

Monsters (K)

Kenku

Flightless, Noise-Mimicking Avian

Habitat: Forest, Planar (Shadowfell), Urban; **Treasure:** Implements, Individual

Kenku are birdlike folk who once soared the skies and sang enchanted songs, but a curse stole their wings and transformed their voices. Now kenku slip through the shadows of cities and the Shadowfell, trying to recover what they've lost. To some, this means seeking an end to their curse; others search for magic or contraptions to enable them to fly and sing again.

The curse affecting kenku allows them to vocally communicate only by mimicking sounds they've heard. Kenku can supernaturally re-create vast varieties of noises, from crying babies to running water and short phrases in others' voices. Cunning kenku use their mimicry to deceive foes, lure creatures into ambushes, and signal to allies.

KENKU

Medium Monstrosity, Neutral

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

HP 13 (3d8)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	10	+0	INT	11	+0
DEX	16	+3	WIS	10	+0
CON	10	+0	CHA	10	+0

Skills Deception +4, Perception +2, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 12

Languages Common, Primordial (Auran)

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

Traits

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (**Insight**) check.

Actions

Shadow Blade. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 60 ft. *Hit:* 6 (1d6 + 3) Necrotic damage. *Hit or Miss:* The blade magically returns to the kenku's hand immediately after a ranged attack.

Bonus Actions

Eldritch Lantern (Recharge 4–6). The kenku casts *Faerie Fire*, using Intelligence as the spellcasting ability (spell save DC 10).



Knights

Battle Masters and Heroic Wanderers

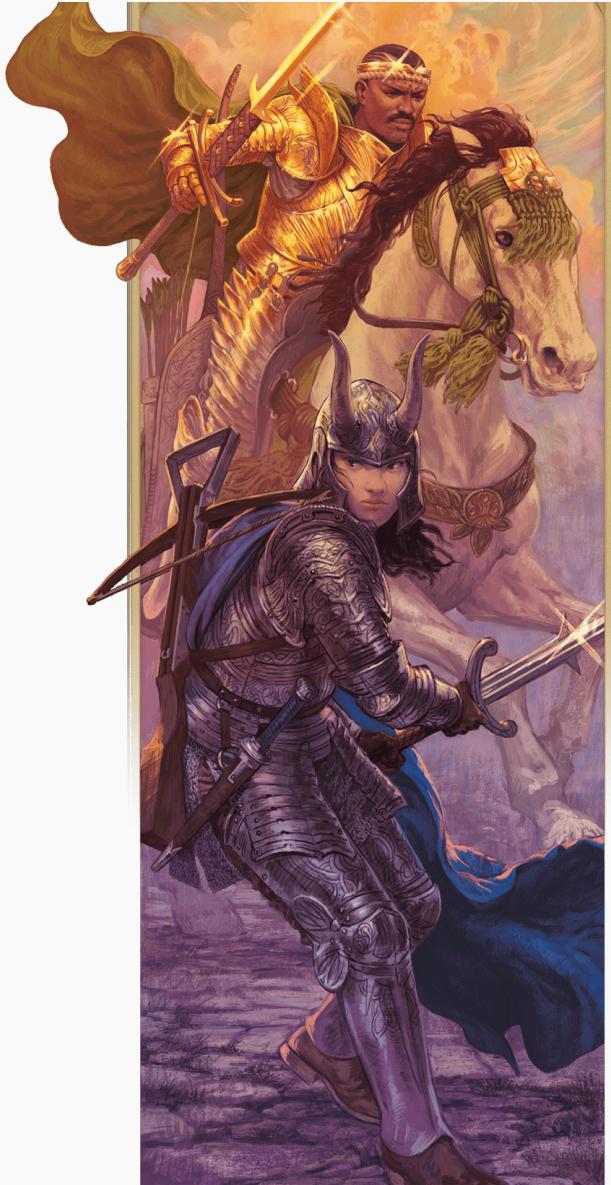
Habitat: Any; **Treasure:** Armaments, Individual

Knights are skilled warriors trained for war and tested in battle. Many serve the rulers of a realm, a religion, or an order devoted to a cause.

