

Monsters (E)

Earth Elemental

Primal Spirit of Soil and Stone

Habitat: Mountain, Planar (Elemental Plane of Earth), Underdark; **Treasure:** None

ARTIST: CHRIS COLD



Primal spirits from the **Elemental Plane of Earth** merge with rocks and minerals to form earth elementals. These beings possess powerful limbs and coarse features, sometimes studded with ore, gems, crystals, colorful striations, or living plants. On the Material Plane, earth elementals often serve those who conjure them, or they appear in regions influenced by their home plane, such as crystalline nodes, energetic fault lines, or veins of magical ore. Earth elementals effortlessly move through stone and can bring ruin to whole structures with their mighty fists.

Earth elementals are typically made of more than dirt. While an elemental's composition doesn't change its statistics or have monetary value, it makes each elemental distinct. Roll on or choose a result from the Earth Elemental Compositions table to inspire an earth elemental's features.

Earth Elemental Compositions

1d8	The Earth Elemental's Body Features...
1	Colorful mineral formations.
2	Cooled magma in melted heaps.
3	Grass, moss, or plant roots.
4	Heaps of peat or decaying matter.
5	Mounds of sand studded with shells.
6	Rubble or pieces of a ruined structure.
7	Striking striations or bands of color.
8	Veins of iron or other ore.

The foundations of our homes, the strength of our weapons, the vaults of our greatest secrets—earth is nothing less than the grip of reality itself. It is the mightiest element. This cannot be denied.

—KABRIL THE PERFECT COMPASS, RULER OF DAO

EARTH ELEMENTAL

Large Elemental, Neutral

AC 17 **Initiative** -1 (9)

HP 147 (14d10 + 70)

Speed 30 ft., Burrow 30 ft.

	MOD	SAVE		MOD	SAVE
STR	20	+5	+5	INT	5
DEX	8	-1	-1	WIS	10
CON	20	+5	+5	CHA	5

Vulnerabilities Thunder

Immunities Poison; **Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious**

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

Languages Primordial (Terran)

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

Traits

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

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

Actions

Multiaction. The elemental makes two attacks, using Slam or Rock Launch in any combination.

Slam. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage.

Rock Launch. *Ranged Attack Roll:* +8, range 60 ft. *Hit:* 8 (1d6 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the **Prone** condition.

Efreeti

Genie of Fire

Habitat: Desert, Planar (Elemental Plane of Fire); **Treasure:** Armaments

ARTIST: MICHAEL BROUSSARD



Efreet burn with the energy and unpredictability of fire. Their innate magic allows them to conjure flames from nothing and shape treasures within magical infernos. Many efreet have wicked reputations, as their fickle natures and love for dramatic conflagrations can be destructive. Other efreet delight in



beauty, be it the delicacy of a candle flame or the shared wonder of fireworks. These genies might aid mortals in exchange for treasures or the liberation of captive Elementals.

On many worlds, efreet dwell in sweltering deserts and volcanic regions. Those that make their homes on the **Elemental Plane of Fire** create incredible cities among seas of flame and molten minerals. Eclipsing all of these is the storied **City of Brass**, a gleaming metropolis that is one of the most wondrous cities in the multiverse. Here, magic tempers the plane's extreme heat, making the City of Brass a hub of trade between planes of existence.

Imagine seas of platinum and liquid flame, the Crimson Pillar with fires hot enough to sear the gods, and the infinite delights of the City of Brass. Now imagine what my master offers...

—VEYISVEXVAYN, MAGMA MEPHIT HERALD

EFREETI

Large Elemental (Genie), Neutral

AC 17 Initiative +1 (11)

HP 212 (17d10 + 119)

Speed 40 ft., Fly 60 ft. (hover)

	STR	DEX	CON	MOD	SAVE	INT	WIS	CHA	MOD	SAVE
	22	12	24	+6	+6	16	15	19	+3	+3
				+1	+1		+2		+2	+6
				+7	+7				+4	+8

Immunities Fire

Senses Darkvision 120 ft.; Passive Perception 12

Languages Primordial (Ignan)

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

Traits

Elemental Restoration. If the efreeti dies outside the Elemental Plane of Fire, its body dissolves into ash, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the Plane of Fire.

