

Monsters (R)

Rakshasa

Deceiver Hungry for Power and Flesh

Habitat: Planar (Nine Hells), Urban; **Treasure:** Relics

ARTIST: ANDREA PIPARO



RAKSHASA CONSPIRATORS PLOT THEIR NEXT ATROCITY

Masters of manipulation, rakshasas infiltrate communities to claim positions of power. While disguising their true natures, they kidnap victims and indulge their insatiable hunger for flesh.

Rakshasas can withstand some degree of magic, but legends tell of blessed warriors felling them with crossbow bolts, arrows, or similar weapons.

Rakshasas' appearances combine humanlike bodies with the features of animals and monsters. All rakshasas have a physical oddity that remains when they adopt magical disguises, such as palms where the backs of the hands would be on humans.

RAKSHASA

Medium Fiend, Lawful Evil

AC 17 Initiative +8 (18)

HP 221 (26d8 + 104)

Speed 40 ft.

Skills Deception +10, Insight +8, Perception +8

Vulnerabilities Piercing damage from weapons wielded by creatures under the effect of a *Bless* spell

Immunities Charmed, Frightened

Senses Truesight 60 ft.; Passive Perception 18

Languages Common, Infernal

CR 13 (XP 10,000; PB +5)

	MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	13
DEX	17	+3	+3	WIS	16
CON	18	+4	+4	CHA	20

Traits

Greater Magic Resistance. The rakshasa automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it. Without the rakshasa's permission, no spell can observe the rakshasa remotely or detect its thoughts, creature type, or alignment.

Fiendish Restoration. If the rakshasa dies outside the Nine Hells, its body turns to ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the [Nine Hells](#).

Actions

Multiattack. The rakshasa makes three Cursed Touch attacks.

Cursed Touch. *Melee Attack Roll:* +10, *reach* 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 19 (3d12) Necrotic damage. If the target is a creature, it is **cursed**. While cursed, the target gains no benefit from finishing a Short or Long Rest.

Baleful Command (Recharge 5–6). *Wisdom Saving Throw:* DC 18, each enemy in a 30-foot **Emanation** originating from the rakshasa. *Failure:* 28 (8d6) Psychic damage, and the target has the **Frightened** and **Incapacitated** conditions until the start of the rakshasa's next turn.

Spellcasting. The rakshasa casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18):

At Will: *Detect Magic, Detect Thoughts, Disguise Self, Mage Hand, Minor Illusion*

1/Day Each: *Fly, Invisibility, Major Image, Plane Shift*

Red Dragons

Dragons of Greed and Devastation

Habitat: Hill, Mountain; **Treasure:** Any

ARTIST: JOSHUA RAPHAEL



RED DRAGON WYRMLING

Red dragons take whatever they desire and burn to ash anything that stands in their way. These chromatic dragons endlessly desire more—more magic, territory, treasure, or whatever else inflames their cruel ambitions.

Red dragons make their lairs amid perilous cliffs and volcanoes. Within, they amass and fiercely protect hoards of treasure, and many have perfect recall of the hoards' contents and the locations of all they've collected. Should anything go missing, red dragons fly into rages. They don't rest until their treasures are returned and the thieves have burned.

Red dragons believe themselves to be the greatest of all dragons and, by extension, the greatest of all creatures. To them, pillaging and conquering are their right—treasures can find no more honored place than in their hoards, and other creatures are privileged to serve them.

Red Dragon Wyrmling

Red dragon wyrmlings are born destroyers. From a young age, they delight in igniting objects and creatures alike. They sometimes restrain themselves from scorching creatures to instead bully others into following their orders and bringing them gifts.

RED DRAGON WYRMLING

Medium Dragon (Chromatic), Chaotic Evil

AC 17 Initiative +2 (12)

HP 75 (10d8 + 30)

Speed 30 ft., Climb 30 ft., Fly 60 ft.

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14

Languages Draconic

CR 4 (XP 1,100; PB +2)

Actions

Multattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot **Cone**. *Failure:* 24 (7d6) Fire damage. *Success:* Half damage.

Skills Perception +4, Stealth +2

Immunities Fire

Young Red Dragon

Young red dragons number among the most unpredictable of their kind. They seek territories rich with treasures and potential followers, raiding, burning, and slaughtering to enforce their will. Unless these dragons meet significant resistance, they cement their power and begin reigns of terror that can last for centuries.