Knight

Knights frequently lead troops in combat or work in units that dominate the battlefield. They're often attended by squires, who might be less skilled soldiers or commoners.

ARTIST: BRIAN VALENZUELA



KNIGHT

Medium or Small Humanoid, Neutral

AC 18 **Initiative** +0 (10)

HP 52 (8d8 + 16)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	11	+0
DEX	11	+0	+0	WIS	11	+0
CON	14	+2	+4	CHA	15	+2

Immunities Frightened

Gear Greatsword, Heavy Crossbow, Plate Armor

Senses Passive Perception 10

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Actions

Multiattack. The knight makes two attacks, using Greatsword or Heavy Crossbow in any combination.

Greatsword. *Melee Attack Roll:* +5, *reach* 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 4 (1d8) Radiant damage.

Heavy Crossbow. *Ranged Attack Roll:* +2, *range* 100/400 ft. *Hit:* 11 (2d10) Piercing damage plus 4 (1d8) Radiant damage.

Reactions

Parry. *Trigger:* The knight is hit by a melee attack roll while holding a weapon. *Response:* The knight adds 2 to its AC against that attack, possibly causing it to miss.

Questing Knight

Questing knights travel in pursuit of a cause, such as slaying a villain, defeating a monster, recovering an Artifact, or restoring their lost honor.

QUESTING KNIGHT

Medium or Small Humanoid, Neutral

Speed 30 ft.

AC 18 **Initiative** +7 (17)

HP 202 (27d8 + 81)

						Traits	
	MOD	SAVE		MOD	SAVE		
STR	20	+5	+9	INT	11	+0	+0
DEX	16	+3	+3	WIS	12	+1	+5
CON	16	+3	+7	CHA	18	+4	+8

Skills Athletics +9, Perception +5, Persuasion +8

Immunities Charmed, Frightened

Gear Greatsword, Longbow, Plate Armor

Senses Passive Perception 15

Languages Common plus one other language

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

Aura of Bravery. Creatures of the knight's choice in a 30-foot **Emanation** originating from it have Immunity to the **Charmed** and **Frightened** conditions while there.

Actions

Multiaction. The knight makes three attacks, using Greatsword or Longbow in any combination.

Greatsword. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 22 (5d8) Radiant damage.

Longbow. *Ranged Attack Roll:* +7, range 150/600 ft. *Hit:* 12 (2d8 + 3) Piercing damage plus 22 (5d8) Radiant damage.

Spellcasting. The knight casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

1/Day Each: *Daylight, Dispel Evil and Good, Greater Restoration, Phantom Steed*

Kobolds

Tricksters and Servants to Chromatic Dragons

Habitat: Arctic, Coastal, Desert, Forest, Hill, Mountain, Swamp, Underdark, Urban; **Treasure:** Armaments

Cowardly cousins to chromatic dragons, kobolds serve draconic overlords as warriors and servants. These scrappy menaces mimic the behaviors of their dragon masters. Though their small stature and recklessness make kobolds poor imitators of dragons, what they lack in ferocity they make up for in zeal and ingenuity. They are especially adept at creating traps and setting ambushes.

Kobolds' scales resemble those of chromatic dragons that live near their warrens. Rarely, kobolds possess features evocative of metallic dragons or other dragon-like creatures.

Kobold Warrior

Kobold warriors use hit-and-run tactics to raid their enemies and defend their homes. To avoid danger, they frequently employ haphazard traps.



KOBOLD WARRIOR

Small Dragon, Neutral

AC 14 **Initiative +2 (12)**

HP 7 (3d6 – 3)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	7	-2	INT	8	-1
DEX	15	+2	WIS	7	-2
CON	9	-1	CHA	8	-1

Gear Daggers (3)

Senses Darkvision 60 ft.; Passive Perception 8

Languages Common, Draconic

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

Traits

Pack Tactics. The kobold has Advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally doesn't have the **Incapacitated** condition.

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

Actions

Dagger. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) Piercing damage.



