

Monsters (D)

Dao

Genie of the Earth

Habitat: Planar (Elemental Plane of Earth), Underdark; **Treasure:** Implements

ARTIST: MICHAEL BROUSSARD



On the Elemental Plane of Earth, galaxies of gemstones twinkle over vaults of treasure. If dao are there, so is wealth worth hunting.

—GUNDREN ROCKSEEKER, DWARF TREASURE HUNTER

Genies of minerals and gemstones, dao embody the resolve of rock. Using innate magic, they move through the earth unimpeded, exploring depths inaccessible to most. Dao delight in the treasures of the earth, whether raw gemstones, jewelry crafted from pure metals, or wondrous fossils. In exchange for such treasures, dao might reveal underground mysteries, such as paths through the Underdark, buried ruins, or whole subterranean realms.

Many dao call the **Elemental Plane of Earth** home. There, they create cities that glitter with treasure. Among these realms is the labyrinthine expanse called the Great Dismal Delve or the Sevenfold Mazework, which protects the City of Jewels, the Iron Crucible, and the Strait of Magnets.

DAO

Large Elemental (Genie), Neutral

AC 18 **Initiative +1 (11)**

HP 200 (16d10 + 112)

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

Immunities Petrified

Senses Darkvision 120 ft.; Passive Perception 11

Languages Primordial (Terran)

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

Traits

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

	MOD	SAVE	MOD	SAVE
STR	23	+6	+6	
DEX	12	+1	+5	
CON	24	+7	+7	
INT	12	+1	+1	
WIS	13	+1	+5	
CHA	18	+4	+4	

Elemental Restoration. If the dao dies outside the Elemental Plane of Earth, its body dissolves into dirt, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the [Plane of Earth](#).

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

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

Actions

Multiattack. The dao makes three Earthen Maul attacks or two Earth Burst attacks.

Earthen Maul. Melee Attack Roll: +10, reach 5 ft. Hit: 20 (4d6 + 6) Bludgeoning damage. If the target is a Large or smaller creature, it has the [Prone](#) condition.

Earth Burst. Ranged Attack Roll: +10, range 120 ft. Hit: 15 (2d8 + 6) Bludgeoning damage. Hit or Miss: Earth explodes from the target's space, creating the following effect. Dexterity Saving Throw: DC 16, each creature in a 10-foot [Emanation](#) originating from and including the target. Failure: 10 (3d6) Thunder damage.

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

At Will: [Detect Evil and Good](#), [Detect Magic](#), [Stone Shape](#)

1/Day Each: [Gaseous Form](#), [Invisibility](#), [Move Earth](#), [Passwall](#), [Plane Shift](#), [Tongues](#), [Wall of Stone](#)

Darkmantle

Ceiling-Clinging Ambush Predator

Habitat: Underdark; **Treasure:** None

Unnatural subterranean hunters, darkmantles veil themselves in magical shadows and use their bizarre anatomies to disguise themselves as stalactites. When prey passes below, lurking darkmantles drop and unfurl their webbed tentacles, attempting to blind, suffocate, or crush their victims.

Darkmantles share similarities with piercers and ropers and often hunt near those monsters. Scholars have attempted to establish a shared origin or life cycle between those creatures, but their efforts are thwarted by those monsters' supernatural physiologies and deadly natures.

Just assume there's no such thing as a stalactite.

—S. WAKEMAN, UNDERDARK EXPLORER

DARKMANTLE

Small Aberration, Unaligned

AC 11 **Initiative** +3 (13)

HP 22 (5d6 + 5)

Speed 10 ft., Fly 30 ft.

While attached to a target, the darkmantle can attack only the target but has Advantage on its attack rolls. Its Speed becomes 0, it can't benefit from any bonus to its Speed, and it moves with the target.

A creature can take an action to try to detach the darkmantle from itself, doing so with a successful DC 13 Strength ([Athletics](#)) check. On its turn, the darkmantle can detach itself by using 5 feet of movement.

Darkness Aura (1/Day). Magical [Darkness](#) fills a 15-foot [Emanation](#) originating from the darkmantle. This effect lasts while the darkmantle maintains [Concentration](#) on it, up to 10 minutes. [Darkvision](#) can't penetrate this area, and no light can illuminate it.

	MOD	SAVE		MOD	SAVE		
STR	16	+3	+3	INT	2	-4	-4
DEX	12	+1	+1	WIS	10	+0	+0
CON	13	+1	+1	CHA	5	-3	-3

Skills [Stealth](#) +3

Senses [Blindsight](#) 60 ft.; Passive Perception 10

Languages None

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

Actions

Crush. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Bludgeoning damage, and the darkmantle attaches to the target. If the target is a Medium or smaller creature and the darkmantle had Advantage on the attack roll, it covers the target, which has the [Blinded](#) condition and is [suffocating](#) while the darkmantle is attached in this way.



ARTIST: BRIAN VALENZUELA

Death Dog

Two-Headed Spreader of Disease

Habitat: Desert; **Treasure:** None

ARTIST: DAREN BADER



...and his sorrows will stalk your land like hungry dogs until the seas turn to sand and the sun burns to cinders.

—TABLET FRAGMENT FROM THE BRIGHT DESERT

Death dogs are plagues on the arid lands they inhabit. These vicious, two-headed canines ambush creatures they perceive as weaker than themselves, favoring the wounded or infirm. They attack recklessly, infecting as many creatures as possible with their diseased jaws. If driven off, death dogs linger close to their victims, letting infection weaken their prey before they attack again.

Legends tie death dogs to malicious death gods, the underworld, and cursed rulers. These stories are based on the malady death dogs spread. Roll on or choose a result from the Death Dog Malady Symptoms table to inspire symptoms spread by a death dog's bite. These symptoms are cosmetic and don't alter the effects of the death dog's Bite action. The symptoms vanish when a creature no longer has the Poisoned condition from a death dog's Bite.

