teleport up to 60 feet to an unoccupied space within 5 feet of a restrained creature.
- An unnaturally cold wind howls through the lair, instantly extinguishing candles, torches, and similar unprotected flames in the area, as well as any source of magical light of 3rd level or lower that isn't sunlight.
- (**Vampire Spellcaster only**) The vampire spellcaster focuses the dark energies that surround it to draw more than just life from its prey. The next time the vampire spellcaster hits a creature with its bite attack, roll a d4. The creature immediately expends its highest level unexpended spell slot that is of equal or lower level to the number rolled. If the creature expends a spell slot, the vampire spellcaster can regain an expended spell slot of its choice that is of equal or lower level to the number rolled.
- (**Vampire Warrior only**) The vampire warrior channels the dark powers of its lair to curse one of its enemies. The next time the vampire warrior hits a creature that has blood with its bite attack, it curses that creature's blood. Whilst cursed in this way, the creature has vulnerability to slashing and piercing damage, and the vampire warrior smells the direction to the creature's location unless running water at least 10 feet wide blocks a direct path between the vampire warrior and the creature. The curse can be removed by a *remove*



curse spell or similar magic, and also ends if the target has all its hit points.

While in humanoid form, the vampire can also take the following action:

- If standing in an area of dim light or darkness, the vampire can melt into the shadows and become invisible. It remains invisible until it attacks, casts a spell, or until the end of its next turn. While invisible in this way, the vampire loses its Sunlight Hypersensitivity trait.

While in bat form, the vampire can also take the following action:

- The bat lets out a terrible screech that bounces off the lair walls and grows in intensity, causing vibrations strong enough to shatter glass. Creatures of the vampire's choice within the lair must succeed on a DC 17 Constitution saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much on a successful save. Any saving throws made to maintain concentration from taking this damage are made with disadvantage.

REGIONAL EFFECTS

The sun never fully shines in the area surrounding the lair of an especially powerful vampire. The sun is always covered by fog or clouds within 1 mile of the lair, and while the light of day is still bright light, it does not count as sunlight. Despite this, the vampire still prefers to remain indoors during the day.

This effect immediately ends if the vampire is slain.

VAMPIRE SPAWN

CR 5, MM p.298

Vampire spawn may be encountered alone or in a group, but either way, they prefer to make their lairs in dark places, away from the sun they fear. Their lairs are usually centred on a shrine to their vampiric lord and master, and they often keep living humanoids captive to feed on, or use as tributes to their dark lord.

Blood Shrine. One object in the lair is designated as the Blood Shrine, which is the focus of the vampire spawn's bloody offerings.

Whenever a humanoid with blood is reduced to 0 hit points within 30 feet of the blood shrine, the power of the blood shrine becomes amplified until the vampire spawn uses a lair action.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the vampire spawn can take a lair action to cause one of the following effects:

- The vampire spawn calls upon its master for aid. Up to 1d4 **swarms of bats** or **swarms of rats** emerge from the dark recesses of the lair and appear in unoccupied spaces within 60 feet of the blood shrine.

If the blood shrine is amplified, an additional 1d4 swarms are summoned.

- Dark energies surge within the lair, and each vampire spawn in the lair can immediately move up to its speed without provoking opportunity attacks.

If the blood shrine is amplified, the vampire spawn can then use its reaction to make an attack with its claws.

- An unnaturally cold wind howls through the lair, instantly extinguishing candles, torches, and similar unprotected flames in the area.

If the blood shrine is amplified, the wind also extinguishes any source of magical light of 3rd level or lower that isn't sunlight.

- An area of darkness the vampire spawn can see takes form and grasps at all creatures within 5 feet of the shadowy area. Targeted creatures must succeed on a DC 13 Strength saving throw or become restrained by the shadows until initiative count 20 on the next round. The shadows are unaffected by nonmagical light that isn't sunlight but can be dispersed by sunlight or magical light.

If the blood altar is amplified, the vampire spawn can teleport up to 30 feet to an unoccupied space within 5 feet of a restrained creature.

- The vampiric forces of the lair drive the vampire spawn into a blood frenzy. Until initiative count 20 on the next round, the vampire spawn has advantage on attack rolls using its bite.

If the blood altar has been amplified, the vampire spawn regains hit points equal to twice the necrotic damage it deals with its bite.

- The dark energies of the lair envelop the vampire spawn, shielding it. Until initiative count 20 on the next round, the first time the vampire spawn would take radiant damage, it can reduce the radiant damage it takes to 0.

If the blood altar has been amplified, the vampire spawn instead gains immunity to radiant damage until the initiative count 20 on the next round.



VEGEPYGMY CHIEF

CR 2, VGM p.197

Vegepygmies are small tribal creatures made of fungus. They make their lairs in dark and wet places in the underdark.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the vegepygmy chief can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The vegepygmy explodes into a cloud of spores, and then reforms in an unoccupied space within 30 feet.
- The vegepygmy chief slams the butt of its spear on the ground three times. A nearby **vegepygmy** arrives to fight on its behalf. It takes its turn after the vegepygmy chief. A maximum of three vegepygmy allies can be summoned this way at once.
- The vegepygmy chief lets out a strange cry. A patch of russet mold (VGM, p.196) in the lair expands in radius by 5 feet. If no patches

are currently present, spores from the air start to condense and form a 5 foot radius patch of mold in an unoccupied space within 20 feet of the vegepygmy chief, but 10 feet away from the vegepygmy chief's enemies.

- The vegepygmy chief breathes deeply, taking strength and being revitalized from the spores in its lair. It becomes cured of the blinded, charmed, deafened, frightened, paralyzed, poisoned, or stunned conditions.

REGIONAL EFFECTS

The vegepygmy cultivates its environment like a garden, producing one or more of the following effects:

- The region near a vegepygmy's lair has a high amount of russet mold.
- Fruit or meat left out without protection grows mold surprisingly fast - within a matter of minutes, any ration or foodstuff becomes inedible.

These effects fade over the course of 1d10 days after the vegepygmy chief is slain.



W

WAR PRIEST

CR 9, VGM p.218

A war priest's temple is an impregnable fortress, which often acts as the last line of defense of an entire kingdom. Such a location is supremely magical, and war priests of the past have been known to invoke the avatar of their deity within its walls, teleport the entire structure in the middle of the field of battle, and other similarly incredible feats.

Temple of the Gods. A war priest's lair is under the effects of the *temple of the gods* spell. Additionally, if the war priest casts *temple of the gods*, and creates a temporary temple, this temple can act as the war priest's lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the war priest can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Two spectral guardians, as per the *guardian of faith* spell (save DC 15), appear in unoccupied spaces within the lair. They must be at least 10 feet away from any hostile creature when they appear. If the war priest uses this lair action again, existing guardians are dismissed.

RULES TIP: GUARDIANS OF FAITH

The guardians created by the *guardian of faith* spell occupy their space, which means they obstruct movement and projectiles, and may obstruct lines of sight (DM's choice).

- Divine light fills the lair. The war priest chooses any number of creatures it can see within its lair. Each creature must succeed on a DC 15 Wisdom saving throw or become frightened of the war priest until initiative count 20 on the next round. A creature can choose to avert its eyes, and become blinded until initiative count 20 on the next round, instead of making the save.
- Until initiative count 20 on the next round, whenever an ally of the war priest within the lair is reduced to 0 hit points, it does not die nor become unconscious. It enters a mindless zealous rage, and can act normally until the end of its next turn, at which point the effect ends and the creature suffers the effects of having 0 hit points as usual, if it still has 0 hit points.
- The war priest calls for divine intervention. It rolls a percentile die, and on an 18 or below, a **deva**, **horned devil**, or **nalfeshnee** appears in an unoccupied space within 30 feet of the war priest. The summoned creature is a servant of the war priest's deity, and acts accordingly. It is dismissed back to its plane of origin after 1 hour. If successful, this lair action can't be used again for 7 days.

WARLOCK OF THE ARCHFEY

CR 4, VGM p.219

Tricked into becoming a hag's puppet, or charmed into becoming an eladrin's servant, warlocks of the archfey typically inhabit one of their patron's many lairs, acting as prisoners and guards in equal measures. This location is a place of untold beauty, a venue where myriad colors and swirling lights illuminate verdant spaces and impossible architecture. But this beauty only runs skin deep, and those who venture too close might come to realize every rose has thorns.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the warlock can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Distrust and paranoia drive those who stay too long in the lair into an incomprehensible blood frenzy. Each non-fey creature within the lair must succeed on a DC 14 Intelligence saving throw, or become unable to tell friends from foes, as per the enemies abound spell, until initiative count 20 on the next round.
- The thin veil of illusion which keeps this place charming flickers out of existence for but a moment, revealing some of the horror hidden underneath. One creature the warlock can see must succeed on a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage, and use its reaction to move up to its movement speed towards the closest allied creature it can see. If

it moves within 5 feet of the ally, it describes what it has just seen, and the ally must make the same save, with advantage. A creature immune to being frightened automatically succeeds on this saving throw.