Winged Kobold

Some kobolds are born with wings. Called urds by others of their kind, these kobolds are thought to be blessed by a dragon or Tiamat, the Dragon Queen. Despite their favored status, winged kobolds are as cowardly as their brethren and use their flight mostly to keep out of reach of their foes.

WINGED KOBOLD

Small Dragon, Neutral

AC 15 **Initiative +3 (13)**

HP 10 (4d6 – 4)

Speed 30 ft., Fly 30 ft.

	MOD	SAVE		MOD	SAVE
STR	7	-2	INT	8	-1
DEX	16	+3	WIS	7	-2
CON	9	-1	CHA	8	-1

Senses Darkvision 60 ft.; Passive Perception 8

Languages Common, Draconic

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

Traits

Pack Tactics. The kobold has Advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally doesn't have the **Incapacitated** condition.

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

Actions

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

Chromatic Spittle. *Ranged Attack Roll:* +5, range 30 ft. *Hit:* 6 (1d6 + 3) damage of a type chosen by the kobold: Acid, Cold, Fire, Lightning, or Poison.

Kraken

Leviathan of Legend



Habitat: Underwater; **Treasure:** Any

ARTIST: RICHARD LUONG



Ancient weapons of the gods, krakens slumber in the deepest oceanic abysses, awaiting their time to rise and dominate the world. These massive, many-tentacled horrors combine overwhelming physical might with formidable cunning. Their powerful limbs shatter ships and topple spires, and they use their control over storms to rain down lightning on their foes.

Krakens usually have little interest in mortal affairs. These terrors were created by the gods to wage war in ages long forgotten. Since that era, most krakens have vanished beneath the waves to slumber until the gods call on them again. Some krakens serve divine masters still, protecting deep sea treasures or entire oceans. Others have forsaken their divine creators and pursue their own agendas, manipulating forces beneath the sea and beyond.

Krakens rarely appear on the surface, but when they do, they herald times of change and doom. When roused to action, these titans directly attack coastal cities or whole armadas. Kraken onslaughts persist until their wrath is sated, their divine patrons are appeased, or their egos are placated by valuable offerings. Roll on or choose a result from the Kraken Attacks table to inspire what ruin a kraken might unleash.

Kraken Attacks

1d8	The Enraged Kraken...
1	Abducts the vessel of a leader or another important community member.
2	Attacks a community from below using flooded ruins, hidden aquifers, or sewers.
3	Breaks a lighthouse or seaside tower, carrying it and the occupants to a secret island.
4	Calls down lightning on any ship that enters its aquatic territory.
5	Carries ships to an inescapable sargassum.
6	Dams a river or cuts off a city's sea access.
7	Devours all sea life near a fishing community, threatening it with ruin.
8	Masterminds an invasion from the sea by merfolk, sahuagin, or storm giants.

Kraken Lairs



Kraken lairs tend to be sunken temples, eldritch ritual sites, or primeval places of divine power. They might lie deep beneath bodies of fresh or salt water, and they often connect to labyrinths of flooded subterranean tunnels or networks of magical portals.

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

Ocean Tyrant. The kraken exerts its dominance over animals in its domain. All Beasts within 1 mile of the lair have the **Charmed** condition while in that area.

Sea and Storms. While in its lair, the kraken can cast *Control Weather*, requiring no spell components and using Intelligence as the spellcasting ability.

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

KRAKEN

Gargantuan Monstrosity (Titan), Chaotic Evil

AC 18 Initiative +14 (24)

HP 481 (26d20 + 208)

Speed 30 ft., Swim 120 ft.

		MOD	SAVE		MOD	SAVE
STR	30	+10	+17	INT	22	+6
DEX	11	+0	+7	WIS	18	+4
CON	26	+8	+15	CHA	20	+5

Skills **History** +13, **Perception** +11

Immunities Cold, Lightning; **Frightened**, **Grappled**, **Paralyzed**, **Restrained**

Senses **Truesight** 120 ft.; Passive Perception 21

Languages Understands Abyssal, Celestial, Infernal, and Primordial but can't speak; telepathy 120 ft.

CR 23 (XP 50,000, or 62,000 in lair; PB +7)

Traits

Amphibious. The kraken can breathe air and water.

