

Monsters (S)

Sahuagin

Ravagers from Beneath the Waves

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

ARTIST: DAVID AUDEN NASH



A SAHUAGIN BARON AND SAHUAGIN PRIEST LEAD SAHUAGIN WARRIOR ON AN AQUATIC RAID

Sahuagin are fiendish terrors that prey on creatures above and below the water. Called “sea devils” by residents of coastal communities, sahuagin are ruthless raiders. They ransack ships, fishing villages, and undersea communities to slake their bloodthirst, claim treasure, and make sacrifices to their vicious deity—the sharklike god Sekolah.

Sahuagin constantly war on any peoples living near their territory. [Merfolk](#) and other aquatic folk bear the brunt of these attacks, but sahuagin also hunt airbreathers who sail over or swim through the waters the sea devils claim. Sahuagin often attack alongside sharks, which they can telepathically command.

Sahuagin Warrior

Sahuagin warriors are vicious combatants that savage their foes with webbed claws. Once sahuagin draw blood, they usually attack until either they or their foe is slain.

SAHUAGIN WARRIOR

Medium Fiend, Lawful Evil

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

HP 22 (4d8 + 4)

Speed 30 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE
STR	13	+1	+1	INT	12	+1
DEX	11	+0	+0	WIS	13	+1
CON	12	+1	+1	CHA	9	-1

Skills Perception +5

Resistances Acid, Cold

Senses Darkvision 120 ft.; Passive Perception 15

Languages Sahuagin

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

Traits

Blood Frenzy. The sahuagin has Advantage on attack rolls against any creature that doesn't have all its Hit Points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it must be submerged at least once every 4 hours to avoid **suffocating** outside water.

Shark Telepathy. The sahuagin can magically control sharks within 120 feet of itself, using a special telepathy.

Actions

Multiattack. The sahuagin makes two Claw attacks.

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

Bonus Actions

Aquatic Charge. The sahuagin swims up to its Swim Speed straight toward an enemy it can see.

Sahuagin Priest

Sahuagin priests serve the will of Sekolah or other fiendish masters. They direct and support other sahuagin, and they consider every combatant that falls in battle—whether enemy or ally—a sacrifice to their fierce deities.

SAHUAGIN PRIEST

Medium Fiend, Lawful Evil

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

HP 38 (7d8 + 7)

Speed 30 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE
STR	13	+1	+1	INT	12	+1
DEX	11	+0	+0	WIS	14	+2
CON	12	+1	+1	CHA	13	+1

Skills Perception +6, Religion +3

Resistances Acid, Cold

Senses Darkvision 120 ft.; Passive Perception 16

Languages Sahuagin

CR 2 (XP 450; PB +2)

Traits

Blood Frenzy. The sahuagin has Advantage on attack rolls against any creature that doesn't have all its Hit Points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it must be submerged at least once every 4 hours to avoid **suffocating** outside water.

Shark Telepathy. The sahuagin can magically control sharks within 120 feet of itself, using a special telepathy.

Actions

Multiattack. The sahuagin makes two Spectral Jaws attacks.

Spectral Jaws. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 120 ft. *Hit:* 11 (2d8 + 2) Force damage.

Spellcasting. The sahuagin casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 12):

At Will: *Thaumaturgy*

2/Day Each: *Hold Person, Tongues*

Bonus Actions

Fiendish Aid (2/Day). The sahuagin casts *Bless* or *Healing Word*, using the same spellcasting ability as Spellcasting.

Sahuagin Baron

During times of great conflict, Sekolah blesses particularly ruthless sahuagin warriors with increased size and an additional pair of arms, transforming them into sahuagin barons. These boons elevate the recipients' status among their kind, and they become champions or leaders. Sahuagin barons' blood is infused with profane magic capable of searing their enemies and making these foes irresistible targets for other Fiends.

SAHUAGIN BARON

Large Fiend, Lawful Evil

AC 16 **Initiative** +5 (15)

HP 76 (9d10 + 27)

Speed 30 ft., Swim 50 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	14	+2
DEX	15	+2	+5	WIS	13	+1
CON	16	+3	+6	CHA	17	+3

Skills Perception +7

Resistances Acid, Cold

Gear Breastplate, Trident

Senses Darkvision 120 ft.; Passive Perception 17

Languages Sahuagin

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

Traits

Blood Frenzy. The sahuagin has Advantage on attack rolls against any creature that doesn't have all its Hit Points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it must be submerged at least once every 4 hours to avoid **suffocating** outside water.

Shark Telepathy. The sahuagin can magically control sharks within 120 feet of itself, using a special telepathy.

Actions

Multiaction. The sahuagin makes three Trident attacks.

Trident. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

Reactions

Fiendish Blood. *Trigger:* The sahuagin takes Piercing or Slashing damage. *Response—Constitution Saving Throw:* DC 14, each creature of the sahuagin's choice in a 5-foot **Emanation** originating from the sahuagin. *Failure:* 10 (3d6) Acid damage, and the target is **cursed** until it finishes a Short or Long Rest. While cursed, the target can't benefit from the **Invisible** condition, its Speed decreases by 10 feet, and all Fiends within 120 feet of the target can sense its location regardless of interposing obstacles.

When a sahuagin comes at you, it doesn't seem to be living until it bites you. Then the thing's black eyes turn red as hellfire and the waves foam crimson. Then comes the screaming.

—TIGURAN MAREMRYND,
A SURVIVOR'S MEMOIR

Salamanders

Serpentine Artists of the Inferno

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

ARTIST: BRIAN VALENZUELA



A SALAMANDER INFERNO MASTER DRIVES ITS SALAMANDER AND FIRE SNAKE MINIONS TO BURN ALL THEY ENCOUNTER

Salamanders are serpentine denizens of the **Elemental Plane of Fire**. They believe that flames expose the purest forms of all things and delight in burning and melting things, seeing fleeting beauty and striking nuances in blazes consuming different fuels—ancient forests, artistic masterpieces, or living



creatures. To salamanders, those that can't endure their flames are nothing but ashes in disguise. They harbor malice toward few creatures, but they consider creating remarkable flames more important than the pain and loss their fires cause.

Salamanders are typically content to dwell on the Elemental Plane of Fire, creating strange, temporary art amid the flames. Some travel to other planes of existence and worlds to experience the flames of other realms or create conflagrations of unprecedented scale.

Salamander Fire Snake

Medium Elemental, Neutral Evil

AC 14 Initiative +2 (12)

HP 27 (6d8)

Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE
STR	12	+1	+1	INT	7
DEX	14	+2	+2	WIS	10
CON	11	+0	+0	CHA	8

Vulnerabilities Cold

Immunities Fire

Senses Darkvision 60 ft.; Passive Perception 10

Languages Understands Primordial but can't speak

CR 1 (XP 200; PB +2)

Traits

Fire Aura. At the end of each of the salamander's turns, each creature of the salamander's choice in a 5-foot **Emanation** originating from the salamander takes 3 (1d6) Fire damage.

Actions

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Piercing damage plus 3 (1d6) Fire damage.

Salamander

Most salamanders are arrogant yet curious, seeking to create artful blazes or burn that which has never been burned. They eagerly explain their work to strangers before trying to determine how the strangers burn. Salamanders radiate intense heat, which is conducted by their blazing weapons.

SALAMANDER

Large Elemental, Neutral Evil

AC 15 Initiative +2 (12)

HP 90 (12d10 + 24)

Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	11
DEX	14	+2	+2	WIS	10
CON	15	+2	+2	CHA	12

Vulnerabilities Cold

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

Traits

Fire Aura. At the end of each of the salamander's turns, each creature of the salamander's choice in a 5-foot **Emanation** originating from the salamander takes 7 (2d6) Fire damage.

Actions

Multiaattack. The salamander makes two Flame Spear attacks. It can replace one attack with a use of Constrict.

Flame Spear. Melee or Ranged Attack Roll: +7, reach 5 ft. or range 20/60 ft. Hit: 13 (2d8 + 4) Piercing damage plus 7 (2d6) Fire damage. Hit or Miss: The spear magically returns to the salamander's hand immediately after a ranged attack.

Constrict. Strength Saving Throw: DC 15, one Large or smaller creature the salamander can see within 10 feet. Failure: 11 (2d6 + 4) Bludgeoning damage plus 7 (2d6) Fire damage. The target has the **Grappled** condition (escape DC 14), and it has the **Restrained** condition until the grapple ends.

Salamander Inferno Master

Salamander inferno masters are ancient connoisseurs of flames and often inhabit places with unique scorching properties. They gather communes of apprentices who learn fiery techniques while helping their mentors accomplish great works. Inferno masters have ambitious goals, such as causing ↑

massive volcanic eruptions, opening portals to burning planes, destroying Artifacts, or burning all instances of something from the multiverse.

SALAMANDER INFERNO MASTER

Large Elemental, Neutral Evil

AC 18 Initiative +8 (18)

HP 256 (27d10 + 108)

Speed 40 ft., Climb 40 ft.

	MOD	SAVE		MOD	SAVE
STR	24	+7	+7	INT	14
DEX	16	+3	+8	WIS	10
CON	18	+4	+4	CHA	20

Vulnerabilities Cold

Immunities Fire

Senses Darkvision 120 ft.; Passive Perception 10

Languages Primordial (Ignan)

CR 15 (XP 13,000; PB +5)

Traits

Fire Aura. At the end of each of the salamander's turns, each creature of the salamander's choice in a 10-foot **Emanation** originating from the salamander takes 10 (3d6) Fire damage.

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

Actions

Multiattack. The salamander makes two Flame Trident attacks.

Flame Trident. *Melee or Ranged Attack Roll:* +12, reach 5 ft. or range 30/90 ft. *Hit:* 16 (2d8 + 7) Piercing damage plus 14 (4d6) Fire damage. *Hit or Miss:* The trident magically returns to the salamander's hand immediately after a ranged attack.

Inferno Blast (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 30-foot-radius **Sphere** centered on a point the salamander can see within 120 feet. *Failure:* 35 (10d6) Fire damage, and the target starts burning, taking 5 (1d10) Fire damage at the start of each of its turns instead of the normal burning damage. The target gains 1 **Exhaustion** level whenever it takes this burning damage. *Success:* Half damage only.

Bonus Actions

Blazing Movement. The salamander moves up to its Speed without provoking **Opportunity Attacks**. During this movement, fire fills a 5-foot **Emanation** originating from the salamander. When the Emanation enters a creature's space, that creature takes 7 (2d6) Fire damage. A creature can take this damage only once per turn.

The salamanders of the Elemental Plane of Fire delight in meeting visitors from other realms. For them, every stranger is a potential addition to their fiery artistry. Don't fall for their flattery, no matter how beautifully they say you'll burn.

—FILIAG HIGHTHUMBS,
PLANES AND TRAVEL

Satyrs

Horned and Hoofed Revelers

Habitat: Forest, Planar (Feywild); **Treasure:** **Implements**

Satyrs embody the untamed joys of the wilderness. They indulge in sprees of merrymaking—eating, drinking, performing, fighting, and frolicking.

Satyr

Satyrs enjoy demonstrating their physicality through contests, evicting party poopers, and defending Fey realms.





SATYR

Medium Fey, Chaotic Neutral

AC 13 Initiative +3 (13)

HP 31 (7d8)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		
STR	12	+1	+1	INT	12	+1	+1
DEX	16	+3	+3	WIS	10	+0	+0
CON	11	+0	+0	CHA	14	+2	+2

Skills Perception +2, Performance +6, Stealth +5

Senses Passive Perception 12

Languages Common, Elvish, Sylvan

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

Traits

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

Actions

Hooves. Melee Attack Roll: +5, reach 5 ft. Hit: 5 (1d4 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, the satyr pushes the target up to 10 feet straight away from itself.

Mockery. Wisdom Saving Throw: DC 12, one creature the satyr can see within 90 feet. Failure: 5 (1d6 + 2) Psychic damage.

Satyr Revelmaster

Satyr revelmasters use magical music to change the moods of other creatures. They do so to keep their celebrations exciting and to ward off foes.

SATYR REVELMASTER

Medium Fey, Chaotic Neutral

AC 17 Initiative +7 (17)

HP 82 (15d8 + 15)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		
STR	12	+1	+1	INT	12	+1	+1
DEX	18	+4	+7	WIS	14	+2	+5
CON	12	+1	+1	CHA	17	+3	+3

Skills Acrobatics +7, Perception +5, Performance +9

Senses Passive Perception 15

Languages Common, Elvish, Sylvan

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

Traits

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

Actions

Multiattack. The satyr makes three Prance attacks.