Death Dog Malady Symptoms

1d6	The Death Dog's Malady Causes...
1	Marks from canine jaws to appear on the victim's body, as if they were still being mauled.
2	The victim's body to wither, as if constantly exposed to desert heat.
3	The victim to be distracted by distant howling or vague whispers only they can hear.
4	The victim's flesh to rot like a corpse.
5	The victim to itch, as if they had fleas or sand beneath their skin.
6	Wicked symbols to gradually appear on and spread across the victim's body.

DEATH DOG

Medium Monstrosity, Neutral Evil

AC 12 Initiative +2 (12)

HP 39 (6d8 + 12)

Speed 40 ft.

	STR	DEX	CON	MOD	SAVE	INT	WIS	CHA	MOD	SAVE
	15	+2	+2	+2	+2	3	13	6	-4	-4
									+1	+1
									-2	-2

Skills Perception +5, Stealth +4

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

Senses Darkvision 120 ft.; Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Actions

Multiaction. The death dog makes two Bite attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage. If the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *First Failure:* The target has the **Poisoned** condition. While Poisoned, the target's Hit Point maximum doesn't return to normal when finishing a Long Rest, and it repeats the save every 24 hours that elapse, ending the effect on itself on a success. *Subsequent Failures:* The Poisoned target's Hit Point maximum decreases by 5 (1d10).

Death Knights

Haunted Commanders of Unliving Legions

Habitat: Any; Treasure: Armaments





A DEATH KNIGHT AND ITS ASPIRANTS MARCH TO WAR AGAINST THE LIVING

Champions of evil, death knights are armor-clad, skeletal warlords. Combining devastating martial prowess and blasphemous magic, these undying tyrants lead unholy legions against the living or brood in cursed citadels. Every death knight is haunted by a legacy of tragedy and dishonor that drives it to commit greater evils.

Death Knight

Death knights are deadly combatants and domineering commanders with grim histories. Some strive to end the curses that doom them to undeath, though their selfish souls eternally shackle them to their fates. Others, like the infamous death knight Lord Soth, brood in dismal ruins for centuries, rousing themselves to action only when something reignites their deathless evil.

DEATH KNIGHT

Medium or Small Undead, Chaotic Evil

AC 20 Initiative +12 (22)

HP 199 (21d8 + 105)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	20	+5	+5	INT	12
DEX	11	+0	+6	WIS	16
CON	20	+5	+5	CHA	18

Immunities Necrotic, Poison; **Exhaustion, Frightened, Poisoned**

Senses Darkvision 120 ft.; Passive Perception 13

Languages Abyssal, Common

CR 17 (XP 18,000; PB +6)

Traits

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

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

Marshal Undead. Undead creatures of the death knight's choice (excluding itself) in a 60-foot **Emanation** originating from it have Advantage on attack rolls and saving throws. It can't use this trait if it has the **Incapacitated** condition.

Undead Restoration. If the death knight is destroyed before it atones for its evil, it gains a new body in 1d10 days, reviving with all its Hit Points. The new body appears in a location significant to the death knight.

Actions

Multiattack. The death knight makes three Dread Blade attacks.

Dread Blade. **Melee Attack Roll:** +11, reach 5 ft. **Hit:** 12 (2d6 + 5) Slashing damage plus 13 (3d8) Necrotic damage.

Hellfire Orb (Recharge 5–6). **Dexterity Saving Throw:** DC 18, each creature in a 20-foot-radius **Sphere** centered on a point the death knight can see within 120 feet. **Failure:** 35 (10d6) Fire damage plus 35 (10d6) Necrotic damage. **Success:** Half damage.

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

At Will: *Command, Phantom Steed*

2/Day Each: *Destructive Wave* (Necrotic), *Dispel Magic*

Reactions

Parry. *Trigger:* The death knight is hit by a melee attack roll while holding a weapon. *Response:* The death knight adds 6 to its AC against that attack, possibly causing it to miss.

Legendary Actions

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

Dread Authority. The death knight uses Spellcasting to cast *Command*. The death knight can't take this action again until the start of its next turn.

Fell Word. *Constitution Saving Throw:* DC 18, one creature the death knight can see within 120 feet. *Failure:* 17 (5d6) Necrotic damage, and the target's Hit Point maximum decreases by an amount equal to the damage taken. *Failure or Success:* The death knight can't take this action again until the start of its next turn.

Lunge. The death knight moves up to half its Speed, and it makes one Dread Blade attack.

Death Knight Aspirant

When the leader of a villainous order rises as a death knight, their wicked devotees might join them in their cursed existence as death knight aspirants. These followers bear a measure of their leader's power and serve as they did in life, obediently following the death knight's decrees and heralding its terrible will.

DEATH KNIGHT ASPIRANT

Medium or Small Undead, Chaotic Evil

AC 20 Initiative +4 (14)

HP 178 (21d8 + 84)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	20	+5	+5	INT	10	+0
DEX	10	+0	+4	WIS	12	+1
CON	18	+4	+4	CHA	16	+3

Immunities Necrotic, Poison; **Exhaustion, Frightened, Poisoned**

Senses **Darkvision** 120 ft.; Passive Perception 11

Languages Abyssal, Common

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

Traits

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

Marshal Undead. Undead creatures of the aspirant's choice (excluding itself) in a 60-foot **Emanation** originating from it have Advantage on attack rolls and saving throws. It can't use this trait if it has the **Incapacitated** condition.

Actions

Multiattack. The aspirant makes three Dread Blade attacks.

Dread Blade. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage plus 10 (3d6) Necrotic damage.

Hellfire Orb (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 20-foot-radius **Sphere** centered on a point the aspirant can see within 120 feet of itself. *Failure:* 21 (6d6) Fire damage plus 21 (6d6) Necrotic damage. *Success:* Half damage.

Spellcasting. The aspirant casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Phantom Steed*

1/Day Each: *Destructive Wave* (Necrotic), *Dispel Magic*

Reactions

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

Death Tyrant

Beholder beyond Death

Habitat: Underdark; **Treasure:** Any





A death tyrant is a **beholder** that pursues aberrant goals beyond its death. Ten magical singularities—all that remains of its magical eyes—orbit its floating, cyclopean skull, while the hateful gaze of its central eye socket stifles life and raises the dead.