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

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

Actions

Multiattack. The kraken makes two Tentacle attacks and uses Fling, Lightning Strike, or Swallow.

Tentacle. *Melee Attack Roll:* +17, reach 30 ft. *Hit:* 24 (4d6 + 10) Bludgeoning damage. The target has the **Grappled** condition (escape DC 20) from one of ten tentacles, and it has the **Restrained** condition until the grapple ends.

Fling. The kraken throws a Large or smaller creature **Grappled** by it to a space it can see within 60 feet of itself that isn't in the air. *Dexterity Saving Throw:* DC 25, the creature thrown and each creature in the destination space. *Failure:* 18 (4d8) Bludgeoning damage, and the target has the **Prone** condition. *Success:* Half damage only.

Lightning Strike. *Dexterity Saving Throw:* DC 23, one creature the kraken can see within 120 feet. *Failure:* 33 (6d10) Lightning damage. *Success:* Half damage.

Swallow. *Dexterity Saving Throw:* DC 25, one creature **Grappled** by the kraken (it can have up to four creatures swallowed at a time). *Failure:* 23 (3d8 + 10) Piercing damage. If the target is Large or smaller, it is swallowed and no longer Grappled. A swallowed creature has the **Restrained** condition, has **Total Cover** against attacks and other effects outside the kraken, and takes 24 (7d6) Acid damage at the start of each of its turns.

If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the kraken with the **Prone** condition. If the kraken dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 15 feet of movement, exiting Prone.

Legendary Actions

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

Storm Bolt. The kraken uses Lightning Strike.

Toxic Ink. *Constitution Saving Throw:* DC 23, each creature in a 15-foot **Emanation** originating from the kraken while it is underwater. *Failure:* The target has the **Blinded** and **Poisoned** conditions until the end of the kraken's next turn. The kraken then moves up to its Speed. *Failure or Success:* The kraken can't take this action again until the start of its next turn.

A kraken dreams of casting its tentacles into the heavens and strangling that which birthed it, and when its dream exceeds its reach, it settles for the occasional passing ship.

—MALFEORE SERRANG, *NIGHT OF THE KRAKEN CULT*

Kuo-toa

Fishlike Fanatics of the Deep

Habitat: Coastal, Underdark; **Treasure:** Relics

ARTIST: ERIC BELISLE





AN ADVENTURER STUMBLES ON A KUO-TOA ARCHPRIEST AND SERVANTS OF ITS STRANGE GODS

Kuo-toa have slimy, humanoid bodies and the heads of goggle-eyed deep-sea fish. They claim they once dominated whole worlds, their empires spanning land and sea under the blessings of piscine gods. The kuo-toa can't say what disaster brought their glorious civilization to an end, but elves, humans, mind flayers, and the kuo-toan gods bear the brunt of their blame. From the lands and seas of the surface, the kuo-toa retreated into cavernous trenches and Underdark seas. In these hidden realms, kuo-toa brood over all they've lost and forgotten, nursing plots to avenge themselves for slights that might never have occurred.

Kuo-toa hate the civilizations of the surface and the Underdark, believing themselves to be victims of age-old slights and ongoing conspiracies. Kuo-toa undertake contrived plots to propel themselves to dominance, often kidnapping people to learn their secrets or making dubious sacrifices to bizarre gods. To facilitate such plots, kuo-toa try to capture creatures alive using nets or strange weapons. Drow, dwarves, and gnomes dwelling in the Underdark, as well as surface communities near submerged subterranean passages, are frequent targets for kuo-toa raids and other plots.

Kuo-toa frequently serve depraved masterminds such as aboleths and krakens. Such kuo-toa believe these powerful creatures are avatars of kuo-toan deities or gods in their own right. Kuo-toa might temporarily ally with other evil creatures, but these alliances shift as kuo-toa leaders interpret omens from their unpredictable deities.

When the Corpse Moon rises and the Chum-Tide washes in, up rise the Goggliers from their pits beneath the waves. Burbling and noisome they come, fishing night's shores as we do dawn's waves.