Prance. Melee Attack Roll: +7, reach 5 ft. Hit: 13 (2d8 + 4) Bludgeoning damage, and the target has the **Charmed** condition until the start of the satyr's next turn.

Fey Melody (Recharge 4–6). The satyr conjures a charming or frightening song. Wisdom Saving Throw: DC 14, each enemy in a 60-foot **Emanation** originating from the satyr. Failure: The target is subjected to the song's effect:

Charming. The target has the **Charmed** condition for 1 minute. While Charmed, the target has the **Incapacitated** condition and uses all its movement to dance in place. The effect ends on the target if it takes any damage.

Frightening. 10 (2d6 + 3) Psychic damage, and the target has the **Frightened** condition for 1 minute. If the target ends its turn out of line of sight from the satyr, the condition ends on it.



Scarecrow

Servant of Superstition

Habitat: Grassland; **Treasure:** None

Spirits of vengeance bound to crude frames, scarecrows arise from folk magic, the prayers of desperate commoners, or possession by spirits that died with violent work left undone. Scarecrows might serve those who created them or might defend a place, family, or community from threats—whether physical or to their way of life.

Although scarecrows take their name from rural effigies, they might take varied patchwork forms. Roll on or choose a result from the Scarecrow Frames table to inspire a scarecrow's appearance.

Scarecrow Frames

1d8	The Scarecrow Is Made From...
1	Animal furs, bones, horns, and claws.
2	Beehives or wasp nests over a wicker frame.
3	A carved pumpkin atop a body of thick vines.
4	Nets, flotsam, grapnels, and fishing tackle.
5	Oversize stuffed animal or mannequin parts.
6	Rusty armor and torture devices.
7	A sackcloth head atop straw-stuffed clothes.
8	Wedding clothes that were never worn.



SCARECROW

Medium Construct, Chaotic Evil

AC 11 Initiative +3 (13)

HP 27 (6d8)

Speed 30 ft.

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

Senses Darkvision 60 ft.; Passive Perception 10

Languages Common plus one other language

CR 1 (XP 200; PB +2)

Actions

Fearsome Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Slashing damage, and the target has the **Frightened** condition until the end of the scarecrow's next turn.

Terrifying Glare. *Wisdom Saving Throw:* DC 11, one creature the scarecrow can see within 30 feet. *Failure:* The target has the **Frightened** condition until the end of the scarecrow's next turn. While Frightened, the target has the **Paralyzed** condition.

Vulnerabilities Fire

Scouts

Watchers and Wanderers

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

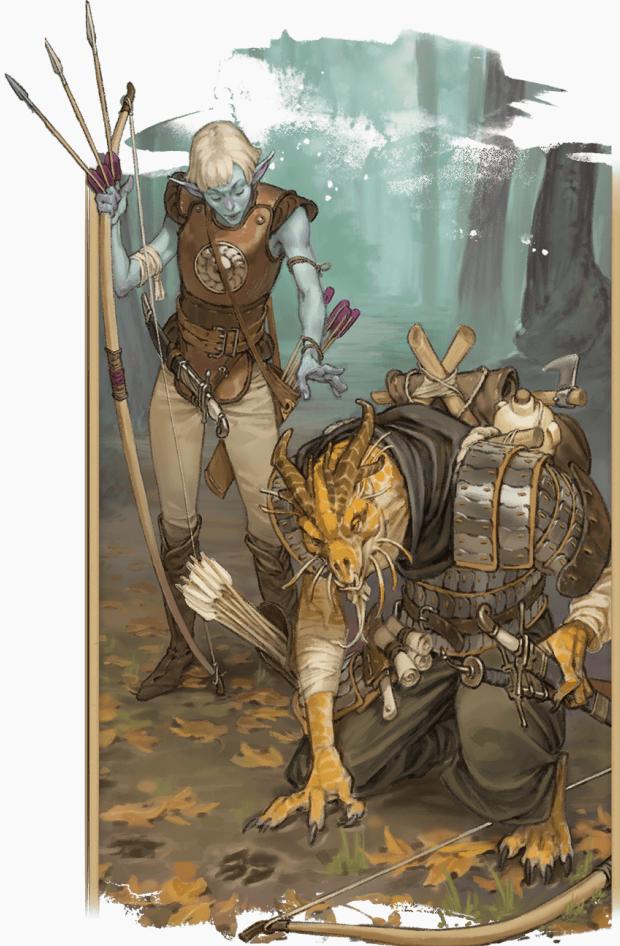


Scouts are warriors of the wilderness, trained in hunting and tracking. They might be explorers or trappers, or they could perform more martial roles as archers, bounty hunters, or outriders.

Scout

Scouts are keen archers and acutely aware of their surroundings. They often know several regions particularly well and are familiar with local creatures, landmarks, and perils.

ARTIST: RICCARDO MOSCATELLO



SCOUT

Medium or Small Humanoid, Neutral

AC 13 **Initiative +2 (12)**

HP 16 (3d8 + 3)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	11	+0	+0	INT	11	+0
DEX	14	+2	+2	WIS	13	+1
CON	12	+1	+1	CHA	11	+0

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Gear Leather Armor, Longbow, Shortsword

Senses Passive Perception 15

Languages Common plus one other language

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

Actions

Multiaction. The scout makes two attacks, using Shortsword and Longbow in any combination.

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Longbow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Scout Captain

Scout captains are experienced explorers and sharpshooters. They might lead bands of other scouts or disappear into the wilds alone for months at a time.

SCOUT CAPTAIN

Medium or Small Humanoid, Neutral

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

HP 66 (12d8 + 12)

Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE
STR	11	+0	+0	INT	14
DEX	16	+3	+5	WIS	15
CON	12	+1	+1	CHA	11

Skills Perception +6, Stealth +7, Survival +6

Gear Longbow, Shortsword, Studded Leather Armor

Senses Passive Perception 16

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Actions

Multiaction. The scout makes two attacks, using Shortsword or Longbow in any combination.

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage, plus 10 (3d6) Piercing damage if the attack was made with Advantage.

Longbow. *Ranged Attack Roll:* +5, range 150/600 ft. *Hit:* 7 (1d8 + 3) Piercing damage, plus 10 (3d6) Piercing damage if the attack was made with Advantage.

Bonus Actions

Aim. The scout has Advantage on the next attack roll it makes during the current turn.

Reactions

Uncanny Dodge. *Trigger:* The scout is hit by an attack roll. *Response:* The scout halves the damage (round down) it takes from that attack.

Sea Hag

Hag of Despair and the Dismal Deep

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



ARTIST: LORENZO MASTROIANNI

Sea hags loathe peace and beauty. Bitter, jealous creatures, they spread chaos and undermine joy however they can, undertaking elaborate deceptions to sow discord for its own sake. The hags' true forms are supernaturally vile, and their baleful gazes can strike down creatures frightened by their appearance.

Sea hags cloak themselves in illusions to work their schemes. Roll on or choose a result from the Sea Hag Disguises table to inspire a sea hag's illusion and how they might use it to wreak chaos and destruction.

Sea Hag Disguises

1d6	The Sea Hag Takes the Form of A...
1	Captive and claims nearby villagers bound them and left them to drown.
2	Castaway and shares a cursed item's location with would-be rescuers.
3	Healer and passes off poisons as medicine.
4	Panic-spreading prophesier of doom.
5	Ship captain and delivers passengers to the hag's pet sea monster.
6	Wounded sailor and claims their ship was destroyed by merfolk or other peaceful people.

SEA HAG

Medium Fey, Chaotic Evil

AC 14 Initiative +1 (11)

HP 52 (7d8 + 21)

Speed 30 ft., Swim 40 ft.

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

Senses Darkvision 60 ft.; Passive Perception 11

Languages Common, Giant, Primordial (Aquan)

CR 2 (XP 450; PB +2)

Traits

Amphibious. The hag can breathe air and water.

Coven Magic. While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 11): *Augury*, *Find Familiar*, *Identify*, *Locate Object*, *Scrying*, or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

Vile Appearance. *Wisdom Saving Throw:* DC 11, any Beast or Humanoid that starts its turn within 30 feet of the hag and can see the hag's true form. *Failure:* The target has the **Frightened** condition until the start of its next turn. *Success:* The target is immune to this hag's Vile Appearance for 24 hours.

Actions

Claw. Melee Attack Roll: +5, reach 5 ft. Hit: 10 (2d6 + 3) Slashing damage.

Death Glare (Recharge 5–6). Wisdom Saving Throw: DC 11, one **Frightened** creature the hag can see within 30 feet. **Failure:** If the target has 20 Hit Points or fewer, it drops to 0 Hit Points. Otherwise, the target takes 13 (3d8) Psychic damage.

Illusory Appearance. The hag casts **Disguise Self**, using Constitution as the spellcasting ability (spell save DC 13). The spell's duration is 24 hours.

Shadow

Disembodied, Life-Drinking Shade

Habitat: Planar (Shadowfell), Underdark, Urban; **Treasure:** None

ARTIST: MICHAEL BROUSSARD



Shadows are incorporeal Undead that feed on life. They resent the living for possessing the potential and vitality lost to them.

Shadows lurk in dark, lonely places, typically sites that were meaningful to them in life or cursed places with ties to death, sinister magic, or the Shadowfell. Their victims rise as new shadows and prey on the living.

Shadows might resemble the silhouettes of who they were in life or take on more menacing forms. Roll on or choose a result from the Shadow Shapes table to inspire a shadow's form and haunting.

Shadow Shapes

1d6	The Shadow Appears As...
1	A distorted stalker that lurks in the woods.
2	A fiend that dwells near a wicked ritual site.
3	Grasping hands that haunt a miser's home.
4	A grim storybook character that follows those who speak its name.
5	Its target, acting in eerie pantomime.
6	An ominous priest that haunts a defiled site.

SHADOW

Medium Undead, Chaotic Evil

AC 12 Initiative +2 (12)

HP 27 (5d8 + 5)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE
STR	6	-2	-2	INT	6
DEX	14	+2	+2	WIS	10
CON	13	+1	+1	CHA	8

Skills **Stealth** +6

Vulnerabilities Radiant

Resistances Acid, Cold, Fire, Lightning, Thunder

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

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

Languages None

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

Traits

Amorphous. The shadow can move through a space as narrow as 1 inch without expending extra movement to do so.

Sunlight Weakness. While in sunlight, the shadow has Disadvantage on **D20 Tests**.

Actions

Draining Swipe. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Necrotic damage, and the target's Strength score decreases by 1d4. The target dies if this reduces that score to 0. If a Humanoid is slain by this attack, a **Shadow** rises from the corpse 1d4 hours later.

Bonus Actions

Shadow Stealth. While in **Dim Light** or **Darkness**, the shadow takes the **Hide** action.

Shadow Demon

Vestige of Evil

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

ARTIST: LARS GRANT-WEST



Shadow demons form when exceptionally wicked demons are destroyed and prevented from reconstituting their physical forms in the **Abyss**. This might occur due to divine intervention, when a demon is destroyed in the Abyss, or under more unusual circumstances. Shadow demons are the incorporeal remnants of these destroyed demons' evil. They usually vaguely resemble their former shapes, but some take purposefully deceptive shapes. Many lurk in dark places or venture out only at night to hide their true forms from those they manipulate.

Shadow demons seek ways to regain their former might and take revenge on those who destroyed them. They often ingratiate themselves with more powerful demons or mortal spellcasters, bargaining with and coercing others into restoring them to power. Many try to claim or corrupt souls to restore their



fiendish forms, while some shadow demons seek wicked relics or nexuses of profane magic. It typically takes shadow demons centuries to recover their demonic power, if they ever do.

Particularly powerful demons might return as multiple shadow demons after being defeated. These fiendish entities each think they're the true manifestation of their past self and hunt one another to recover their power.

In rare cases, Fiends other than demons might adopt forms similar to shadow demons.

There are three rules to endings. First, good always wins.
Second, evil always returns. Third, the first rule isn't always true.