- Many mirrors and reflective walls are placed around the lair, making it difficult to tell what is real from what isn't. The warlock creates three illusory duplicates of itself, which last until the warlock uses this lair action again or until they are destroyed (AC 14, 1 hit point). The illusions appear in unoccupied spaces within 30 feet of the warlock, and after they've appeared, the warlock can choose to swap places with one of them. Whenever the warlock casts a spell, the spell can originate from any of the illusions' spaces instead of its own. As a bonus action on its turn, the warlock can move the illusions up to 30 feet, but they must remain within the lair.

WARLOCK OF THE FIEND

CR 7, VGM p.219

In exchange for their dark powers, those who have formed a pact with demons and devils are often asked to corrupt the mortals around them. The warlock might do so in locations ranging from a dark dungeon where it performs unholy rituals away from prying eyes, to the very public royal courtroom where it tempts the ambitious and leads them astray. Such a location inevitably ends up becoming a place of debauchery and sin, a twisted reflection of what it used to be.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the warlock can take a lair action to cause one of the following effects:

- The essence of evil corrupts the flesh of those who come too close. The warlock casts *polymorph*, targeting one non-fiend creature it can see within the lair, but transforms it into a fiend instead of a beast. Once a creature has been transformed in this way, it cannot be transformed again until the warlock finishes a long rest.
- The echoes of dark secrets and repressed thoughts resonate within the walls of the lair, causing dissent and distrust between former allies. Until initiative count 20 on the next round, every creature within the lair hears the surface thoughts of nearby creatures as though it had



RULES TIP: POLYMORPH CHALLENGE RATING

In its lair, since the warlock's challenge rating is increased by 1, it can polymorph itself into a fiend of CR 8 or lower, instead of 7 or lower!

cast *detect thoughts* (no concentration required). One creature the warlock can see must succeed on a DC 15 Wisdom saving throw, or have its forbidden desires exposed to all, as if every other creature within the lair had used their action to probe deeper into their mind with the *detect thoughts* spell.

- The warlock calls upon aid from its fiendish master, whose help depends on its nature:
 - **Demon.** until initiative count 20 on the next round, whenever an ally within 60 feet of the warlock is reduced to 0 hit points, it explodes, and each creature within 10 feet of it must make a DC 15 Dexterity saving throw. A creature takes 11 (2d10) fire damage on a failed save, or half as much on a successful one.
 - **Devil.** magical darkness spreads from a point within 60 feet of the warlock, to fill a 20-foot-radius sphere until the warlock uses this lair action again. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it, but the warlock can see through it as if the area was brightly lit. If the area of this darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.
 - **Other (yugoloth, rakshasa, succubus, etc).** the warlock and up to two allies within 30 feet of it can each use their reaction to teleport to an unoccupied space of their choice within 60 feet of them, along with any equipment they are carrying, and any creature they are grappling.



WARLOCK OF THE GREAT OLD ONE

CR 6, VGM p.220

Someone usually comes into contact with a Great Old One by touching an object which contains a sliver of the entity's power and consciousness, and they build their lair around this strange object. This object could be, for example, a meteorite fallen from the sky, a strange crystal ball with a thousand eyes, a strange weapon from a civilization far more advanced than the warlock's, or a rift in reality which slowly expands as the warlock makes offerings to it.

Aberrant Relic. The object at the center of the warlock's lair absorbs a portion of all the magic around it. Whenever a spell is cast within 30 feet of it, the shard gains a number of charges equal to the spell's level (minimum of 1 for a cantrip). When it has 20 or more charges, the Great Old One bestows a boon onto its warlock, and the warlock's next lair action is empowered. The relic then loses all of its charges.

The aberrant relic can be attacked (AC 16, 50 hit points, immune to poison and psychic damage), but every time a creature deals damage to the aberrant relic, the creature takes 4 (1d8) psychic damage.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the warlock can take a lair action to cause one of the following effects:

- A rift opens and merges the Great Old One's strange realm with the warlock's lair. The warlock chooses one creature it can see within 60 feet of the aberrant relic. Until initiative count 20 on the next round, this creature's armor class is equal to its Charisma score. An unwilling creature can attempt a DC 15 Charisma saving throw to resist the effect.

If the aberrant relic is empowered, every creature within 60 feet of the aberrant relic is affected.

- The warlock chooses one spell effect within 30 feet of the aberrant relic, and attempts to steal it from its owner. The spell's original spellcaster must succeed on a DC 15 saving throw using their spellcasting ability modifier, or the spell ends. If it does, the warlock immediately casts a copy of that spell, without expending a spell slot, at the same level it was originally cast, and using the original



spellcaster's spellcasting ability modifier and proficiency bonus.

If the aberrant relic is empowered, the warlock can choose up to three spell effects to steal.

- The warlock casts a warlock spell it does not know of 5th level or lower, with a casting time of 1 action, using one of its spell slots. The spell originates from the aberrant relic's space. Once a spell has been cast in this way, the same spell cannot be cast in this way for 7 days.

If the aberrant relic is empowered, the warlock casts the spell without expending a spell slot.

REGIONAL EFFECTS

The Great Old One's influence creates one or more of the following effects:

- Sometimes, seemingly at random, people within 5 miles of the lair seem to lose some of their memories. When this happens, the creature must succeed on a DC 15 Intelligence saving throw or lose one language, skill, or tool proficiency until it finishes a long rest.
- Whenever a creature sleeps or enters a trance within 5 miles of the lair, the creature has strange nightmares. Every creature who sleeps at the same time has the same nightmare.
- Creatures within 5 miles of the lair often feel as though they're being watched, especially when they're alone or stressed.

These end immediately after the warlock is slain.

WARLORDS

DUERGAR WARLORD

CR 6, MTF p.192

HOBGOBLIN WARLORD

CR 6, MM p.187

DROW HOUSE CAPTAIN

CR 9, MTF p.184

WARLORD

CR 12, VGM p.220

A warlord's military encampment, a location where they have set up an ambush, or a preplanned battlefield, all could be used as a temporary lair for a warlord. These are locations where the warlord has had time to prepare for an upcoming battle and to seize every tactical advantage available to them. A warlord's presence on a battlefield or within their lair is something to behold, an icon in the midst of combat that inspires allies and frightens enemies.

Battlefield Preparations. The following is a list of preparations the warlord might have made for the upcoming battle, by hiding equipment around the area, selecting an advantageous location, and training its troops adequately, for example. There is only so much a warlord could prepare before the start of the battle, however. Warlords can choose a number of lair action options from this list up to half their challenge rating, rounded up.

WARLORD MINIONS

Here are example minions the warlord is likely to call upon with its first lair action, depending on its type, with an amount of combined minion HP adapted to the challenge rating of the warlord in question:

Warlord	Combined HP	Minions
warlord	60	5 guards, 5 cultists, or 2 priests
duergar warlord	40	1 duergar or 2 duergar soulblade
hobgoblin warlord	40	3 hobgoblins or 1 hobgoblin iron shadow
drow house captain	50	4 drow or 1 drow mage
marilith*	70	3 dretch or 1 barlgura
death knight*	70	3 ghouls or 1 minotaur skeleton
narzugon*	70	3 spined devils or 1 merregon
vampire warrior*	70	3 swarms of bats or 1 shadow demon

*these creatures can optionally use the warlord's lair actions on top of their own

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the warlord can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- As long as the warlord fights, its loyal troops continue pouring into the battlefield without end. Up to five creatures, whose combined average hit points don't exceed 60, emerge from behind a hill, door, or other obstructed area. They appear in unoccupied spaces at the edge of the lair, at least 60 feet away from the warlord. They act on initiative count 10, and obey the warlord's orders, but if the warlord is defeated, they will surrender, flee the battlefield, or otherwise be dispatched with minimal effort.
- **(2/day)** A hidden ballista (DMG p.255) is revealed from under a tarp or a magical illusion, and appears in an unoccupied space within 5ft of one of the warlord's allies in the lair. The ally can immediately make one attack with it.
- **(2/day)** The warlord orders its soldiers to raise pikes and other battlefield fortifications hidden in the ground. The warlord chooses up to ten 5-foot cubes on the ground within 120 feet of it that it can see. Each cube must have at least one face adjacent to the face of another cube. Twisting spikes and barbed wire erupt from the ground in those spaces, providing three-quarters cover to creatures behind it. Each 5-foot cube section of wall can be destroyed (AC 16, 30 hit points, immune to poison and psychic damage). A creature which attempts to climb the wall must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) piercing damage and fall prone.
- **(1/week)** The timing of the battle was no coincidence, a true tactician takes everything into account. A solar eclipse (or other celestial phenomenon) takes place above the battlefield. With a command the warlord and its army avert their eyes, every other creature within the lair must make a DC 15 Dexterity saving throw or be blinded for 1 minute. At the end of a blinded creature's turn they can make a DC 15 Constitution saving throw, ending the effect on itself on a success.
- The warlord roars, and its warcry inspires its allies to fight recklessly. Until initiative count 20 on the next round, the warlord and its allies within 30 feet of it have advantage on attack rolls, but attack rolls have advantage against them.