—TAK MERAKIN, HARBOR MASTER OF THE STYES

Kuo-toa Deities

Kuo-toa ever seek to placate their inscrutable deities. However, few kuo-toa can agree on the identities of their gods, and little consistency exists between kuo-toa communities. Only Blibdoolpoolp the Sea Mother, a figure with a human body but the head and claws of a crayfish, sees broad worship.

Lacking information about what their other gods look like, kuo-toa priests invent new forms for them, creating divine idols with whatever objects are at hand. But whether these kuo-toa priests draw power from belief or delusion, aberrant talent, or a stranger supernatural source, some power answers their petitions. Roll twice on or choose results from the Kuo-toa Deity Features table to inspire how kuo-toa represent a deity.

Kuo-toa Deity Features



1d10	The Deity's Head Is Like A...	1d10	The Deity's Body Is Like A...
1	Barnacle	1	Hermit crab
2	Crab claw	2	Jellyfish
3	Hagfish	3	Kuo-toa
4	Moray eel	4	Mantis shrimp
5	Sea anemone	5	Merfolk
6	Shark	6	Plesiosaurus
7	Sunfish	7	Sea cucumber
8	Tentacle	8	Ship's figurehead
9	Treasure chest	9	Squid
10	Viperfish	10	Whale

Kuo-toa Sanctuaries

Kuo-toa typically organize their communities around sites they believe to be important to their deities. These might be structures or series of caverns, and most feature both air-filled and submerged chambers. Important places within these sites suggest the rituals of kuo-toa faiths, the demands of kuo-toa deities, or the whims of omen-seeking archpriests. As with kuo-toa deities, the features of these locations vary between communities. Roll on or choose a result from the Kuo-toa Ritual Sites table to inspire features and suggest adventures within a kuo-toa community.

Kuo-toa Ritual Sites

1d8	The Kuo-toa Community Features...
1	An arena scattered with weapons made from crustacean shells.
2	A gallery of hibernating chuuls.
3	A garden of mussels and tide pool creatures that whisper secrets.
4	A hidden shrine with a patchwork depiction of a new kuo-toa deity.
5	The lavish chamber of an animal or monster said to be prophetic, lucky, or literate.
6	A pool filled with jellyfish, eels, or fish roe that glow in organized patterns.
7	A punishment chamber exposed to the light of the surface.
8	A towering statue of a kuo-toa deity.



They came here from somewhere else and brought with them all the rank and dank of the sunless sea. No one knows what they want, and seems to me, neither do they.

—TROSLI GARNETGETTER, GNOME EXPLORER

Kuo-toa

Kuo-toa loot ruins and raid communities near their dwellings in the Underdark. Their shields are coated in sticky slime, which they use to disarm their foes, and they employ slimy nets to entrap victims. They usually strive to take their enemies alive and drag captives to their hidden lairs.

Most kuo-toa follow the orders of their more powerful leaders out of a combination of faith and fear. In rare cases, a kuo-toa might abandon its community to live as a hermit or wanderer. Such kuo-toa might know much about the Underdark, but they live in fear of the strange gods they forsook.



KUO-TOA

KUO-TOA

Medium Aberration, Neutral Evil

AC 13 **Initiative +0 (10)**

HP 18 (4d8)

Speed 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE
STR	13	+1	INT	11	+0
DEX	10	+0	WIS	10	+0
CON	11	+0	CHA	8	-1

Skills Perception +4

Gear Spear

Senses Darkvision 120 ft., Truesight 30 ft.; Passive Perception 14

Languages Undercommon

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

Traits

Amphibious. The kuo-toa can breathe air and water.

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

Actions

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Sticky Net (1/Day). *Dexterity Saving Throw:* DC 10, one Large or smaller creature the kuo-toa can see within 15 feet. *Failure:* The target has the **Restrained** condition until the net is destroyed (AC 10; HP 5; Immunity to Bludgeoning, Poison, and Psychic damage). A creature can take an action to make a DC 10 Strength (**Athletics**) check to free itself or another creature in a net within 5 feet, destroying the net on a success.