—TARSHEVA LONGREACH,
PLANAR TRAVELER

SHADOW DEMON

Medium Fiend (Demon), Chaotic Evil

AC 14 Initiative +3 (13)

HP 66 (12d8 + 12)

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

	STR	DEX	CON	MOD	SAVE	INT	WIS	CHA	MOD	SAVE
	1	17	12	-5	-5	+3	+5	+1	+2	+2

Skills **Stealth** +7

Vulnerabilities Radiant

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

Immunities Necrotic, Poison; **Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained**

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

Languages Abyssal; telepathy 120 ft.

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

Traits

Demonic Restoration. If the demon dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the **Abyss**.

Incorporeal Movement. The demon 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.

Light Sensitivity. While in **Bright Light**, the demon has Disadvantage on ability checks and attack rolls.

Actions

Umbral Claw. *Melee Attack Roll:* +5, *reach* 5 ft. *Hit:* 16 (3d8 + 3)
Psychic damage.

Bonus Actions

Shadow Stealth. While in **Dim Light** or **Darkness**, the demon takes the **Hide** action.

Shadow Dragons

Dragon Corrupted by Darkness

Habitat: Planar (Shadowfell), Underdark; **Treasure:** Any





A SHADOW DRAGON LURKS AMONG HAUNTED RUINS, ATTENDED BY SHADOWS RAISED BY ITS LIFE-DRAINING BREATH

Shadow dragons haunt forgotten, lightless places. While they might have once been other types of dragons, the influence of planar forces, negative energy, or sinister magic has stripped them of their former color or luster. In place of any former breath weapon, shadow dragons exhale caliginous gouts that saps life from everything it touches. Those slain by a shadow dragon's breath rise as shades obedient to the shadow dragon's will.

Shadow dragons typically dwell in the **Underdark**, particularly in areas with connections to the **Shadowfell** or other tenebrous realms. In some cases, they might lurk in dark, corrupted reaches of the regions they preferred before transforming into shadow dragons. Overgrown swamps, sepulchral desert ruins, and ash-choked volcanoes make natural lairs for shadow dragons.

Like many other dragons, shadow dragons collect hoards. Their tastes tend to be morbid—collecting coins from ruined empires and their victims' skulls.

JUVENILE SHADOW DRAGON

Medium Dragon, Chaotic Evil

AC 15 Initiative +4 (14)

HP 45 (6d8 + 18)

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

	MOD	SAVE		MOD	SAVE
STR	17	+3	+3	INT	12
DEX	14	+2	+4	WIS	11
CON	17	+3	+3	CHA	15

Skills Perception +4, Stealth +6

Resistances See Living Shadow

Immunities Necrotic

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

Languages Common, Draconic

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

Traits

Living Shadow. While in **Dim Light** or **Darkness**, the dragon has Resistance to damage that isn't Force, Psychic, or Radiant.

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

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 3 (1d6) Necrotic damage.

Shadow Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 30-foot **Cone**. *Failure:* 17 (5d6) Necrotic damage. *Success:* Half damage. *Failure or Success:* A Humanoid reduced to 0 Hit Points by this damage dies, and a **Shadow** rises from its corpse. The shadow is under the dragon's control and shares the dragon's Initiative count but acts immediately after the dragon.

Bonus Actions

Shadow Stealth. While in **Dim Light** or **Darkness**, the dragon takes the **Hide** action.

Shadow Dragon Lairs

Shadow dragons lair in places of darkness and despair, such as accursed ruins, the depths of the **Underdark**, or the **Shadowfell**.

The region around a shadow dragon's lair is twisted 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.

Stifling Shadows. Within 1 mile of the lair, effects that normally create **Bright Light** instead create **Dim Light**, and creatures there have Advantage on Dexterity (**Stealth**) checks.

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

SHADOW DRAGON

Huge or Large Dragon, Chaotic Evil

AC 16 Initiative +14 (24)

HP 189 (18d12 + 72)

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

		MOD	SAVE		MOD	SAVE
STR	21	+5	+5	INT	14	+2
DEX	19	+4	+9	WIS	12	+1
CON	18	+4	+4	CHA	18	+4

Skills **Perception** +11, **Stealth** +14

Resistances See Living Shadow

Immunities Necrotic

Senses **Blindsight** 30 ft., **Darkvision** 120 ft.; Passive Perception 21

Languages Common, Draconic

CR 13 (XP 10,000, or 11,500 in lair; PB +5)

Traits

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

Living Shadow. While in **Dim Light** or **Darkness**, the dragon has Resistance to damage that isn't Force, Psychic, or Radiant.

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

Actions

Multiaction. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 3 (1d6) Necrotic damage.

Shadow Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 60-foot **Cone**. *Failure:* 35 (10d6) Necrotic damage. *Success:* Half damage. *Failure or Success:* A Humanoid reduced to 0 Hit Points by this damage dies, and a **Shadow** rises from the corpse. The shadow is under the dragon's control and shares the dragon's Initiative count but acts immediately after the dragon.

Bonus Actions

Shadow Stealth. While in **Dim Light** or **Darkness**, the dragon takes the **Hide** action.

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.

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

Veil of Shadow. The dragon uses Shadow Stealth, and one creature of its choice that it can see within 10 feet of it takes 10 (3d6) Necrotic damage. The dragon can't take this action again until the start of its next turn.

If ye truly be adventurers of lore, seek the great shadowy wyrm
who lairs beneath the Peaks of Thunder and return in triumph
bearing aloft her fabled Eye of Shadow.

—CHALLENGE TEMPTING VICTIMS TO THE
LAIR OF THE SHADOW DRAGON AURGLOROASA

Shambling Mound

Manifestation of Primeval Power

Habitat: Forest, Swamp; **Treasure:** None





Shambling mounds—also known as “shamblers”—embody the tenacity of the wilderness, seeking only to consume and grow. These masses of vegetation rise up to half again as tall as a human and possess thick limbs and a vague head. As they move through bogs and undergrowth, they ensnare creatures that come within reach. Shambling mounds bury those they catch within their own forms as compost.

Strange circumstances might give rise to shambling mounds, transforming vegetation into hulks with rudimentary cunning. Such conditions include strikes from magical lightning, nature defending itself, or druidic curses. Roll on or choose a result from the Shambling Mound Cultivation table to inspire a shambling mound’s origins and features.

Shambling Mound Cultivation

1d6	The Shambling Mound Is...
1	Covered in vibrant alien or Feywild blooms.
2	Hauling a rune-etched menhir in its torso.
3	Infested with vermin or fungi.
4	Made up of knotty vines entangling skeletons.
5	Mutated and leaking glowing pollution.
6	The remains of an ancient tree or a treant .

SHAMBLING MOUND

Large Plant, Unaligned

AC 15 **Initiative** -1 (9)

HP 110 (13d10 + 39)

Speed 30 ft., Swim 20 ft.

	STR	18	MOD +4	SAVE +4		INT	5	MOD -3	SAVE -3
	DEX	8	-1	-1		WIS	10	+0	+0
	CON	16	+3	+3		CHA	5	-3	-3

Skills **Stealth** +3

Resistances Cold, Fire

Immunities Lightning; **Deafened, Exhaustion**
Senses Blindsight 60 ft.; Passive Perception 10
Languages None
CR 5 (XP 1,800; PB +3)

Traits

Lightning Absorption. Whenever the shambling mound is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

Actions

Multiattack. The shambling mound makes three Charged Tendril attacks. It can replace one attack with a use of Engulf.

Charged Tendril. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 5 (2d4) Lightning damage. If the target is a Medium or smaller creature, the shambling mound pulls the target 5 feet straight toward itself.

Engulf. *Strength Saving Throw:* DC 15, one Medium or smaller creature within 5 feet. *Failure:* The target is pulled into the shambling mound's space and has the **Grappled** condition (escape DC 14). Until the grapple ends, the target has the **Blinded** and **Restrained** conditions, and it takes 10 (3d6) Lightning damage at the start of each of its turns. When the shambling mound moves, the Grappled target moves with it, costing it no extra movement. The shambling mound can have only one creature Grappled by this action at a time.

Shield Guardian

Device-Controlled Magical Bodyguard

Habitat: Urban; **Treasure:** None

An intimidating magical automaton, a shield guardian obeys its master's commands and protects its master from danger. When such a guardian is created, the magic that animates it is intertwined with a bonded command amulet. Any creature that has a shield guardian's command amulet can control that Construct and, in the case of magic-users, imbue it with a spell to unleash under predetermined circumstances. Yet a shield guardian's primary goal is to protect its master. It escorts whoever bears its command amulet and intercedes between the bearer and any threat. Although it isn't mindless, a shield guardian has no sense of self preservation and will sacrifice itself to protect its master.

Shield guardians are typically constructed of steel, stone, and wood in the shape of watchful soldiers. More fanciful designs exist, reflecting the tastes of their creators. Given their resilience, it's common for shield guardians to eventually serve creatures other than their creators. A shield guardian's command amulet might be passed down through a magic-using society or family for generations.



ARTIST: KAI CARPENTER

SHIELD GUARDIAN

Large Construct, Unaligned

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

HP 142 (15d10 + 60)

Speed 30 ft.

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

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

Languages Understands commands given in any language but can't speak

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

	MOD	SAVE		MOD	SAVE
STR	18	+4	INT	7	-2
DEX	8	-1	WIS	10	+0
CON	18	+4	CHA	3	-4

Traits

Bound. The guardian is magically bound to an amulet. While the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (round up) is transferred to the guardian.

Regeneration. The guardian regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Spell Storing. A spellcaster who wears the guardian's amulet can cause the guardian to store one spell of level 4 or lower. To do so, the wearer must cast the spell on the guardian while within 5 feet of it. The spell has no effect but is stored within the guardian. Any previously stored spell is lost when a new spell is stored. The guardian can cast the spell stored with any parameters set by the original caster, requiring no spell components and using the caster's spellcasting ability. The stored spell is then lost.

Actions

Multiattack. The guardian makes two Fist attacks.

Fist. Melee Attack Roll: +7, reach 10 ft. Hit: 11 (2d6 + 4) Bludgeoning damage plus 7 (2d6) Force damage.

Reactions

Protection. Trigger: An attack roll hits the wearer of the guardian's amulet while the wearer is within 5 feet of the guardian. Response: The wearer gains a +5 bonus to AC, including against the triggering attack and possibly causing it to miss, until the start of the guardian's next turn.

Silver Dragons

Dragons of Courage and Fairness

Habitat: Mountain, Urban; **Treasure:** Arcana

Silver dragons work to preserve peace and encourage greatness. They try to live as examples of decency while remaining watchful against evil.

Silver dragons typically dwell amid snow-capped mountains, though aspirations and congeniality drive some to instead live among cosmopolitan societies. Disguised as humanoids, they ally with artists, historians, knights, and humble leaders who learn from the past to create better futures.

Silver dragons take inspiration from legendary heroes and have grand ambitions. Many collect treasures that reflect these interests, such as histories, ancient art, and the gear of famous champions.

Silver Dragon Wyrmling

Silver dragon wyrmlings typically live with one or more parents or mentors, learning much about the world and its past before living on their own.

SILVER DRAGON WYRMLING

Medium Dragon (Metallic), Lawful Good

AC 17 Initiative +2 (12)

HP 45 (6d8 + 18)

Speed 30 ft., Fly 60 ft.

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

Languages Draconic

CR 2 (450 XP; PB +2)

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. Melee Attack Roll: +6, reach 5 ft. Hit: 9 (1d10 + 4) Piercing damage.

Cold Breath (Recharge 5–6). Constitution Saving Throw: DC 13, each creature in a 15-foot Cone. Failure: 18 (4d8) Cold damage. Success: Half damage.

Paralyzing Breath. Constitution Saving Throw: DC 13, each creature in a 15-foot Cone. First Failure: The target has the **Incapacitated** condition until the end of its next turn, when it repeats the save. Second Failure: The target has the **Paralyzed** condition, and it 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.

Skills Perception +4, Stealth +2

Immunities Cold

	MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	12
DEX	10	+0	+2	WIS	11
CON	17	+3	+3	CHA	15





SILVER DRAGON WYRMLING

Young Silver Dragon

Young silver dragons usually have close ties with elder metallic dragons or heroic role models, helping those with great goals achieve their ambitions. They might serve as messengers for or representatives of such do-gooders.