Beholders typically transform into death tyrants over years when their dreams fixate on death, morbid apotheoses, or journeys to realms inhospitable to life. Some death tyrants rise from the corpses of slain beholders or result from exposure to strange magic or Underdark radiation. Sometimes beholders purposefully pursue this undead state, just as depraved magic-users pursue lichdom, although it is rare, as most beholders already believe themselves to be perfect beings.

No matter how death tyrants come into being, bizarre impulses drive their deathless existences. Their motivations tend to be extreme or beyond the reason of living creatures.

Death Tyrant Lairs

Death tyrants often lurk deep in the Underdark, in the tunnel-mazes they occupied in life or in the lairs of enemy beholders they conquered. These lairs are devoid of life, as death tyrants change their servants into Undead horrors.

The region containing a death tyrant's lair is warped by its presence, creating the following effects:

Negative Energy Suffusion. Whenever a creature within 1 mile of the lair regains Hit Points from a spell, it subtracts 1d10 from the number of Hit Points regained.

Scopophobia. Creatures within 1 mile of the lair feel as if they're being watched. Any creature (excluding the death tyrant and its allies) that finishes a Short Rest while within 1 mile of the lair must succeed on a DC 15 Wisdom saving throw or gain no benefit from that rest.

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

A cluster of tiny lights descended from a dark crevice in the ceiling. These motes cast an eerie glow on the great, alien skull that hung beneath them.

—JOURNAL OF JASTUS HOLLOWQUILL,
EXPLORER OF UNDERMOUNTAIN

DEATH TYRANT

Large Undead (Beholder), Lawful Evil

AC 19 Initiative +12 (22)

HP 195 (26d10 + 52)

Speed 5 ft., Fly 40 ft. (hover)

	MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	19
DEX	14	+2	+2	WIS	15
CON	14	+2	+7	CHA	19

Skills Perception +12

Immunities Poison; Charmed, Exhaustion, Paralyzed, Petrified, Poisoned, Prone

Senses Darkvision 120 ft.; Passive Perception 22

Languages Deep Speech, Undercommon

CR 14 (XP 11,500, or 13,000 in lair; PB +5)

Traits

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

Actions

Multiattack. The death tyrant uses Eye Rays three times.

Bite. Melee Attack Roll: +9, reach 5 feet. Hit: 13 (2d8 + 4) Piercing damage.

Eye Rays. The death tyrant randomly shoots one of the following magical rays at a target it can see within 120 feet of itself (roll 1d10; reroll if the death tyrant has already used that ray during this turn):

- Charm Ray.** Wisdom Saving Throw: DC 17. Failure: 13 (3d8) Psychic damage, and the target has the Charmed condition for 1 hour or until it takes damage. Success: Half damage only.
- Paralyzing Ray.** Constitution Saving Throw: DC 17. 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.
- Fear Ray.** Wisdom Saving Throw: DC 17. Failure: 10 (3d6) Psychic damage, and the target has the Frightened condition until the end of its next turn. Success: Half damage only.

4. Slowing Ray. Constitution Saving Throw: DC 17. Failure: 18 (4d8)

Necrotic damage. Until the end of the target's next turn, the target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. Success: Half damage only.

5. Eervation Ray. Constitution Saving Throw: DC 17. Failure: 16 (3d10)

Poison damage, and the target has the Poisoned condition until the end of its next turn. While Poisoned, the target can't regain Hit Points. Success: Half damage only.

6. Telekinetic Ray. Strength Saving Throw: DC 17 (the target succeeds automatically if it is Gargantuan). Failure: The death tyrant moves the target up to 30 feet in any direction. The target has the Restrained condition until the start of the death tyrant's next turn or until the death tyrant has the Incapacitated condition. The death tyrant can also exert fine control on objects with this ray, such as manipulating a tool or opening a door or container.

7. Sleep Ray. Wisdom Saving Throw: DC 17 (the target succeeds automatically if it is a Construct or an Undead). Failure: The target has the Unconscious condition for 1 minute. The condition ends if the target takes damage or a creature within 5 feet of it takes an action to wake it.

8. Petrification Ray. Constitution Saving Throw: DC 17. First Failure: The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. Second Failure: The target has the Petrified condition instead of the Restrained condition.

9. Disintegration Ray. Dexterity Saving Throw: DC 17. Failure: 36 (8d8) Force damage. If the target is a nonmagical object or a creation of magical force, a 10-foot Cube of it disintegrates into dust. Success: Half damage. Failure or Success: If the target is a creature and this damage reduces it to 0 Hit Points, it disintegrates into dust.

10. Death Ray. Dexterity Saving Throw: DC 17. Failure: 55 (10d10) Necrotic damage. Success: Half damage. Failure or Success: The target dies if the ray reduces it to 0 Hit Points.

Bonus Actions

Negative Energy Cone. The death tyrant's central eye emits an imperceptible, magical wave of negative energy in a 150-foot Cone. Creatures in that area can't regain Hit Points until the start of the death tyrant's next turn. An intact Humanoid corpse there instantly rises as a Zombie under the death tyrant's control and takes its turn immediately after the death tyrant on the same Initiative count.

Legendary Actions

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

Chomp. The death tyrant makes two Bite attacks.

Glare. The death tyrant uses Eye Rays.

Demilich

What Lies beyond Lichdom

Habitat: Any; **Treasure:** Arcana

A demilich is a skull harboring the remnants of a lich's wicked essence. If the burden of immortality overwhelms a lich, its consciousness turns inward as its body rots away. But if its remains are disturbed, a demilich rises. Demiliches usually appear as skulls adorned with gems or arcane sigils.

Demilich Lairs





Demiliches jealously guard their deathtrap-laden sanctums. The most notorious of these is the Tomb of Horrors, lair of the infamous **Acererak**.

The region containing a demilich's lair is twisted by its presence, creating the following effects:

Energizing Domain. Whenever a creature other than the demilich or one of its allies finishes a Long Rest within 1 mile of the lair, the creature must succeed on a DC 20 Constitution saving throw or have its Hit Point maximum reduced by 1d4. This reduction lasts until the creature finishes a Long Rest outside that area.