- The warlord bellows orders to its troops, adapting its tactics to the situation. Until the warlord dies or uses this lair action again, the warlord and every ally within 120 feet of it gain one of the following benefits:
 - "To the high ground!"** The creatures gain advantage on ranged attack rolls and half cover against ranged attacks from creatures who are at least 10 feet lower than them.
 - "Surround them!"** The creatures can move up to half their movement speed as bonus action.
 - "Hold the line!"** Whenever one of the creatures hits another creature with a melee attack, it can attempt to shove the creature as a bonus action.
 - "Retreat!"** The creatures' movement does not provoke attacks of opportunity.



WATER WEIRD

CR 3, MM p.299

Water weirds are bound to their watery lair, whether it be a great pool of water or a towering fountain. Fully flooded chambers are ideal, as they allow for the greatest range of movement and control for the weird, but often they are instead restricted to a smaller area of water within a larger environment.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the water weird can take a lair action to cause one of the following effects:

- The weird creates two decoys of itself that rise out of the water in three different locations within the lair. These decoys mimic the weird's actions but don't move or deal damage. A decoy has 10 AC and immediately dissolves back into water upon taking any damage. A DC 15 Wisdom (Perception) or Intelligence (Investigation) check reveals that the decoys are fake. The decoys persist until they are destroyed or the weird uses this lair action again.
- A watery tendril emerges from the water of the lair and attempts to grab a hostile creature within 15 feet of it. The target must succeed on a DC 13 Strength saving throw or take 3 (1d6) bludgeoning damage and be dragged into the water, up to 15 feet deep.
- The water within the lair foams and creates an area of mist in a 15-foot-radius sphere centered on a point on the ground within the water weird's lair. The sphere spreads around corners, and its area is heavily obscured. It lasts until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or the weird uses this lair action again.

WILL-O'-WISP

CR 2, MM p.301

Will-o'-wisp can be found anywhere where evil souls die in anguish, and a malevolent magical energy is present to bind them. The ambient magic of such places can be further warped by the will-o'-wisp's presence to ensnare travellers and create even more of its kind. Most commonly, these undead lurk in remote areas, far from towns and cities, such as gloomy swamps and dense forests.

Radiant Corruption. Will-o'-wisps only begin to actively corrupt an area when many of their kind gather there. If a swamp or forest is inhabited by three or more will-o'-wisps it becomes invariably corrupted until all of them are destroyed or driven off. It is in this corrupted environment will-o'-wisp can use lair actions. Only a single will-o'-wisp has access to lair actions at a time, even if multiple of them are fighting the same opponents.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), one will-o'-wisp in the lair can take a lair action to cause one of the following effects:

- A ball of dim, eerie multicolored magical light appears on a point within 60 feet of the will-o'-wisp. The ball sheds bright light within 20 feet of itself and dim light within 120 feet, and remains for 1 minute or until the will-o'-wisp uses this lair action again. A creature that is caught in the ball's light must succeed on a DC 12 Wisdom saving throw. A creature that fails the save becomes charmed by the ball and must use all its movement on its turn to move towards the ball. If a creature is within 20 feet of the ball and is charmed by it, it also becomes incapacitated. A creature can repeat the save at the end of each of its turns, or if it loses sight of the ball and its light, ending the effect on itself on a success.
- The ground in a 20-foot square within 60 feet of the will-o'-wisp softens into a swampy mire. The area becomes difficult terrain, and all creatures in the area when it softens must make a DC 12 Strength saving throw or sink into the mud and become grappled by the mud (escape DC 12).
- The will-o'-wisp can only use this lair action option if at least two more will-o'-wisps are within 300 feet of it. The will-o'-wisps snicker and whisper to each other before collectively choosing one creature within 60 feet of one of

them. The creature must make a DC 14 Charisma saving throw. On a failed save, the will-o'-wisps invade the creature's mind and open its perception to colors contained in their light impossible to normally see, causing the creature to be frightened of the will-o'-wisps and take 10 (3d6) psychic damage. The effect lasts until initiative count 20 of the next turn. Once a creature has been targeted by this effect, it becomes immune to it for 24 hours.

REGIONAL EFFECTS

The will-o'-wisps' foul magic mingles with the evil energies that created them, warping the area around the will-o'-wisps' lair and creating one or several of the following effects:

- Nights within 1 mile of the will-o'-wisps' lair are always cloudy and extremely dark.
- Within 3 miles of the will-o'-wisps' lair, creatures can often find small mounds of soil or mud. A DC 15 Intelligence (Investigation) check on these mounds reveals the shrivelled, mummified remains of the will-o'-wisp's previous victims.
- Strange flickering and distant lights appear in the distance to creatures within 3 miles of the will-o'-wisps' lair. Following these lights leads a creature closer to a will-o'-wisp.
- Creatures within 3 miles of the will-o'-wisps' lair can hear footsteps, distant threatening voices and the crunching of branches or leaves coming from behind them with no apparent source. These auditory effects only occur when a creature is facing in the direction of a will-o'-wisp and are meant to draw them nearer to it.

These effects dissipate over the course of 1d10 days after all will-o'-wisp in the area are destroyed.



WOLF PACK ALPHA

DIRE WOLF

CR 1, MM p.321

WINTER WOLF

CR 3, MM p.340

Wolf packs in the wild make their dens in defensible locations in their territory, and guard them fiercely.

Wolf Pack Alpha. Each wolf pack has an alpha, usually the biggest, strongest and smartest member of the pack and can be male or female. The pack alpha is the wolf that takes the lair actions, and if it dies, the pack chooses a new alpha by the next dawn.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Pack Leader can take a lair action to cause one of the following effects:

- The pack alpha throws its head back and howls, and the chorus is taken up by every other wolf in the lair. Each enemy of the pack within 60 feet of a wolf that can hear the howls must succeed on a DC 12 Wisdom saving throw or become frightened of every wolf in the pack until the initiative count 20 on the next round. If a creature fails this saving throw by 5 or more, they cannot willingly move whilst frightened in this way.
- The pack alpha barks an order to attack. Each wolf in the pack that can hear the pack alpha can immediately use its reaction to move up to its speed. If it moves at least 10 feet in a straight line towards a creature, it can make an attack against that creature.

- The pack alpha growls for the pack to coordinate their attacks. Until initiative count 20 on the next round, saving throws to avoid being knocked prone by members of the pack are made with disadvantage.

- The pack alpha howls for reinforcements. The pack alpha calls 2d4 **wolves**, which appear from behind cover or out of burrows as close to the pack alpha as possible and are allied with the pack alpha. The pack alpha cannot take this action again until the next dawn.

- (*Winter Wolf only*) A gust of icy wind whips up a flurry of snow around the pack alpha. The winter wolf vanishes, teleporting up to 60 feet to an unoccupied space it can see, and reappears in another flurry of snow.

REGIONAL EFFECTS

The members of the wolf pack look out for one another, producing one or both of the following effects:

- The wolf pack has an exceptional sense of smell, and each wolf in the pack can smell the direction to the location of any creature within 1000 feet of the lair, unless a direct path to the creature is blocked by running water at least 10 feet wide.
- If the pack alpha is a winter wolf, allies of the pack alpha gain resistance to cold damage while they are within 50 miles of the lair, and immunity to cold damage while they are within 1 mile of the lair.

These end immediately if the alpha is slain.



WOOD WOAD

CR 5, VGM p.198

Wood woads are plant warriors infused with a humanoid soul. A wood woad is created through a sacrificial ritual which rapidly grows a new immortal tree-like body inhabited by the sacrificed creature's spirit. Wood woads are everlasting guardians of the forest; if their original watch ends they seek out another sacred natural area to protect. A wood woad's lair generally has a strong fey presence or is enchanted with abundant natural magic.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the wood woad takes a lair action to cause one of the following effects; the wood woad can't use the same effect two rounds in a row:

- The wood woad animates a nearby tree which uproots itself and fights on the wood woad's behalf. The tree uses the **awakened tree** stat block and takes its turn after the wood woad. Up to two awakened trees can be animated this way at once.
- Nearby trees and plants come to the wood woad's aid in combat. Enchanted roots burrow up from underneath the ground, trying to bind a creature in the wood woad's lair. A creature of the wood woad's choice must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). Until this grapple ends, the target is restrained.
- The wood woad channels the sunlight absorbed by nearby trees, and lashes out with a beam of searing light. Each creature in a line that is 5 feet wide and 60 feet long must make a DC 14 Constitution saving throw. On a failed save, a creature takes 13 (3d8) radiant damage and is blinded until the end of their next turn. On a successful save, it takes half as much damage and isn't blinded by this effect.
- Magic vines materialize into existence, wrapping themselves around a flying creature as per the earthbind spell (save DC 14). A creature can use its action on its turn to repeat the saving throw to end this effect