Magic Resistance. The efreeti has Advantage on saving throws against spells and other magical effects.

Wishes. The efreeti has a 30 percent chance of knowing the *Wish* spell. If the efreeti knows it, the efreeti can cast it only on behalf of a non-genie creature who communicates a wish in a way the efreeti can understand. If the efreeti casts the spell for the creature, the efreeti suffers none of the spell's stress. Once the efreeti has cast it three times, the efreeti can't do so again for 365 days.

Actions

Multiattack. The efreeti makes three attacks, using Heated Blade or Hurl Flame in any combination.

Heated Blade. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 13 (2d12) Fire damage.

Hurl Flame. *Ranged Attack Roll:* +8, range 120 ft. *Hit:* 24 (7d6) Fire damage.

Spellcasting. The efreeti casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Detect Magic, Elementalism*

1/Day Each: *Gaseous Form, Invisibility, Major Image, Plane Shift, Tongues, Wall of Fire* (level 7 version)

Elemental Cataclysm

The End and Beginning of Ages

Habitat: Planar (Elemental Chaos); **Treasure:** None



Beyond the fringes of the Elemental Planes, primordial forces endlessly clash amid the Elemental Chaos. Within the vastness and violence of this realm rage elemental cataclysms, entities spawned from the raw forces of the multiverse and awash in dissonant elemental powers. These beings of primal conflict annihilate nearly all they encounter and seed the ruins left in their wake with the potential for new creations.

Elemental cataclysms rarely escape the Elemental Chaos. When they do, it is typically due to some planar disruption or the summons of nihilistic cultists. When they emerge on Material Plane worlds, elemental cataclysms create realm-altering trails of destruction, carelessly destroying cities and throwing whole nations into chaos. The rampages aren't random. Elemental cataclysms abhor anything that visibly mars nature, be it mines or monuments, fortresses or cities, but they vent their most intense rage on works of metal and clockwork. As they sow destruction, they howl condemnation and chant words of unmaking in the languages of the Inner Planes.

Little can stop an elemental cataclysm. Those that oppose one of these calamities often attempt to reverse the ritual that summoned it, coax it through a planar rift, or conjure another titan in hopes that the two destroy one another. These terrors leave a wake of ashes, floods, storms, and broken earth. But after these disasters recede, the land is imbued with new life or environmental changes. Roll on or choose a result from the Elemental Alterations table to inspire what changes emerge after an elemental cataclysm's destruction.

Elemental Alterations

1d8	The Elemental Cataclysm Leaves Behind A...
1	Dramatic increase or decrease in temperature.
2	Gigantic coral reef or fungal forest.
3	Never-ending storm or whirlpool.
4	Passage to the Underdark or portal to an Elemental Plane.
5	Primeval or previously extinct animal population.
6	Rapidly growing rainforest.
7	River where previously there was none.
8	Series of dramatic rock formations.



ELEMENTAL CATASTY

Gargantuan Elemental (Titan), Chaotic Neutral

AC 20 Initiative +18 (28)

HP 370 (20d20 + 160)

Speed 60 ft., Burrow 60 ft., Fly 80 ft. (hover), Swim 80 ft.

	MOD	SAVE		MOD	SAVE
STR	26	+8	+8	INT	9
DEX	19	+4	+11	WIS	14
CON	27	+8	+15	CHA	9

Immunities Acid, Cold, Fire, Lightning, Poison, Thunder; **Blinded**, **Charmed**, **Deafened**, **Exhaustion**, **Frightened**, **Grappled**, **Paralyzed**, **Petrified**, **Poisoned**, **Prone**, **Restrained**, **Stunned**, **Unconscious**

Senses Truesight 150 ft.; Passive Perception 12

Languages Primordial

CR 22 (XP 41,000; PB +7)

Traits

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

Legendary Resistance (4/Day). If the cataclysm fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The cataclysm makes two Elemental Burst attacks.

Elemental Burst. *Melee or Ranged Attack Roll:* +15, *reach* 30 ft. or *range* 150 ft. *Hit:* 25 (5d6 + 8) damage of a type chosen by the cataclysm: Acid, Cold, Fire, Lightning, or Thunder.