Travel Ward. Creatures can't use teleportation or planar travel to enter or exit the lair.

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

DEMILICH

Tiny Undead, Neutral Evil

AC 20 Initiative +17 (27)

HP 180 (72d4)

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

	MOD	SAVE		MOD	SAVE
STR	1	-5	-5	INT	20
DEX	20	+5	+11	WIS	17
CON	10	+0	+6	CHA	20

Resistances Bludgeoning, Piercing, Slashing

Immunities Necrotic, Poison, Psychic; **Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Stunned**

Senses **Truesight** 120 ft.; Passive Perception 13

Languages None

CR 18 (XP 20,000, or 22,000 in lair; PB +6)

Traits

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

Undead Restoration. If the demilich is destroyed, it reforms and regains all its Hit Points in 1d10 days unless a *Wish* spell is cast on its remains.

Actions

Multiattack. The demilich makes three Necrotic Burst attacks.

Necrotic Burst. *Melee or Ranged Attack Roll:* +11, reach 5 ft. or range 120 ft. *Hit:* 24 (7d6) Necrotic damage.

Howl (Recharge 5–6). *Constitution Saving Throw:* DC 19, each creature in a 30-foot **Emanation** originating from the demilich. *Failure:* 70 (20d6) Psychic damage. *Failure or Success:* The target has the **Frightened** condition until the start of the demilich's next turn.

Legendary Actions

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

Energy Drain. *Constitution Saving Throw:* DC 19, one creature the demilich can see within 120 feet. *Failure:* The target's Hit Point maximum decreases by 14 (4d6). *Failure or Success:* The demilich can't take this action again until the start of its next turn.

Grave-Dust Flight. The demilich flies up to its Fly Speed, shedding grave dust. Each creature within 5 feet of the demilich as it moves is targeted once by the following effect. *Constitution Saving Throw:* DC 19. *Failure:* The target has the **Blinded** condition until the end of the demilich's next turn. *Failure or Success:* The demilich can't take this action again until the start of its next turn.

Necrosis. The demilich makes one Necrotic Burst attack.



Deva

World-Changing Angelic Messenger

Habitat: Planar (Upper Planes); **Treasure:** Relics

Devas are emissaries of divine will. These immortal messengers adopt the shapes of mystical beasts or idealized, winged mortals. As with all angels, their true forms are known only to the gods they serve.

Rather than literal correspondence from a god, a deva conveys an allegory or quest to mortals, tasking them with delivering something to its rightful place. While the angel might be called on in times of need, it encourages mortal heroism. Should a deva's chosen champions carry out their charge, they experience a revelation or the world is changed in line with divine purpose. Roll on or choose a result from the Deva Messages table to inspire a deva's charge.

Deva Messages

1d6	The Deva Tasks a Mortal with Delivering...
1	The corpse of a hero in need of redemption.
2	The cure for a plague in a distant land.
3	A holy coffer that must not be opened.
4	A magic weapon usable only by a true hero.
5	A seedling that wilts if exposed to anger.
6	Someone from another world with a prophesied purpose but no memory.

DEVA

Medium Celestial (Angel), Lawful Good

AC 17 Initiative +4 (14)

HP 229 (27d8 + 108)

Speed 30 ft., Fly 90 ft. (hover)

	MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	17
DEX	18	+4	+4	WIS	20
CON	18	+4	+4	CHA	20

Skills **Insight** +9, **Perception** +9

Resistances Radiant

Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120 ft.; Passive Perception 19

Languages All; telepathy 120 ft.

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

Traits

Exalted Restoration. If the deva dies outside Mount Celestia, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in **Mount Celestia**.

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

Actions

Multiattack. The deva makes two Holy Mace attacks.

Holy Mace. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 18 (4d8) Radiant damage.

Spellcasting. The deva casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Evil and Good, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no **Concentration** or **Temporary Hit Points** required to maintain the spell)

1/Day Each: *Commune, Raise Dead*

Bonus Actions

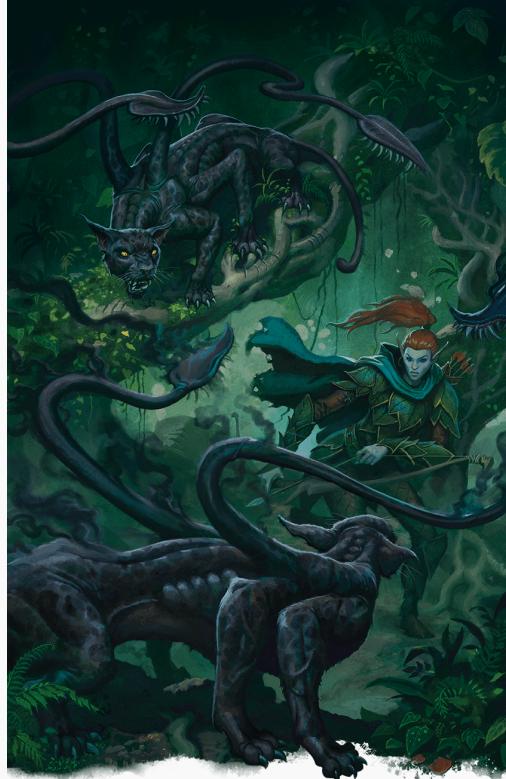
Divine Aid (2/Day). The deva casts *Cure Wounds*, *Lesser Restoration*, or *Remove Curse*, using the same spellcasting ability as Spellcasting.

Displacer Beast

Deceptive Feline Stalker

Habitat: Forest; **Treasure:** None

ARTIST: CAIO MONTEIRO



A displacer beast resembles a gaunt, six-legged panther with a barbed tentacle sprouting from each of its shoulders. This predator uses innate magic to displace light so it appears to be several feet away from its actual location.