YOUNG SILVER DRAGON

Large Dragon (Metallic), Lawful Good

AC 18 Initiative +4 (14)

HP 168 (16d10 + 80)

Speed 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE
STR	23	+6	+6	INT	14
DEX	10	+0	+4	WIS	11
CON	21	+5	+5	CHA	19

Skills History +6, Perception +8, Stealth +4

Immunities Cold

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

Languages Common, Draconic

CR 9 (XP 5,000; PB +4)

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Paralyzing Breath.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 15 (2d8 + 6) Slashing damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 49 (11d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 17, each creature in a 30-foot Cone. *First Failure:* The target has the **Incapacitated** condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the **Paralyzed** condition, and it 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.

Silver Dragon Lairs

Silver dragons typically lair in picturesque mountain retreats or on sculpted cloud “islands.”

The region containing an adult or ancient silver dragon’s lair is changed by its magic, creating the following effects:

Gentle Gusts. Winds buoy creatures that fall within 1 mile of the lair. Such creatures descend at a rate of 60 feet per round and take no damage from falling.

Sun and Storms. While in its lair, the dragon can cast **Control Weather**, requiring no Material components and using the same spellcasting ability as its Spellcasting action.

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



Adult Silver Dragon

ARTIST: ANNA PODEDWORNA



AN ADULT SILVER DRAGON RELAXES IN CAMP ALONGSIDE ITS FELLOW ADVENTURERS

Adult silver dragons love to spend time among various peoples. Rather than manipulating politics directly, they support individuals who have ambitious goals or who popularize the return of great universities, inspiring athletics events or festivals, and other salutary civic institutions of the past. Silver dragons often surround themselves with like-minded allies and are watchful for hidden threats.

ADULT SILVER DRAGON

Huge Dragon (Metallic), Lawful Good

AC 19 Initiative +10 (20)

HP 216 (16d12 + 112)

Speed 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE
STR	27	+8	+8	INT	16
DEX	10	+0	+5	WIS	13
CON	25	+7	+7	CHA	22

Skills History +8, Perception +11, Stealth +5

Immunities Cold

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 21

Languages Common, Draconic

CR 16 (XP 15,000, or 18,000 in lair, PB +5)

Traits

Legendary Resistance (3/Day, or 4/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 (A) Paralyzing Breath or (B) Spellcasting to cast *Ice Knife*.

Rend. Melee Attack Roll: +13, reach 10 ft. Hit: 17 (2d8 + 8) Slashing damage plus 4 (1d8) Cold damage.

Cold Breath (Recharge 5–6). Constitution Saving Throw: DC 20, each creature in a 60-foot **Cone**. Failure: 54 (12d8) Cold damage. Success: Half damage.

Paralyzing Breath. Constitution Saving Throw: DC 20, each creature in a 60-foot **Cone**. First Failure: The target has the **Incapacitated** condition until the end of its next turn, when it repeats the save. Second Failure: The target has the **Paralyzed** condition, and it 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.

Spellcasting. The dragon 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, Hold Monster, Ice Knife, 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: *Ice Storm* (level 5 version), *Zone of Truth*

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.

Chill. The dragon uses Spellcasting to cast *Hold Monster*. The dragon can't take this action again until the start of its next turn.

Cold Gale. Dexterity Saving Throw: DC 19, each creature in a 60-foot-long, 10-foot-wide **Line**. Failure: 14 (4d6) Cold damage, and the target is pushed up to 30 feet straight away from the dragon. Success: Half damage only. Failure or Success: 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 Silver Dragon

Ancient silver dragons pursue world-wide change. They defend their communities and allies, encouraging them to perform deeds worthy of legend. Some set their sights on other worlds and planes of existence, creating extraplanar alliances or combating multiplanar threats. They might have guises in multiple societies and forge generation-spanning friendships with heroic families or valorous groups.

ARTIST: ANNA PODEDWORNA



THE SIGHT OF AN ANCIENT SILVER DRAGON CAN PANIC DESPICABLE EVIL-DOERS

ANCIENT SILVER DRAGON

Gargantuan Dragon (Metallic), Lawful Good

AC 22 Initiative +14 (24)

HP 468 (24d20 + 216)

Speed 40 ft., Fly 80 ft.

Skills History +11, Perception +16, Stealth +7

Immunities Cold

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

Languages Common, Draconic

CR 23 (XP 50,000, or 62,000 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.

	MOD	SAVE		MOD	SAVE
STR	30	+10	+10	INT	18
DEX	10	+0	+7	WIS	15
CON	29	+9	+9	CHA	26

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Paralyzing Breath or (B) Spellcasting to cast *Ice Knife* (level 2 version).

Rend. *Melee Attack Roll:* +17, reach 15 ft. *Hit:* 19 (2d8 + 10) Slashing damage plus 9 (2d8) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 24, each creature in a 90-foot **Cone**. *Failure:* 67 (15d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 24, each creature in a 90-foot **Cone**. *First Failure:* The target has the **Incapacitated** condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the **Paralyzed** condition, and it 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.

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: *Detect Magic, Hold Monster, Ice Knife* (level 2 version), *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: *Control Weather, Ice Storm* (level 7 version), *Teleport, Zone of Truth*

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.

Chill. The dragon uses Spellcasting to cast *Hold Monster*. The dragon can't take this action again until the start of its next turn.

Cold Gale. *Dexterity Saving Throw:* DC 23, each creature in a 60-foot-long, 10-foot-wide **Line**. *Failure:* 14 (4d6) Cold damage, and the target is pushed up to 30 feet straight away from the dragon. *Success:* Half damage only. *Failure or Success:* 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.

Skeletons

Ossified Evil

Habitat: Planar (Shadowfell), Underdark, Urban; **Treasure:** None

ARTIST: ANDREY KUZINSKIY



ADVENTURERS FACE AN ONSLAUGHT FROM ALL MANNER OF SKELETONS

Skeletons rise at the summons of necromancers and foul spirits. Whether they're the remains of the ancient dead or fresh bones bound to morbid ambitions, they commit deathless work for whatever forces reanimated them, often serving as guardians, soldiers, or laborers. In rare cases, skeletons are reanimated but given no particular direction. Roll on or choose a result from the Skeleton Pantomimes table to inspire how undirected skeletons behave.

Skeleton Pantomimes

1d6

Left to Its Own Devices, the Skeleton...



1d6	Left to Its Own Devices, the Skeleton...
1	Delivers meal salvers or ages-old correspondence to the crypt of its dead master.
2	Endlessly trains in battle with other skeletons, despite being hacked to animate splinters.
3	Mimics ways it entertained itself in life, such as acting, dancing, or reading.
4	Performs a familiar task, such as cleaning, cooking, mining, or praying.
5	Repeats its final moments of life.
6	Stands guard at the post it protected in life.

Skeleton

Skeletons are reanimated Humanoid bones bearing the equipment they had in life. They have rudimentary faculties and greater agility than zombies and similar shambling corpses. While they aren't capable of creating plans of their own, they avoid obvious barriers and self-destructive situations.

SKELETON

Medium Undead, Lawful Evil

AC 14 **Initiative +3 (13)**

HP 13 (2d8 + 4)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	6
DEX	16	+3	+3	WIS	8
CON	15	+2	+2	CHA	5

Vulnerabilities Bludgeoning

Immunities Poison; **Exhaustion, Poisoned**

Gear Shortbow, Shortsword

Senses Darkvision 60 ft.; Passive Perception 9

Languages Understands Common plus one other language but can't speak

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

Actions

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Shortbow. *Ranged Attack Roll:* +5, range 80/320 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Warhorse Skeleton

Warhorse skeletons are obedient, supernatural steeds bearing the rotted remains of the bardings they wore in life. They're often ridden by the corpses of their former riders.

WARHORSE SKELETON

Large Undead, Lawful Evil

AC 13 **Initiative +1 (11)**

HP 22 (3d10 + 6)

Speed 60 ft.

	MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	2
DEX	12	+1	+1	WIS	8
CON	15	+2	+2	CHA	5

Vulnerabilities Bludgeoning

Immunities Poison; **Exhaustion, Poisoned**

Senses Darkvision 60 ft.; Passive Perception 9

Languages None

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

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the skeleton moved 20+ feet straight toward it immediately before the hit, the target has the **Prone** condition.

Minotaur Skeleton

Minotaur skeletons are the reanimated remains of minotaurs or the skeletons of multiple creatures merged into a minotaur-like shape. These hulking skeletons have greater speed and might than smaller skeletons. They menace the living with their horns and mighty greataxes.



MINOTAUR SKELETON

Large Undead, Lawful Evil

AC 12 Initiative +0 (10)

HP 45 (6d10 + 12)

Speed 40 ft.

Vulnerabilities Bludgeoning

Immunities Poison; **Exhaustion, Poisoned**

Senses Darkvision 60 ft.; Passive Perception 9

Languages Understands Abyssal but can't speak

CR 2 (XP 450; PB +2)

Actions

Gore. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature and the skeleton moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the **Prone** condition.

Slam. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Bludgeoning damage.

Flaming Skeleton

Flaming skeletons burn with unbridled necromantic energy. This magic grants them blazing attacks and greater awareness, which they use to command lesser Undead.

FLAMING SKELETON

Medium Undead, Lawful Evil

AC 15 Initiative +2 (12)

HP 65 (10d8 + 20)

Speed 30 ft.

Languages Understands Common plus one other language but can't speak

CR 3 (XP 700; PB +2)

Traits

Death Burst. The skeleton explodes when it dies. *Dexterity Saving Throw:* DC 12, each creature in a 10-foot **Emanation** originating from the skeleton. *Failure:* 14 (4d6) Fire damage. *Success:* Half damage.

Illumination. The skeleton sheds **Bright Light** in a 15-foot radius and **Dim Light** for an additional 15 feet.

Actions

Multiattack. The skeleton makes two attacks, using Flame Scepter or Hurl Flame in any combination.

Flame Scepter. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage plus 3 (1d6) Fire damage.

Hurl Flame. *Ranged Attack Roll:* +4, range 60 ft. *Hit:* 7 (1d10 + 2) Fire damage.

Slaadi

Chaos-Spawned Hordes of Limbo

Habitat: Planar (Limbo); **Treasure:** Any





A RED SLAAD AND BLUE SLAAD, ALONG WITH SEVERAL SLAAD TADPOLES, BURST FROM A PORTAL ON THE PLANE OF LIMBO

Unpredictable slaadi devour and multiply across the Ever-Changing Chaos of **Limbo**. These toad-like, extraplanar beings embody the endless potentiality of their home plane of existence. While slaadi aren't inherently evil, their impulses are wild and often destructive. Many are driven to propagate through supernatural processes. Unfortunately, these processes typically are fatal for other creatures.

Slaadi have no formal society. Rather, strong slaadi dominate weaker ones. **Blue** and **red** slaadi rampage across Limbo and spill into other worlds at the direction of **green** slaadi. More powerful slaadi have connections to the Spawning Stone, a source of chaotic magic from which the first slaadi originated. The Spawning Stone is hidden deep within Limbo, and legends tie its origins to the modron overlord Primus or the ruinous slaad lords, such as Ssendam, the golden amoeboid terror, and Ygorl, the winged skeleton. These slaad lords and others plot to spread slaadi across the multiverse.

SLAAD CONTROL GEMS

A slaad born from the Spawning Stone has a magical control gem embedded in its head. If a creature claims the gem, the slaad has the **Charmed** condition and obeys the gem's bearer. The slaad ceases to be Charmed if it is harmed by the gem's bearer or the bearer's allies or if the gem is returned to the slaad. A *Greater Restoration* spell cast on a slaad destroys the gem, and the slaad ceases to be Charmed. One can obtain a slaad's control gem using a *Wish* or *Imprisonment* spell. If the slaad fails its saving throw against *Imprisonment*, the caster gains the gem, and the slaad isn't imprisoned. An **Incapacitated** slaad's control gem can be removed by spending 1 minute and succeeding on a DC 20 Wisdom (**Medicine**) check. Failing this check deals 22 (4d10) Piercing damage to the slaad.

Slaad Tadpole

Slaad tadpoles are ravenous, newborn slaadi. They hatch from eggs implanted into living hosts by red slaadi, but they also appear in great numbers in Limbo and other chaotic realms. Under most conditions, a slaad tadpole transforms into a blue slaad—or a green slaad if its host was able to cast spells of level 3 or higher—within 2d12 hours of hatching.

