

MONSTER WEAKNESSES OF THE MULTIVERSE



FOR EVERY CREATURE IN
MONSTERS OF THE MULTIVERSE



MONSTER WEAKNESSES OF THE MULTIVERSE

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FOREWORD

Merry-Berry slumped down against the stone wall. “We’re lost,” she groaned. The odor of mildew hung thick in the air. She began tuning her lyre, purple hands working methodically, in an attempt to keep her mind off the infinite darkness of the labyrinth. It wasn’t working.

The party of four were at a crossroads, unsure of their next move.

Finnegas stood next to her, torch in one hand and a leg of meat in the other. “At least we got food,” he replied, taking another bite. He smacked his lips, his short beard a mess.

Merry shook her head as Saleek’s birdlike form came into view. “The minotaurs can probably hear your munching all the way at the center of this maze,” he whispered harshly. “Keep it down.”

Their voices echoed ominously against the passageways.

Saleek smoothed his green feathers, looking around, as if the correct route might simply reveal itself. “We are trying to get found on our terms. If the Horned King catches us off guard, then our plan is for naught.” Saleek turned sharply toward his tiefling friend. “Merry-Berry, are you confident that you have the spell worked out?”

She took a deep breath. “I’ve read the incantation a dozen times. Mordenkainen spent a lifetime studying Fiends, so if there’s any way to stop Baphomet’s Heartcleaver from... cleaving your heart out, I would sure hope he’s found it.”

“Hey.” Tallow’s voice rang out with an odd chill, cutting into the conversation. He hadn’t said a word in hours. As the pale half-elf entered the warm glow, he looked resolutely at his companions. “He’s coming.”

Everyone turned to look at him.

“Are you sure?” pressed Saleek, reaching for the hilt of Dawnbringer, the sword of pure sunlight.

“Get into position,” confirmed Tallow gesturing to the hallway on their right. “Remember: protect Merry at all costs and stay close. Stray too far, one strike gets through, and you lose a friend, or your life. We can’t risk an abyssal incursion—this has to end here.”

The heroes readied themselves as best they could. Finnegas tossed aside what he carried and stepped forward, fungal growths sprouting across his shoulders and down his arms. Saleek melded into the shadows as Tallow traced an arcane symbol in the air with a crooked wand. Protective runes laced up and down his thin frame, radiating an ethereal glow. Merry offered a few words of encouragement and took her position in the back.

Heavy footfalls echoed along the passageways. Two glowing pinpricks cut through the darkness, a pair of eyes like embers hovering 20 feet in the air. As the creature moved closer to the discarded torch, its hulking form came into view: a towering minotaur, hairy and grotesque, with six vicious horns atop its head. A great glaive hung at his side, screeching where it scraped the rocky ground.

“Well, you’re mighty ugly up close,” mumbled Finnegas, nervously eyeing Baphomet’s weapon, the Heartcleaver.

Baphomet’s snort reverberated throughout the chamber.

On a signal from Tallow, the group sprang. Saleek was the first to act, firing three shots from out of sight with his magical bow. The demon lord reeled from the attack but was not deterred, lowering his wicked crown of horns and charging at Finnegas in front of him. The fungal firbolg leapt into a sidelong roll, but the mighty fiend was too

quick. Baphomet raised Heartcleaver high above his head and heaved, bringing down his glaive.

A harsh ringing filled the chamber as Baphomet’s weapon clashed—not with Finnegas, but with a ghostly blade. The apparition of a large sword shimmered between the minotaur and his victim, parrying the attack to the tune of Merry-Berry’s lyre, as if moving in an effortless dance.

“It’s working!” shouted Tallow.

Saleek called forth the light of Dawnbringer and sunbeams burst from the blade. The aarakocra raised his blinding sword, illuminating the chamber as he closed the gap.

The minotaur fruitlessly swung Heartcleaver, warded again and again by Merry’s Mordenkainen magic. The party’s confidence rose. Tallow twirled his hand, preparing for his next spell, locking eyes with Baphomet. The ground lurched. A swooping, ugly sensation tugged at his chest and he staggered as the gravity shifted. Looking up, his surroundings had changed, again going dark: all around the warlock were blank stone walls, twisting in random directions, his friends nowhere in sight. He sprinted along the endless hallways, desperately listening for the sounds of combat, grasping for a pinprick of Dawnbringer’s light, praying for an exit...

“Tallow!” cried Merry, watching her friend disappear into a demiplane, helpless as she focused all her energy on maintaining the spell. As she returned full attention to Baphomet, she knew her mistake: the minotaur roared as he brought his blade down and through Merry’s shoulder.

Pain seared down her chest and the tiefling dropped her instrument. Finnegas watched in horror as the glimmering sword of force protecting him flickered and vanished as Merry lost consciousness. Instinctively, he reached out with his hands, conjuring a protective cocoon of fungal growth around her. The minotaur hacked at the mushrooms, but for the moment, Merry was safe.

Though Finnegas, now unprotected, was not. With a spin, Heartcleaver found its original mark, and with that deft slicing motion, Finnegas lay slack and bleeding against the labyrinth wall.

Baphomet straightened, turning to Saleek, the last hero standing in the light of Dawnbringer. As their eyes met, a paralyzing fear swiftly filled Saleek. His heartbeat pounded in his ears, and he knew that his friends were going to die gruesome deaths. There was no hope. Baphomet strode towards him with his maddening gaze. There was no hope...

Suddenly, Tallow rounded a bend and saw a glimmer, a shimmering gateway just ahead. He ran hard and catapulted himself out of the maze demiplane and back into the Underdark. But his small victory was short-lived as Saleek crumpled. The half-elf looked around, taking in the carnage. The indomitable beast towered over Merry’s unconscious form, preparing for the killing blow.

“Wait!” cried Tallow. “Wait!” His voice grew harsh and guttural as he shouted in Abyssal. “*The spell also works against the Butcher...a weakness we can help you exploit. Spare my companions, and we'll help you defeat Yeenoghu.*”

The minotaur regarded the small warlock. He could crush this mortal creature like a fire beetle between his fingers...but...his curiosity was piqued. And there was still time yet.

“Go on.”

INTRODUCTION

WHAT ARE MONSTER WEAKNESSES?

You have probably seen monster weaknesses in movies and video games. Sometimes the weaknesses are known from prior experience; for example, in *Stranger Things*, Jim Hopper recalls that demogorgons hate fire from previous encounters with the creatures and uses it to his advantage in later battles. Weaknesses can also be discovered in the course of combat, such as in *The Lord of the Rings: Return of the King* (film) when Frodo discovers that the massive spider Shelob recoils at the light cast from the Phial of Galadriel. Other times, the weakness must be found by other means. In the Foreword of this book, Merry-Berry and the Heroes of the Dark had researched one of Baphomet's weaknesses before confronting him. Perhaps the search for this weakness was an entire epic quest of its own!

Fifth edition D&D has some weaknesses built into creature stat blocks that require player characters to think more strategically about combat. A **spirit troll** loses its Regeneration trait when it takes psychic or force damage. It's not always important to consider damage types when fighting monsters, but against trolls it can be a matter of life and death! Normally light is only a consideration for vision, but if fighting a **bodak**, sunlight could be your best friend against the darkness. Torches and the *light* cantrip are essential in a dungeon, but if tracking a **skulk**, the light of a candle is much more effective at spotting this elusive creature. Each of these weaknesses provides an interesting change to the course of a fight because players must be strategic to allow their characters to exploit them.

USING MONSTER WEAKNESSES

This book provides combat weaknesses for every monster in *Monsters of the Multiverse* and social weaknesses for every monster that speaks a language available to player characters. The inspiration for these weaknesses comes from a creature's anatomy, its description in *Monsters of the Multiverse*, or from well-known legends. Each weakness presented in this book is meant to be a trait that can be appended to a creature's stat block.

COMBAT WEAKNESSES

Combat weaknesses are meant to make battles more dynamic, strategic, and immersive. Combat weaknesses may remove traits from monsters, cause their attacks to have disadvantage, or make them more susceptible to certain conditions. These weaknesses can be just as exciting for a trivial encounter with some **chokers** in a cave or for an epic campaign-ending battle against a **leviathan**. However, there are a few things to consider when adding a weakness:

- **Keep Things Moving.** Ask yourself if you can keep track of additional weaknesses while running a complex, multi-monster combat. If you can, go wild! If not, consider which monsters would be the most interesting to have weaknesses for. Maybe for a raging band of gnolls, the **blind** commander has a weakness, but the **gnoll flesh gnawer** grunts that it commands are run as normal.

- **Your World, Your Rules.** Not all of these weaknesses will make sense in your D&D world. Perhaps the biology or culture of certain creatures is different from what's presented in *Monsters of the Multiverse*. You can omit any weaknesses that don't work for your table, or use the ones in here to inspire new ones!

- **Trivializing Combat.** None of the weaknesses presented in this book are intended to trivialize a combat encounter, but every party is different. The party with a cleric and a paladin is going to have easier access to radiant damage to fight back a **draegloth** and the party with a barbarian and a fighter is going to have an easier time holding back a **tlincalli**'s stinger. If combat becomes too easy, you can always increase the hit points of monsters or tweak the weaknesses to suit your needs.

SOCIAL WEAKNESSES

Social weaknesses are meant to make roleplay more interesting and rewarding or potentially provide hooks to involve the player characters to interact more thoughtfully with NPCs. These weaknesses can provide advantage on Charisma checks, help avoid combat, or help characters extract information from NPCs. Social weaknesses require a bit of finesse from the DM. Here are a few things to consider when adding a social weakness.

- **It's Not Mind Control.** No matter how many bonuses a character has to Charisma, NPCs still have their own free will and goals. If the characters have advantage on a Charisma (Persuasion) check, but ask something of a creature that it would never do in its right mind, you may not even want to ask for a roll. Even if you knew the favorite dessert of the hand-guard of a monarch and were extremely persuasive, she would never let you into the monarch's personal chambers, no matter how charming you were.
- **Your World, Your Rules.** Not every weakness will work all the time, and different creatures (particularly Humanoids) have different cultures at every table. Use these social weaknesses as often as you like, but feel free to omit or change anything that doesn't adhere to your world.
- **Fool Me Once.** Many social weaknesses may not work if used repeatedly or carelessly. **Warlords** certainly respect heroes with military backgrounds, but abusing this right of kinship may cause the warlord to resent a character.