Displacer beasts hunt not just to feed but because they enjoy killing. Once displacer beasts begin stalking prey, they can't be deterred until either they or their quarry is slain. While displacer beasts commonly inhabit dense forests, they might pursue travelers across great distances and even into cities or dungeons. More cunning than mere animals, these predators might set ambushes or lie hidden for days to bring down their prey.

Displacer beasts sometimes pursue prey through portals to other planes of existence. As a result, these predators can be found across the multiverse, particularly on the worlds of the **Material Plane**, in the **Shadowfell**, and in the **Feywild**. These restless hunters can destroy a land's natural balance and drive other creatures to extinction. As a result, many druid circles and Fey view displacer beasts as deadly threats.

DISPLACER BEAST

Large Monstrosity, Lawful Evil

AC 13 **Initiative +4 (14)**

HP 76 (9d10 + 27)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	6	-2
DEX	15	+2	+2	WIS	12	+1
CON	16	+3	+3	CHA	8	-1

Senses Darkvision 60 ft.; Passive Perception 11

Languages Understands Sylvan but can't speak

CR 3 (XP 700; PB +2)

Traits

Avoidance. If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it has the **Incapacitated** condition.

Displacement. Attack rolls against the displacer beast have Disadvantage, since it projects an illusion that makes it appear to be near its actual location. This trait is suppressed while the displacer beast has the **Incapacitated** condition.

Actions

Multiattack. The displacer beast makes one Rend attack and one Tentacle attack.

Rend. *Melee Attack Roll:* +6, reach 5 feet. *Hit:* 9 (1d10 + 4) Slashing damage. If target is a Large or smaller creature, it has the **Prone** condition.

Tentacle. *Melee Attack Roll:* +6, reach 10 feet. *Hit:* 11 (2d6 + 4) Piercing damage.

The murderous fury of a displacer beast is fit only for nightmares, of which I've been haunted since narrowly escaping one's ambush. I'm certain that beast stalks me still.

—JEN-AHB, NATURALIST AND DISPLACER BEAST SURVIVOR

Djinni

Genie of the Air

Habitat: Coastal, Planar (Elemental Plane of Air); **Treasure:** Arcana

As genies of wind and skies, djinn personify freedom and might. They can control wind and travel as swiftly as a breeze. They might be as serene as drifting clouds or as tempestuous as storms, but most djinn relish their freedom and desire to discover the wonders of the multiverse. Djinn often know many stories, and they might share such lore with those who offer their own exciting stories in trade.

While many djinn create airy palaces on stormy coasts or high in the clouds, untold numbers dwell on the **Elemental Plane of Air**. In floating cities, djinn collect tales and experiences from across the planes of existence, sharing them in fabulous forums, libraries, and theaters. The greatest of these cities is the Citadel of Ice and Steel, in which wind-sculpted towers contain a city-size trove of incredible knowledge and treasures that defy belief.



ARTIST: MICHAEL BROUSSARD

DJINNI

Large Elemental (Genie), Neutral

AC 17 **Initiative** +2 (12)

HP 218 (19d10 + 114)

Speed 30 ft., Fly 90 ft. (hover)

Senses Darkvision 120 ft.; Passive Perception 13

Languages Primordial (Auran)

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

Traits

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

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

Immunities Lightning, Thunder

	MOD	SAVE		MOD	SAVE		
STR	21	+5	+5	INT	15	+2	+2
DEX	15	+2	+6	WIS	16	+3	+7
CON	22	+6	+6	CHA	20	+5	+5

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

Actions

Multiaction. The djinni makes three attacks, using Storm Blade or Storm Bolt in any combination.

Storm Blade. *Melee Attack Roll:* +9, reach 5 feet. *Hit:* 12 (2d6 + 5) Slashing damage plus 7 (2d6) Lightning damage.

Storm Bolt. *Ranged Attack Roll:* +9, range 120 feet. *Hit:* 13 (3d8) Thunder damage. If the target is a Large or smaller creature, it has the **Prone** condition.

Create Whirlwind. The djinni conjures a whirlwind at a point it can see within 120 feet. The whirlwind fills a 20-foot-radius, 60-foot-high **Cylinder** centered on that point. The whirlwind lasts until the djinni's **Concentration** on it ends. The djinni can move the whirlwind up to 20 feet at the start of each of its turns.

Whenever the whirlwind enters a creature's space or a creature enters the whirlwind, that creature is subjected to the following effect. **Strength Saving Throw:** DC 17 (a creature makes this save only once per turn, and the djinni is unaffected). **Failure:** While in the whirlwind, the target has the **Restrained** condition and moves with the whirlwind. At the start of each of its turns, the Restrained target takes 21 (6d6) Thunder damage. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success.

Spellcasting. The djinni casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Evil and Good, Detect Magic*

2/Day Each: *Create Food and Water* (can create wine instead of water), *Tongues, Wind Walk*

1/Day Each: *Creation, Gaseous Form, Invisibility, Major Image, Plane Shift*

Doppelganger

Shape-Shifting Infiltrator

Habitat: Underdark, Urban; **Treasure:** Individual

Doppelgangers are supernatural beings with the ability to shape-shift into any humanlike form. Their mind-reading abilities aid them in creating near-perfect disguises and plucking secrets from unguarded minds. Occasionally, doppelgangers use their shape-shifting ability in more overt ways, transforming into unsettling forms to frighten foes.

A doppelganger's agenda might relate to its mysterious magical origins or to more mercenary goals. Roll on or choose a result from the Doppelganger Deceptions table to inspire a doppelganger's plot.

Doppelganger Deceptions

1d6	The Doppelganger Schemes To...
1	Cause chaos within the temple of a deity that cursed it to live without a true form.
2	Conceal evidence of a vast conspiracy.
3	Control a community through fear by posing as a legendary bogeyman.
4	Replace a noble to enjoy a decadent lifestyle.
5	Spy on wizards to learn how to complete its own botched magical creation.
6	Take an influential position, acting as a sleeper agent for a doppelganger invasion.



DOPPELGANGER

Medium Monstrosity, Neutral

Speed 30 ft.