WRAITH

CR 5, MM p.355

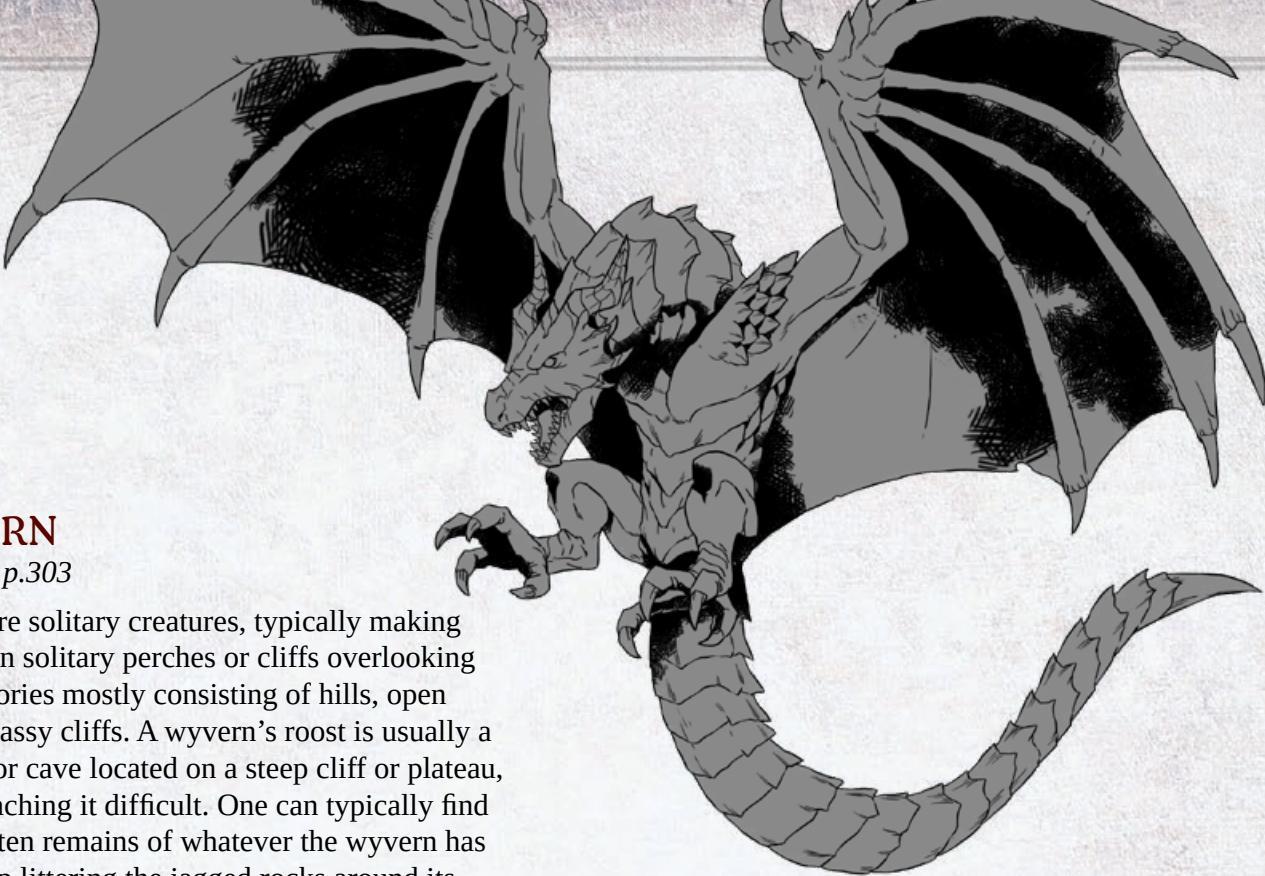
The haunting of a wraith is sure to twist an area with a cold, dreadful darkness which seeps into every corner of its lair. Mausoleums, crypts, battlefields, or the place of the wraith's original death serves as its lair. Often, it coaxes individuals to an early death within the lair so it can raise them as specters forever tormented by its negative energy.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the wraith can take a lair action to cause one of the following effects:

- The wraith disperses in a cloud of black smoke, reappearing at another location within its lair.
- Up to three creatures of the wraith's choice must succeed on a DC 13 Constitution saving throw or be under the effect of the levitate spell until initiative count 20 on the next round.
- The wraith provokes any **specters** under its control to a malice filled rage. Each specter within the lair uses its reaction to make a life drain attack against a creature within reach. If no creatures are within reach, the specter instead moves up to half of its fly speed.





WYVERN

CR 6, MM p.303

Wyverns are solitary creatures, typically making their lairs in solitary perches or cliffs overlooking large territories mostly consisting of hills, open fields or grassy cliffs. A wyvern's roost is usually a large nest or cave located on a steep cliff or plateau, making reaching it difficult. One can typically find the half-eaten remains of whatever the wyvern has snatched up littering the jagged rocks around its roost and in its nest. Creatures that enter a wyvern's territory become its potential prey, and those that enter its nest or cave are met with extreme territorial hostility.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the wyvern takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The wyvern's mighty wings kick up debris and sand from its surroundings, creating a 20-foot-radius sphere of dust within 30 feet of the wyvern. The cloud spreads around corners and its area is heavily obscured. A creature in the cloud's space when it first appears must succeed on a DC 14 Constitution saving throw or be blinded until the end of its next turn. The cloud lasts until initiative count 20 of the next turn, or until a strong wind (at least 10 miles per hour) disperses it.
- The wyvern swoops in, taking advantage of the strong winds around its lair. Until initiative count 20 on the next round, the wyvern doesn't provoke opportunity attacks when it flies out of an enemy's reach.
- A powerful gust of wind sweeps through the lair within 30 feet of the wyvern. Each creature in a line that is 40 feet long and 10 feet wide must

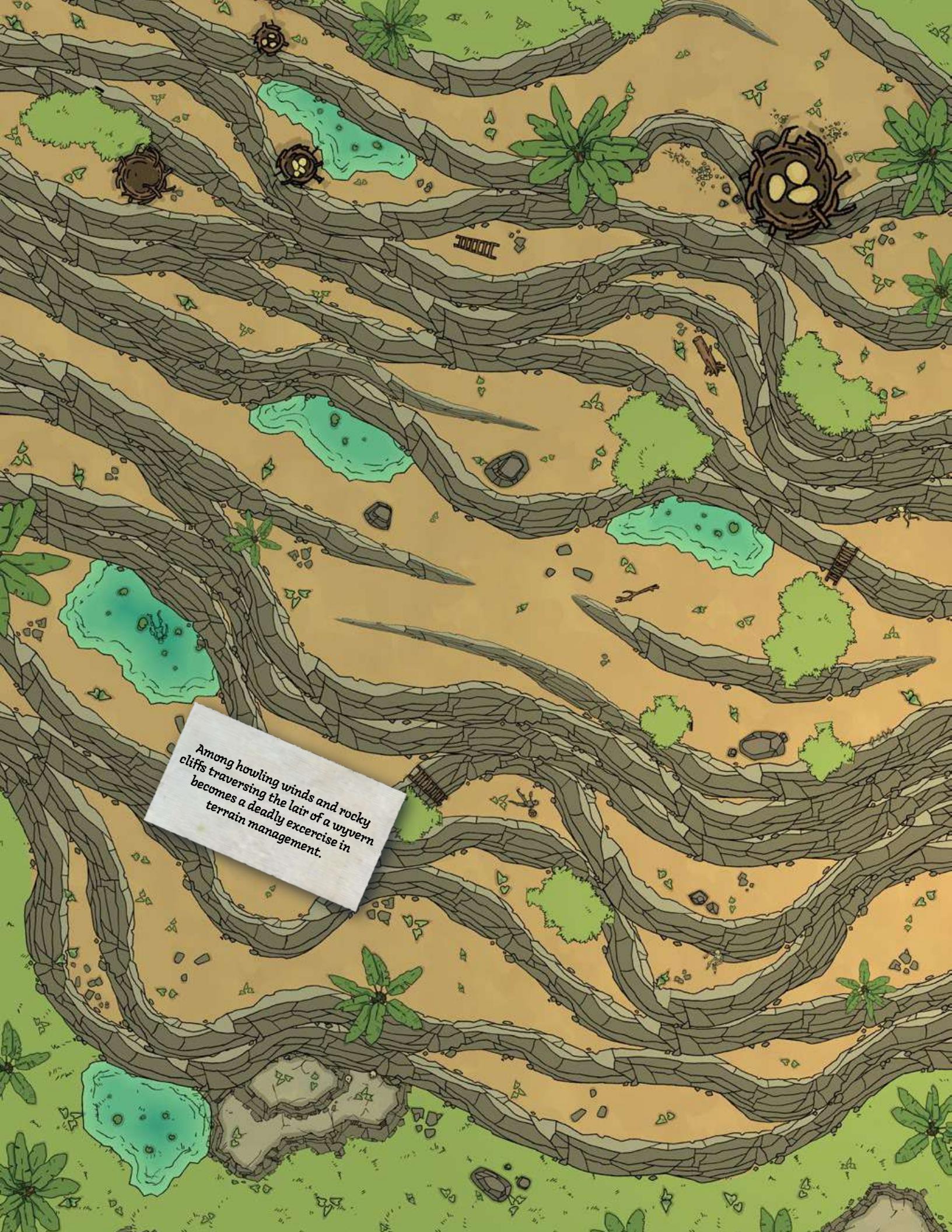
succeed on a DC 13 Strength saving throw or be pushed 15 feet in the direction of the wind. A creature in the line must spend 2 feet of movement for every 1 foot it moves when moving against the wind. The wind disperses clouds or vapours and extinguishes nonmagical open flames. The wind subsides on initiative count 20 of the next turn.