YOUNG RED DRAGON

Large Dragon (Chromatic), Chaotic Evil

AC 18 **Initiative** +4 (14)

HP 178 (17d10 + 85)

Speed 40 ft., Climb 40 ft., Fly 80 ft.

Immunities Fire

Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 18

Languages Common, Draconic

CR 10 (XP 5,900; PB +4)

Actions

Multattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 30-foot **Cone**. *Failure:* 56 (16d6) Fire damage. *Success:* Half damage.

Skills Perception +8, Stealth +4

Red Dragon Lairs

Red dragons make their lairs in smoldering, unapproachable places such as volcanic mountains, burning wastelands, and ruins they've stolen from other creatures.

The region containing an adult or ancient red dragon's lair is warped by its presence, creating the following effects:

Burning Heat. The area within 1 mile of the lair is an area of extreme heat. A burning creature or object takes an additional 1d4 Fire damage at the start of each of its turns.

Smoldering Haze. The area within 1 mile of the lair is **Lightly Obscured** with clouds of ash. Whenever a creature other than the dragon or one of its allies finishes a Long Rest in that area, that creature must succeed on a DC 15 Constitution saving throw or have the **Poisoned** condition for 1 hour.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Adult Red Dragon





AN ADULT RED DRAGON UNLEASHES ITS FURY, REDUCING A CITY TO RUIN

Adult red dragons are tyrants that claim vast domains and might command armies of followers or significant magical resources. Red dragons rarely pay attention to the nations and claims of smaller creatures, and they might consider entire cities part of their realm. Most red dragons are inattentive rulers, though, spending decades focused on their own comforts, hoards, or magical concerns within their lairs. But when their attention returns to their territories, if they find matters not to their liking, whole lands might burn.

ADULT RED DRAGON

Huge Dragon (Chromatic), Chaotic Evil

AC 19 Initiative +12 (22)

HP 256 (19d12 + 133)

Speed 40 ft., Climb 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE
STR	27	+8	+8	INT	16
DEX	10	+0	+6	WIS	13
CON	25	+7	+7	CHA	23

Skills Perception +13, Stealth +6

Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 23

Languages Common, Draconic

CR 17 (XP 18,000, or 20,000 in lair; PB +6)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiaction. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Scorching Ray*.

Rend. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 13 (1d10 + 8) Slashing damage plus 5 (2d4) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot **Cone**. *Failure:* 59 (17d6) Fire damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

At Will: *Command* (level 2 version), *Detect Magic*, *Scorching Ray*

1/Day: *Fireball*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Commanding Presence. The dragon uses Spellcasting to cast *Command* (level 2 version). The dragon can't take this action again until the start of its next turn.

Fiery Rays. The dragon uses Spellcasting to cast *Scorching Ray*. The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Ancient red dragons number among the most feared and destructive beings in the multiverse. Few can withstand the wrath of an ancient red dragon that turns its mind toward devastation. These dragons' greed matches their ruinous potential, and they collect vast hoards studded with storied treasures and magic items. Their lairs frequently tap into volcanic depths and might pierce other planes of existence, bringing servants from the [Elemental Plane of Fire](#) or the Lower Planes into their service.

ARTIST: JOSHUA RAPHAEL



EVEN THE BRAVEST SOULS FLEE THE ONSLAUGHT OF AN ANCIENT RED DRAGON

ANCIENT RED DRAGON

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 22 **Initiative +14 (24)**

HP 507 (26d20 + 234)

Speed 40 ft., Climb 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE
STR	30	+10	+10	INT	18
DEX	10	+0	+7	WIS	15
CON	29	+9	+9	CHA	27

Skills Perception +16, Stealth +7

Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 26

Languages Common, Draconic

CR 24 (XP 62,000, or 75,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Scorching Ray* (level 3 version).

Rend. *Melee Attack Roll:* +17, reach 15 ft. *Hit:* 19 (2d8 + 10) Slashing damage plus 10 (3d6) Fire damage.

Fire Breath (Recharge 5–6). Dexterity Saving Throw: DC 24, each creature in a 90-foot **Cone**. Failure: 91 (2d6) Fire damage. Success: Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

At Will: *Command* (level 2 version), *Detect Magic*, *Scorching Ray* (level 3 version)

1/Day Each: *Fireball* (level 6 version), *Scrying*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Commanding Presence. The dragon uses Spellcasting to cast *Command* (level 2 version). The dragon can't take this action again until the start of its next turn.