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

HP 52 (8d8 + 16)

	MOD	SAVE		MOD	SAVE	
STR	11	+0	+0	INT	11	+0
DEX	18	+4	+4	WIS	12	+1
CON	14	+2	+2	CHA	14	+2

Skills Deception +6, Insight +3
Immunities Charmed
Senses Darkvision 60 ft.; Passive Perception 11
Languages Common plus three other languages
CR 3 (XP 700; PB +2)

Actions

Multiattack. The doppelganger makes two Slam attacks and uses Unsettling Visage if available.

Slam. Melee Attack Roll: +6 (with Advantage during the first round of each combat), reach 5 ft. **Hit:** 11 (2d6 + 4) Bludgeoning damage.

Read Thoughts. The doppelganger casts *Detect Thoughts*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 12).

Unsettling Visage (Recharge 6). Wisdom Saving Throw: DC 12, each creature in a 15-foot **Emanation** originating from the doppelganger that can see the doppelganger. **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.

Bonus Actions

Shape-Shift. The doppelganger **shape-shifts** into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Meeting yourself is the surest way to realize you're not as charming as you think you are.

—SOMEONE CLAIMING TO BE LORHIRIN OF FEARCHOR KEEP

Dracolich

Draconic Tyrant Reborn

Habitat: Any; **Treasure:** Any

ARTIST: SLAWOMIR MANIAK



The vilest dragons seek to escape the grip of death, employing ageless secrets and blasphemous magic to become horrors called dracoliches. These deathless dragons bind their spirits to gems and magically animate their rotting corpses. Eventually becoming skeletal horrors, dracoliches continue the centuries-spanning plots they pursued in life, seek revenge on those that brought them low, and strive toward vicious goals they couldn't indulge in li



Dracoliches combine the corrupt immortality of the undead with the legendary power of dragons. A dracolich retains a breath weapon, but it is a chilling necrotic blast. These terrors gradually sicken the land near their lairs and attract sinister followers—usually other undead or cultists seeking to revel in their terrible might. Living dragons of all types loathe and seek to destroy dracoliches, viewing them as distortions of draconic magic.

There are untold profane routes by which a dragon might become a dracolich. However one is created, a dracolich chooses a gem that becomes the anchor for its spirit and binds the deathless dragon to the world. So long as a dracolich is on the same plane of existence as its soul gem, the dracolich can survive the destruction of its physical body. Its spirit retreats into the gem if the dracolich's body is destroyed, and the monster might one day regain its terrifying form. Dracoliches often sequester their soul gems within meaningful treasure from their hoard or in unassuming baubles. Roll on or choose a result from the Dracolich Soul Gem Vessels table to inspire what holds a dracolich's soul gem.

Dracolich Soul Gem Vessels

1d10	A Dracolich's Soul Gem Is Hidden In...
1	Another dragon's treasure hoard.
2	The body of a servant or an ancestor.
3	The core of a dracolich's melted hoard.
4	A corrupted dragon egg.
5	A dragon horn a hero took as a trophy.
6	A nation's royal or religious treasure.
7	A powerful magic item.
8	A source of magical wonders, such as a giant tree or mystical pool.
9	The vault of an archdevil, a wicked god, or another extraplanar villain.
10	The weapon that slew the dracolich.

Dracolich Lairs

A dracolich lurks in a corrupted version of the lair it had in life. The region containing a dracolich's lair is warped by its presence, creating the following effects:

Sapping Mist. The area within 1 mile of the lair is **Lightly Obscured** by pale fog. Whenever a creature other than the dracolich or one of its allies finishes a Long Rest in that area, it must succeed on a DC 15 Constitution saving throw or gain 1 **Exhaustion** level.

Soul Drain. Creatures within 1 mile of the lair have Disadvantage on Death Saving Throws.

If the dracolich is destroyed or moves its lair elsewhere, these effects end immediately. The effects resume if the dracolich gains a new body (see its Soul Gem trait).

DRACOLICH

Huge or **Gargantuan** Undead, Lawful Evil

AC 20 Initiative +12 (22)

HP 225 (18d12 + 108)

Speed 40 ft., Burrow 30 ft., Fly 80 ft.

Skills **Perception** +14, **Stealth** +6

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

Senses **Blindsight** 60 ft., **Darkvision** 120 ft.; Passive Perception 24

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 dracolich fails a saving throw, it can choose to succeed instead.

	MOD	SAVE		MOD	SAVE
STR	25	+7	+7	INT	19
DEX	10	+0	+6	WIS	15
CON	23	+6	+6	CHA	21

Life Suppression. Creatures within 60 feet of the dracolich can't regain Hit Points.

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

Soul Gem. The dracolich has a magical gem. If the dracolich is destroyed while the gem is on the same plane of existence as it, the dracolich gains a new body in 1d20 days, regaining all its Hit Points and appearing within 5 feet of the gem.

The gem is a Tiny object that has AC 20; HP 50; and Immunity to Necrotic, Poison, and Psychic damage. The gem regains all its Hit Points at the end of every turn, but it turns to dust if reduced to 0 Hit Points. If the gem is destroyed, the dracolich can create a new one by completing an 8-hour ritual using a gem worth 1,000+ GP and by expending 5,000 GP, which the ritual consumes.

Actions

Multiattack. The dracolich makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Ray of Sickness* (level 2 version).

Rend. *Melee Attack Roll:* +13, reach 10 ft. *Hit:* 18 (2d10 + 7) Slashing damage plus 4 (1d8) Necrotic damage.

Necrotic Breath (Recharge 5–6). *Constitution Saving Throw:* DC 20, each creature in a 60-foot **Cone**. *Failure:* 52 (8d12) Necrotic damage. *Success:* Half damage.

Spellcasting. The dracolich casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At Will: *Detect Magic, Ray of Sickness* (level 2 version)

1/Day Each: *Create Undead* (level 8 version), *Finger of Death*

Legendary Actions

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

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

Sickening Ray. The dracolich uses Spellcasting to cast *Ray of Sickness* (level 2 version). The dracolich can't take this action again until the start of its next turn.