SLAAD TADPOLE

Tiny Aberration, Chaotic Neutral

AC 12 Initiative +2 (12)

HP 7 (3d4)

Speed 30 ft., Burrow 10 ft.

Skills **Stealth** +4

Resistances Acid, Cold, Fire, Lightning, Thunder

Senses **Darkvision** 60 ft.; Passive Perception 7

Languages Understands Slaad but can't speak

CR 1/8 (XP 25; PB +2)

Traits

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

Actions

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.



Red slaadi amass in vast throngs in Limbo. There they wrestle and croak-sing as they endlessly dismantle and rebuild islands of drifting planar matter. When they encounter non-slaadi, red slaadi seek to play with, telepathically converse with, or devour the other creatures. These whims change from moment to moment. Red slaadi instinctively avoid harming those bearing slaadi eggs, which red slaadi implant using their claws, or other slaad curses.

RED SLAAD

Large Aberration, Chaotic Neutral

AC 14 Initiative +1 (11)

HP 93 (11d10 + 33)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	6
DEX	12	+1	+1	WIS	6
CON	16	+3	+3	CHA	7

Skills **Perception** +1

Resistances Acid, Cold, Fire, Lightning, Thunder

Senses **Darkvision** 60 ft.; Passive Perception 11

Languages Slaad; telepathy 60 ft.

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

Traits

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

Regeneration. The slaad regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The slaad makes three Injecting Claw attacks.

Injecting Claw. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Humanoid not cursed by a slaad, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target is **cursed** unawares, and a minuscule slaad egg is implanted in it. Removing the curse destroys the egg.

Over 2d4 × 10 days, the egg gestates. In the final 24 hours, the cursed target feels unwell; its Speed is halved, and it has Disadvantage on **D20 Tests**. At the end of this time, the egg turns into a **Slaad Tadpole**, which chews out of the host and kills it.

Blue Slaad

Almost as numerous as red slaadi, blue slaadi are muscular brutes with vicious blades extending from the backs of their claws. These claws carry a magical curse called chaos phage, which can transform victims into red or green slaadi. Blue slaadi accompany red slaadi and behave similarly. They innately know the signs of chaos phage and avoid slaying creatures that carry it or other slaad curses.

BLUE SLAAD

Large Aberration, Chaotic Neutral

AC 15 Initiative +2 (12)

HP 133 (14d10 + 56)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	20	+5	+5	INT	7
DEX	15	+2	+2	WIS	7
CON	18	+4	+4	CHA	9

Skills **Perception** +1

Resistances Acid, Cold, Fire, Lightning, Thunder

Senses **Darkvision** 60 ft.; Passive Perception 11

Languages Slaad; telepathy 60 ft.

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

Traits

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

Regeneration. The slaad regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

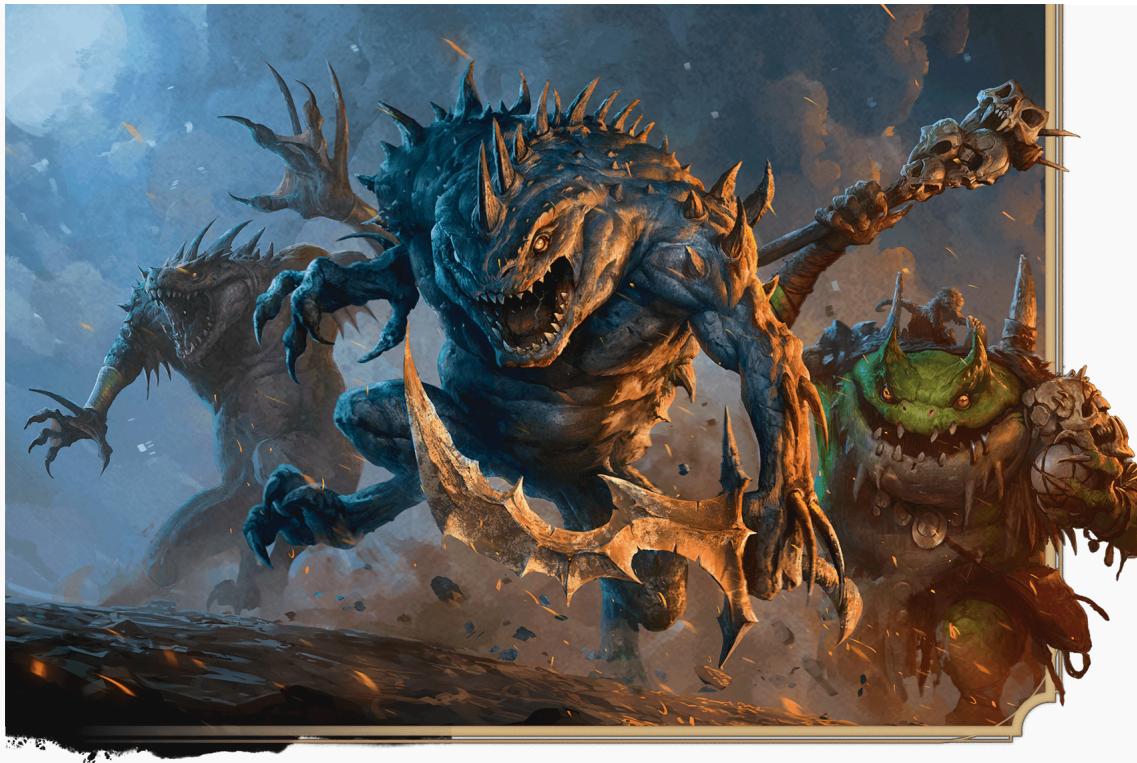
Actions

Multiattack. The slaad makes three Mutating Claw attacks.

Mutating Claw. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 3 (1d6) Poison damage. If the target is a Humanoid not cursed by a slaad, it is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure:* The target is **cursed**. The cursed target can't regain Hit Points, and its Hit Point maximum decreases by 10 (3d6) after every 24 hours and doesn't return to normal after finishing a Long Rest. If the curse reduces the target's Hit Point maximum to 0, the curse ends, and instead of dying, the target instantly transforms into a **Red Slaad** or, if it can cast spells of level 3 or higher, a **Green Slaad**. Only a **Wish** spell can reverse this transformation.

Green Slaad





A GRAY SLAAD, A DEATH SLAAD, AND A GREEN SLAAD SPREAD CHAOS IN THEIR WAKE

Green slaadi come into being when the propagation methods of red or blue slaadi affect certain creatures capable of casting spells of level 3 or higher. Green slaadi are more intelligent than their blue and red brethren and often direct their kin to portals where gray slaadi have identified Humanoid communities ripe for invasion.

GREEN SLAAD

Large Aberration, Chaotic Neutral

AC 16 Initiative +5 (15)

HP 144 (17d10 + 51)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	11
DEX	15	+2	+2	WIS	8
CON	16	+3	+3	CHA	18

Skills Arcana +3, Perception +2

Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Blindsight 30 ft., Darkvision 60 ft.; Passive Perception 12

Languages Common, Slaad; telepathy 60 ft.

CR 8 (XP 3,900; PB +3)

Traits

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

Regeneration. The slaad regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The slaad makes three Chaos Staff attacks.

Chaos Staff. *Melee or Ranged Attack Roll:* +7, reach 10 ft. or range 60 ft. *Hit:* 8 (1d8 + 4) Force damage. Until the start of the slaad's next turn, the target has a condition determined by rolling 1d4: on a 1, **Charmed**; on a 2, **Frightened**; on a 3, **Poisoned**; or on a 4, **Incapacitated**.

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

At Will: *Detect Magic, Detect Thoughts, Mage Hand*

1/Day Each: *Fireball, Invisibility* (self only)

Bonus Actions

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

Gray Slaad

Gray slaadi arise from green slaadi transformed by the Spawning Stone or slaad lords. They explore the planes, seeking Humanoid communities to invade near planar pathways.



GRAY SLAAD

Medium Aberration, Chaotic Neutral

AC 18 Initiative +7 (17)

HP 150 (20d8 + 60)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	13	+1
DEX	17	+3	+3	WIS	8	-1
CON	16	+3	+3	CHA	18	+4

Skills Arcana +5, Perception +7

Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Blindsight 60 ft., Darkvision 60 ft.; Passive Perception 17

Languages Common, Slaad; telepathy 60 ft.

CR 9 (XP 5,000; PB +4)

Traits

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

Death Slaad

Medium Aberration, Chaotic Evil

AC 18 Initiative +10 (20)

HP 178 (21d8 + 84)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	20	+5	+5	INT	15	+2
DEX	15	+2	+2	WIS	10	+0
CON	19	+4	+4	CHA	19	+4

Skills Arcana +6, Perception +8

Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Blindsight 60 ft., Darkvision 60 ft.; Passive Perception 18

Languages Common, Slaad; telepathy 60 ft.

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

Traits

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

Regeneration. The slaad regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The slaad makes two Chaos Claw attacks.

Chaos Claw. Melee Attack Roll: +8, reach 10 ft. Hit: 9 (1d10 + 4) Slashing damage plus 11 (2d10) Necrotic damage. Until the start of the slaad's next turn, the target has a condition determined by rolling 1d4: on a 1, **Charmed**; on a 2, **Frightened**; on a 3, **Poisoned**; or on a 4, **Incapacitated**.

Spellcasting. The slaad 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, Detect Thoughts, Invisibility* (self only), *Mage Hand, Major Image*

1/Day Each: *Cloudkill, Fly, Plane Shift* (self only), *Tongues*

Bonus Actions

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



Fight a slaad and lose, the story's over. Fight a slaad and win, there's a thousand more standing in line just to prove they're tougher.

—JEBEEL SLOOM, GUIDE TO THE PLANE OF LIMBO

Solar

Angelic Protector of the Multiverse

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

Solars stand as the final line of defense between unspeakable evils and the order of the multiverse. They are the servants of just deities and ageless forces of good. Their interests span the planes, but they rarely intervene in conflicts on the worlds of the Material Plane. When they act, they lead vast angelic hosts and wield holy weapons capable of laying low the wickedest Fiends.

Solars can resurrect the dead and often use that power to enlist mortal aid. They bestow grand, new purposes on those they return to life. Solars don't enforce these destinies, but they trust in the potential of mortals to achieve great things.

SOLAR

Large Celestial (Angel), Lawful Good

AC 21 **Initiative** +20 (30)

HP 297 (22d10 + 176)

Speed 50 ft., Fly 150 ft. (hover)

		MOD	SAVE		MOD	SAVE
STR	26	+8	+8	INT	25	+7
DEX	22	+6	+6	WIS	25	+7
CON	26	+8	+8	CHA	30	+10

Skills Perception +14

Immunities Poison, Radiant; **Charmed, Exhaustion, Frightened, Poisoned**

Senses Truesight 120 ft.; Passive Perception 24

Languages All; telepathy 120 ft.

CR 21 (XP 33,000; PB +7)

Traits

Divine Awareness. The solar knows if it hears a lie.

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

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

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

Actions

Multiattack. The solar makes two Flying Sword attacks. It can replace one attack with a use of Slaying Bow.

Flying Sword. *Melee or Ranged Attack Roll:* +15, reach 10 ft. or range 120 ft. *Hit:* 22 (4d6 + 8) Slashing damage plus 36 (8d8) Radiant damage. *Hit or Miss:* The sword magically returns to the solar's hand or hovers within 5 feet of the solar immediately after a ranged attack.

Slaying Bow. *Dexterity Saving Throw:* DC 21, one creature the solar can see within 600 feet. *Failure:* If the creature has 100 Hit Points or fewer, it dies. It otherwise takes 24 (4d8 + 6) Piercing damage plus 36 (8d8) Radiant damage.

Spellcasting. The solar casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 25):

At Will: *Detect Evil and Good*

1/Day Each: *Commune, Control Weather, Dispel Evil and Good, Resurrection*

Bonus Actions

Divine Aid (3/Day). The solar casts *Cure Wounds* (level 2 version), *Lesser Restoration*, or *Remove Curse*, using the same spellcasting ability as Spellcasting.

Legendary Actions

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

Blinding Gaze. *Constitution Saving Throw:* DC 25, one creature the solar can see within 120 feet. *Failure:* The target has the **Blinded** condition for 1 minute. *Failure or Success:* The solar can't take this action again until the start of its next turn.