Fiery Rays. The dragon uses Spellcasting to cast *Scorching Ray* (level 3 version). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Remorhazes

Super-Heated Arctic Arthropods

Habitat: Arctic; **Treasure:** None

Remorhazes are centipede-like terrors that burrow through snow and ice to ambush smaller creatures that trespass in their frozen territories.

Young Remorhaz

Young remorhazes scorch and consume any creatures they can chase down and overwhelm.

YOUNG REMORHAZ

Large Monstrosity, Unaligned

AC 14 **Initiative +1 (11)**

HP 93 (11d10 + 33)

Speed 30 ft., Burrow 20 ft.

Actions

Bite. *Melee Attack Roll:* +7, *reach* 5 ft. *Hit:* 15 (2d10 + 4) Piercing damage plus 13 (3d8) Fire damage.



ARTIST: CARLO ARELLANO

Immunities Cold, Fire

Senses *Darkvision* 60 ft., *Tremorsense* 60 ft.; Passive Perception 10

Languages None

CR 5 (XP 1,800; PB +3)

Traits

Heat Aura. At the end of each of the remorhaz's turns, each creature in a 5-foot **Emanation** originating from the remorhaz takes 11 (2d10) Fire damage.

Remorhaz

Full-grown remorhazes are single-minded ambush predators. They attempt to bite prey and trap it against their searing bodies, then swallow their meal whole. Remorhazes eat as much as they can, since they might go months without feeding.

REMORHAZ

Huge Monstrosity, Unaligned

HP 195 (17d12 + 85)

AC 17 **Initiative +5 (15)**

Speed 40 ft., Burrow 30 ft.

						Actions	
	MOD	SAVE		MOD	SAVE		
STR	24	+7	+7	INT	4	-3	-3
DEX	13	+1	+1	WIS	10	+0	+0
CON	21	+5	+5	CHA	5	-3	-3

Immunities Cold, Fire

Senses Darkvision 60 ft., Tremorsense 60 ft.; Passive Perception 10

Languages None

CR 11 (XP 7,200; PB +4)

Traits

Heat Aura. At the end of each of the remorhaz's turns, each creature in a 5-foot **Emanation** originating from the remorhaz takes 16 (3d10) Fire damage.

Bite. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 18 (2d10 + 7) Piercing damage plus 14 (4d6) Fire damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 17), and it has the **Restrained** condition until the grapple ends.

Bonus Actions

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature **Grappled** by the remorhaz (it can have up to two creatures swallowed at a time). *Failure:* The target is swallowed by the remorhaz, and the Grappled condition ends. A swallowed creature has the **Blinded** and **Restrained** conditions, it has **Total Cover** against attacks and other effects outside the remorhaz, and it takes 10 (3d6) Acid damage plus 10 (3d6) Fire damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the remorhaz and has the **Prone** condition. If the remorhaz dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse by using 15 feet of movement, exiting Prone.

Revenants

Vengeance from beyond the Grave

Habitat: Forest, Swamp, Urban; **Treasure:** Any

Wrathful spirits bent on revenge, revenants possess corpses and other materials, using them to seek justice or vent their rage on those who wronged them. Revenants refuse to rest until those they seek to punish are no more. If their bodies are destroyed, revenants claim new forms and continue their ruthless quests.

ARTIST: CRISTI BALANESCU



REVENANT FOLLOWED BY A GRAVEYARD REVENANT



Revenant

Revenants possess the bodies they had in life, using them to hunt down their killers. If their bodies are destroyed, they take control of new bodies that gradually change to resemble the revenants' original forms.

REVENANT

Medium Undead, Neutral

AC 13 Initiative +2 (12)

HP 127 (15d8 + 60)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+7	INT	13	+1
DEX	14	+2	+2	WIS	16	+3
CON	18	+4	+7	CHA	18	+4

Resistances Necrotic, Psychic

Immunities Poison; **Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned**

Senses Darkvision 60 ft.; Passive Perception 13

Languages Common plus one other language

CR 5 (XP 1,800; PB +3)

Traits

Regeneration. The revenant regains 10 Hit Points at the start of each of its turns. If the revenant takes Fire or Radiant damage, this trait doesn't function at the start of its next turn. Its body is destroyed only if it starts its turn with 0 Hit Points and doesn't regenerate.

Undead Restoration. If the revenant dies, it revives 24 hours later in a different body unless *Dispel Evil and Good* is cast on its corpse. If it revives, it animates a Humanoid corpse elsewhere on the same plane of existence; it now looks different but uses the same stat block and returns with all its Hit Points.