DISCOVERING WEAKNESSES

Monster weaknesses can be discovered in a variety of ways, both during a combat encounter or long before the combat takes place. How you enable finding these weaknesses is up to you!

WEAKNESSES IN THE MOMENT

Discovering weaknesses in the moment can arise in a number of ways. The most common ways are either via experimentation or experience.

Experimentation. During the normal course of combat, a character may do something or try something that triggers or exploits a monster's weakness. When this happens, let the player know that something unusual has occurred and what their character believes caused it. Once a weakness is discovered it is assumed that all characters who witnessed it are now aware of it. For example, the party could be

fighting a **stone cursed** and the fighter lands a bludgeoning attack against it, exposing its obsidian skull. Other party members may think to interact with the exposed skull by knocking or pulling it out.

Some weaknesses require a character to use their reaction to respond to a creature's action (such as a **morkoth's Broken Reflections** weakness). If a character is in a situation where they could feasibly use their reaction to exploit a creature's weakness and are proficient in a relevant skill, you can allow them to make a "free action" skill check (as determined by the Weakness Discovery Table) where the DC is equal to 10 + the CR of the creature in order to try to discover the weakness.

Experience. Many weaknesses are based on creatures' anatomy or biology and may simply be apparent to skilled heroes. You can call for a skill check (as determined by the Weakness Discovery Table) where the DC is equal to 10 + the CR of the creature by a character proficient in the relevant skill. For example, a deep gnome character proficient in Nature who rolls an 11 on an Intelligence (Nature) check may recall seeing duergar raising **male steeders** (CR 1/4) in the Underdark, and remember that the duergar used the pheromones of female steeders to scare them back when they got aggressive. When recalling weaknesses this way, characters can only recall the weaknesses of monsters with a CR equal to or below their level.

Weakness Discovery Table

| Type of Check | Type of Creature |
|-----------------------------------------|----------------------------------------------------------------|
| Intelligence (History or Investigation) | Giants, Humanoids |
| Intelligence (Arcana) | Aberrations, Constructs, Dragons, Elementals, Fey, Oozes |
| Intelligence (Nature) | Beasts, Dragons, Elementals, Fey, Monstrosities, Oozes, Plants |
| Intelligence (Religion) | Celestials, Fiends, Undead |

Note. You can change the skills associated with the types of monsters at your discretion and to fit the situation.

OPTIONAL FEAT: TACTICIAN

You can use your analytical skills to find tactical weaknesses in an enemy you can see up close.

- Increase your Intelligence score by 1, to a maximum of 20.
- As a bonus action, you can make an Intelligence check (using a skill based on the Weakness Discovery Table) targeted at a creature within 10 feet of you. The DC is equal to 10 + the CR of the creature. If you succeed, you are able to learn the condition immunities, damage resistances, damage immunities, damage vulnerabilities, or weaknesses of a creature (your choice). If the creature is legendary, the Intelligence check is made with disadvantage. You can use this feature a number of times up to your proficiency bonus before you take a long rest and you cannot attempt to use it on the same creature more than once per day.

OPTIONAL CLASS FEATURE: FAVORED ENEMY/FOE

In addition to the benefits described in the *Player's Handbook* (and those of the Favored Foe feature described in *Tasha's Cauldron of Everything*), rangers have advantage on all skill checks to determine the weaknesses of creatures that are the type of their favored enemy/foe and can determine the weaknesses of creatures with a CR of their level + 1.

RESEARCHING WEAKNESSES

Characters can research weaknesses by talking to knowledgeable NPCs (such as the ones provided later in this book), reading books and tomes, using divination spells, or from their own prior experience. When gaining information from NPCs, keep in mind that knowledge is valuable and many NPCs will require payment in information, treasure, or quests in exchange for what they know. Player characters can make Intelligence (Investigation) checks when researching a weakness in books and tomes, where the DC is equal to 10 + the creature's CR.

WEAKNESS DESIGN

This book provides over 500 weaknesses for the hundreds of creatures in *Monsters of the Multiverse*, but you may find that you want to add additional weaknesses to your homebrew monsters. If you feel inspired to design your own weaknesses, consider implementing the criteria used for the weaknesses in this book:

- The weakness cannot be the default thing adventurers are expected to do in combat.
- The weakness cannot be easily abused, to avoid trivializing an encounter.
- The weakness must be simple for the DM to implement.
- The weakness must adhere to the flavor, anatomy, and *Monsters of the Multiverse* lore of the monster.
- The weakness makes combat with the monster more interesting.
- The weakness is discoverable.

Other considerations that may help develop interesting weaknesses:

- Is the method for discovering the weakness interesting?
- Does exploiting the weakness come with some risk-reward or preparation?
- If the monster already has weaknesses, can they be tweaked to add interest?
- Does the weakness warrant some sort of offsetting buff for balance?
- How does the monster react to or how is it susceptible to damage types?
- How does the monster react to or how is it susceptible to conditions?
- How does the monster react to or how is it susceptible to forms of forced movement?
- Are there any underutilized items of adventuring gear that the monster may respond to?

Just remember, adding weaknesses to monsters is designed to increase the fun at your table. You can always adjust things in the moment or omit something that just isn't working. Now let's dive into this encyclopedia of monster weaknesses.

ABERRATIONS

Don't you see? They're here already. They walk, float, and slither amongst us, biding their time, lying in wait. Patient, that's what they are. We are just a blip in their plans, a momentary obstacle in their conquests. Pawns in a game we have no way of understanding, no way of playing. We are weak, pathetically so. Don't you see? Only by becoming more like them can we hope to fight back, hope to win, hope to become anything more than worthless pawns in some game we don't even know we're playing in. So I cut and I take and I change... that is why I'm alive. Don't you see? I'm not a pawn anymore. I'll never be one again.

Astares Inastrum (they/them, neutral) was once a drow paladin whose order was committed to defeating aberrations and routing out aberrant corruption across the world. Astares believed their order was weak, too moral and uptight to win a war against the unknowable beings of the Far Realms. They began taking pieces from their prey and using them to augment themselves. They studied mind flayer lore, dissected slaadi and star spawn, and used whatever grisly remains they had left to repair their armor. Astares has become obsessed with the idea of winning a game no one knows they're participating in. They don't share information with strangers unless they prove themselves in the only fight that matters: slaying aberrations.

BALHANNOH

- **Forced Pacification.** Whenever a balhanno takes 20 or more slashing damage in a single turn, it loses one of its tentacles. If all four of its tentacles are removed, the balhanno becomes docile, refusing to attack any creature; it becomes unable to teleport or use its Vanish legendary action until its tentacles regrow 1d6 days later.
- **False Desires.** If a creature is in possession of the tongue from a Fiend (devil), the creature is aware of when the balhanno is using its Sense Desires regional effect to probe their mind. That creature can attempt a DC 18 Wisdom (Insight) check. On a success, the creature can sense what the balhanno is searching for and convey false desires to it.

BERBALANG

- **It's Not Real.** A creature can use an action to make a DC 16 Intelligence (Arcana) check. On a success, they can discern whether the berbalang is actually a duplicate. If the duplicate is on the same plane of existence as the real berbalang, the creature observing it notices a fine spectral tether that leads to the slumbering berbalang. The berbalang must then make a Wisdom (Insight) check opposed by the creature's Intelligence (Arcana) check to notice its duplicate has been detected.
- **Gift of Bones.** A creature that brings secrets or the bones of an interesting creature to the berbalang gains advantage on Charisma checks made to cause the berbalang to divulge secrets of its own.



CHOKER

- **Acidic Reaction.** A choker that takes 5 or more points of acid damage in a turn loses its Boneless trait for 1 minute. During this time, creatures make checks to escape the choker's grapple with advantage.
- **Fear of the Far Realms.** While chokers are able to speak Deep Speech, they communicate with their own kind through a series of eerie howls because the foul sound of the Far Realm's language unnerves them. A choker who hears a creature speak Deep Speech must make a DC 13 Wisdom saving throw. On a failure, the choker becomes frightened of the creature for 1 minute. On a success, the choker is immune to this effect for 24 hours.

CRANUM RAT

- **Return to the Swarm.** When no other cranium rats are within 30 feet of it, a single cranium rat has disadvantage on any saving throws against being frightened. While frightened, the cranium rat loses its Telepathic Shroud trait.
- **Pied Piper.** At the start of its turn, the cranium rat cannot move further away from a creature who is playing a magical musical instrument they are proficient with unless the rat took damage since its last turn.

SWARM OF CRANUM RATS

- **Psionic Rupture.** If the swarm of cranium rats takes psychic damage, the swarm must make an Intelligence saving throw with the DC equal to half the damage taken. On a failed save, the swarm's Bite attack deals half as much psychic damage until the end of its next turn. On a successful save, the swarm is immune to this effect for 24 hours.
- **Take Over the World.** A swarm of cranium rats believes they are powerful, domineering forces. If a creature says that they are "just rats" or otherwise alludes to their weak, rat-like demeanor, a swarm of cranium rats must make a DC 13 Wisdom saving throw. On a failed save, the swarm flies into a rage and cannot concentrate on spells until the end of the swarm's next turn. On a successful save, the swarm is immune to this effect for 24 hours.

DEATH KISS

- **Tainted Blood.** If the death kiss drinks blood from a poisoned creature when using its Blood Drain attack, it loses half as many hit points as the damage it dealt instead of regaining them.
- **Fear of Beholderkin.** A death kiss has disadvantage on all Intelligence (Investigation) checks to discern if an illusion of a beholder is real or fake. If it fails the check and believes the illusion is real, it supplicates itself to the illusion and obeys any command it is given, but eagerly looks for the first opportunity to flee.