Terrifying Presence. *Wisdom Saving Throw:* DC 19, each creature in a 30-foot **Emanation** originating from the dracolich. *Failure:* 11 (2d10) Psychic damage, and the target has the **Frightened** condition until the end of its next turn.
Failure or Success: The dracolich can't take this action again until the start of its next turn.

And naught will be left save shattered thrones with no rulers.
But the dead dragons shall rule the world entire...

—SAMMASTER THE FALLEN'S TRANSLATION
OF *THE CHRONICLE OF YEARS TO COME*

Dragon Turtle

Ancient Ruler of Undersea Realms

Habitat: Coastal, Underwater; **Treasure:** Any



Dragon turtles are mighty creatures with shells large enough to be mistaken for islands and jaws capable of snapping ships like twigs. While some of these aquatic dragons contentedly slumber in the depths, others jealously guard vast territories with their scalding breath and lay claim to anything that sinks into the depths or sails on the waves. Occasionally these dragons agree to aid pirates, aquatic peoples, or oceanic religions in return for contributions to their sunken treasure hoards.

Many dragon turtles live in secluded lairs or ruins deep underwater, and they might not be spotted by surface dwellers for generations. Like both their namesakes, dragon turtles can have exceptionally long lives. Some recall the wonders of ages past or remarkable individuals that passed through their realms long ago. Such dragon turtles might be convinced to share their tales or provide guidance through their territories in exchange for treasures they've never glimpsed on the ocean floor.

DRAGON TURTLE

Gargantuan Dragon, Neutral

CR 17 (XP 18,000; PB +6)

AC 20 Initiative +6 (16)

Traits

HP 356 (23d20 + 115)

Amphibious. The dragon can breathe air and water.

Speed 20 ft., Swim 50 ft.

Actions

	MOD	SAVE		MOD	SAVE
STR	25	+7	+7	INT	10
DEX	10	+0	+0	WIS	12
CON	20	+5	+11	CHA	12

Multiattack. The dragon makes three Bite attacks. It can replace one attack with a Tail attack.

Bite. *Melee Attack Roll:* +13, *reach:* 15 ft. *Hit:* 23 (3d10 + 7) Piercing damage plus 7 (2d6) Fire damage. Being underwater doesn't grant Resistance to this Fire damage.

Tail. *Melee Attack Roll:* +13, *reach:* 15 ft. *Hit:* 18 (2d10 + 7) Bludgeoning damage. If the target is a Huge or smaller creature, it has the **Prone** condition.

Steam Breath (Recharge 5–6). *Constitution Saving Throw:* DC 19, each creature in a 60-foot **Cone**. *Failure:* 56 (16d6) Fire damage. *Success:* Half damage. *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

Resistances Fire

Senses Darkvision 120 ft.; Passive Perception 11

Languages Draconic, Primordial (Aquan)

Dretches

Demons of Frenzy and Vulgarity



Habitat: Planar (Abyss); **Treasure:** None

The servants and victims of greater demons, dretches embody petty instincts, chaotic impulses, and violent urges. Dretches exist in unfathomable numbers in the depths of the **Abyss**, where their reeking throngs fill vast demonic hordes.

Ah, the infinite wonders of the Abyss. If there's anything you don't like, you'll find it here.

—JARANDA, EXPERT ON THE ABYSS

ARTIST: MATHIAS KOLLROS

Dretch

Lone dretches serve other demons or evil magic-users. They are erratic, filthy, and violent, and they demonstrate little sense of self-preservation.



DRETCH

Small Fiend (Demon), Chaotic Evil

AC 11 **Initiative +0 (10)**

HP 18 (4d6 + 4)

Speed 20 ft.

	MOD	SAVE		MOD	SAVE
STR	12	+1	+1	INT	5
DEX	11	+0	+0	WIS	8
CON	12	+1	+1	CHA	3

Resistances Cold, Fire, Lightning

Immunities Poison; **Poisoned**

Senses Darkvision 60 ft.; Passive Perception 9

Languages Abyssal; telepathy 60 ft. (works only with creatures that understand Abyssal)

CR 1/4 (XP 50; PB +2)

Actions

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

Fetid Cloud (1/Day). *Constitution Saving Throw:* DC 11, each creature in a 10-foot **Emanation** originating from the dretch. *Failure:* The target has the **Poisoned** condition until the end of its next turn. While Poisoned, the creature can take either an action or a Bonus Action on its turn, not both, and it can't take Reactions.

Swarm of Dretches

Swarms of dretches sometimes escape the Abyss onto other planes of existence, or they might be part of a demonic invasion. Without direction, these crude demons rampage and despoil with cruel enthusiasm.

SWARM OF DRETTCHES

Large Swarm of Small Fiends (Demon), Chaotic Evil

AC 12 **Initiative +0 (10)**

HP 45 (6d10 + 12)

Speed 40 ft.

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

Senses Darkvision 60 ft.; Passive Perception 9

Languages Abyssal; telepathy 60 ft. (works only with creatures that understand Abyssal)

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

Traits

Fetid Aura. *Constitution Saving Throw:* DC 12, any creature that starts its turn in a 10-foot **Emanation** originating from the swarm. *Failure:* The target has the **Poisoned** condition until the start of its next turn. While Poisoned, the target can take either an action or a Bonus Action on its turn, not both, and it can't take Reactions.

Resistances Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing

	MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	5
DEX	11	+0	+0	WIS	8
CON	14	+2	+2	CHA	3

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small creature. The swarm can't regain Hit Points or gain **Temporary Hit Points**.

Actions

Multiattack. The swarm makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, *reach:* 5 ft. *Hit:* 12 (3d6 + 2) Slashing damage, or 9 (3d4 + 2) Slashing damage if the swarm is **Bleeding**.

Drider

Spiderlike Underdark Hunter

Habitat: Forest, Underdark; **Treasure:** Armaments

Driders combine the features of drow and giant spiders. The wicked god **Lolth** is fond of transforming her drow worshipers into driders, as either a blessing or a curse. These driders often become fanatical servants of their god, or they are overwhelmed by their transformation and live only to indulge their predatory arachnid instincts.