Actions

Multiattack. The revenant uses Vengeful Glare and makes two Slam attacks.

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Necrotic damage.

Vengeful Glare. *Wisdom Saving Throw:* DC 15, one creature the revenant can see within 30 feet. *Failure:* The target has the **Frightened** condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. If the Frightened target is cursed by the revenant (see *Vow of Revenge*), the target also has the **Paralyzed** condition for the duration.

Bonus Actions

Vow of Revenge (1/Day). The revenant curses one creature it can see within 30 feet of itself. The revenant knows the distance to and direction of the **cursed** target, even if it is on a different plane of existence. The curse ends on the target if the revenant uses this Bonus Action on a different creature.

Graveyard Revenant

Graveyard revenants possess dozens of bodies that combine to form grotesque masses. They take revenge on those responsible for mass deaths or institutions that callously ruin lives.

GRAVEYARD REVENANT

Huge Undead, Neutral

CR 7 (XP 2,900; PB +3)

AC 14 Initiative +2 (12)

HP 161 (14d12 + 70)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	20	+5	+8	INT	13	+1
DEX	14	+2	+2	WIS	16	+3
CON	20	+5	+8	CHA	18	+4

Resistances Necrotic, Psychic

Immunities Poison; **Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned, Unconscious**

Senses Darkvision 120 ft.; Passive Perception 13

Languages Common plus two other languages

Traits

Undead Restoration. If the revenant dies, it revives 24 hours later unless *Dispel Evil and Good* is cast on its remains. If it revives, it animates another group of corpses elsewhere on the same plane of existence; it now looks different but uses the same stat block and returns with all its Hit Points.

Actions

Multiattack. The revenant makes two Suffocate attacks.

Suffocate. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 10 (1d10 + 5) Bludgeoning damage plus 10 (3d6) Necrotic damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 15). Until the grapple ends, the target is **suffocating**. The revenant can have up to two targets Grappled in this way at a time.

Haunting Glare (Recharge 5–6). *Wisdom Saving Throw:* DC 15, each creature in a 30-foot **Emanation** originating from the revenant. *Failure:* The target has the **Paralyzed** condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Haunting Revenant

Haunting revenants possess ruins and forsaken places connected with their deaths—such as abandoned buildings, wrecked ships, or junk heaps. These revenants lurk in plain sight, waiting for their foes to near, then trap their victims within their massive bodies. Those inside a revenant might be battered by animate furnishings or more unsettling manifestations of the revenant's hatred.

The places haunting revenants lurk swiftly gain infamous reputations.

HAUNTING REVENANT

Gargantuan Undead, Neutral

AC 20 Initiative +5 (15)

HP 203 (14d20 + 56)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	20	+5	+5	INT	16
DEX	12	+1	+1	WIS	18
CON	18	+4	+8	CHA	20

Resistances Necrotic, Psychic

Immunities Poison; **Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious**

Senses **Truesight** 60 ft.; Passive Perception 14

Languages Common plus two other languages

CR 10 (XP 5,900; PB +4)

Traits

Haunted Zone. Constitution Saving Throw: DC 17, any creature that casts a spell while inside the revenant's space. **Failure:** The spell fails and is wasted.

Undead Restoration. If the revenant dies, it revives 24 hours later unless **Dispel Evil and Good** is cast on its remains. If it revives, it animates another Gargantuan object or structure elsewhere on the same plane of existence; it now looks different but uses the same stat block and returns with all its Hit Points.

Actions

Multiaction. The revenant makes two Object Slam attacks and uses Invitation.

Object Slam. *Melee or Ranged Attack Roll:* +9 (with Advantage if the target is inside the revenant's space), reach 10 ft. or range 30/90 ft. *Hit:* 27 (5d8 + 5) Bludgeoning damage.

Invitation. *Charisma Saving Throw:* DC 17, each creature in a 60-foot **Cone.** **Failure:** The target is teleported inside the revenant's space and swallowed. A swallowed creature has **Total Cover** against attacks and other effects outside the revenant.

While the revenant has Hit Points, a swallowed creature can leave the revenant's space only by using magic that enables planar travel, such as the **Plane Shift** spell.



ARTIST: CRISTI BALANESCU

ROC

Avian of Unbelievable Size

Habitat: Arctic, Coastal, Desert, Hill, Mountain; **Treasure:** Any



ARTIST: ALEJANDRO PACHECO



Birds of prey of fantastic scale, rocs hunt over vast territories and can snatch whole elephants, whales, or wagons in their talons. They then carry their prey back to their remote nests, journeys that can take days and cover hundreds of miles.