DERRO

- **Weaker Alone.** If the derro is within 5 feet of an allied derro and is forcibly moved 5 feet or more away from it, the derro becomes frightened of whatever moved it until the end of its next turn.
- **Deference to Strength.** As an action, a creature using telepathy or a *message* cantrip can make a DC 14 Charisma (Intimidation) check to convince the derro that they are stronger than it. If the derro is within 10 feet of an allied derro, this check is made with disadvantage. On a success, the derro uses its reaction to attack the nearest of its allies that it can see. If it cannot reach a creature, it moves up to its movement speed toward its closest ally and attacks it. Once a derro is affected by this weakness it is immune to it for 24 hours.

DERRO SAVANT

- **Only in Darkness.** If the derro starts its turn in sunlight or has taken radiant damage since its last turn, the derro must make a DC 13 Charisma saving throw. On a failed save, it loses its Chromatic Beam and Spellcasting actions until the start of its next turn.
- **Deference to Strength.** As an action, a creature using telepathy or a *message* cantrip can make a DC 14 Charisma (Intimidation) check to convince the derro that they are stronger than it. If the derro is within 10 feet of an allied derro, this check is made with disadvantage. On a success, the derro uses its reaction to attack the nearest of its allies that it can see. If it cannot reach a creature, it moves up to its movement speed toward its closest ally and attacks it. Once a derro is affected by this weakness it is immune to it for 24 hours.

ELDER BRAIN

- **Severed Ties.** A creature who becomes affected by an *intellect fortress* spell can immediately attempt to break free of the elder brain's Psychic Link. A creature who breaks free of an elder brain's psychic link in this way takes no damage from severing the link. A creature affected by the *mind blank* spell is immune to the effects of the elder brain's Psychic Link action.
- **Nothing After Death.** Elder brains are deeply concerned with sustaining themselves by any means possible. As such, if an elder brain cannot cast the *plane shift* spell, all Charisma-based checks made against it have advantage, and the elder brain, as well as any mind flayers connected to its consciousness, have disadvantage on saving throws against being frightened.

GAUTH

- **Go For the Big One.** If a gauth takes 10 or more piercing damage in a single turn, it must make a successful DC 15 Constitution saving throw or lose its Stunning Gaze trait until the end of its next turn.
- **Sustain Me.** Gauths derive their sustenance from magical items and objects. If a creature offers the gauth a magical item, the gauth becomes non-hostile while it is distracted draining the magic from the item. The duration of the distraction depends on the rarity of the magic item, as shown on the Distraction Table below. If the item is a single-use item (such as a scroll or potion), the distraction duration is halved (rounded up).

Distraction Table

| Magic Item Rarity | Duration Out of Combat | Duration in Combat |
|-------------------|------------------------|--------------------|
| Common | 1 minute | 1 round |
| Uncommon | 5 minutes | 4 rounds |
| Rare | 20 minutes | 10 rounds |

GAZER

- **Masterless, Purposeless.** If a gazer sees its master die or become incapacitated by any means, it loses its Aggressive trait and must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A gazer without a master must succeed on a DC 14 Wisdom saving throw whenever one of its allies is killed or incapacitated to avoid the same effect. The gazer can repeat the saving throw at the end of each of its turns to end the effect.

MINDWITNESS

- **Psychic Chain Reaction.** Dealing psychic damage to a mindwitness also damages every creature psionically linked to it through its Telepathic Hub trait. Those creatures must make a successful DC 15 Intelligence saving throw or take half the amount of psychic damage as the mindwitness. A creature can use an action to sever its connection to the Telepathic Hub.
- **Telepathic Orders.** False orders given to a mindwitness via telepathy sometimes confuse the creature and cause it to relay falsities to its allies. A non-allied creature who issues a telepathic order to the mindwitness must make a Charisma (Deception) check opposed by the mindwitness's Wisdom (Insight) check. On a success, the mindwitness unwittingly relays the creature's orders to its allies. On a failed check, the mindwitness learns that someone with ill intent is close by and does not relay the orders.

If you feel something wriggling in your mind, watching your every move, you've got larger problems than just one mind flayer. If you feel something wriggling in your head, you've got a whole different problem.
— Astares Inastrā

MORKOTH

- **Broken Reflections.** If a creature targeted by a spell the morkoth has reflected with its Spell Reflection reaction succeeds on the save or is missed by the attack, the creature may use its reaction to expend a spell slot of equal or higher level to the reflected spell. If they do so, the morkoth becomes the target of the spell once again (rerolling the attack or saving throw).
- **Glinting Distractions.** If a creature presents valuable magical items or treasure to a non-hostile morkoth, the morkoth must attempt a DC 16 Wisdom saving throw. On a failure, the morkoth has disadvantage on all Wisdom checks and its passive Perception is halved for 1 minute as it greedily stares at the wealth before it.

NEOGI

- **Poisonous Reversal.** If the neogi Bites a creature under the effects of antitoxin, the neogi must succeed on a DC 12 Constitution saving throw or take 14 (4d6) poison damage instead of the target creature.
- **Too Much Trouble.** As a bonus action, a creature can attempt a DC 16 Charisma (Deception or Performance) check to try to convince a neogi that it is either not worth enslaving or will be too much hassle if it's enslaved. On a successful check, the neogi must succeed on a DC 14 Wisdom saving throw before targeting the creature with its Enslave action.

NEOGI HATCHLING

- **Poisonous Reversal.** If the neogi Bites a creature under the effects of antitoxin, the neogi takes 3 (1d6) poison damage instead of the target creature.

NEOGI MASTER

- **The Patrons Forsake Me.** If a creature interrupts the neogi's concentration or counters a spell it casts, the neogi must succeed on a DC 14 Wisdom saving throw or lose its Spellcasting and Tentacle of Hadar actions until the end of its next turn.
- **Too Much Trouble.** As a bonus action, a creature can attempt a DC 16 Charisma (Deception or Performance) check to try to convince a neogi that it is either not worth enslaving or will be too much hassle if it's enslaved. On a successful check, the neogi must succeed on a DC 14 Wisdom saving throw before targeting the creature with its Enslave action.

NEOTHELID

- **Heartburn.** If the neothelid takes 15 or more fire damage on a single turn from a creature inside it, the neothelid makes Constitution saving throws to avoid regurgitating swallowed creatures with disadvantage. If the neothelid regurgitates a creature in this way, it cannot swallow any creatures until the end of its next turn.

STAR SPAWN GRUE

- **Blessed Silence.** Creatures with their ears plugged with wax made from the fat of an Aberration are immune to the grue's Aura of Shrieks trait.
- **Discord.** If the grue is subjected to a spell or effect that would have caused it to take psychic damage (before damage immunities), the grue's passive Perception is reduced to 1 for 1 minute. If the spell or effect has no other harmful effects, the grue does not become aware that it was targeted or the position of the creature affecting it.

STAR SPAWN HULK

- **Shattered Mirror.** If the star spawn hulk is covered in an opaque substance, such as paint or blood, the hulk does not benefit from its Psychic Mirror trait. In addition, the hulk becomes vulnerable to psychic damage until the end of its next turn.
- **Guise of the Master.** If a creature consumes a worm from a star spawn larva mage or a piece of tumorous skin from a star spawn seer, it creates an illusory appearance that the hulk perceives as either the larva mage or the seer for 8 hours. The disguise is betrayed if the creature takes hostile actions against the hulk or its allies.

STAR SPAWN LARVA MAGE

- **Burn the Worms.** If a larva mage takes 30 or more fire damage in a single turn it cannot recharge its Plague of Worms action or use its Return to Worms trait until the end of its next turn.
- **Old Memories.** If a larva mage hears memories from its old life as a mortal spoken in its native tongue, it must attempt a DC 15 Intelligence saving throw. On a failed save, the larva mage briefly recalls its old life and freely offers secrets and information about the Star Spawns' master plan. This effect lasts for 10 minutes or until the larva mage has given out 1d4 pieces of information. On a success, the larva mage is immune to this effect for 24 hours.

STAR SPAWN MANGLER

- **Arm to Arm.** The mangler has six arms. If the mangler takes 10 or more slashing damage from a single source, it loses an arm. When using its Flurry of Claws action, it makes a number of Claw attacks equal to the number of arms it currently has. The mangler loses its Multiattack action if it has fewer than two arms. The mangler cannot use its Claw attack if it has no arms. It regenerates its arms after a long rest.
- **Guise of the Master.** If a creature consumes a worm from a star spawn larva mage or a piece of tumorous skin from a star spawn seer, it creates an illusory appearance that the mangler perceives as either the larva mage or the seer for 8 hours. The disguise is betrayed if the creature takes hostile actions against the mangler or its allies.

One star spawn could be an unhappy accident. Two star spawn means you've already lost the war.
— Astartes Instra

STAR SPAWN SEER

- **Ensnare.** If a seer uses its Out-of-Phase Movement trait on a creature holding a piece of star metal slathered in the fat of a star spawn, the seer must make a successful DC 16 Constitution saving throw or lose its Out-of-Phase Movement trait and its Bend Space reaction for 1 minute. The seer can remake the Constitution saving throw at the end of each of its turns, ending this effect on itself with a success.
- **One of Us.** If a creature addresses the seer in Deep Speech and uses the name of its master, the seer has disadvantage on all Wisdom (Insight) checks to tell if a creature is deceiving it. The creature also has advantage on Charisma checks to convince the seer that the creature is an ally, not a threat.

ULITHARID

- **Psionic Overload.** If an ulitharid takes 20 or more psychic damage in a turn it must immediately attempt a DC 16 Intelligence saving throw. On a failed save, it cannot recharge its Mind Blast action or use its psionic Spellcasting, and loses control of any thralls it was dominating until the end of its next turn. These thralls attack the closest creature to them regardless of allegiance.
- **Ambition.** Creatures who offer the ulitharid an opportunity to start its own colony or supplant an elder brain have advantage on Charisma (Persuasion) checks to gain the ulitharid's aid or cease hostilities.