Radiant Teleport. The solar teleports up to 60 feet to an unoccupied space it can see. *Dexterity Saving Throw:* DC 25, each creature in a 10-foot **Emanation** originating from the solar at its destination space. *Failure:* 11 (2d10) Radiant damage. *Success:* Half damage.



ARTIST: CARLO ARELLANO

Spectator

Magic-Bound Beholder-Kin

Habitat: Underdark; **Treasure:** Any



ARTIST: JESPER EJSING

Invoking mysterious rites involving four beholder eyestalks, a spellcaster can mold aberrant dreams into a beholder-like guardian. Called a spectator, the being summoned by such a ritual resembles a **beholder** with five magical eyes—a central eye and four on stalks arrayed around the crown of the creature's spherical body.

A spectator serves its conjurer for 101 years by guarding something of the spellcaster's choice—typically a treasure or location. The spectator is a reliable guardian and allows only its summoner access to what it protects. A spectator might converse with other creatures, openly discussing its orders and the magic-user who conjured it, but it has no ambitions of its own and won't abandon its post. Should an intruder ignore its warnings, a spectator attempts to drive away the intruder with its magical eye rays.

At the end of its service, a spectator might disorporate back into nothingness or wander away, seeking to learn more of the multiverse.

SPECTATOR

Medium Aberration (Beholder), Lawful Neutral

AC 14 Initiative +2 (12)

HP 45 (7d8 + 14)

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

	MOD	SAVE		MOD	SAVE
STR	8	-1	-1	INT	13
DEX	14	+2	+2	WIS	14
CON	14	+2	+2	CHA	11

Skills Perception +6

Immunities Exhaustion, Prone

Senses Darkvision 120 ft.; Passive Perception 16

Languages Deep Speech, Undercommon; telepathy 120 ft.

CR 3 (XP 700; PB +2)

Actions

Multiattack. The spectator uses Eye Rays twice.

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.

Eye Rays. The spectator randomly shoots one of the following magical rays at a target it can see within 90 feet of itself (roll 1d4; reroll if the spectator has already used that ray during this turn):

- Confusion Ray.** *Wisdom Saving Throw: DC 12. Failure: 5 (2d4) Psychic damage, and the target can't take Reactions until the end of its next turn.* On its next turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on that turn.
- Paralyzing Ray.** *Constitution Saving Throw: DC 12. 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 12. Failure: 5 (2d4) Psychic damage, and the target has the **Frightened** condition until the end of its next turn.*
- Wounding Ray.** *Constitution Saving Throw: DC 12. Failure: 16 (3d10) Necrotic damage. Success: Half damage.*

Reactions

Spell Reflection. *Trigger: The spectator succeeds on a saving throw against a spell, or a spell's attack roll misses it. Response—Dexterity Saving Throw: DC 12, one creature the spectator can see within 120 feet. Failure: 10 (3d6) Force damage.*

Specter

Spirit of Wrath and Servant of Death

Habitat: Underdark, Urban; **Treasure:** None

ARTIST: AARON J. RILEY



SPECTERS ARE LOATH TO ATTACK A CLERIC SURROUNDED BY DIVINE LIGHT

Specters are bodiless, life-devouring spirits drawn to darkness and negative emotions. Having lost all connection to the beings they once were, these hateful spirits drain mortal essence to steal fleeting tastes of life and warmth.

Specters seek creatures and locations that exude evil and feed on the suffering they inspire. Roll on or choose a result from the Specter Haunts table to inspire where a specter lurks.



Specter Haunts

1d8	The Specter Lurks Near...
1	A community afflicted by curses, grudges, plagues, or tragedies.
2	An evil Artifact or a deadly magical device.
3	The lair of a Fiend or an Undead.
4	The place where a villain died or is buried.
5	A portal to the Lower Planes, Negative Plane , or Shadowfell .
6	The sanctuary of a necromancer or death cult.
7	A secluded monument binding wicked souls.
8	The site of a disaster or mass death.

SPECTER

Medium Undead, Chaotic Evil

AC 12 Initiative +2 (12)

HP 22 (5d8)

Speed 30 ft., Fly 50 ft. (hover)

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

Languages Understands Common plus one other language but can't speak

CR 1 (XP 200; PB +2)

Traits

Incorporeal Movement. The specter 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.

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

Actions

Life Drain. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 7 (2d6) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

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

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

Sphinxes

Collectors and Keepers of Secrets

Habitat: Desert, Planar (Upper Planes); **Treasure:** Arcana





Sphinxes protect the secrets of the multiverse. Formed from the spirits of sages and explorers, sphinxes know the power of truth and the importance of preserving it. They share their wisdom only with those who prove themselves wise or overcome tests of worthiness, such as riddles or battles with dangerous beasts. Through their existences, sphinxes might change form as they gain more nuanced understanding of cosmic enigmas.

Round she is, yet flat as a board
 Altar of the Lupine Lords
 Jewel on black velvet, pearl in the sea
 Unchanged but e'er changing eternally

—RIDDLE OF WHITE PLUME MOUNTAIN

► [Answer to the riddle of White Plume Mountain](#)

Sphinx of Wonder

A sphinx of wonder is brightly feathered and the size of a lion cub. One comes into being every time a unique idea is conceived on the Material Plane. Each sphinx of wonder is fascinated by a particular type of story or field of study, and it learns all it can about that topic. It bears a unique sigil on its forehead that suggests the type of knowledge that fascinates it. Sometimes, a sphinx of wonder forms a bond with a mortal scholar and aids them in their research.

SPHINX OF WONDER

Tiny Celestial, Lawful Good

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

HP 24 (7d4 + 7)

Speed 20 ft., Fly 40 ft.

Skills Arcana +4, Religion +4, Stealth +5

Resistances Necrotic, Psychic, Radiant

Senses Darkvision 60 ft.; Passive Perception 11

Languages Celestial, Common

CR 1 (XP 200; PB +2)

Traits

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

	STR	DEX	CON	MOD	SAVE	INT	WIS	CHA	MOD	SAVE
	6	17	13	-2	-2	15	12	11	+2	+2
				+3	+3		+1	+0		+1
				+1	+1		+0	+0		

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage plus 7 (2d6) Radiant damage.

Reactions

Burst of Ingenuity (2/Day). *Trigger:* The sphinx or another creature within 30 feet makes an ability check or a saving throw. *Response:* The sphinx adds 2 to the roll.

Sphinx of Secrets



Sphinxes of secrets are commonly associated with a site of great magic or learning. These immortal beings often outlive such locations, though, and might protect a site's ruins as they continue their own studies. Sphinxes of secrets fiercely guard their dwellings and research.

SPHINX OF SECRETS

Large Celestial, Lawful Neutral

AC 16 **Initiative** +5 (15)

HP 136 (16d10 + 48)

Speed 40 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		
STR	18	+4	+4	INT	18	+4	+4
DEX	15	+2	+2	WIS	18	+4	+4
CON	16	+3	+3	CHA	18	+4	+4

Skills History +7, Perception +7, Religion +7

Resistances Necrotic, Radiant

Immunities Psychic; **Charmed, Frightened**

Senses Truesight 60 ft.; Passive Perception 17

Languages Celestial, Common

CR 8 (XP 3,900; PB +3)

Traits

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (**Insight**) checks made to ascertain its intentions or sincerity are made with Disadvantage.

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

Actions

Multiattack. The sphinx makes three Claw attacks. It can replace one attack with a use of Curse of the Riddle.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage plus 7 (2d6) Radiant damage.

Curse of the Riddle. *Intelligence Saving Throw:* DC 15, one creature the sphinx can see within 60 feet. *Failure:* 21 (6d6) Psychic damage, and the target is **cursed** with a riddle. The cursed target has Disadvantage on ability checks and attack rolls. In addition, if it takes the **Magic** action, it must succeed on a DC 15 Intelligence saving throw or that action is wasted. The cursed target can take a **Study** action to make a DC 15 Intelligence check, solving the riddle and ending the curse on a success. The curse ends early if the sphinx curses another target.

Spellcasting. The sphinx casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 15):

At Will: *Detect Magic, Identify, Prestidigitation*

Sphinx Lairs

Sphinxes typically dwell in places that hold great knowledge or prophetic magic.

The region containing a sphinx of lore's or sphinx of valor's lair is altered by its presence, creating the following effects:

Distant Sight. While in its lair, the sphinx can cast *Clairvoyance*, requiring no spell components and using the same spellcasting ability as its Spellcasting action. When cast this way, the spell's range is 1 mile.

Infusion of Knowledge. Whenever the sphinx or one of its allies takes a *Study* action while within 1 mile of the lair, it adds 1d6 to any ability check it makes for that action.

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



ARTIST: HAZEM AMEEN

Sphinx of Lore

Sphinxes of lore each know a great secret and protect it all costs. This truth might take the form of an ancient text, a magical puzzle, or a path to another world. These sphinxes might gain reputations as sages or oracles, but they typically dwell far from civilization.

SPHINX OF LORE

Large Celestial, Lawful Neutral

AC 17 **Initiative** +10 (20)

HP 170 (20d10 + 60)

Speed 40 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	18
DEX	15	+2	+2	WIS	18
CON	16	+3	+3	CHA	18

Skills Arcana +12, History +12, Perception +8, Religion +12

Resistances Necrotic, Radiant

Immunities Psychic; **Charmed, Frightened**

Senses *Truesight* 120 ft.; Passive Perception 18

Languages Celestial, Common

CR 11 (XP 7,200, or 8,400 in lair; PB +4)

Traits

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (*Insight*) checks made to ascertain its intentions or sincerity are made with Disadvantage.

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

Actions

Multiaction. The sphinx makes three Claw attacks.

Claw. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 14 (3d6 + 4) Slashing damage.

Mind-Rending Roar (Recharge 5–6). *Wisdom Saving Throw:* DC 16, each enemy in a 300-foot *Emanation* originating from the sphinx. *Failure:* 35 (10d6) Psychic damage, and the target has the **Incapacitated** condition until the start of the sphinx's next turn.

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

At Will: *Detect Magic, Identify, Mage Hand, Minor Illusion, Prestidigitation*

1/Day Each: *Dispel Magic, Legend Lore, Locate Object, Plane Shift, Remove Curse, Tongues*

Legendary Actions

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

Arcane Prowl. The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

Weight of Years. *Constitution Saving Throw:* DC 16, one creature the sphinx can see within 120 feet. *Failure:* The target gains 1 **Exhaustion** level. While the target has any Exhaustion levels, it appears 3d10 years older. *Failure or Success:* The sphinx can't take this action again until the start of its next turn.

Sphinx of Valor

Sphinxes of valor guard world-changing or dangerous secrets—evidence of weird truths, deadly Artifacts, and things that shouldn't exist. They inhabit hidden, magical sites and hold their duty above mortal life. If threatened, a sphinx of valor defends its charge with its supernaturally empowered roar and fierce strikes.

SPHINX OF VALOR

Large Celestial, Lawful Neutral

AC 17 **Initiative** +12 (22)

HP 199 (19d10 + 95)

Speed 40 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE
STR	22	+6	INT	16	+3
DEX	10	+0	WIS	23	+6
CON	20	+5	CHA	18	+4

Skills Arcana +9, Perception +12, Religion +15

Resistances Necrotic, Radiant

Immunities Psychic; Charmed, Frightened

Senses Truesight 120 ft.; Passive Perception 22

Languages Celestial, Common

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

Traits

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (**Insight**) checks made to ascertain its intentions or sincerity are made with Disadvantage.

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

Actions

Multiattack. The sphinx makes two Claw attacks and uses Roar.

Claw. *Melee Attack Roll:* +12, *reach* 5 ft. *Hit:* 20 (4d6 + 6) Slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Whenever it roars, the roar has a different effect, as detailed below (the sequence resets when it takes a Long Rest):

First Roar. *Wisdom Saving Throw:* DC 20, each enemy in a 500-foot **Emanation** originating from the sphinx. *Failure:* The target has the **Frightened** condition for 1 minute.

Second Roar. *Wisdom Saving Throw:* DC 20, each enemy in a 500-foot **Emanation** originating from the sphinx. *Failure:* The target has the **Paralyzed** condition, and it 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.

Third Roar. *Constitution Saving Throw:* DC 20, each enemy in a 500-foot **Emanation** originating from the sphinx. *Failure:* 44 (8d10) Thunder damage, and the target has the **Prone** condition. *Success:* Half damage only.