Cataclysmic Event (Recharge 4–6). The cataclysm creates one of the following effects at random (roll 1d4):

1. Clinging Flames. *Dexterity Saving Throw:* DC 23, each creature in a 60-foot-radius **Sphere** centered on a point the cataclysm can see within 150 feet. *Failure:* 45 (13d6) Fire damage. *Success:* Half damage. *Failure or Success:* The target starts **burning**.

2. Freezing Waves. *Strength Saving Throw:* DC 23, each creature in a 90-foot **Cone**. *Failure:* 22 (5d8) Bludgeoning damage plus 22 (5d8) Cold damage, and the target has the **Prone** condition. *Success:* Half damage only. *Failure or Success:* The target's Speed is reduced to 0 until the end of its next turn.

3. Raging Storm. A storm cloud fills a 60-foot-radius **Sphere** centered on a point the cataclysm can see within 150 feet. The cloud lasts for 1 minute or until the cataclysm uses Cataclysmic Event again. Creatures entirely in the cloud have the **Blinded** and **Deafened** conditions and can't cast spells with a Verbal component. *Dexterity Saving Throw:* DC 23, each creature that enters the cloud for the first time on a turn or starts its turn there. *Failure:* 18 (4d8) Lightning damage plus 18 (4d8) Thunder damage. *Success:* Half damage.

4. Swallowing Earth. *Strength Saving Throw:* DC 23, each creature in a 90-foot **Cube** originating from a point on the ground within 150 feet. *Failure:* 18 (4d8) Bludgeoning damage plus 18 (4d8) Acid damage, and the target has the **Prone** condition and is buried under rubble. A buried target has the **Restrained** condition, has **Total Cover**, and is **suffocating**. As an action, a buried creature or another creature within 5 feet of it can make a DC 18 Strength (**Athletics**) check. On a successful check, the creature is no longer buried. *Success:* Half damage only.

Control Weather. The cataclysm casts the **Control Weather** spell, requiring no spell components and using Constitution as the spellcasting ability.

Legendary Actions

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

Eruption. The cataclysm makes one Elemental Burst attack.

Rumbling Movement. The cataclysm moves up to its Speed, Fly Speed, or Swim Speed without provoking **Opportunity Attacks**. Each creature within 5 feet of the cataclysm as it moves is targeted once by the following effect. *Constitution Saving Throw:* DC 23. *Failure:* The target has the **Prone** condition. *Failure or Success:* The cataclysm can't take this action again until the start of its next turn.