BEASTS

Oh. Hello. Are you an adventurer? I've always wanted to meet one! How many dragons have you slain? Ooooo, do you have any magical items? I'll bet you're really brave! I, uhhh, got lost, you see. I set out from Ahoyhoy a few days ago. Yeah, it's the first time I've left home, so sorry if I seem a bit overly excited. Other than my tortle family, I mostly just talk to the fish and giant lizards from home. Chult is a big place, and boy, do we have some BIG lizards! Oh, so my favorite one we call the apatosaurus—it's got a loooooong neck. So long it can reach the tallest palm trees in the Snout of Omgar. What in the sun-moon cycle is a brontosaurus? Oh, gosh, adventurer, you've got a lot to learn about animals... Maybe I should go first.

Olo Waverider (she/her, lawful good) is a tortle druid from a small island called the Snout of Omgar in southern Chult on Toril. She is a worshiper of Eldath, the Mother of the Waters, and loves to swim and fish. Due to her secluded upbringing, she is a little naive about the wider world, but has a vast detailed knowledge of unusual beasts passed down to her through her family and community teachings. Olo is on a personal quest to find exciting adventurers that she can bring back to her family of ten siblings and fifty-five cousins back in Ahoyhoy.

DOLPHIN

- **Sonar Navigation.** If the dolphin takes thunder damage it must succeed on a DC 10 Constitution saving throw or become stunned until the end of its next turn.
- **Naturally Friendly.** Creatures who can be understood by dolphins, such as Firbolls, Tritons, and creatures under the effect of a *speak with animals* spell can use an action to make a Charisma (Performance) check to charm the dolphins. Creatures have disadvantage if they or their companions are fighting the dolphin, and the condition ends if they or their companions do anything harmful to it.

SWARM OF ROT GRUBS

- **Tastier Meal.** As an action, a creature can place raw meat over the wound of a poisoned creature to lure out the rot grub, allowing them to repeat the saving throw with advantage to end the poisoned condition.

CATTLE

AUROCHS

- **Easily Entangled.** The aurochs' massive horns catch easily on vines, nets, or other similar restraints. The aurochs has disadvantage on saving throws and checks to avoid being restrained by an entangling source, such as a net, the *entangle* spell, or another similar effect.

DEEP ROTHÉ

- **Signal Lamps.** Creatures using the *dancing lights* cantrip to influence deep rothé behavior have advantage on the check.



OX

- **If the Shoe Fits.** Oxen require shoes to ensure healthy feet while carrying loads over long distances. If the ox is not properly shod (2 shoes for each cloven hoof, 8 shoes per ox) it does not gain the benefits of its Beast of Burden trait.

DINOSAURS

BRONTOSAURUS

- **Blocking Bulk.** The brontosaurus's tremendous size allows for creatures to move underneath it and end their turn there. While underneath the body of the brontosaurus, creatures cannot be targeted by the brontosaurus's Tail action and impose disadvantage on the brontosaurus's Stomp action, but automatically take maximum damage (45 bludgeoning damage) and automatically fail the saving throw to avoid being prone if they are hit.

DEINONYCHUS

- **Stabilizing Arm Feathers.** The deinonychus can make either one Bite or one Claw attack while grappled, restrained, or prone.

DIMETRODON

- **Catching the Wind.** The large sail on the dimetrodon's back renders it more easily buffeted by winds. It has disadvantage on saving throws against *gust*, *gust of wind*, and similar spells, and is moved twice as far.

I heard that up at Port Nyanzaru people race each other on the backs of dinosaurs. Sounds fun! Let's hope that there aren't any deinonychus in the jungle that want to race us.

— Olo Waverider

HADROSAURUS

- **Sensitive Spine.** Hadrosaurus's propensity for spinal pathology can cause acute issues. After taking necrotic damage, it must succeed on a Constitution saving throw with a DC equal to the damage taken or its movement speed is halved until the end of its next turn.

STEGOSAURUS

- **Slow Wind Up.** A creature may use their reaction to make a DC 14 Wisdom (Animal Handling or Perception) check to impose disadvantage on Tail attacks against them.

If you don't dodge a tail swipe from the stegosaurus, you'll get hit with the thagomizer. Why is it called that? I guess someone liked the name.

— Olo Waverider

QUETZALCOATLUS

- **Thermal Rider.** The quetzalcoatlus's flight is susceptible to unexpected pockets of hot or cold air. If it takes cold or fire damage, it loses the benefits of its Flyby trait until the end of its next turn.

VELOCIRAPTOR

- **Resonating Chamber.** A creature proficient with a brass or woodwind instrument may use an action to use a velociraptor skull as an improvised instrument to attempt to influence the behavior of nearby velociraptors. The creature makes a Wisdom check contested by the Intelligence check of each velociraptor that can hear them within 30 feet. On a success, the velociraptor suffers the effects of the *confusion* spell until the end of its next turn. While under this effect, the velociraptor does not gain the benefits of its Pack Tactics trait.



CELESTIALS

The planes of everlasting bliss are only such because of those who protect them. You must know of the denizens behind the curtain of darkness that would envelope the cosmos if they could. Through the darkest betrayals and subterfuge they have learned secrets about us that could threaten our existence. That is why I am willing to entrust you with this information, so that you know what we're up against—so that you know how they'll strike. You have put your faith in us, and now we are putting our faith in you. Always remember, trust and faith in others is what sets us apart from them.

Mekhi (he/him, lawful good) was a human sorcerer who ascended to the Upper Planes and became a deva after sacrificing himself for the sake of humanity against the forces of the Lower Planes. Mekhi now walks among mortals, taking the form of common folk, performing small acts of kindness, and inspiring others to do the same. Though he never reveals his true angelic form, his warm golden eyes hint at the truth behind the facade. Mekhi remains worried that evil forces threaten to control the balance of the multiverse. He vigilantly awaits the day for the next generation of heroes to come who may bring balance as the scales of power shift again towards evil.

HOLLYPHANT*

- **Dark Betrayal.** If a creature who the hollyphant believes to be its ally attacks it from within 10 feet of it, the hollyphant's Aura of Invulnerability trait becomes suppressed for 1 minute.
- **Blind Trust.** The hollyphant has disadvantage on Intelligence and Wisdom checks made to see through falsehoods or illusions of someone masquerading as one of their allies or friends.

To betray someone you love is to wound the heart so deeply that the scar could define the very person you become.

— Mekhi



KI-RIN

- **Sanguine Shield.** A creature who drinks the blood of a unicorn is immune to radiant damage dealt by the ki-rin for 24 hours.
- **Faith in Faith.** Creatures who worship a Lawful Good deity (or who masquerade as such by making a successful DC 20 Charisma [Deception] check), have advantage on Charisma checks to influence the ki-rin.



CONSTRUCTS

Krrzrt Salutations, traveler! I am grievously glad to make your acquaintance. Your sudden presence has caused me to experience a heightened awareness of my surroundings and a quickened processing rate. Data indicate that I am synthesizing the emotion known as "shock" or "surprise"—a fascinating experience. Prior synchronous articulations with similarly equipped individuals suggest you are creatures customarily referred to as "adventurers," likely seeking my expertise in programmable protectors, simulated souls, and artificial abominations. Serendipitously, I will be jubilant to acquaint you with my considerable comprehension of constructs once my processing unit has slowed to its normal data distillation rate. Please wait the requisite 53 seconds before promulgating your inquiry.

Designation: **Æ-10**, a.k.a. Ashtyn (he/they, lawful neutral), is a newly sentient AI inhabiting the body of their warforged creator, Ijex, who was killed in the same arcano-tech accident that granted Ashtyn his sentience. As unfortunate as it was to lose a skilled artificer to his own hubris, Ijex programmed Ashtyn with all of his knowledge of engineering and the arcane, but unfortunately neglected to program an understanding of emotion. Despite their struggle to comprehend the complexity of emotion, Ashtyn continues his creator's pursuit to catalog and reverse-engineer every construct found across the multitudinous and varied planes.

CADAVER COLLECTOR

- **Body Snatching.** A creature within 5 feet of the cadaver collector can make a contested grapple check to attempt to remove a corpse from the cadaver collector's body. On a success, the creature pulls the corpse into its space and the number of specters the cadaver collector can summon using its Summon Specters action is reduced by 1. If the cadaver collector already has specters under its control, one of the specters is destroyed.

DUERGAR HAMMERER AND DUERGAR SCREAMER

- **Psionic Overload.** Whenever the duergar hammerer/screamer takes psychic damage, it must make a Constitution saving throw where the DC is equal to 10 or half the damage taken, whichever is higher. On a failed save, the duergar is vulnerable to the triggering damage and makes its next attack at disadvantage. On a successful save, it takes the damage as normal and it may make a Hammer attack against a creature or object within 5 feet of it without using its reaction as it manages to funnel the damage into its Engine of Pain.

HELLFIRE ENGINE

- **Hydrolock.** Large amounts of water can cause the engine to stall or break. If the hellfire engine starts its turn submerged or if it is splashed with 30 or more gallons of water, it must make a DC 20 Constitution saving throw. On a failure, the hellfire engine is hydrolocked and its speed becomes 0. At the end of each of its turns it can



attempt a DC 20 Constitution saving throw, restarting its engine and recovering its movement speed on a success. If the hellfire engine remains hydrolocked at the end of its fourth consecutive turn, it explodes in a shower of steam and molten shrapnel and is destroyed. When it explodes, each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 18 (4d8) slashing damage plus 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

MARUT

- **Censorship.** Creatures within an *antimagic field* are immune to the marut's Blazing Edict. Additionally, if the marut starts its turn inside an *antimagic field* or enters one for the first time on a turn, it must make a Constitution saving throw equal to the spellcaster's spell save DC. On a failed save, the marut is incapacitated and its speed is halved until the start of its next turn.
- **Contractual Obligation.** It is possible, albeit difficult, to alter the contract chiseled into the gold plate in its chest, because if the marut notices the attempt, it reacts with hostility. However, because the marut does not feel pain or any other physical sensation, a creature who the marut does not see and hear may attempt a DC 30 Dexterity check with tinker's tools to change the engraving. If the contract is successfully altered, the marut enforces the new contract, believing it to be the original agreement.