REGIONAL EFFECTS

The wyvern's presence alters the area in its territory, creating one or several of the following effects:

- Predators avoid the area within 10 miles of the wyvern's lair, avoiding competition with the much more powerful predator. Herbivores are more abundant in the surroundings.
- Poisonous plants and animals within 10 miles of the lair have their toxins bolstered. They deal an additional 3 (1d6) poison damage when being ingested or injected. Poisons brought into the area that stay in it for at least 8 hours also gain this property until they leave the area.
- Marks of horribly smelling black venom can be found within 10 miles of the lair. The venom can be found lining the edge of the wyvern's territory, and bubbling from recent kills it has yet to bring back to its lair.

These effects fade over the course of 1d10 days after the wyvern is slain.



Among howling winds and rocky cliffs traversing the lair of a wyvern becomes a deadly excercise in terrain management.

X

XORN

CR 5, MM p.305

The enigmatic xorn are native to the deep veins of ores and gemstones on the elemental plane of earth. On the material planes, they will often settle among places rich in similar resources, whether those are natural locations such as mines or ore seams, or unnatural ones, such as treasure hoards. Woe betide the sovereign whose vaults draw the attention of a xorn intent on establishing a nest.

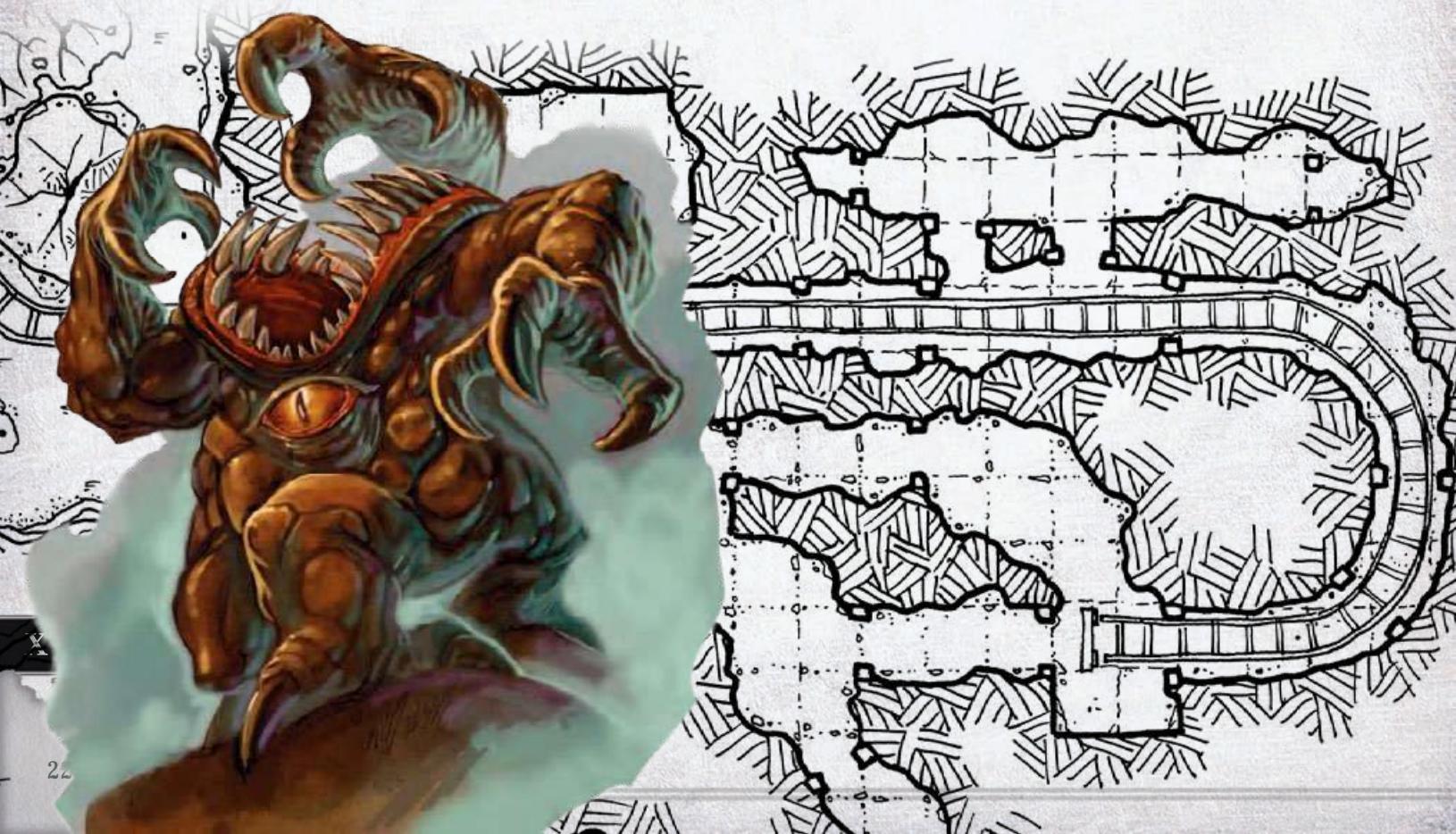
LAIR ACTIONS

On initiative count 20 (losing initiative ties), the xorn can take a lair action to cause one of the following effects; it cannot use the same ability two turns in a row:

- The elemental spirits of the lair cause any valuable minerals to resonate powerfully. The xorn may use its reaction to move up to its speed toward the creature it can see which is carrying the greatest wealth. Before the initiative count 20 on the next round, if the xorn grapples a creature that has any unsecured, nonmagical coins, jewelry

or gems, it can consume up to 13 (3d8) gold pieces worth of them, focusing on the highest value gems first. If it does, it gains temporary hit points equal to the gp value of items consumed.

- The xorn causes an earthquake in its lair. All creatures in a 10-foot-radius area centered on a point the xorn can perceive with its tremorsense must succeed on a DC 14 Strength saving throw or suffer 3 (1d6) bludgeoning damage and be knocked prone. That area becomes difficult terrain until it is cleared, a process that requires 10 minutes of work.
- An area of the lair is affected by the xorn's earth gliding powers, allowing living creatures to pass through it like water. All creatures in a 5 foot radius area centered on a point that the xorn can detect with its tremorsense must succeed on a DC 14 Dexterity saving throw or sink into the earth below them. Those creatures are restrained until the xorn uses this ability again or casts *earth tremor*. A creature restrained this way may use an action to make a DC 14 Strength saving throw, ending this effect on a success.



Y



YUAN-TI LEADER

YUAN-TI MIND WHISPERER

CR 4, VGM p.204

YUAN-TI NIGHTMARE SPEAKER

CR 4, VGM p.205

YUAN-TI PIT MASTER

CR 5, VGM p.206

YUAN-TI ABOMINATION

CR 7, MM p.308

YUAN-TI ANATHEMA

CR 12, VGM p.202

Yuan-ti are cold, emotionless and calculating creatures and their lair reflects this disposition. Usually secluded far away from civilization in inhospitable jungles, or hidden in humanoid settlements in elaborate underground strongholds, yuan-ti temples are fortified, designed for practicality, and for the worship of their serpent gods.

Yuan-ti Leader. The most powerful and most serpentine yuan-ti of the lair is named the leader,

and is able to perform lair actions. The yuan-ti's serpent gods are fickle, however, and withdraw their blessings from the lair immediately if the leader is killed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the yuan-ti leader can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Poison darts shoot out from slits in the wall within 60 feet of the yuan-ti leader in a line that is 40 feet long and 20 feet wide. Each creature in the line must succeed on a DC 14 Dexterity saving throw or take 5 (2d4) piercing damage and 9 (2d8) poison damage.
- The perfect form of the serpent is recognized in the yuan-ti lair. Up to 3 snakes or yuan-ti who are currently in their snake forms within 30 feet of the yuan-ti leader are empowered. Until the end of their next turn, when they use the Attack action, they can make one additional bite attack, or one additional flurry of bites attack (yuan-ti anathema only).
- The snake gods offer their aid in the protection of the lair. One yuan-ti in the lair uses its Shapechange action to transform into a snake, and two snakes are summoned to aid that yuan-ti, that match its serpent form, as indicated by the table below:

Yuan-Ti	Summoned Snake
yuan-ti abomination	2 constrictor snakes
yuan-ti anathema	2 giant constrictor snakes
others	2 giant poisonous snakes

The snakes appear within 5 feet of the yuan-ti and look identical to its serpent form. When they appear the yuan-ti can choose to swap places with one of them, making it impossible to discern which snake is the yuan-ti.

These snakes have been magically charmed and will obey the commands of yuan-ti they appeared next to. Each yuan-ti in the lair can only control one pair of snakes and it can dismiss these

snakes as a bonus action. If these snakes die the yuan-ti must spend 1 day finding and charming new snakes to replace them.

- Each chamber in the yuan-ti's lair is decorated and curated to allow for ritualistic sacrifice. The yuan-ti leader commands one allied creature within 60 feet to use its reaction to sacrifice itself. The yuan-ti leader gains temporary hit points equal to half the sacrificed creature's current hit points, and then the creature drops to 0 hit points.