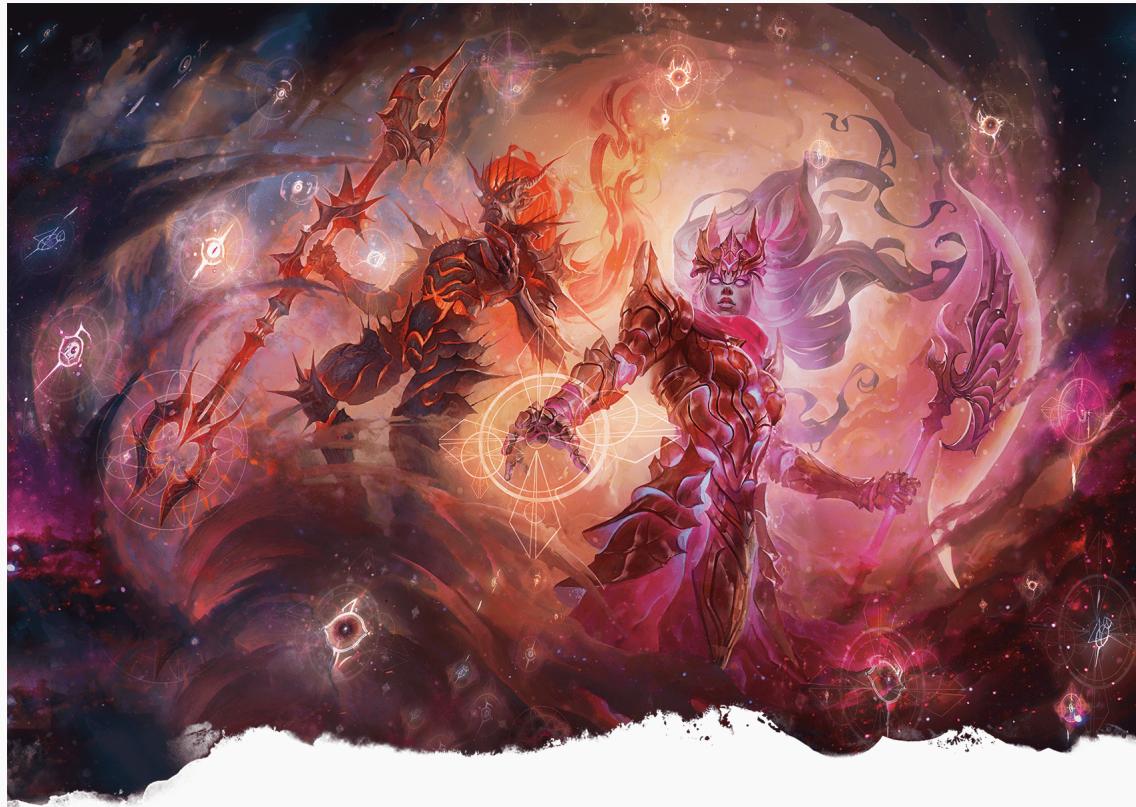
Empyreans

Scions of the Gods



Habitat: Any; **Treasure:** Relics

ARTIST: NÉSTOR OSSANDÓN LEAL



CELESTIAL AND FIENDISH EMPYREANS OBSERVE THE COSMOS ATTENDED BY SIGIL-LIKE EMPYREAN IOTAS

Empyreans are the spawn of deities. While not gods themselves, they possess divine influence and powers related to their divine parents. Some empyreans are near-demigods with fantastic might and the power to reshape mortal lives. Others are little more than divine thoughts or moments of immortal attention made manifest. Whether empyreans are idealized beings or vestiges of divinity, their appearances are influenced by their creators. Roll on or choose a result from the Empyrean Influences table to inspire what aspects of an empyrean's heritage manifest in its physical form.

Empyrean Influences

1d6	The Empyrean Has Features That Are...
1	Balanced, naturalistic, or suggestive of watching eyes.
2	Colorful, shadowy, or fluid or that vary depending on the viewer.
3	Comforting and gentle or that remind viewers of pleasant memories.
4	Disconnected parts, visible thoughts, or errant shapes.
5	Machinelike, stoic, symmetrical, or suggestive of judgment.
6	Morbid, menacing, or monstrous or that embody the viewer's fears.

Empyrean iota

Empyrean iotas are the thoughts, memories, or indirect attentions of deities personified and given a measure of autonomy. Resembling floating glyphs, motes of color, icons of divinity, or stranger shapes, these beings are messengers of the gods and aides to those gods' servants. Iotas have their own knowledge and personalities, though they might know little more than the realms and wishes of their creators.

EMPYREAN IOTA

Medium *Celestial* or *Fiend* (Titan), Neutral

AC 13

Initiative +2 (12)

HP 22 (5d8)

Speed 5 ft., Fly 30 ft. (hover)

	MOD	SAVE		MOD	SAVE
STR	1	-5	-5	INT	15
DEX	14	+2	+2	WIS	16
CON	10	+0	+0	CHA	16

Skills History +4, Insight +5, Perception +5**Resistances** Bludgeoning, Piercing, Slashing**Immunities** Prone**Senses** Truesight 30 ft.; Passive Perception 15**Languages** All**CR** 1 (XP 200; PB +2)**Traits**

Incorporeal Movement. The empyrean can move through other creatures and objects as if they were **Difficult Terrain**. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Magic Resistance. The empyrean has Advantage on saving throws against spells and other magical effects.

Actions

Otherworldly Strike. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30 ft. *Hit:* 7 (1d8 + 3) Necrotic or Radiant damage (empyrean's choice).