RETRIEVER

- **Signal Jammer.** The retriever's Faultless Tracker trait cannot identify the direction or distance of its target creature if that creature is within 1 mile of the retriever and wearing an *amulet of proof against detection and location* or is under the effects of a *nondetection* spell.

STEEL PREDATOR

- **Vulnerable Targeting Unit.** Normally a steel predator attacks only its programmed target; however, enough damage to its targeting unit (located just underneath the plate on its forehead) causes it to lose its ability to track its original quarry. Instead of targeting the steel predator, an attack can focus on its targeting unit directly (AC 22, 52 hit points, immunity to all conditions, and the same damage resistances and immunities as the steel predator). If the targeting unit is reduced to 0 hit points, it is destroyed and the steel predator perceives all creatures as hostile until the unit is repaired during a long rest.

STONE CURSED

- **Exposed.** When the stone cursed takes 5 or more bludgeoning damage, the obsidian skull inside it is exposed until the start of its next turn. A creature may attempt a contested Strength (Athletics) check to pull the skull out of the stone cursed. On a success, the creature removes the skull and the stone cursed is destroyed. On a failure, the stone cursed can use its reaction to make a Petrifying Claws attack against the creature.
- **Visions of the Past.** If a creature is within 30 feet of a stone cursed and the stone cursed can hear and understand it, the creature can call out the true name of the individual before it was turned to stone and attempt a DC 12 Charisma (Persuasion) check. On a success, that stone cursed becomes incapacitated for 1 minute as it is wracked with vague visions of its past life. The condition ends if the stone cursed takes any damage and if the stone cursed has taken any damage in the past hour, it is immune to this effect.

CLOCKWORKS

- **Sabotage.** Clockwork creatures are highly prone to malfunction. As an action, a creature may make an Intelligence check using tinkers' tools, where the DC is equal to the clockwork creature's Constitution score. On a success, the creature causes the clockwork creature to gain a malfunction (as shown on the Clockwork Malfunctions table below), chosen at random or at the DM's discretion.

Clockwork Malfunctions Table

d8 Malfunction

- | | |
|---|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Faulty Sensors. Roll a d6 at the start of the clockwork's turn. If you roll a 1, the clockwork is blinded until the end of its turn. |
| 2 | Flawed Targeting. Roll a d6 at the start of the clockwork's turn. If you roll a 1, the clockwork makes attack rolls with disadvantage until the end of its turn. |
| 3 | Ground Fault. The clockwork has vulnerability to lightning damage. |
| 4 | Imprinting Loop. Roll a d6 at the start of the clockwork's turn. If you roll a 1, the clockwork mistakes one creature it can see within 30 feet for its creator. The clockwork won't willingly harm that creature for 1 minute or until that creature attacks or damages it. |
| 5 | Limited Steering. The clockwork must move in a straight line. It can turn up to 90 degrees before moving and again at the midpoint of its movement. It can rotate freely if it doesn't use any of its speeds on its turn. |
| 6 | Overactive Sense of Self-Preservation. If the clockwork has half its hit points or fewer at the start of its turn in combat, roll a d6. If you roll a 1, it retreats from combat if possible. Otherwise, it keeps fighting. |
| 7 | Overheats. Roll a d6 at the start of the clockwork's turn. If you roll a 1, the clockwork is incapacitated until the end of its turn. |
| 8 | Rusty Gears. The clockwork has disadvantage on initiative rolls, and its speed decreases by 10 feet. |

CLOCKWORK BRONZE SCOUT

- **Lightning Rod.** When the clockwork bronze scout uses its Lightning Flare action, a creature within 15 feet who is wielding a metal weapon that deals piercing or slashing damage can use their reaction to stab their weapon into the ground. If they do so, that creature and a creature of their choice within 5 feet of them roll their saves against the effect with disadvantage and all other creatures save automatically.

CLOCKWORK IRON COBRA

- **Hypnotic Rhythm.** The enchantment used to bring the clockwork iron cobra to life has also caused it to take on a facsimile of a real cobra's biological instinct to follow movement. As an action, a creature may attempt to captivate any iron cobras within 15 feet of it by performing a mechanical, automaton-like dance. The creature makes a Charisma (Performance) check contested by the iron cobras' Wisdom saving throw. On a failure, an iron cobra is charmed by the creature and its speed is reduced to 0 as it mimics the performance. The creature can continue the performance as long as it maintains concentration (as if concentrating on a spell).

CLOCKWORK OAKEN BOLTER

- **Cut the Line.** While a creature is grappled by the Harpoon action, the rope connecting the grappled creature to the clockwork oaken bolter can be targeted (AC 14, 25 hit points, vulnerability to slashing damage, and immunity to bludgeoning, poison, and psychic damage). The rope is cut through when it reaches 0 hit points, any creature grappled by the oaken bolter is freed, and the oaken bolter cannot use its Harpoon action until it uses an action to load a new harpoon.

CLOCKWORK STONE DEFENDER

- **Ice Weathered.** When the clockwork stone defender takes cold damage, its stone shields become brittle. The next time the stone defender takes 20 or more bludgeoning or force damage from a single attack within 1 minute of receiving cold damage, its stone shields shatter and it loses its Intercept Attack reaction.

DRAGONS

Wiser folk than myself have said that power corrupts. Few are more powerful than a dragon. But despite that power, we've never seen the world in the exclusive control of the scaled titans. Do they exist so far above us that we're to them as ants are to us? I don't know. All I know is that power abhors a vacuum, so I need you to be very sure: if you're asking me to kill a dragon, are you ready for what takes its place?

Tharlos (they/them, lawful neutral) is a topaz dragonborn champion who has fully embraced the call of entropy. Dragons rise up and gain power, and then try to hold it for eons. To Tharlos, the dragons need change as much as the shorter-lived beings of the world. That's when messages arrive, sometimes in the form of a mysterious symbol from Bahamut, a nightmare from Tiamat, or whispers on the psionic winds from Saridor. Other times the message comes directly from those suffering under draconic powers, mortals of the realms from kings to paupers. Whatever form these motes of inspiration take, they drive Tharlos to seek out and end dragons who have overstayed their welcome, as no one is above the judgment of the Gods. At least, until change comes for Tharlos.

Having a strict respect for change, Tharlos is largely a wanderer. They prefer to drift from town to town, village to village, allowing them to observe the changes that go unnoticed by others. Tharlos tries to stay out of the way, understanding that change is inevitable. Even if people suffer now, the power to change things lies within their own domain if there is a cause that draws interest. However, Tharlos isn't above earning a few coins to help that change happen a little sooner, when the opportunity arises and the gods are quiet.

AMETHYST DRAGON*

- **Event Horizon.** If a creature one size larger or smaller than the dragon is within 5 feet of the dragon when it uses its Breath Weapon action, the creature can use their reaction to attempt to slam the dragon's mouth shut. The creature must make an opposed Strength check against the dragon. If the creature succeeds, the dragon's Breath Weapon only targets the dragon, which has disadvantage on the saving throw. If the creature fails, it automatically fails the saving throw against the Breath Weapon, taking the blast head-on.
- **Anything for Magic.** Amethyst dragons are notoriously intelligent, but succumb to irrational thinking when magic items are on the line. The dragon goes to great lengths to bargain for even the most common and cheapest of magical trinkets from another world or plane, provided it doesn't already have one. The dragon has disadvantage on Wisdom checks during such bargains.

CRYSTAL DRAGON*

- **Radiance Within.** While crystal dragons can be difficult to see clearly in bright light, they become easier to see in darkness as their scales shimmer with a starlight glow. The crystal dragon has disadvantage on Stealth checks in darkness, and cannot be obscured by magical or non-magical darkness.



- **Radiant Optimism.** Due to their connection with the Positive Plane, crystal dragons always assume the best in people they meet. If a creature makes a claim about themselves the dragon doesn't otherwise know to be untrue, then it is taken as fact. If the dragon discovers a creature has lied to it, the dragon is no longer affected by this weakness for 24 hours.

DEEP DRAGON*

- **Spore Combatant.** Creatures in an area of strong wind (such as that caused by the *gust of wind* spell) have advantage on saving throws against the dragon's Nightmare Breath, Commanding Spores, and Spore Salvo actions.
- **Secret Keeper.** Every dragon keeps a hoard of treasure to themselves, but deep dragons have a particular love for secrets. The dragon goes to great lengths to bargain for secrets it does not already know. The dragon has disadvantage on Wisdom checks during such bargains.

EMERALD DRAGON*

- **Fascinated By Illusions.** Emerald dragons have a love for storytelling that canny combatants can easily exploit by distracting one with clever illusions. When an emerald dragon fails an Intelligence check or saving throw to see through an illusion spell of 1st level or higher, it loses its reaction as it is distracted by the imagery.
- **Historical Hype.** Emerald dragons are notoriously flighty, but succumb to obsessive desire when items capable of illusion magic or of historical importance are present. The dragon goes to great lengths to bargain for artifacts of historic value, provided it doesn't already have one. The dragon has disadvantage on Wisdom checks during such bargains.

Emerald dragons argue that their existence is more important than others because they're keepers of knowledge. No one benefits when you hoard knowledge.

— Tharlos

GUARD DRAKE

- **Ritual Creation.** Because the drake is the result of a ritual, it is vulnerable to alchemical creations. The drake has disadvantage on saving throws to resist the effects of alchemical devices and hazards, such as alchemist's fire, gunpowder, thrown vials of acid, toxic gas, etc. The creature also has vulnerability to damage caused by these items.
- **Innate Bond.** A creature who disguises their voice or appearance to imitate whoever the drake is bonded to can make a DC 11 Charisma (Deception) check to fool the drake. On a success, the drake becomes charmed by the impostor for 1 hour, as long as the creature maintains the imitation. The effect ends if the creature acts in a way directly harmful to it. When the effect ends, the guard drake sees through the disguise, is no longer charmed, becomes hostile toward the impostor, and cannot be charmed in this way for 24 hours.