The yuan-ti leader, or one other high ranking yuan-ti of its choice, also gains a special bonus depending on its status:

- **(Yuan-ti abomination)** The abomination is resistant to all damage until initiative count 20 on the next round.
- **(Yuan-ti anathema)** The anathema's attacks deal an additional 10 (3d6) necrotic damage until the end of its next turn.
- **(Yuan-ti mind whisperer)** The mind whisperer causes the carvings around the sacrificed creature to animate, casting *dissonant whispers* from the sacrificed creature's space, or from its own space (mind whisperer's choice).
- **(Yuan-ti nightmare speaker)** Creatures within 10 feet of the sacrificed creature receive visions of cold writhing serpents and must succeed on a DC 13 Charisma saving throw or have disadvantage on all attacks and saving throws until the end of their next turn. Creatures that cannot be charmed are immune to this effect.
- **(Yuan-ti pit master)** Illusory, shadowy snakes crawl from the sacrificed creature's space and coil around a creature within 10 feet of it. The target must succeed on a DC 15 Intelligence saving throw or be stunned until the end of its next turn.



YUGOLOTHS

Yugoloths form a gigantic, disparate army of mercenaries and contractors, who sell their service to the highest bidder, but show no loyalty and will do whatever they can get away with. It is rare that someone manages to keep a Yugoloth's attention and allegiance long enough for them to build a lair, but when given more reasons to stay than opportunities to leave, a Yugoloth will gladly make itself more comfortable and bring a personal touch to whatever station they have been deployed to.

ARCANALOTH

CR 12, MM p.313

Scheming, avaricious, but intelligent and well kept, the arcanaloths are powerful spellcasting fiends that hunger for knowledge and power. Their lairs are usually lavish and well-maintained mansions filled with exquisite art, riches and most importantly magical artifacts and tomes of forbidden knowledge. These lairs are maintained by slaves, servants and other yugoloths employed by the arcanaloth.

VARIANT: ARCANALOTH MAGES

While arcanaloths are fiends, they are also intelligent and powerful mages. As such, their lairs may be structured like a wizard's tower and employ similar defenses. An arcanaloth can choose to take lair action options from both its unique lair actions and the lair actions available to Mages. It cannot have more than five lair actions available to it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the arcanaloth can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The arcanaloth creates three illusory duplicates of itself, which last until the arcanaloth uses this lair action again or until they are destroyed (AC 11, 1 hit point). The illusions appear in unoccupied spaces within 60 feet of the arcanaloth, and after they've appeared, the arcanaloth can choose to swap places with one of them. The duplicates act at the end of the arcanaloth's turn. They have a walking speed of 30 feet and can cast any cantrips the arcanaloth knows, but otherwise cannot interact with creatures or objects. A DC 17 Intelligence (Investigation) check against one of the duplicates reveals it to be an illusion.

- A spell tome flies off one of the arcanaloth's bookshelves, draining knowledge from spellcasters. One creature with the Spellcasting feature within 120 feet of the arcanaloth must make a DC 17 Intelligence saving throw. On a failure, it loses spell slots whose total level is as close to $1d4+1$ as possible. On a success, the creature loses its lowest level remaining spell slot, and is immune to this effect for 24 hours.
- Chains made out of negative energy shoot out of a nearby bookshelf or glyph and target one creature within the arcanaloth's lair that it can see. The creature must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) necrotic damage and be restrained for 1 minute. It can repeat the saving throw at the end of each of its turns, freeing itself on a success. When the arcanaloth uses this lair action, while a creature is restrained by the chains, it can target another creature or it can force all restrained creatures to make a DC 17 Constitution saving throw, taking 27 (6d8) necrotic damage on a failure or half as much on a success.

RULES TIP: SPELLCASTING FEATURE

Creatures with the Pact Magic and Innate Spellcasting features cannot lose spell slots they gain from these features as a result of the Arcanaloth's second lair action option - those are treated differently from having the Spellcasting feature.

REGIONAL EFFECTS

The arcanaloth's lair is heavily warded, creating one or several of the following magical effects:

- If a creature within 2 miles of the arcanaloth speaks a secret, it must make a DC 15 Charisma (Deception) check. If it fails the check, the creature's name and the secret are written down in a large book in the arcanaloth's lair. If it succeeds on the check, it is immune to this effect for 24 hours.
- A large magical map of the lair's surroundings is present in the arcanaloth's lair. The arcanaloth is aware of the precise location of any small or larger creature within 2 miles of its lair.
- Large jackals prowl the area within 6 miles of the arcanaloth's lair. They have no fear of humanoids and may attempt to steal food from passing travelers. They seem to attempt to follow humanoids in the area and listen in on their conversations.

These effects end immediately if the arcanaloth dies.





CANOLOTH

CR 8, MTF p.247

A canoloth's lair can be anywhere or next to anything it has been tasked to guard - a bank vault, a prison, or a mage's tower, for example. Canoloths usually set up magical defenses which help them defend their marks in the way which requires the least amount of effort.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the canoloth can take a lair action to cause one of the following effects:

- The canoloth summons spectral shackles of magical force to bind an intruder. One creature the canoloth can see within 60 feet of it must succeed on a DC 14 Dexterity saving throw or be restrained by the shackles until the canoloth stops concentrating on this effect. A creature restrained by the shackles cannot travel to another plane of existence. The canoloth can also target a creature on the ethereal plane with this lair action.
- The canoloth creates a 10-foot-by-10-foot translucent spectral barrier of force within 60 feet of it which also extends into the ethereal plane. The barrier can appear in any orientation, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. If the barrier cuts through a creature's space when

it appears, the creature is pushed to one side of the barrier (canoloth's choice). The barrier can be attacked (AC 15, 30 hit points).

The canoloth can have up to 5 barriers in existence at once. If it would create a 6th barrier, one previously existing barrier of the canoloth's choice is destroyed. All the barriers disappear if the canoloth dies.

- Prolonged exposure to the canoloth's field of magical distortion has twisted the space of its lair in unpredictable ways. Until initiative count 20 on the next round, visible ripples form in reality, and whenever a creature other than the canoloth that is within 60 feet of the canoloth attempts to move for the first time on a turn, it must succeed on a DC 14 Strength saving throw or take 9 (2d8) force damage and be pushed up to 10 feet in a direction of the canoloth's choice.

HYDROLOTH

CR 9, MTF p.249

Hydroloths usually make their lair in small caves traversed by a small branch of the river Styx, or in places where the river widens and runs more slowly, where they can be safe from creatures who do not share their ability to resist the mind-shattering effects of the dark waters of the Styx. These lairs are decorated with various objects the hydroloth has collected over the centuries, by scavenging at the bottom of the Styx after a large battle between demons and devils.

While rare, it is possible that a hydroloth makes its lair outside the Styx, corrupting the area it resides in with its foul influence if it does, and granting its lair's waters similar memory-erasing properties if it lingers there long enough.

Waters of the Styx. The waters of the Styx river are potent amnestics, causing any creature that touches them with their skin or drinks from them to lose their memories and mental fortitude. A creature that drinks from the waters, enters the river, or starts its turn within the river must succeed on a DC 20 Intelligence saving throw or fall under the effects of the *feeblemind* spell. If a creature that fails its saving throw remains under the effect for 30 consecutive days, the effect becomes permanent. At that point, the effect is only reversible by a casting of the *wish* spell or divine intervention.

HYDROLOTH CAPTIVES

To make the most use of its lair actions, the hydrolooth might have a few captive creatures in cages around its lair, whose memories have been erased

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hydrolooth can take a lair action to cause one of the following effects:

- A set of spectral, bony arms rises from a point in the water within 20 feet of the hydrolooth and makes a melee attack against a creature of the hydrolooth's choice. The arms have a reach of 15 feet, +9 to hit, deal 14 (2d8+5) slashing damage and grapple creatures they hit (escape DC 16). The arms can not attack again while grappling a creature. If the arms have already grappled a creature, and the hydrolooth uses this lair action again, the arms drag the grappled creature into the closest body of water. The arms are immune to all damage, but are unable to attack a creature under the effects of a *protection from evil and good* spell or similar magic. The arms remain until the hydrolooth dies or until they have successfully dragged a creature into the water.
- Sediment and muck rise from the riverbed and heavily obscure a 20-foot-radius sphere under the water's surface within 60 feet of the hydrolooth. The floating sediment remains until initiative count 20 on the next round. The hydrolooth can only use this lair action when underwater.
- The hydrolooth spits out a jet of water from the river Styx at a creature within 30 feet of itself. That creature must make a DC 16 Intelligence saving throw or fall under the effects of the *confusion* spell until the end of its next turn.
- One creature the hydrolooth can see within 60 feet of itself must make a DC 16 Intelligence

saving throw. On a failure, the hydrolooth creates a *simulacrum* of the creature (as per the spell), with half of the creature's current hit points. The simulacrum appears in an unoccupied space within 5 feet of the hydrolooth. A creature under the effect of the hydrolooth's steal memories action, or the water of the Styx, fails this saving throw automatically.