Spellcasting. The empyrean casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability:

1/Day Each: *Bless, Lesser Restoration* (as an action)

Bonus Actions

Healing Word (1/Day). The empyrean casts *Healing Word*, using the same spellcasting ability as Spellcasting.

Empyrean

Inheritors of divine might, empyreans are idealized, human-shaped beings of godly power. These beings might have relationships with their creators akin to those of parents and their children, royalty and their servants, inventors and their creations, or other bonds. Empyreans' existences are fundamentally influenced by their patrons and their connection to the heavenly deities of the Upper Planes or the fiendish deities of the Lower Planes. Nevertheless, empyreans have free will.

Celestial empyreans are typically noble beings who quest to prove themselves worthy of their divine pedigree. Many work in the service of their parents or support those gods' causes and champions.

Fiendish empyreans are usually dreadful, self-serving villains who seek to claim their parents' power. Some forge unholy armies or rule over hidden realms in mockery of true gods, while others might seek to escape their accursed families.

One day I might be the god of storms—mind countless followers, answer prayers, change whole worlds—but, until then, I do what I please.

—KOPOHA, SCION OF STORMS

EMPYREAN

Huge Celestial or Fiend (Titan), Neutral**AC** 22 **Initiative** +19 (29)**HP** 346 (21d12 + 210)**Speed** 50 ft., Fly 50 ft. (hover), Swim 50 ft.**Languages** All**CR** 23 (XP 50,000; PB +7)**Traits**

Legendary Resistance (4/Day). If the empyrean fails a saving throw, it can choose to succeed instead.

Magic Resistance. The empyrean has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The empyrean makes two attacks, using Sacred Weapon or Divine Ray in any combination.

Sacred Weapon. *Melee Attack Roll:* +17, reach 10 ft. *Hit:* 31 (6d6 + 10) Force damage, and the target has the **Stunned** condition until the start of the empyrean's next turn. The target can choose not to be Stunned, in which case it takes an extra 21 Force damage that bypasses Resistance or Immunity.

Skills Insight +13, Perception +13**Resistances** Bludgeoning, Piercing, Slashing**Immunities** Necrotic, Radiant**Senses** Truesight 120 ft.; Passive Perception 23

	MOD	SAVE		MOD	SAVE
STR	30	+10	+17	INT	21
DEX	21	+5	+5	WIS	22
CON	30	+10	+10	CHA	27

Divine Ray. Ranged Attack Roll: +15, range 600 ft. Hit: 35 (6d8 + 8) Necrotic or Radiant damage (empyrean's choice).

Spellcasting. The empyrean casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 23):

At Will: *Calm Emotions, Greater Restoration, Pass without Trace, Water Breathing*

1/Day Each: *Commune, Dispel Evil and Good, Plane Shift*

Legendary Actions

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

Bolster. The empyrean gains 10 **Temporary Hit Points**, and the empyrean and each ally within 30 feet of it gain Advantage on **D20 Tests** until the end of the empyrean's next turn. The empyrean can't take this action again until the start of its next turn.

Shockwave of Glory. *Constitution Saving Throw: DC 23, each creature in a 30-foot **Emanation** originating from the empyrean. Failure: 27 (6d8) Force damage, and the target has the **Prone** condition. Success: Half damage only. Failure or Success: The empyrean can't take this action again until the start of its next turn.*

Smite. The empyrean makes one Divine Ray attack.