JABBERWOCK*

- **Sympathetic Burble.** If a creature who can be heard within 30 feet of the jabberwock makes a successful DC 14 Charisma (Persuasion) check to utter a truly random sounding set of words (such as "This brambleburr boxes doorways wetly, appleking!"), they become immune to the effect of the jabberwock's Confusing Burble trait. Any other speech, including verbal spellcasting components, interrupts this benefit and the creature must immediately make the saving throw.



KOBOLD DRAGONSHIELD

- **Best of the Best.** The kobold dragonshield is pressured by its peers to be a heroic paragon of Koboldkind. A creature can use their bonus action to challenge the dragonshield's honor, causing it to fly into a fury and lose the benefits of its Pack Tactics trait until the start of their next turn.
- **Um, Actually.** Kobolds are experts in all things dragons, particularly their lore. If a kobold dragonshield overhears an incorrect fact about dragons, it must succeed on a DC 10 Wisdom saving throw or use its next action to correct the speaker. The kobold becomes more frustrated each consecutive round that someone tries to reinforce the incorrect fact, and becomes incapacitated for 1 minute, breaking down into tears, after failing the saving throw for the third time. If the kobold succeeds on the saving throw, it becomes immune to this effect for 1 hour.

MOONSTONE DRAGON*

- **Dreamers.** Moonstone dragons are closely tied to the realm of dreams, and this connection works both ways. The dragon has disadvantage on any saving throw against spells or effects that would cause them to go unconscious. In addition, if the dragon is within an area affected by the *sleep* spell, the effect of the spell is determined by half their current hit point total.
- **Emotional Amplification.** Moonstone dragons are exceptionally prone to shifts in their mood due to their substantial ties to the Feywild. Intelligence, Wisdom, or Charisma checks made against the dragon have advantage during a new moon, though they are made with disadvantage during a full moon.

SAPPHIRE DRAGON*

- **Psionic Focus.** All the gemstone dragons possess a level of psionic power, but the sapphire dragons have honed theirs for combat. However, this focus leaves them vulnerable to more subtle mental intrusions. Whenever the sapphire dragon fails an intelligence saving throw, it cannot use its Psychic Step, Spellcasting (Psionics), or Telekinetic Fling actions until the end of its turn.
- **Military Intelligence.** Sapphire dragons are notoriously stalwart, but can be softened up through the offering of items of martial importance. The dragon goes to great lengths to bargain for objects of military value, provided it doesn't already have one. The dragon has disadvantage on Wisdom checks during such bargains.

TOPAZ DRAGON*

- **Unnatural Forces.** Topaz dragons revere the entropy of life and death and are repelled by that which interferes with the natural cycle. While a creature has temporary hit points, they have resistance to damage from the dragon's Breath Weapon.
- **Entropic Guard.** Topaz dragons are notoriously cold and distant, but become instantly animated when items of destruction or creation are available. The dragon goes to great lengths to bargain for any object that creates, animates, or destroys matter, provided it doesn't already have one. The dragon has disadvantage on Wisdom checks during such bargains.

ELEMENTALS

Scraaw. Over here. Not down, you ape-brain, look up! Shhhh, not so loud, they'll hear you. The earth elementals are always listening to you foot-walkers. Oh, you're looking to destroy them, scraaw indeed! I have a few tricks up my wing that might help, but first you need to get out of their domain. Hang on. Scraaw, that's better, hold on tight. So as I was saying, earth elementals listen to you bumbling around on their ceiling and then will swallow you whole if you're not careful. If you're not going to fly, you're going to need to listen to me very carefully if you want to survive. While I hate those earthies more than wasted fish, there's elemental denizens out there that could level one of your land cities or zap me right out of the sky if I wasn't so keenly alert to my surroundings. Scraaw! What was that?

Saleek (he/him, lawful good) is an aarakocra ranger unknowingly originally from the village of Kir Sabal. Rescued from pterafolk at a young age by a reformed Zhentilim bounty hunter, Saleek learned a lot about clinging to the shadows and staying unseen. Seeking to learn more about his heritage and his people's sworn enemies, Saleek spent several years honing his skills in the Underdark among the svirfneblin, uncovering ancient teachings about the Elemental Plane of Earth. Although rather naive about other aspects of the world, particularly social interaction, Saleek is an expert marksman and seeks to honor his people in protecting the world from elemental incursions.

ELDER TEMPEST

- **Eye of the Storm.** Any area affected by a *control weather* or *whirlwind* spell is unaffected by the Living Storm trait and creatures within this area have advantage on Dexterity saving throws against the elder tempest's actions.

ELEMENTAL MYRMIDON, AIR

- **Alternating Current.** If the myrmidon takes 5 or more lightning damage (after resistances) on its turn, it makes its next Flail attack in the direction of the damage taken. If the lightning damage does not originate from a specific direction, the myrmidon makes its first Flail attack with disadvantage.

ELEMENTAL MYRMIDON, EARTH

- **One With The Earth.** The myrmidon has disadvantage on saving throws against the spells *earth tremor*, *Maximilian's earthen grasp*, *erupting earth*, and *earthquake*.

ELEMENTAL MYRMIDON, FIRE

- **Fan the Flames.** While in an area of strong wind (such as that caused by the *gust of wind* spell), the myrmidon's fiery form expands outward around its armor, causing it to lose the benefits of its plate armor and reducing its AC to 14.



ELEMENTAL MYRMIDON, WATER

- **Crystal Lattice.** If the myrmidon takes 20 or more cold damage on a turn, part of its liquid body freezes and expands, causing it to lose the benefits of its plate armor; its AC is reduced to 12 until the end of its next turn.

FIRENEWT WARLOCK OF IMIX

- **Humid Skin.** Once per round, if the firenewt takes 5 or more cold damage, it gains a level of exhaustion. If it begins its turn submerged in lava or hot water, the firenewt loses all levels of exhaustion accrued from this weakness.
- **Faith in Fire.** If the firenewt sees a creature reduce another creature to 0 hit points with fire damage, that creature has advantage on Charisma checks to influence the firenewt.

FIRENEWT WARRIOR

- **Humid Skin.** Once per round, if the firenewt takes 5 or more cold damage, it gains a level of exhaustion. If it begins its turn submerged in lava or hot water, the firenewt loses all levels of exhaustion accrued from this weakness.
- **Military Theocrat.** A creature who displays the ability to cast spells that deal fire damage has advantage on Charisma (Deception) checks made to convince the firenewt that they are part of a cult of evil fire or acting on behalf of Imix.

The only thing worse than an earth elemental is an earth elemental fully covered in plate armor. But keep a keen eye and you can always find the cracks.

— Saleek

FLAIL SNAIL

- **Cracked Shell.** The snail's shell is a Large object with 20 AC, 27 hit points, and immunity to acid, fire, cold, lightning, poison, and psychic damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks. The shell has vulnerability to bludgeoning damage from magical weapons. If the snail's shell is broken, it cannot use its Scintillating Shell or Shell Defense actions, and its Antimagic Shell trait no longer functions. A broken shell loses its magical essence and cannot be used for crafting magical items.

FROST SALAMANDER

- **A Taste for Heat.** The salamander has advantage on attack rolls against creatures within 5 feet of a heat source, such as a forge, campfire, or lit torch. However, while the salamander is within the range of a heat source's warmth (equivalent to the range of the light it provides), the salamander has disadvantage on attack rolls against creatures outside the range of the heat. The salamander's Freezing Breath action immediately extinguishes any open flame within its area of effect.
- **The Right Spot.** Frost salamanders often roll in jagged icicles to scratch their backs for pleasure. A creature on top of the salamander can use an action to scratch the salamander's back with a bladed object. While the creature does so, the salamander is charmed by that creature. The effect ends if the salamander takes any damage or becomes the target of a harmful spell or effect.

GIANT STRIDER

- **Cold Sensitivity.** If the giant strider takes 5 or more cold damage from a single source, it rears back threatening to dismount its rider. A creature riding the giant strider must make a DC 12 Strength (Athletics) check to remain mounted.

LEVIATHAN

- **Ice Breaker.** When the leviathan falls under the effect of its Partial Freeze trait, it gains vulnerability to bludgeoning damage from magical weapons and effects while partially frozen. In addition, the leviathan cannot use its Legendary Resistance against *Otiluke's freezing sphere* and *wall of ice* spells.

PHOENIX

- **Suppressed Incubation.** If the egg-shaped cinder left behind by a dying phoenix is subjected to extreme cold for at least 10 minutes in a day, it takes an additional day to hatch. A *wall of ice* or similar spell with a 10-minute or greater duration that deals continuous cold damage counts as extreme cold for the purposes of this weakness. After 30 days, the duration cannot be extended any further and it hatches after 1d6 days.

ZARATAN

- **Tectonic Shift.** The zaratan's back is considered a point on the ground for the purposes of spells such as *earth tremor* or *earthquake*. The zaratan automatically fails saving throws against these spells, but cannot be knocked prone as a result of a spell targeting a point on its back. The zaratan is considered a structure for the purposes of the damage from the *earthquake* spell when the spell targets a point on its back.



A SORCERER CASTS A MASSIVE EARTHQUAKE UPON THE EARTHEN BACK OF AN ANGRY ZARATAN.

FEY

It's true that it's in our nature to harness chaos and that the most frivolous Feywild denizens are gluttons for gaiety. In an immortal plane of magic and mischief, unceasing boredom is the enemy and impermanence is beautiful whether it's found in crimson blood on the battlefield or a dewdrop on a fresh bloom. The Feywild is a vibrant reflection of its people. Danger and delight lurk down every thorny path and in every wildflower meadow. Your senses will betray you, and your friends might too; the games played by the Courts are intoxicating and cruel.