Spellcasting. The sphinx casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 20):

At Will: *Detect Evil and Good, Thaumaturgy*

1/Day Each: *Detect Magic, Dispel Magic, Greater Restoration, Heroes' Feast, Zone of Truth*

Legendary Actions

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

Arcane Prowl. The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

Weight of Years. *Constitution Saving Throw:* DC 16, one creature the sphinx can see within 120 feet. *Failure:* The target gains 1 **Exhaustion** level. While the target has any **Exhaustion** levels, it appears 3d10 years older. *Failure or Success:* The sphinx can't take this action again until the start of its next turn.



ARTIST: HAZEM AMEEN

Spies

Infiltrators and Informants

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

Spies gather information and disseminate lies, manipulating people to gain the results the spies' patrons desire. They're trained to manipulate, infiltrate, and—

ARTIST: CYPRIEN ROUSSON



when necessary—escape in a hurry. Many adopt disguises, aliases, or code names to maintain anonymity. Roll on or choose a result from the Spy Personas table to inspire a spy's disguise.

Spy Personas

1d4	The Spy Disguises Themself As...
1	A bard or traveling performer.
2	A captive or servant of a monster or villain.
3	A dignitary or traveler from a distant land.
4	A visitor from a different time or world.



Spy

Spies use charm and deception to veil their true intentions. If forced into combat, they seek to end such conflicts quietly and decisively.

SPY

Medium or Small Humanoid, Neutral

AC 12 Initiative +4 (14)

HP 27 (6d8)

Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	12
DEX	15	+2	+2	WIS	14
CON	10	+0	+0	CHA	16

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Sleight of Hand +4, Stealth +6

Gear Hand Crossbow, Shortsword, Thieves' Tools

Senses Passive Perception 16

Languages Common plus one other language

CR 1 (XP 200; PB +2)

Actions

Shortsword. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage plus 7 (2d6) Poison damage.

Hand Crossbow. Ranged Attack Roll: +4, range 30/120 ft. Hit: 5 (1d6 + 2) Piercing damage plus 7 (2d6) Poison damage.

Bonus Actions

Cunning Action. The spy takes the Dash, Disengage, or Hide action.

Spy Master

Spy masters have extensive experience in gathering secrets while leaving no evidence of their presence.

SPY MASTER

Medium or Small Humanoid, Neutral

AC 19 Initiative +9 (19)

HP 137 (25d8 + 25)

Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	18
DEX	20	+5	+9	WIS	16
CON	12	+1	+5	CHA	16

Skills Deception +7, Insight +7, Investigation +8, Perception +11, Sleight of Hand +9, Stealth +13

Gear Hand Crossbow, Rapier, Thieves' Tools

Senses Passive Perception 21

Languages Common plus two other languages

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

Actions

Multiaction. The spy makes three attacks, using Rapier or Hand Crossbow in any combination.

Rapier. Melee Attack Roll: +9, reach 5 ft. Hit: 14 (2d8 + 5) Piercing damage plus 7 (2d6) Poison damage.

Hand Crossbow. Ranged Attack Roll: +9, range 30/120 ft. Hit: 12 (2d6 + 5) Piercing damage plus 9 (2d8) Poison damage.

Smoke Bomb (1/Day). The spy throws a bomb to a point it can see within 30 feet of itself. Constitution Saving Throw: DC 16, each creature in a 20-foot-radius **Sphere** centered on that point. Failure: 28 (8d6) Poison damage, and the target has the **Blinded** condition until the end of the spy's next turn. Success: Half damage only.

Bonus Actions

Cunning Action. The spy takes the **Dash**, **Disengage**, or **Hide** action.

Spined Devil

Devil of Intrusion and Suspicion

Habitat: Planar (Nine Hells); **Treasure:** None

Spined devils, also known as spinagons, lurk in the shadows of the Lower Planes, seeking secrets for their infernal lords. They prefer to attack from the air, flinging wicked barbs while staying out of reach of foes. Spined devils collect information to gain leverage over mortals or to entice powerful devils. Roll on or choose a result from the Spined Devil Intelligence table to inspire what information a spined devil seeks or already possesses.

Spined Devil Intelligence

1d6	The Spined Devil Covets Information About...
1	Artifacts, their locations, and their owners.
2	Betrayals by infernal allies or other devils.
3	Crimes or deceptions by influential leaders.
4	The identities of incognito individuals.
5	The movements of extraplanar armies.
6	Prophecies or secrets hidden by gods.

SPINED DEVIL

Small Fiend (Devil), Lawful Evil

AC 13 **Initiative** +2 (12)

HP 45 (10d6 + 10)

Speed 20 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	11
DEX	15	+2	+2	WIS	14
CON	12	+1	+1	CHA	8

Resistances Cold

Immunities Fire, Poison; **Poisoned**

Senses Darkvision 120 ft. (unimpeded by magical **Darkness**); Passive Perception 12



Languages Infernal; telepathy 120 ft.

CR 2 (XP 450; PB +2)

Traits

Flyby. The devil doesn't provoke an **Opportunity Attack** when it flies out of an enemy's reach.

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

Actions

Multiattack. The devil makes two attacks, using Infernal Fork and Tail Spine in any combination.

Infernal Fork. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 3 (1d6) Fire damage.

Tail Spine. *Ranged Attack Roll:* +4, *range* 20/80 ft. *Hit:* 4 (1d4 + 2) Piercing damage plus 3 (1d6) Fire damage.

Spirit Naga

Spiteful Serpentine Grudge Keeper

Habitat: Planar (Lower Planes), Underdark; **Treasure:** Arcana



ARTIST: ALEX STONE



Spirit nagas loathe the world and all creatures. Possessing perfect memories, these venomous, cobra-like creatures recall every slight committed against them during their immortal existences. In their dank, joyless lairs, they create vicious plots to avenge themselves against even petty offenses.

Spirit nagas seek to claim what they believe they deserve. Their schemes often involve poisons, vile spells, cursed objects, or magical compulsions, eventually making them wellsprings of diabolical knowledge and evil inspiration. Other villains often seek out spirit nagas as advisers and allies. Roll on or choose a result from the Spirit Naga Grievances table to inspire what motivates a spirit naga's schemes.

Spirit Naga Grievances

1d6	The Spirit Naga Believes...
1	A character is to blame for its recent failures.
2	It has been evicted from its rightful home.
3	Locals have reneged on an age-old bargain.
4	Other creatures are mocking it.
5	A rival is spying on it.
6	Someone's treasure rightfully belongs to it.

SPIRIT NAGA

Large Fiend, Chaotic Evil

AC 17 **Initiative +3 (13)**

HP 135 (18d10 + 36)

Speed 40 ft.

Immunities Poison; **Charmed, Poisoned**

Senses **Darkvision** 60 ft.; Passive Perception 12

Languages Abyssal, Common

CR 8 (XP 3,900; PB +3)

Traits

Fiendish Restoration. If it dies, the naga returns to life in 1d6 days and regains all its Hit Points. Only a *Wish* spell can prevent this trait from functioning.

	MOD	SAVE		MOD	SAVE		
STR	18	+4	+4	INT	16	+3	+3
DEX	17	+3	+6	WIS	15	+2	+5
CON	14	+2	+5	CHA	16	+3	+6

Actions

Multiattack. The naga makes three attacks, using Bite or Necrotic Ray in any combination.

Bite. Melee Attack Roll: +7, reach 10 ft. Hit: 7 (1d6 + 4) Piercing damage plus 14 (4d6) Poison damage.

Necrotic Ray. Ranged Attack Roll: +6, range 60 ft. Hit: 21 (6d6) Necrotic damage.

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

At Will: *Detect Magic, Mage Hand, Minor Illusion, Water Breathing*

2/Day Each: *Detect Thoughts, Dimension Door, Hold Person* (level 3 version), *Lightning Bolt* (level 4 version)

Sprite

Elusive Defender of Fey Realms

Habitat: Forest, Planar (Feywild); **Treasure:** *Armaments*

Sprites dwell in mystical forests touched by the magic of the Feywild, living peacefully with most other Fey and friends of nature. These foot-tall spirits of nature resemble elves with exaggerated, whimsical features and gossamer wings.

Sprites can sense the innate goodness or wickedness of other creatures. Those that enter their realms with good intentions might be treated to tiny feasts and celebrations. The wicked face nasty tricks and bold ambushes at the hands of invisible sprite defenders. These woodland guardians enchant the arrows of their tiny bows with charming magic that can pierce the heart of the fiercest foe.

The tree had a wee village nestled in its boughs, I swear. Next thing I knew, I was lyin' face-down in the dirt. My head was full of stars, an' when I stood up an' looked around, both the tree an' the wee village were gone.

—TALE OF HARAVAK THE RANGER

Sprites oppose any creatures that seek to harm places of natural magic and beauty. This can put them into conflict with would-be settlers, monsters like ettincaps, and despoilers such as goblinoids and hags. They frequently aid other good creatures of the forest, including treants and unicorns, in defending their homes.





SPIRE

Tiny Fey, Neutral Good

AC 15 Initiative +4 (14)

HP 10 (4d4)

Speed 10 ft., Fly 40 ft.

		MOD	SAVE		MOD	SAVE
STR	3	-4	-4	INT	14	+2
DEX	18	+4	+4	WIS	13	+1
CON	10	+0	+0	CHA	11	+0

Skills Perception +3, Stealth +8

Senses Passive Perception 13

Languages Common, Elvish, Sylvan

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

Actions

Needle Sword. Melee Attack Roll: +6, reach 5 ft. Hit: 6 (1d4 + 4) Piercing damage.

Enchanting Bow. Ranged Attack Roll: +6, range 40/160 ft. Hit: 1 Piercing damage, and the target has the **Charmed** condition until the start of the sprite's next turn.

Heart Sight. Charisma Saving Throw: DC 10, one creature within 5 feet the sprite can see (Celestials, Fiends, and Undead automatically fail the save). Failure: The sprite knows the target's emotions and alignment.

Invisibility. The sprite casts **Invisibility** on itself, requiring no spell components and using Charisma as the spellcasting ability.

Stirges

Notorious, Clinging Bloodsuckers

Habitat: Desert, Forest, Grassland, Hill, Mountain, Swamp, Underdark, Urban; **Treasure:** None

Stirges are bat-size vermin with dagger-length proboscises that attach to other creatures and drain life from them. Stirges are most active at night and hide in shadowy places during the day. If disturbed, they take flight and defend themselves. Roll on or choose a result from the Stirge Roosts table to inspire where stirges might lurk.

Stirge Roosts

1d4	Between Hunts, the Stirge Lurks In...
1	The attic or furniture of a ruined building.
2	A cave or narrow crevice.
3	A hollow tree or thicket.
4	The remains of a gigantic, dead creature.

Stirge

A single stirge is usually little more than an annoyance, but several can be deadly if they attach faster than a victim can remove them.



STIRGE

Tiny Monstrosity, Unaligned

AC 13 Initiative +3 (13)

HP 5 (2d4)

Speed 10 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE
STR	4	-3	-3	INT	2
DEX	16	+3	+3	WIS	8
CON	11	+0	+0	CHA	6

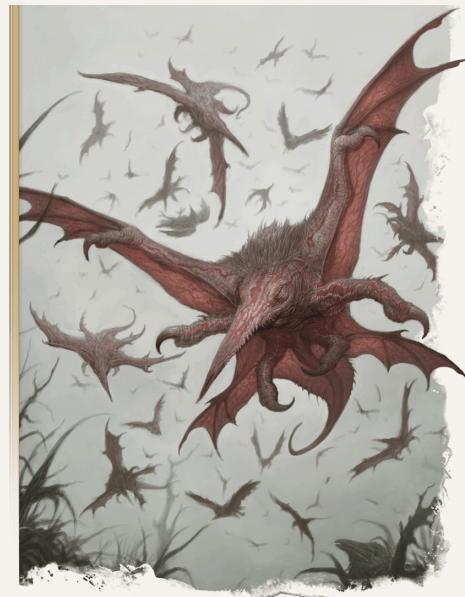
Senses Darkvision 60 ft.; Passive Perception 9

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Proboscis. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage, and the stirge attaches to the target. While attached, the stirge can't make Proboscis attacks, and the target takes 5 (2d4) Necrotic damage at the start of each of the stirge's turns.