Rocs nest amid remote heights. Their nests are typically littered with treasure and uneaten prey. Roll on or choose an option from the Roc Nest Remnants table to inspire what's in a roc's nest.

Roc Nest Remnants

1d6	The Roc's Nest Holds...
1	The burial litter of a lost hero.
2	A caravan wagon full of trade goods.
3	A live elephant.
4	1d4 eggs larger than adult humans.
5	Someone marooned in the nest.
6	A statue of a knight riding a rearing steed.

ROC

Gargantuan Monstrosity, Unaligned

AC 15 Initiative +8 (18)

HP 248 (16d20 + 80)

Speed 20 ft., Fly 120 ft.

Skills Perception +8

Senses Passive Perception 18

Languages None

CR 11 (XP 7,200; PB +4)

Actions

Multiattack. The roc makes two Beak attacks. It can replace one attack with a Talons attack.

Break. Melee Attack Roll: +13, reach 10 ft. Hit: 28 (3d12 + 9) Piercing damage.

	MOD	SAVE		MOD	SAVE		
STR	28	+9	+9	INT	3	-4	-4
DEX	10	+0	+4	WIS	10	+0	+4
CON	20	+5	+5	CHA	9	-1	-1

Talons. Melee Attack Roll: +13, reach 5 ft. Hit: 23 (4d6 + 9) Slashing damage.
If the target is a Huge or smaller creature, it has the **Grappled** condition (escape DC 19) from both talons, and it has the **Restrained** condition until the grapple ends.

Bonus Actions

Swoop (Recharge 5–6). If the roc has a creature **Grappled**, the roc flies up to half its Fly Speed without provoking **Opportunity Attacks** and drops that creature.

Roper

Tentacled Subterranean Trapper

Habitat: Underdark; **Treasure:** Any

ARTIST: BRIAN VALEZA



Camouflaged as rock formations, ropers are aberrant ambushers that lurk in wait for smaller creatures. These bizarre subterranean hunters extend their rubbery tentacles to explore and prod their surroundings, often reaching beyond their fields of vision. Should they encounter prey, these limbs ensnare victims and drag them close to ropers' toothy maws. If these tentacles are severed, ropers rapidly grow replacements.

Ropers can move, albeit slowly. Crawling on the sticky cilia that cover their undersides, ropers can climb walls and suspend themselves from ceilings. These hunters often position themselves in unexpected or treacherous locations, using their surroundings to weaken their prey. Roll on or choose a result from the Roper Hazards table to inspire what dangers ropers employ when ambushing prey.

Roper Hazards

1d8	The Roper Drags Prey Through...
1	Areas that trigger traps.
2	Caverns filled with smoke or gas.
3	Dead magic* or wild magic* zones.
4	The lair of a creature it is trying to bait out.
5	A nest of rats, insects, or other vermin.
6	Patches of brown mold* or green slime*.
7	Pools of magma or boiling water.
8	Razorvine* or similar dangerous plants.

*See the *Dungeon Master's Guide*.

Rule 9: Never trust a stalagmite.

—X THE MYSTIC'S
RULES OF DUNGEON SURVIVAL

ROPER

Large Aberration, Neutral Evil

AC 20 Initiative +5 (15)

HP 93 (11d10 + 33)

Speed 10 ft., Climb 20 ft.

	MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	7
DEX	8	-1	-1	WIS	16
CON	17	+3	+3	CHA	6

Skills Perception +6, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 16

Languages None

CR 5 (XP 1,800; PB +3)

Traits

Spider Climb. The roper can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiaction. The roper makes two Tentacle attacks, uses Reel, and makes two Bite attacks.

Bite. Melee Attack Roll: +7, reach 5 ft. Hit: 17 (3d8 + 4) Piercing damage.

Tentacle. Melee Attack Roll: +7, reach 60 ft. Hit: The target has the Grappled condition (escape DC 14) from one of six tentacles, and the target has the Poisoned condition until the grapple ends.

The tentacle can be damaged, freeing a creature it has Grappled when destroyed (AC 20, HP 10, Immunity to Poison and Psychic damage). Damaging the tentacle deals no damage to the roper, and a destroyed tentacle regrows at the start of the roper's next turn.