Just because you don't know the rules don't be so foolish as to think there aren't any. If you feel safe, you're not. Listen for what isn't being said, but don't listen to the siren's call of your name whispered through the woods. Pass through nature without a trace and leave offerings to the local creatures, but offer no one your name. Don't drink the water and don't eat the food. Also, don't become the food.

Aurelia (she/her, chaotic neutral) is a winter eladrin. Once a courtier in the Summer Court, she earned the ire of the Summer Queen and was exiled from the Feywild. To Aurelia, life on the Material Plane is endlessly dull and colorless, so she is happy to speak of home, though her homesickness ensures she remains a winter eladrin. She delights in wordplay and clever tricks, and would rather be paid with a story than silver.

ANNIS HAG

- **Granny's Dearest.** The annis hag values young prey over all others and is drawn to the youngest hostile creature on the battlefield. If the hag starts its turn within 60 feet of a Humanoid creature it can see who has not yet reached adulthood and has 1 or more hit points, the hag must make a DC 14 Wisdom Saving throw. On a failure, the hag has disadvantage on attack rolls against creatures other than that creature and cannot move to a space that would break line of sight with that creature until the start of its next turn.
- **Iron Token-Bound.** The annis hag can be bound to up to three iron tokens at one time. If a creature is holding an iron token and whispers into it while the hag is disguised using a *disguise self* spell, the hag must succeed on a DC 13 Wisdom save or the hag's *disguise self* spell effect ends.

BHEUR HAG

- **Ravenous Cold.** As long as an uneaten corpse of any creature is within 60 feet, the hag has disadvantage on Constitution saving throws to maintain concentration on spells. After using its Horrific Feast action, the hag is immune to this weakness for 1 hour.
- **Weak to Warmth.** If a creature surprises the hag with an unselfish act (such as giving a blanket, food, or similar essential sustenance), that creature has advantage on Wisdom (Insight) checks made to influence or discern something about the bheur hag.



BOGGLE

- **Oil and Water.** If the boggle is submerged in water it must succeed on a DC 13 Constitution saving throw or lose its Oil Puddle actions and Boggle Oil bonus actions for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success.
- **Born from Loneliness.** A creature who is lonely or has lost a loved one in the past 7 days has advantage on Charisma (Persuasion) checks made to influence the boggle. The boggle has disadvantage on attack rolls made against this creature.

DARKLING

- **Uncloaked.** A creature can use their action to make a contested grapple check against a darkling. On a success, the creature pulls off the darkling's cloak, exposing them to any light that is in the area. While without its cloak, the darkling takes 1 point of radiant damage at the beginning of each of its turns, unless it is heavily obscured. The darkling can use an action to make a contested grapple check against a creature in possession of its cloak to put it back on.
- **Cursed.** The darkling has a natural affinity for those who have been exiled from their society or homes. Those creatures have advantage on Charisma (Persuasion) checks made to influence the darkling. A creature can deceive the darkling into believing they have been exiled with a successful DC 11 Charisma (Deception) check.

Court politics are a game for the Fey, but the consequences are brutal and permanent. Dubh Catha and I are examples of a lesson that bears repeating: do not incur the Summer Queen's wrath.

— Aurelia

DARKLING ELDER

- **Glowing Distraction.** While in darkness or dim light, if the darkling elder is exposed to bright light it must make a successful DC 10 Constitution saving throw or become blinded until the end of its next turn. If the darkling elder's saving throw is successful, it is immune to this effect for the next 10 minutes.
- **Summer Queen's Curse.** Fey, creatures with the Fey Ancestry trait, and others associated with the Fey, such as warlocks with archfey patrons, have advantage on Charisma (Intimidation) checks made against the darkling elder because it remembers and fears the original curse that made its kind.

DOLPHIN DELIGHTER

- **Disrupted Echolocation.** If the dolphin delighter takes 5 or more thunder damage in a round, its echolocation is disrupted. On its next turn, it must use all of its movement to move in a random direction before taking its action. To determine the direction, roll a d8 and assign a direction to each die face.
- **Friends in Low Places.** Sea elves, tritons, and tortles have advantage on Charisma (Persuasion) checks made to influence the dolphin delighter because of the historic friendship between their races.

ELADRIN, AUTUMN

- **Forewarned is Forearmed.** If a creature has planned their attack against the autumn eladrin in advance and the eladrin is surprised by combat, it cannot use its Enchanting Presence trait.
- **Goodwill Hunting.** A creature who preemptively surrenders their weapons to the autumn eladrin has advantage on Charisma (Persuasion) checks to influence the eladrin. Additionally, a creature can use their action to lay down their weapons and make a Charisma (Deception, Performance, or Persuasion) check with advantage to de-escalate conflict with the autumn eladrin.

ELADRIN, SPRING

- **Don't Be a Buzzkill.** The spring eladrin delights in revelry and celebration. If the spring eladrin has partied with one or more Fey in the last 24 hours, the spring eladrin has the poisoned condition for the first round of combat.
- **BYOB.** If the spring eladrin is gifted food or alcohol, the creature who gifted the item has advantage on Charisma (Persuasion) made to influence the eladrin until the eladrin's next long rest.

ELADRIN, SUMMER

- **Hothead.** A creature can use its action to make a DC 15 Charisma (Deception, Intimidation, or Performance) check to goad the summer eladrin into a fervor. On a success, the eladrin uses its next turn to make melee attacks against a randomly determined creature within its reach. If there is no creature within the summer eladrin's reach, the eladrin fumes and does nothing on its turn. Once the eladrin is goaded in this way, the eladrin is immune to this effect for 1 hour.

- **No Poker Face.** Creatures who engage the eladrin in a competition or game have advantage on Wisdom (Insight) checks made against the summer eladrin as its emotional intensity makes deceit difficult.

ELADRIN, WINTER

- **Harried by Happiness.** The winter eladrin is brimming with sorrow and filled with melancholy, and the presence of joy unsettles them. If a creature spends its action to laugh or crack jokes, the winter eladrin must succeed on a DC 15 Wisdom saving throw or suffer the effects of the *confusion* spell until the end of its next turn.
- **Fair-Weather Friend.** If a creature succeeds on an opposed Charisma (Persuasion) check against the winter eladrin, the creature can cheer the winter eladrin up. If the creature succeeds by 5 or more, the eladrin is considered charmed by the creature for the next hour. If the check fails by 5 or more the eladrin is immune to this effect for 24 hours. After the winter eladrin's next long rest, it shifts to another season if the creature's check was successful.

HOBGOBLIN DEVASTATOR

- **Unfriendly Fire.** The hobgoblin devastator cannot use its Army Arcana trait on allies that have the frightened condition.
- **O Captain, My Captain!** The hobgoblin devastator is a keen battlefield operative, but must also make quick determinations of hierarchies. Creatures with the soldier background or those who possess a military rank can invoke their status to exert influence over a lower-ranked hobgoblin devastator. A creature who does so gains advantage on Charisma checks made to influence the hobgoblin devastator.

HOBGOBLIN IRON SHADOW

- **Muscle Memory.** Hobgoblin iron shadows have completed endless combat drills and reflexively follow the commands of their superiors. A creature who speaks Goblin can exploit this muscle memory by using an action to call out a one-word command, such as "approach," "drop," or "halt." The hobgoblin iron shadow must succeed on a DC 13 Wisdom saving throw or follow the instruction on its next turn as if it were a *command* spell. If the command is directly harmful to the hobgoblin iron shadow, it has no effect. If the hobgoblin iron shadow succeeds on this save or carries out a command, it becomes immune to this effect for 24 hours.
- **Shared History.** Because of the hobgoblin iron shadow's complete indoctrination and years of dedication and training, it respects others who have put the same level of effort into their chosen values. Clerics, paladins, monks, and those with similar backgrounds such as cloistered scholars have advantage on Charisma (Persuasion) checks made to influence the hobgoblin iron shadow, unless the hobgoblin iron shadow has deemed them untrustworthy. Any creatures the hobgoblin iron shadow perceives as not following a code or opposing its values (often rogues, bards, or those of chaotic alignments) have disadvantage on Charisma (Persuasion) checks made to influence the hobgoblin iron shadow.



KORRED

- **Bristly Nature.** Korreds are proud creatures who are aggressive when insulted, become annoyed by the sounds of mining, and take great offense if anyone attempts to cut their hair without permission. A creature can intentionally offend the korred as an action with a DC 15 Charisma (Intimidation) check; if successful, the korred is drawn to the offending creature. The korred has disadvantage on attack rolls against creatures other than the one who offended them for 1 minute or until the creature is more than 60 feet away or knocked unconscious.
- **Good Hair Day.** The korred takes great pride in their hair, and a creature who compliments the korred's hair has advantage on their next Charisma (Persuasion) check made to influence the korred.

MEENLOCK

- **Torturous Focus.** While within 120 feet of an incapacitated creature, the meenlock has disadvantage on checks to find hidden creatures and loses its Fear Aura as it prioritizes bombarding the creature with telepathic torment.
- **Meaner Than the Meanest.** The meenlock naturally defers to other creatures with telepathy. If a creature communicates with the meenlock telepathically before the meenlock initiates contact, the creature has advantage on Wisdom (Insight) checks made to discern something about the meenlock.

NILBOG

- **Curtain Call.** If a creature uses their action to make a witty joke or satirical performance and succeeds on a DC 15 Charisma (Performance) check, the trickster god shard that inhabits the nilbog is distracted from self-preservation by its amusement. If the nilbog is killed before the performing creature's next turn, it does not possess another goblin and the trickster god shard dissipates.

- **Proud Spirit.** Creatures who treat the nilbog with respect and praise have advantage on Wisdom (Insight) and Charisma (Persuasion) checks made to influence or discern something about the nilbog.

QUICKLING

- **Slo-Mo Spells.** Everything appears slow to a quickling, but actions taken intentionally slowly are almost imperceivable at the pace the quickling moves. If a creature takes the Ready action to ready a spell and releases it immediately before the start of their next turn, the quickling's Evasion trait has no effect for that spell.
- **Quick Chat.** A creature affected by the *haste* spell or who has a movement speed of 60 feet or more can converse with the quickling at the speed it prefers. The creature then has advantage on all Charisma checks made to interact with a quickling.