Driders also appear when whole communities are transformed by a wicked god's wrath or other magical means, or driders might be part of a world's natural population. Most dwell underground or in dense forests where they can make the most of their spiderlike traits. Driders with non-drow features are uncommon but possible. Roll on or choose a result from the Drider Metamorphoses table to inspire how supernatural driders come into being.



Drider Metamorphoses

1d6	The Drider Gained Its Form As...
1	A blessing from a deity of assassins, dangerous wildernesses, or the Underdark.
2	A curse from a powerful hag, vengeful witch, or strange Artifact.
3	An experiment by an aboleth , a mind flayer , or another life-shaping magic-user.
4	A magical means of escaping disaster or some worse fate.
5	A mutation after exposure to chaotic planar energies or strange Underdark radiations.
6	A punishment from a spiteful god, like Lolth or the Queen of Air and Darkness.

DRIDER

Large Monstrosity, Chaotic Evil

AC 19 **Initiative** +4 (14)

HP 123 (13d10 + 52)

Speed 30 ft., Climb 30 ft.

	STR	16	MOD	SAVE		INT	13	MOD	SAVE
DEX	19	+4	+4		WIS	16	+3	+3	
CON	18	+4	+4		CHA	12	+1	+1	

Skills Perception +6, Stealth +10

Senses Darkvision 120 ft.; Passive Perception 16

Languages Elvish, Undercommon

CR 6 (XP 2,300; PB +3)

Traits

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

Sunlight Sensitivity. While in sunlight, the drider has Disadvantage on ability checks and attack rolls.

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

Actions

Multiattack. The drider makes three attacks, using Foreleg or Poison Burst in any combination.

Foreleg. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

Poison Burst. *Ranged Attack Roll:* +6, range 120 ft. *Hit:* 13 (3d6 + 3) Poison damage.

Bonus Actions

Magic of the Spider Queen (Recharge 5–6). The drider casts *Darkness*, *Faerie Fire*, or *Web*, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 14).

Druid

Steward and Sage of Nature

Habitat: Any; **Treasure:** Individual, Relics



ARTIST: CYNTHIA SHEPPARD

Druids use primal magic, traditional teachings, and bonds with animals and eldritch beings to guard the natural world and heal its ills. These magic-users might be recluses devoted to a particular land, or they might be part of a mystic organization. Roll on or choose a result from the Druidic Traditions table to inspire a druid's magical practices.

Druid Traditions

1d6	The Druid Is...
1	An avenger who strikes against destructive civilizations and those who abuse nature.
2	A guide who aids travelers in navigating the realms of Beasts, Fey, or Plants.
3	A hermit who works alone to protect the lands, seas, or skies they call home.
4	A mender who travels the world healing natural, magical, or manufactured disasters.



1d6	The Druid Is...
5	Part of a loose organization that adheres to timeless rituals and guards natural secrets.
6	A warden who minds the underpinnings of reality and protects against extraplanar threats.

DRUID

Medium or Small Humanoid, Neutral

AC 13 Initiative +1 (11)

HP 44 (8d8 + 8)

Speed 30 ft.

Languages Common, Druidic, Sylvan

CR 2 (XP 450; PB +2)

Actions

Multiaction. The druid makes two attacks, using Vine Staff or Verdant Wisp in any combination.

Vine Staff. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 2 (1d4) Poison damage.

Verdant Wisp. *Ranged Attack Roll:* +5, range 90 ft. *Hit:* 10 (3d6) Radiant damage.

Spellcasting. The druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At Will: *Druidcraft, Speak with Animals*

2/Day Each: *Entangle, Thunderwave*

1/Day Each: *Animal Messenger, Longstrider, Moonbeam*

Dryad

Tree-Bound Guardian of Nature

Habitat: Forest; **Treasure:** Any



Guardians of the woodlands, dryads magically flit from tree to tree and from root to bough, harrying trespassers with tangling vines and thorns. Most of these elusive beings have a special connection with one plant or a natural sanctuary that they protect. Some also share physical similarities with the plants they're most connected to. Dryads might sicken or die if their plant or sanctuary is destroyed, recovering only if it is healed or magically replaced. Roll on or choose an option from the Dryad Sanctuaries table to inspire a dryad's bond.

Dryad Sanctuaries

1d6	The Dryad Dwells in and Protects...
1	An acres-large clonal colony—a stand of identical, interconnected trees.
2	A fortresslike tree, like a baobab or sequoia.
3	A living lock—a plant that seals evil below or blocks the path to a dungeon.
4	A lonely tree that stands atop a windswept mountain or amid a petrified forest.
5	A plant with magic fruit or remarkable seeds.
6	A shambeling mound or treatant that the dryad lives in or around as a Fey symbiote.



DRYAD

Medium Fey, Neutral

AC 16 Initiative +1 (11)

HP 22 (5d8)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	14
DEX	12	+1	+1	WIS	15
CON	11	+0	+0	CHA	18

Skills **Perception** +4, **Stealth** +5

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

Languages Elvish, Sylvan

CR 1 (XP 200; PB +2)

Traits

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

Speak with Beasts and Plants. The dryad can communicate with Beasts and Plants as if they shared a language.

Actions

Multiattack. The dryad makes one Vine Lash or Thorn Burst attack, and it can use Spellcasting to cast **Charm Monster**.

Vine Lash. *Melee Attack Roll:* +6, *reach* 10 ft. *Hit:* 8 (1d8 + 4) Slashing damage.

Thorn Burst. *Ranged Attack Roll:* +6, *range* 60 ft. *Hit:* 7 (1d6 + 4) Piercing damage.

Spellcasting. The dryad casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14):

At Will: *Animal Friendship, Charm Monster* (lasts 24 hours; ends early if the dryad casts the spell again), *Druidcraft*

1/Day Each: *Entangle, Pass without Trace*

Bonus Actions

Tree Stride. If within 5 feet of a Large or bigger tree, the dryad teleports to an unoccupied space within 5 feet of a second Large or bigger tree that is within 60 feet of the previous tree.





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