Reactions

Sticky Shield. *Trigger:* A creature misses the kuo-toa with a melee attack roll using a weapon. *Response—Strength Saving Throw:* DC 11, the triggering creature. *Failure:* The attack's weapon sticks to the kuo-toa's shield. If the target doesn't let go of the weapon, the target has the **Grappled** condition while the weapon is stuck (escape DC 11). While stuck, the weapon can't be used. The target can take an action to make a DC 11 Strength (**Athletics**) check, freeing the weapon on a success.

Kuo-toa Whip

The servants of kuo-toa archpriests, kuo-toa whips—so named for their role in enforcing order among other kuo-toa—lead war bands in carrying out the commands of their superiors. In return for their zeal, these kuo-toa are granted minor magical abilities and pincerlike weapons for subduing foes. In battle, whips drive on other kuo-toa with threats of violence and burbling chants.

KUO-TOA WHIP

Medium Aberration, Neutral Evil

HP 45 (7d8 + 14)

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

Speed 30 ft., Swim 30 ft.

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

Skills Perception +6, Religion +3
Senses Darkvision 120 ft., Truesight 30 ft.; Passive Perception 16
Languages Undercommon
CR 1 (XP 200; PB +2)

Traits

Amphibious. The kuo-toa can breathe air and water.

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

Actions

Pincer Staff. Melee Attack Roll: +4, reach 10 ft. Hit: 9 (2d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 12). Until the grapple ends, the kuo-toa can't make Pincer Staff attacks.

Conjure Slimy Glob. Ranged Attack Roll: +4, range 60 ft. Hit: 9 (3d4 + 2) Acid damage.

Bonus Actions

Shield of Faith (2/Day). The kuo-toa casts **Shield of Faith**, using Wisdom as the spellcasting ability.

Kuo-toa Monitor

ARTIST: ERIC BELISLE



A KUO-TOA WHIP AND KUO-TOA MONITOR LEAD A MIDNIGHT RAID

Kuo-toa monitors control the day-to-day life of weaker kuo-toa, directing their work and worship. They also train beasts or monsters in the kuo-toa's service—such as **chuuls** or **giant crabs**—and command them in battle. Archpriests bless monitors with the power to control their underlings and to subdue foes with electricity channeled through their bizarre whips.

KUO-TOA MONITOR

Medium Aberration, Neutral Evil

AC 13 Initiative +0 (10)

HP 65 (10d8 + 20)

Speed 30 ft., Swim 30 ft.

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

Skills Perception +6, Religion +3

Senses Darkvision 120 ft., Truesight 30 ft.; Passive Perception 16

Languages Undercommon

CR 3 (XP 700; PB +2)

Traits

Amphibious. The kuo-toa can breathe air and water.

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

Actions

Multiaction. The kuo-toa makes two Bone Whip attacks.

Bone Whip. Melee Attack Roll: +5, reach 10 ft. Hit: 6 (1d6 + 3) Slashing damage plus 7 (2d6) Lightning damage, and the target can't make **Opportunity Attacks** until the start of the kuo-toa's next turn.

Kuo-toa Archpriest

Kuo-toa archpriests lead kuo-toa communities by interpreting omens and messages from their strange gods. They wear grotesque ceremonial regalia honoring their deities. Archpriests channel their faith into spells to support their followers.

KUO-TOA ARCHPRIEST

Medium Aberration, Neutral Evil

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

HP 105 (14d8 + 42)

Speed 30 ft., Swim 30 ft.

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

Skills Perception +9, Religion +4

Senses Darkvision 120 ft., Truesight 30 ft.; Passive Perception 19

Languages Undercommon

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

Traits

Amphibious. The kuo-toa can breathe air and water.

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

Actions

Multiaction. The kuo-toa makes three Strange Scepter attacks.

Strange Scepter. Melee or Ranged Attack Roll: +6, reach 5 ft. or range 120 ft. Hit: 20 (5d6 + 3) Lightning damage.

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

At Will: Detect Magic, Thaumaturgy

1/Day Each: Destructive Wave, Divination, Hold Monster (level 6 version), Scrying, Tongues

Bonus Actions

Shield of Faith (2/Day). The kuo-toa casts **Shield of Faith**, using the same spellcasting ability as Spellcasting.

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