The simulacrum is made of water from the Styx, and is infused with a copy of the memories of the creature used to create it. It has a swim speed equal to its walking speed, and is immune to the waters of the Styx. The simulacrum acts on initiative 19 (losing initiative ties) and remains for 1 minute, until it is destroyed, the hydrolooth dies or the hydrolooth creates another simulacrum.

REGIONAL EFFECTS

The hydrolooth's lair's magical waters change the area around it, creating one or several of the following effects:

- The hydrolooth learns the memories of any creature that loses its memory, such as by the effects of the waters of the Styx or via the effects of the spell *modify memory*, within 1 mile of its lair.
- All water within the lair has the effects of water from the river Styx, even water that is brought into the region from the outside. A DC 16 Intelligence (Arcana) check is required to determine that the water is tainted. Water taken out of the lair changes back to normal after 2d10 minutes.
- Creatures within 1 mile of the lair feel aloof and at ease and have difficulties remembering important information.

If the hydrolooth dies, these effects fade over the course of 1d10 hours.



OINOLOTH

CR 12, MTF p.251

The foul and detestable oinoloths' services are highly valued for their ability to spread or cleanse disease and corruption with only their presence. Oftentimes an oinoloth will be generously paid to simply remain in an area, spreading death, plagues and disease in its vicinity. When it does this, the area it resides in becomes warped, and turns into its lair.

These places become a hotbed for plagues of all sorts - all at the oinoloth's evil fingertips to control.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the oinoloth can use a lair action to cause one of the following effects; the oinoloth cannot repeat an effect until all effects have been used, it also cannot use the same effect two rounds in a row:

- Foul smelling red mist fills the area within 150 feet of the oinoloth. The mist moves with the oinoloth and remains until the oinoloth uses another lair action, or until it dismisses it as a bonus action. Whenever a creature other than the oinoloth within the mist attempts to heal itself or another creature, or cure another creature from a condition, it must make a DC 16 Constitution saving throw. On a failed save, the mist absorbs the healing energy the creature produces and turns it against it. The creature takes 22 (4d10) acid damage, and the spell or healing effect fails. On a success, the creature takes half damage and its healing effect is not negated.
- A swarm of gnats, flies and locusts comes to the oinoloth's aid and attacks all creatures in a 50-foot-square area within 120 feet of the oinoloth. The area becomes difficult terrain and is lightly obscured until initiative count 20 on the next round. Each creature that enters the area for the first time one a turn or starts its turn there must make a DC 15 Constitution saving throw, taking 3 (1d6) piercing damage and 17 (5d6) poison damage on a failed save, or half as much damage on a successful one, as the bugs latch on to their skin and mercilessly bite them.
- A dark cloud of ash and negative energy composed of angry glaring faces appears above the oinoloth. It remains until initiative count 20 on the next round, or until a creature within 120 feet of the oinoloth makes an attack against the oinoloth or its allies, at which time it proclaims

a curse in Abyssal or Infernal and flows into the creature that made the attack. A target creature must succeed on a DC 16 Dexterity saving throw or take 2 levels of exhaustion. A creature can repeat the saving throw at the end of each of its turns for the next minute, removing one of the levels of exhaustion suffered through this effect on a successful save.

REGIONAL EFFECTS

The oinoloth's plagues spread far around its lair, corrupting the area and producing one or several of the following effects:

- Vegetation within 10 miles of the oinoloth's lair is sparse, stunted in growth or unusually poisonous.
- For each 24 hours a creature remains within 6 miles of the oinoloth it must succeed on a DC 14 Constitution saving throw or develop horrible boils all around its body. The boils are painful, filled with pus or blood and burst when in contact with sunlight. While the creature has the boils, it has the Sunlight Sensitivity trait as detailed in the **kobold** stat block (MM p.195). A creature that already has Sunlight Sensitivity gains the Sunlight Hypersensitivity trait as detailed in the **vampire** stat block (MM p.297). A cast of *lesser restoration* suppresses the boils for 24 hours, however they can only be fully cured with a casting of *greater restoration* or similar healing magic.
- A creature in the area within 10 miles of the oinoloth's lair is at a heightened risk of contracting any nonmagical illness. After each 24 hours a creature remains in the area, it must make a DC 14 Constitution saving throw, contracting one disease of the DM's choice on a failure.
- The area within 6 miles of the lair is covered in everpresent dark clouds that block out the sun. Rain is replaced with bouts of hail, and extremely warm and humid winds carry ash and the stench of rot and disease through the air.

These effects disappear over the course of 1d4 weeks after the oinoloth has been slain. If the oinoloth has remained in the area for 1 year or longer the effects fade over the course of 1d4 years instead.



ULTROLOTH

CR 13, MM p.314

Ultroloths are selfish beings that lead armies of lesser yugoloths to fight around the planes for the highest bidder. Outside of the war effort, ultroloths lead lavish and self-indulgent lifestyles, decorating their refuges with exotic items, pets and slaves, as well as other finery. Still a commander at heart, an ultroloth will set up protections in its lair and any ill prepared intruder is likely to never leave an ultroloth's palace alive.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the ultroloth can take a lair action to cause one of the following effects:

- Gravity for all non-yugoloths in the lair shifts to a 45 degree downwards angle (ultroloth's choice which direction). Each affected creature must make a DC 17 Strength saving throw or fall prone and tumble in the direction of the pull until they hit an obstacle, taking 7 (2d6) bludgeoning damage on impact. An affected creature that moves opposite to the direction of the gravitational pull must spend 2 feet of movement for every 1 foot it moves. An affected creature that moves in the direction of the gravitational pull and takes the Dash action must repeat the saving throw or suffer its effects again. If the ultroloth uses this lair action again, it can change the direction of the gravitational pull or restore the gravity within the lair to normal. Gravity is restored to normal for a creature when it exits the ultroloth's lair or when the ultroloth dies.
- The ultroloth channels infernal energy into its blade. Until initiative count 20 on the next round the ultroloth's attacks deal an additional 13 (3d8) fire damage.
- A cloud of flesh-eating acidic mist squeezes through an opening in one of the lair's walls that the ultroloth can see. A 20-foot-radius cloud of acidic mist appears within 120 feet of the ultroloth and remains until initiative count 20 on the next round. Each creature within the cloud when it appears and each creature which enters the area for the first time on a turn must make a DC 17 Constitution saving throw. On a failed save, the creature takes 13 (3d8) acid damage and is also blinded until it regains at least one hit point or uses an action to rinse its face with water. On a successful save, it takes half damage and isn't blinded. A strong wind (10 miles per hour or more) can disperse the cloud.
- The ultroloth calls forth its personal servants causing them to appear in unoccupied spaces within 60 feet of it in a puff of reddish smoke. The ultroloth can choose to summon 2 **mezzoloths** or 1 **nycaloth**. The ultroloth can have a maximum of 4 servants in total, and needs to spend 1 week hiring new servants if any of them are killed on their home plane.

Z

ZOMBIE HORDE

CR 1/4, MM p.316

Zombie hordes usually consist of undead humanoids, but may include other more dangerous creatures such as **ogre zombies** or **beholder zombies**. Individual zombies lack the kind of magical power or influence to create a lair. However, their base instincts will drive hordes of dozens or even hundreds of undead to gather in fields, graveyards, forests or abandoned areas. When zombies gather this way, the necromantic energies that power them compound on one another, allowing the zombies as a horde to exert the same kind of influence over a region as a single, more powerful creature. The influence may be tied not to the location, but to the presence of so much foul necromancy in one place, travelling with the horde as it moves.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the zombies can take a lair action to cause one of the following effects:

- If the total CR of zombies in the horde is 2 or higher, one creature injured by a zombie since the last initiative count 20 must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies and rises as a **zombie** in 1d4 hours.
- If the total CR of zombies in the horde is 4 or higher, the zombies surge forward. Each zombie in the horde may use its reaction to move up to its speed toward a living creature it can see. If it ends this movement within 5 feet of an enemy, it may immediately attempt a shove or grapple action. The horde cannot use this lair action again until it has used another lair action.
- If the total CR of zombies in the horde is 6 or higher, 1 humanoid corpse within the zombie lair rises as a **zombie**. The horde cannot use this lair action again until it has used another lair action.

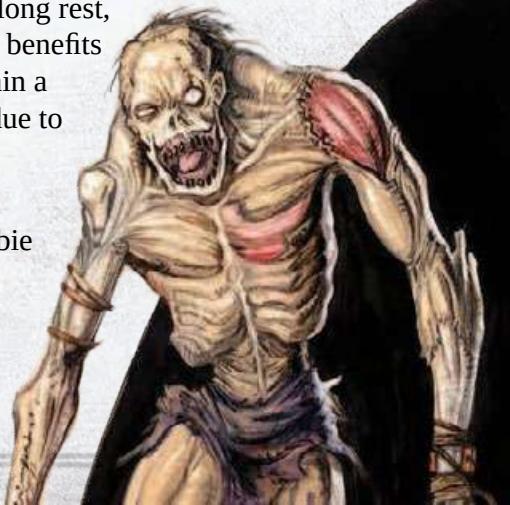
- If the total CR of the zombies is 8 or higher, the entire horde turns towards a single living creature that caused significant disturbance on its last turn (such as turning undead, casting *fireball*, or ringing a church bell). The creature must succeed on a DC 13 Wisdom saving throw or become frightened of the zombies, rooted to the spot in fear as the horde begins to lumber towards them, heedless of other targets. A creature frightened in this way has its speed reduced to 0, and can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- If the total CR of zombies in the horde is 10 or higher, one creature injured by a zombie since the last initiative count 20 must succeed on a DC 13 Wisdom saving throw or be affected as per the spell *bestow curse*. This effect lasts 1 minute, until the horde uses this ability again or until the total CR of zombies in the horde falls below 10.