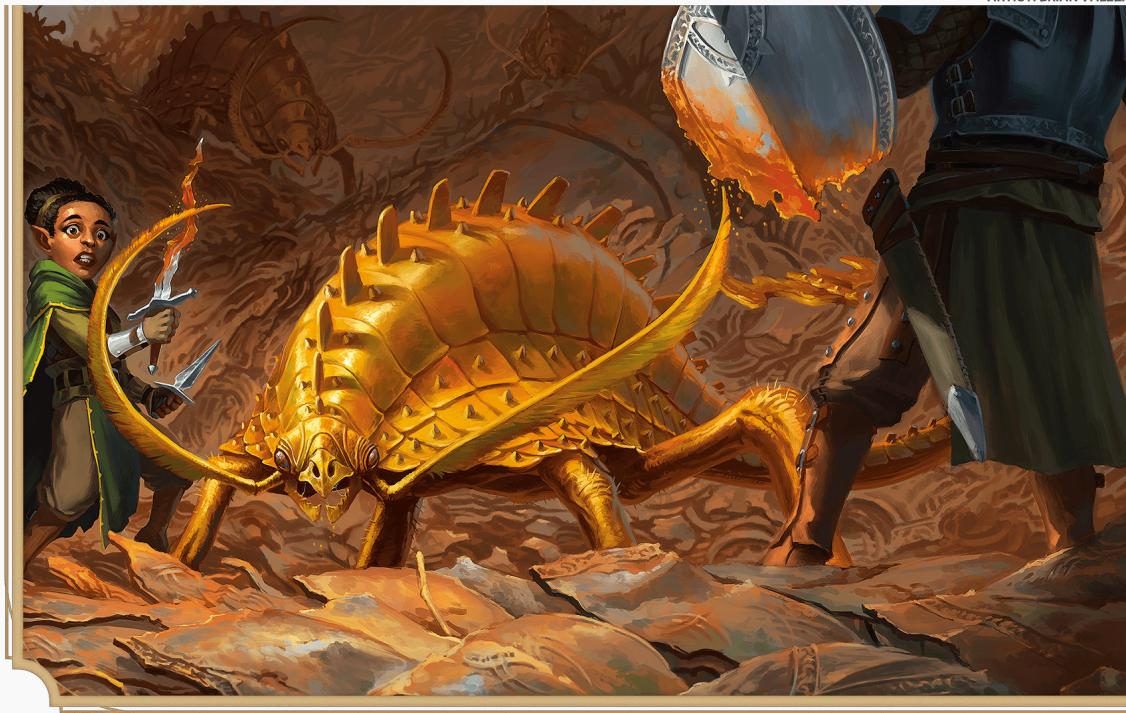
Reel. The roper pulls each creature Grappled by it up to 30 feet straight toward it.

Rust Monster

Corrosive, Equipment-Eating Scavenger

Habitat: Underdark; **Treasure:** None

ARTIST: BRIAN VALEZA



Rust monsters roam the Underdark searching for ferrous metal. When they find this material—whether natural veins, subterranean structures, or creatures' equipment—these beetle-like scavengers rush to feed. Using their feathery antennae, rust monsters dissolve metals such as iron and steel into rusted scrap. They easily gnaw through this corroded metal using their mandibles. Rust monsters usually ignore creatures without metal equipment, but they defend themselves if attacked.

RUST MONSTER

Medium Monstrosity, Unaligned

HP 33 (6d8 + 6)

AC 14 Initiative +1 (11)

Speed 40 ft.

						Actions
	MOD	SAVE		MOD	SAVE	
STR	13	+1	+1	INT	2	-4
DEX	12	+1	+1	WIS	13	+1
CON	13	+1	+1	CHA	6	-2

Senses Darkvision 60 ft.; Passive Perception 11

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Iron Scent. The rust monster can pinpoint the location of ferrous metal within 30 feet of itself.

Actions

Multiattack. The rust monster makes one Bite attack and uses Antennae twice.

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Antennae. The rust monster targets one nonmagical metal object—armor or a weapon—worn or carried by a creature within 5 feet of itself. *Dexterity Saving Throw:* DC 11, the creature with the object. *Failure:* The object takes a -1 penalty to the AC it offers (armor) or to its attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches -5. The penalty can be removed by casting the *Mending* spell on the armor or weapon.

Destroy Metal. The rust monster touches a nonmagical metal object within 5 feet of itself that isn't being worn or carried. The touch destroys a 1-foot **Cube** of the object.

Reactions

Reflexive Antennae. *Trigger:* An attack roll hits the rust monster. *Response:* The rust monster uses Antennae.

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