Erinyes

Devil of Vengeance and Righteous Wrath

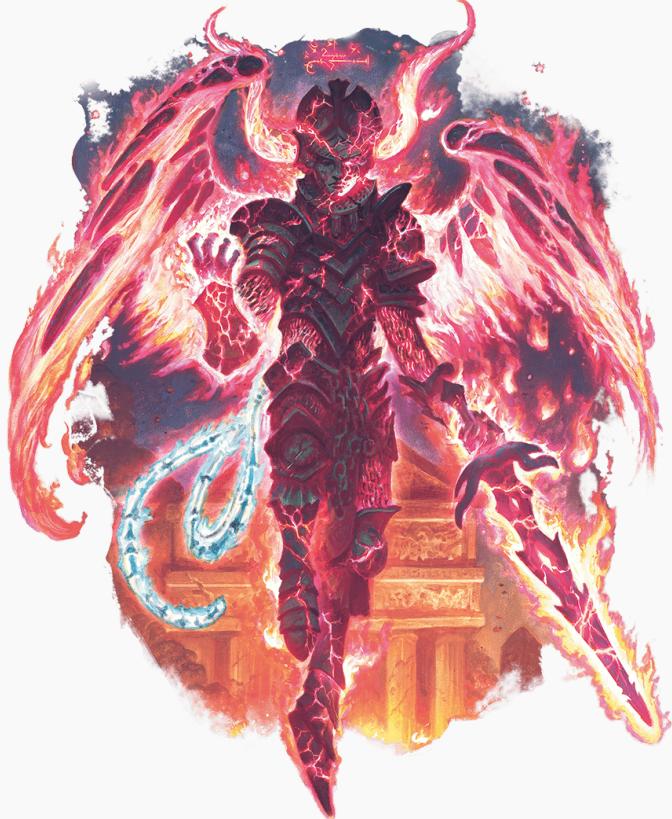
Habitat: Planar (Nine Hells); **Treasure:** Armaments

Erinyes, also known as furies, are winged devils clad in fiendish armor. These fallen angels exact a merciless form of divine justice, hunting down oath breakers and dragging the rightfully damned to the Nine Hells in the grip of their magical ropes. Few ever glimpse what lies within these devils' armored exteriors, and erinyes ensure that those who do can never speak of what they've seen.

Erinyes often serve archdevils and guard the order of the **Nine Hells** against trespassers and escapees. Although they're prone to wrathful outbursts, erinyes cooperate well with other devils. They sometimes hunt in trios with other erinyes, forging infamous reputations for themselves.

When not in the service of a diabolical master, erinyes hunt wicked souls. They pursue quarries relentlessly, across the multiverse and for ages if need be. While they might be summoned to serve evil magic-users, erinyes also listen for oaths and curses sworn in their names. In rare cases, wronged mortals who call out with just rage might be heard by an erinyes who appears to take vengeance on their behalf. Once erinyes are so summoned, they won't leave without claiming the soul of either their quarry or the mortal who summoned them.

ARTIST: JUSTIN GERARD



ERINYES

Medium Fiend (Devil), Lawful Evil

AC 18 Initiative +7 (17)

HP 178 (21d8 + 84)

Speed 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	14
DEX	16	+3	+7	WIS	14
CON	18	+4	+8	CHA	18

Skills Perception +6, Persuasion +8

Resistances Cold

Immunities Fire, Poison; **Poisoned**

Senses Truesight 120 ft.; Passive Perception 16

Languages Infernal; telepathy 120 ft.

CR 12 (XP 8,400; PB +4)

Traits

Diabolical Restoration. If the erinyes dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the [Nine Hells](#).

Magic Resistance. The erinyes has Advantage on saving throws against spells and other magical effects.

Magic Rope. The erinyes has a magic rope. While bearing it, the erinyes can use the Entangling Rope action. The rope has AC 20, HP 90, and Immunity to Poison and Psychic damage. The rope turns to dust if reduced to 0 Hit Points, if it is 5+ feet away from the erinyes for 1 hour or more, or if the erinyes dies. If the rope is damaged or destroyed, the erinyes can fully restore it when finishing a Short or Long Rest.

Actions

Multiattack. The erinyes makes three Withering Sword attacks and can use Entangling Rope.

Withering Sword. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage plus 11 (2d10) Necrotic damage.

Entangling Rope (Requires Magic Rope). *Strength Saving Throw:* DC 16, one creature the erinyes can see within 120 feet. *Failure:* 14 (4d6) Force damage, and the target has the **Restrained** condition until the rope is destroyed, the erinyes uses a Bonus Action to release the target, or the erinyes uses Entangling Rope again.

Reactions

Parry. *Trigger:* The erinyes is hit by a melee attack roll while holding a weapon. *Response:* The erinyes adds 4 to its AC against that attack, possibly causing it to miss.