REGIONAL EFFECTS

The region containing a zombie horde is changed by the presence of the undead, which creates one or both of the following effects:

- The magical energies that animate the dead extend throughout the region. If the zombie horde has a total CR of 3 or higher, any humanoid that dies within 1 mile of the horde must succeed on a DC 9 Charisma saving throw or rise as a **zombie** after 1d4 hours.
- Restful sleep is difficult in the region. Any creature attempting to take a short or long rest within 1 mile of a zombie horde with a total CR of 5 or higher must make a DC 9 Charisma saving throw. Creatures that fail this saving throw gain no benefit from a short rest. If they were attempting to take a long rest, they instead gain the benefits of a short rest and gain a level of exhaustion due to their restless sleep.

These effects end immediately if the zombie horde is destroyed or chased away from the region.



DESIGNER CREDITS

The lair actions featured in this book were brought to you by the following designers. If you enjoyed their work, you might enjoy other things they have created, so go and check them out!

BOYAN VALEV

Abominable Yeti, Air Elemental, Annis Hag, Arcanaloth, Astral Dreadnought, Balor, Barbed Devil, Barlgura, Beholder, Blue Slaad, Bodak, Chain Devil, Chimera, Corpse Flower, Death Kiss, Death Slaad, Deep Scion, Driider, Drow Arachnomancer, Drow Elite Warrior, Drow Favored Consort, Drow House Captain, Drow Inquisitor, Drow Mage, Drow Matron Mother, Drow Priestess of Lolth, Drow Shadowblade, Earth Elemental, Empyrean, Fire Elemental, Fire Giant Dreadnought, Flind, Frost Giant Everlasting One, Gelatinous Cube, Ghost, Githyanki Gish, Githyanki Kith'Rak, Githyanki Knight, Githyanki Supreme Commander, Githzerai Anarch, Githzerai Enlightened, Githzerai Zerth, Glabrezu, Gnoll Fang of Yeenoghu, Gnoll Pack Lord, Goristro, Gray Slaad, Green Slaad, Griffon, Hag Coven, Helmed Horror, Hydroloth, Ice Devil, Iron Golem, Knight, Leviathan, Mammoth, Marilith, Marut, Molydeus, Nabassu, Nagpa, Neothelid, Night Hag, Ogre, Ogre Battering Ram, Ogre Bolt Launcher, Ogre Chain Brute, Ogre Howdah, Oinoloth, Pit Fiend, Rakshasa, Red Slaad, Shoosuva, Sibriex, Spawn of Kyuss, Stone Giant Dreamwalker, Stone Golem, Tarrasque, Tyrannosaurus Rex, Ulitharid, Ultroloth, Water Elemental, Will-o'-Wisp, Wyvern, Yuan-Ti Abomination, Yuan-Ti Anathema, Yuan-Ti Mind Whisperer, Yuan-Ti Nightmare Speaker, Yuan-Ti Pit Master

DEVLINDM

Air Elemental Myrmidon, Alhoon, Ankheg, Babau, Bandit Captain, Banshee, Bard, Barghest, Bheur Hag, Black Abishai, Blackguard, Blue Abishai, Bone Devil, Boneclaw, Bronze Scout, Canoloth, Choldrith, Commoner, Dao, Darkling Elder, Death Knight, Derro Savant, Dire Troll, Dire Wolf, Displacer Beast, Djinni, Draegloth, Duergar Despot, Earth Elemental Myrmidon, Efreeti, Erinyes, Ettin, Fire Elemental Myrmidon, Flumph, Fomorian, Frost Salamander, Ghast, Ghoul, Githyanki Gish, Githyanki Kith'Rak, Githyanki Knight, Githyanki Supreme Commander, Githzerai Anarch, Githzerai Enlightened, Githzerai Zerth, Gloom Weaver, Green Abishai, Grung Elite Warrior, Hag Coven, Hobgoblin Devastator, Hobgoblin Iron Shadow, Iron Cobra, Ki-Rin, Kruthic Hive Lord, Lamia, Marid, Marilith, Martial Art Adept, Master Thief, Meenlock, Mind Flayer, Mind Flayer Arcanist, Mind Flayer Psion, Mindwitness, Mouth of Grolantor, Narzugon, Nilbog, Noble, Oaken Bolter, Phoenix, Priest, Red Abishai, Redcap, Roper, Rot Troll, Scarecrow, Shadow Dancer, Shadow Demon, Skulk, Soul Monger, Spirit Troll, Star Spawn Larva Mage, Star Spawn Seer, Stone Defender, Sword Wraith Commander, Tanarukk, Thug, Vampire Spawn, Vampire Spellcaster, Vampire Warrior, Venom Troll, Water Elemental Myrmidon, White Abishai, Winter Wolf, Zombie

JOE GAYLORD

twitter.com/LabLazarus

dmsguild.com/browse.php?keywords=joe+gaylord

Archdruid, Archer, Basilisk, Bugbear Chief, Cambion, Clay Golem, Cult Fanatic, Doppleganger, Druid, Dybbuk, Faerie Dragon, Fire Giant, Galeb Duhr, Giant Ape, Giant Crocodile, Giant Shark, Girallon, Goblin Boss, Gorgon, Gray Render, Hag Coven, Minotaur, Orc Blade of Inleval, Orc Claw of Luthic, Orc Eye of Gruumsh, Orc hand of yurtrus, Orc Red Fang of Shargaas, Orc War Chief, Orog, Otyugh, Pegasus, Spectator, Werewolf, Xorn, Zombie

KIRSTY KIDD

battlefluff.carrd.co

Chuul, Cloaker, Cloud Giant, Flail Snail, Froghemoth, Frost Giant, Gargoyle, Gauth, Gibbering Mouther, Korred, Remorhaz, Sea Hag, Shambling Mound, Unicorn, Vampire, Vrock

SEAN VAS TERRA

(layout)

twitter.com/CaelReader

caelreader.carrd.co

dmsguild.com/browse.php?author=Sean%20vas%20Terra

Black Pudding, Dracolich, Dragon Turtle, Hydra, Manticore, Medusa, Phase Spider, Roc, Shadow Dragon, Umber Hulk, Water Weird, Zaratan

VALENTIN PRÉVOST

(project lead)

trekiros.com

twitter.com/Trekiros

Abjurer, Adult Oblex, Alkilith, Archer, Archmage, Autumn Eladrin, Berbalang, Champion, Conjuror, Couatl, Deathlock, Deathlock Mastermind, Deathlock Wight, Diviner, Elder Oblex, Enchanter, Evoker, Gladiator, Illusionist, Kuo-Toa Archpriest, Mage, Morkoth, Necromancer, Neogi Master, Sahuagin Baron, Spring Eladrin, Summer Eladrin, Swarm of Cranium Rats, Swashbuckler, Transmuter, Troll, War Priest, Warlock of the Archfey, Warlock of the Fiend, Warlock of the Great Old One, Winter Eladrin, Yochlol

TARON POUNDS

(graphic design)

youtube.com/c/Indestructoboy

twitter.com/Indestructoboy

Catoblepas, Cloud Giant Smiling One, Empyrean, Flesh Golem, Gelatinous Cube, Nightwalker, Tyrannosaurus Rex

XHANGO GAMES

dmsguild.com/browse.php?author=Xhango%20Games

Banshee, Cyclops, Dryad, Flameskull, Green Hag, Grick, Grick Alpha, Guardian Naga, Nalfeshnee, Nothic, Owlbear, Salamander, Spirit Naga, The Angry, The Hungry, The Lonely, Treant, Vegepygmy Chief, Wood Woad

Zavier Bates

twitter.com/ZavierBates

dmsguild.com/browse.php?author=Zavier%20Bates

Abjurer, Allip, Amnizu, Archmage, Assassin, Azer, Bandit Captain, Behir, Cadaver Collector, Conjuror, Deva, Devourer, Diviner, Duergar Warlord, Eidolon, Elder Tempest, Enchanter, Evoker, Hill Giant, Hobgoblin Warlord, Illusionist, Kobold, Kobold Dragonshield, Kobold Scale Sorcerer, Kraken Priest, Mage, Master Thief, Necromancer, Oni, Planetar, Skull Lord, Solar, Stone Giant, Storm Giant, Transmuter, Warlord, Wastrilith, Werebear, Wereboar, Wererat, Weretiger, Wraith

We hope you will have as much fun using this book as we've had putting it together - until next time!