ARTIST: JOHN TEDRICK

Swarm of Stirges

Swarms of stirges sometimes form in swamps and Underdark caverns, draining livestock and any other creatures that can't escape them.

SWARM OF STIRGES

Medium Swarm of Tiny Monstrosities, Unaligned

AC 14 Initiative +3 (13)

HP 36 (8d8)

Speed 10 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE
STR	4	-3	-3	INT	2
DEX	16	+3	+3	WIS	8
CON	11	+0	+0	CHA	6

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 60 ft.; Passive Perception 9

Languages None

CR 2 (XP 450; PB +2)

Traits

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

Actions

Swarm of Proboscises. Melee Attack Roll: +5, reach 5 ft. Hit: 14 (2d10 + 3) Piercing damage, or 8 (1d10 + 3) Piercing damage if the swarm is Bloodied. If the target is a Medium or smaller creature in the swarm's space, the target has the Grappled condition (escape DC 13). Until the grapple ends, the target takes 7 (2d6) Necrotic damage at the end of each of its turns.

Stone Giant

Giant of the Earth

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



In cavernous depths and amid mountain canyons, stone giants contemplate the strength and persistence of the earth. Stone giants have rugged features and skin with patterns and hues similar to the rock common near their homes. This makes them adept at blending in with their stony surroundings despite their size.

Stone giants rarely interfere in the affairs of other creatures, whether their smaller neighbors or other Giants. Most are slow to act, preferring to weather hardships or wait out perilous times. When roused to action—particularly when sites of ancient wonder or their homes are threatened—stone giants can unleash the might of mountains and crush foes with the force of an avalanche.

Stone giants often ponder the mysteries of natural wonders, such as mountain spires, crystal formations, or mystical petroglyphs. Some know much about the magic and secret messages hidden within the earth. Those who confine themselves to the Underdark often regard the surface world and its inhabitants as dreams imagined into being by slumbering primordials, strange gods, or other entities.

STONE GIANT

Huge Giant, Neutral

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

AC 17 Initiative +5 (15)

Actions

HP 126 (11d12 + 55)

Speed 40 ft.

Multiaction. The giant makes two attacks, using Stone Club or Boulder in any combination.

Stone Club. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 22 (3d10 + 6) Bludgeoning damage.

Boulder. *Ranged Attack Roll:* +9, range 60/240 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage. If the target is a Large or smaller creature, it has the **Prone** condition.

Reactions

	MOD	SAVE		MOD	SAVE
STR	23	+6	+6	INT	10
DEX	15	+2	+5	WIS	12
CON	20	+5	+8	CHA	9

Skills **Athletics** +12, **Perception** +4, **Stealth** +5

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

Languages Giant

Deflect Missile (Recharge 5–6). *Trigger:* The giant is hit by a ranged attack roll and takes Bludgeoning, Piercing, or Slashing damage from it. *Response:* The giant reduces the damage it takes from the attack by 11 (1d10 + 6), and if that damage is reduced to 0, the giant can redirect some of the attack's force. *Dexterity Saving Throw:* DC 17, one creature the giant can see within 60 feet. *Failure:* 11 (1d10 + 6) Force damage.

Stone Golem

Guardian of the Storied and Sacred



Habitat: Any; **Treasure:** None

Stone golems take varied forms, such as weathered carvings of ancient deities, lifelike sculptures of heroes, or any other shape their makers imagine. No matter their design or the rock from which they're crafted, these golems are strengthened by the magic that animates them, allowing them to follow their creators' orders for centuries.

ARTIST: HINCHEL OR



Stone golems are typically created to protect places of significance to a group, such as a monument to an important event, a leader's tomb, or a faith's sanctuary. Roll on or choose a result from the Stone Golem Orders table to inspire the commands a stone golem follows.

Stone Golem Orders

1d6	The Stone Golem Follows Orders To...
1	Allow only those wearing ritual garb to pass.
2	Cast <i>Slow</i> on and aid in apprehending anyone who touches a city's prized relic.
3	Destroy a dam or bridge at the command of one bearing a ruler's medallion of office.
4	Obey whoever places a missing crest in its chest, then deactivate for a year.
5	Reveal a hidden passage to those who recite a leader's final words.
6	Watch for and do battle with the type of monster that slew the hero it resembles.

Exercise discernment when deciding the golem's appearance, as your creation is likely to long outlive its model.

—MANUAL OF STONE GOLEMS

STONE GOLEM

Large Construct, Unaligned

AC 18 **Initiative** +3 (13)

HP 220 (21d10 + 105)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		
STR	22	+6	+6	INT	3	-4	-4
DEX	9	-1	-1	WIS	11	+0	+0
CON	20	+5	+5	CHA	1	-5	-5

Immunities Poison, Psychic; **Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned**

Senses Darkvision 120 ft.; Passive Perception 10

Languages Understands Common plus two other languages but can't speak

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

Traits

Immutable Form. The golem can't **shape-shift**.

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

Actions

Multiattack. The golem makes two attacks, using Slam or Force Bolt in any combination.

Slam. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage plus 9 (2d8) Force damage.

Force Bolt. *Ranged Attack Roll:* +9, range 120 ft. *Hit:* 22 (4d10) Force damage.

Bonus Actions

Slow (Recharge 5–6). The golem casts the *Slow* spell, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 17).

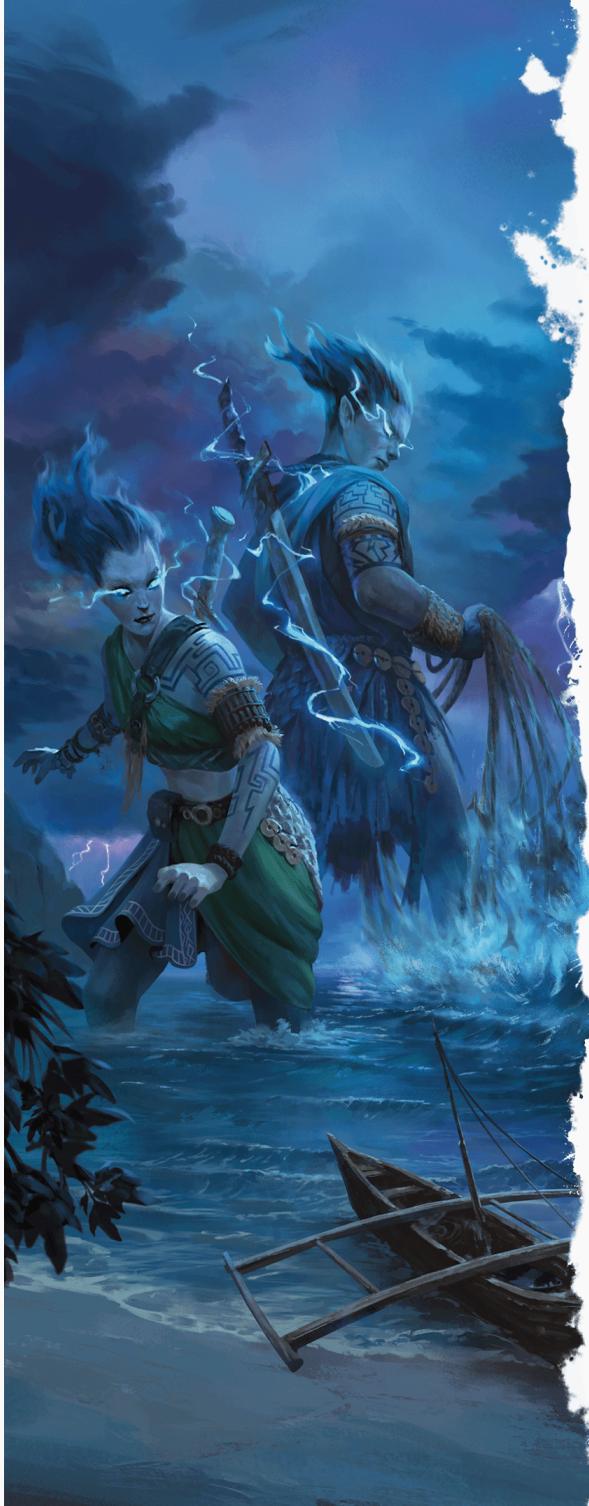
Storm Giant

Giant of Seas and Skies

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

Among the tallest giants, storm giants live amid extreme forces of nature. In palaces at the bottom of the sea and castles floating amid the clouds, they revel in the power of mighty storms. When angered, they can shape the weather and call down devastating lightning. More often, though, these giants watch the rise and fall of nations and interpret supernatural omens, interfering in the world only when they're needed most.

ARTIST: TARAS SUSAK



STORM GIANT

Huge Giant, Chaotic Good

AC 16 **Initiative** +7 (17)

HP 230 (20d12 + 100)

Speed 50 ft., Fly 25 ft. (hover), Swim 50 ft.

		MOD	SAVE		MOD	SAVE
STR	29	+9	+14	INT	16	+3
DEX	14	+2	+2	WIS	20	+5
CON	20	+5	+10	CHA	18	+4

Skills Arcana +8, Athletics +14, History +8, Perception +10

Resistances Cold

Immunities Lightning, Thunder

Senses Darkvision 120 ft., Truesight 30 ft.; Passive Perception 20

Languages Common, Giant

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

Traits

Amphibious. The giant can breathe air and water.

Actions

Multiaction. The giant makes two attacks, using Storm Sword or Thunderbolt in any combination.

Storm Sword. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 23 (4d6 + 9) Slashing damage plus 13 (3d8) Lightning damage.

Thunderbolt. *Ranged Attack Roll:* +14, range 500 ft. *Hit:* 22 (2d12 + 9) Lightning damage, and the target has the **Blinded** and **Deafened** conditions until the start of the giant's next turn.

Lightning Storm (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 10-foot-radius, 40-foot-high **Cylinder** originating from a point the giant can see within 500 feet. *Failure:* 55 (10d10) Lightning damage. *Success:* Half damage.

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

At Will: *Detect Magic, Light*

1/Day: *Control Weather*

Habitat: Planar (Lower Planes), Urban; **Treasure:** Implements

Succubi prey on mortals physically and exploit their waking desires. They relish corrupting virtuous souls and the pain an individual's downfall can cause. Once their targets are at their lowest, succubi slay their victims with their essence-draining kiss.

Through fiendish rites, succubi can transform into incubi to manipulate their prey in dreams as well as the waking world. They can also change shape to torment their victims. These tempters can dominate Humanoids, but they usually do so to reinforce their manipulations or defend themselves rather than controlling others outright. Roll on or choose a result from the Succubus Temptations table to inspire how a succubus toys with its victims.

Succubus Temptations

1d6	The Succubus Manipulates Its Target By...
1	Adopting the form of a lost loved one.
2	Charming someone close to its target.
3	Isolating them from their loved ones.
4	Manipulating events to bring surprise fortune.
5	Posing as a flattering underling.
6	Taking the form of one in need of protection.



ARTIST: JODIE MUIR

SUCCUBUS

Medium Fiend, Neutral Evil

AC 15 Initiative +3 (13)

HP 71 (13d8 + 13)

Speed 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE
STR	8	-1	-1	INT	15
DEX	17	+3	+3	WIS	12
CON	13	+1	+1	CHA	20

Skills **Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7**

Resistances Cold, Fire, Poison, Psychic

Senses **Darkvision** 60 ft.; Passive Perception 15

Languages Abyssal, Common, Infernal; telepathy 60 ft.

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

Traits

Incubus Form. When the succubus finishes a Long Rest, it can **shape-shift** into an **Incubus**, using that stat block instead of this one.

Actions

Multiaction. The succubus makes one Fiendish Touch attack and uses Charm or Draining Kiss.

Fiendish Touch. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 16 (2d10 + 5) Psychic damage.

Charmed. The succubus casts **Dominate Person** (level 8 version), requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15).

Draining Kiss. *Constitution Saving Throw:* DC 15, one creature **Charmed** by the succubus within 5 feet. *Failure:* 13 (3d8) Psychic damage. *Success:* Half damage. *Failure or Success:* The target's Hit Point maximum decreases by an amount equal to the damage taken.

Bonus Actions

Shape-Shift. The succubus **shape-shifts** into a Medium or Small Humanoid, or it returns to its true form. Its game statistics are the same in each form, except its Fly Speed is available only in its true form. Any equipment it is wearing or carrying isn't transformed.

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