Ettercap

Venomous Arachnid Abductor

Habitat: Forest; **Treasure:** Implements



Spiderlike hunters, ettercaps lurk in forested depths and seek prey to drag into their web-choked lairs. These vicious predators have arachnid features and hunched, bipedal frames, and they're notorious for their venomous bites and ability to shoot out webs to entrap their victims. Ettcaps often hunt in small groups alongside giant spiders and mundane spider swarms.

Ettcaps frequently overhunt their environment. Left unchecked, ettercaps might fill whole woodlands with their webs and the cocooned remains of past meals, which puts ettercaps in conflict with Fey. spiteful ettercaps go out of their way to torment and feed on Fey; they prefer to menace those smaller than themselves, like **pixies** and **sprites**. They rarely devour other sapient creatures swiftly, preferring to cocoon their captives and terrorize them for days.

Ettcaps avoid fire, which can quickly burn through their webs and the dead trees where they make their homes.

ETTERCAP

Medium Monstrosity, Neutral Evil

AC 13 Initiative +2 (12)

HP 44 (8d8 + 8)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	7	-2
DEX	15	+2	+2	WIS	12	+1
CON	13	+1	+1	CHA	8	-1

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 2 (XP 450; PB +2)

Traits

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

Web Walker. The ettercap ignores movement restrictions caused by webs, and the ettercap knows the location of any other creature in contact with the same web.

Actions

Multiattack. The ettercap makes one Bite attack and one Claw attack.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 2 (1d4) Poison damage, and the target has the **Poisoned** condition until the start of the ettercap's next turn.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage.

Web Strand (Recharge 5–6). *Dexterity Saving Throw:* DC 12, one Large or smaller creature the ettercap can see within 30 feet. *Failure:* The target has the **Restrained** condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Bludgeoning, Poison, and Psychic damage).

Bonus Actions

Reel. The ettercap pulls one creature within 30 feet of itself that is **Restrained** by its Web Strand up to 25 feet straight toward itself.

Ettin

Quarrelsome Two-Headed Giant

Habitat: Hill, Mountain, Underdark; **Treasure:** Individual





Ettins are physically powerful Giants with two heads. While many ettins have features similar to hill giants, others have more bestial or unusual traits, such as tusks, short horns, or a single eye on each head.

Ettins frequently ally with other Giants or groups that value their strength, such as hill giants, bandits, or ogres. Some ettins possess mystical ties to the lands they inhabit, and they might know or guard secrets valued by druids or Fey.

Each ettin head has a distinct personality. While this makes some ettins quarrelsome with themselves and others, many function as a team. An ettin head might have its own name, or both heads might refer to themselves as a single being—either with one name or a portmanteau of two.

Roll on or choose a result from the Ettin Interactions table to inspire how an ettin's heads are interacting when the creature is encountered.

Ettin Interactions

1d8	The Ettin's Heads Are...
1	Amping up one another in preparation for a conflict or challenge.
2	Arguing over plans for battle, dinner, or how to spend the day.
3	Criticizing one another as they perform separate tasks.
4	Engaged in a staring contest.
5	Making polite small talk as if they were meeting for the first time.
6	Performatively ignoring one another.
7	Talking over an increasingly convoluted plot.
8	Trying to keep one another awake.

ETTIN

Large Giant, Chaotic Evil

AC 12 **Initiative** -1 (9)

HP 85 (10d10 + 30)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	21	+5	+5	INT	6	-2
DEX	8	-1	-1	WIS	10	+0
CON	17	+3	+3	CHA	8	-1

Skills Perception +4

Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious

Gear Battleaxe, Morningstar

Senses Darkvision 60 ft.; Passive Perception 14

Languages Giant

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

Actions

Multiattack. The ettin makes one Battleaxe attack and one Morningstar attack.

Battleaxe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage. If the target is a Large or smaller creature, it has the **Prone** condition.

Morningstar. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage, and the target has Disadvantage on the next attack roll it makes before the end of its next turn.

Twice the malice, aggressiveness, and appetite—the ettin demonstrates that two heads aren't necessarily better than one.

—BERTRAND, INQUISITOR OF THE MIND FIRE

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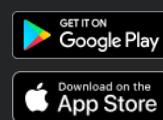
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