REDCAP

- **Will to Survive.** The redcap must dip its hat in fresh blood at least once every three days or vanish as if it had never been. This existential threat comes before any immediate threat in battle. When blood is spilled on the battlefield equivalent to 10 hit points of slashing or piercing damage dealt to an enemy in a single round, the redcap must succeed on a DC 13 Wisdom save or use its movement on its turn to reach the blood and its action to dip its hat in it. Once it dips its hat this way, the redcap is immune to this effect for 24 hours.
- **Fresh Blood.** The redcap is driven by the need for fresh blood and demands to be paid for its labors with victims. A creature who offers the redcap one or more future victims has advantage on Charisma checks to influence the redcap.

YETH HOUND

- **Sunlight Hatred.** While in magical sunlight, the yeth hound has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Spells or magic items imbued with magical sunlight deal double damage to the yeth hound.

FIENDS

Few mortals can survive an encounter with a hostile fiend, much less defeat them. I've seen slavering hordes of demons rip mortals apart, and I've watched devout paladins be seduced and corrupted by devils. Despite all that, here you stand, beseeching me for aid in killing my kin. You are quite the bold ones... Well, for the right price, my knowledge can be yours.

I can teach you how to deal with devils or dispose of demons. While they have frittered away with that endless Blood War, I've spent my time learning their secrets. I can even help you eliminate other yugoloths—you'll find my morals quite... flexible.

Now, about what you have to offer...

OSSO'DUUZ (he/him, neutral evil) is an arcanaloth who seeks information and secrets above all else. After a falling out with his former employer, the demon lord Baphomet, he now prefers to spend more time on the Material Plane than most other yugoloths do. A coward at heart, he prefers to meddle in mortal affairs over putting himself in danger on the battlefield. In between advising rulers and manipulating kingdoms, he spends his time skulking through ancient libraries and other places that might hide forgotten knowledge. In exchange for spell scrolls, magic items, or political secrets, Osso'duuuz will share his deep insights of fiendish weaknesses.

Osso'duuuz has two *ioun stones* (awareness and supreme intellect) that lazily float around his head, making him easily distinguishable from other arcanaloths. He also carries a number of rare, high-level spell scrolls. Despite his air of condescension, he is craven and searches for ways to succeed without putting himself in harm's way.

BARGHEST

- **Nightstalkers.** Between the hours of sunrise and sunset or while in an area affected by the *daylight* spell, the barghest loses its Spellcasting action and any spells it had already cast immediately end.
- **Goblin Devourer.** If a creature offers the barghest a goblinoid as a sacrifice, the barghest becomes non-hostile toward that creature and its allies.

FLIND

- **Chaotic Fury.** If the flind misses with all three of its Flail attacks on a turn, it flies into a rampage. Until the start of its next turn, all attacks against it are made with advantage.
- **Pack Alpha.** If the flind has fewer than 30 hit points, a creature can use an action to make a DC 20 Charisma (Intimidation) check to inspire fear in the flind's allied gnoll pack. On a success, any gnolls allied with the flind that witnessed the event become hostile toward it and spend the next 8 hours fighting each other to determine the next pack alpha.



HOWLER

- **Vulnerable Wind-up.** The howler exposes the inside of its mouth when it uses its Mind-Breaking Howl, causing it to gain vulnerability to piercing damage from magical attacks and lose its resistance to piercing damage from nonmagical attacks until the end of its turn. A creature can Ready an action on their turn to make a spell or weapon attack just before the howler uses its Mind-Breaking Howl. A readied attack that deals piercing damage is made with advantage.

STENCH KOW

- **Kow Tipping.** The stench kow has disadvantage on checks or saving throws it makes to avoid being knocked prone.

VARGOUILLE

- **Sound Proofing.** Creatures wearing earmuffs, earplugs, or other similar hearing protection have advantage on saving throws made against the vargouille's Stunning Shriek.

DEMONS

ALKILITH

- **Steady Ringing.** If the alkilith is within 60 feet of the ringing of a Medium or larger bell, the alkilith's form ripples, betraying its False Appearance trait. Additionally, if a creature can hear the ringing of the bell that is within 60 feet, they have advantage on saving throws against the alkilith's Foment Confusion trait.
- **Window Pain.** If a creature casts the *ceremony* spell and chooses the wedding rite within 60 feet of an intact stained glass window with a surface area 100 square feet or larger, any portal originally created by an alkilith within 10 miles closes.

ARMANITE

- **Dim-Witted.** The armanite does not benefit from its Magic Resistance trait on saving throws against enchantment and illusion spells.
- **Indiscriminate Warrior.** If the armanite is not actively fighting another creature, a creature can attempt a DC 15 Charisma (Deception, Performance, or Persuasion) check, goading the armanite to become hostile toward any creatures it can see on a success. On a failure by 5 or more, the armanite becomes hostile only toward the goading creature.

BABAU

- **Weakened Gaze.** Creatures wearing glasses with lenses crafted from star rose quartz have advantage on saving throws against the babau's Weakening Gaze.
- **Worshippers of Graz'zt.** The babau is formed from the blood of Graz'zt, a manipulative demon lord who twists the minds of others. If a creature has an unwilling creature under a charm, the charmer has advantage on Charisma checks made toward the babau.

BULEZAU

- **Weak Aura.** A creature carrying a censer burning incense or rose petals automatically succeeds on saving throws against the bulezau's Rotting Presence trait.
- **Easily Goaded.** If the bulezau is not actively fighting another creature, a creature can attempt a DC 15 Charisma (Deception, Performance, or Persuasion) check, goading the bulezau to become hostile to any creatures it can see on a success. On a failure by 5 or more, the bulezau becomes hostile only toward the goading creature.

DRAEGLOTH

- **Conflicting Nature.** If the draegloth takes 10 or more radiant damage in a single turn, it must succeed on a Wisdom saving throw. The DC is equal to 10 or half the amount of radiant damage taken, whichever number is higher. On a failure, the draegloth suffers the effects of the *confusion* spell until the end of its next turn.
- **Despise Authority.** A creature can show the draegloth a token from its former drow life and make a DC 16 Charisma (Deception or Persuasion) check to convince the draegloth that it is more powerful than those it serves. On a successful check, the draegloth becomes hostile to creatures it was previously allied with for 1 hour. On a failure, the draegloth is immune to this weakness for 24 hours.

DYBBUK

- **Repelled by Faith.** If a creature casts the *shield of faith* spell on a corpse possessed by the dybbuk, the dybbuk must succeed on a Charisma saving throw against the caster's spell save DC or be shunted out of the corpse, ending Possess Corpse. On a failure, the dybbuk cannot use its Possess Corpse action on that corpse until the spell ends.
- **False Corpse.** The dybbuk can be fooled into trying to possess a living creature who is affected by the *feign death* spell or by a living creature who is imitating a dead one by using a disguise kit and remaining motionless.

A creature using a disguise kit must succeed on a DC 14 Intelligence check using the disguise kit to fool the dybbuk. If the dybbuk attempts to possess the living creature with its Possess Corpse action, the action is wasted and the use of the action is expended. The dybbuk cannot be fooled this way again for 24 hours.

MAUREZHI

- **Denied Undead.** The maurezhi cannot use its Revive Ghoul action on a ghoul or ghast that was killed with either fire or radiant damage or had its corpse doused in holy water.
- **Hangry.** If a group of creatures gives the maurezhi a fresh Humanoid corpse to consume, the maurezhi treats that group of creatures as non-hostile for 8 hours or until attacked.

MAW DEMON

- **Held Shut.** A creature who is grappling the maw demon can Ready an action to force the maw demon's jaws shut. If it is still grappling the maw demon when the demon tries to attack, the creature can use its reaction to make a Strength contest against the maw demon. If the creature succeeds, the maw demon is unable to open its jaws and cannot attack or use its Disgorge action until the grapple ends.

Maw demons are great at dinners for getting rid of table scraps. Or unwanted guests!

—Osso'duuuz, arcanoloth

MOLYDEUS

- **Serpenticide.** If a weapon affected by the *holy weapon* spell deals 40 or more damage to the molydeus in a single turn, its snake head is killed and the molydeus cannot use its Snakebite action until it completes a long rest, during which the head regrows.
- **Talk to the Boss.** Creatures who have telepathy can make a contested Charisma check against the molydeus. On a success, the creature can speak directly to the demon lord in command of the molydeus by telepathically speaking through the snake's mind.

NABASSU

- **Filtering Lenses.** Creatures wearing glasses with lenses crafted from aquamarine gems have advantage on saving throws against the nabassu's Soul-Stealing Gaze.
- **The Ultimate Price.** If a group of creatures provides the nabassu with a living Fey or Humanoid tribute whose soul it can devour, the nabassu becomes non-hostile to those creatures for 10 minutes while it devours that soul or until the nabassu is attacked.

RUTTERKIN

- **Lack of Self-Preservation.** A creature within 5 feet of the rutterkin can use the Help action to distract the rutterkin and grant an ally advantage on a melee attack. The attack deals maximum damage if it hits.

"Who's a good boy? Who's a good boy? Who's a good boy? Not you!"
—Osso'duuz, arcanaloth

SHOOSUVA

- **Catch Them by the Tail.** While grappled, the shoosuva has disadvantage on its Tail Stinger attacks.
- **Pack Alpha.** If a creature kills the shoosuva's master and uses an action to eat a bite of its heart, the shoosuva treats the killer as its new master for 1 minute. Afterward, the shoosuva vanishes and returns to the Abyss.

SIBRIEX

- **Unyielding Flesh.** Creatures under the effect of the barkskin spell have advantage on saving throws made against the sibriex's Warp Creature action. Creatures under the effect of the stoneskin spell automatically succeed on saving throws against the effect.
- **Let's Make a Deal.** If a creature offers the sibriex a Rare or rarer magic item in exchange for secrets or the sibriex's flesh warping abilities, it treats the creature and its allies as non-hostile as long as they do not attack the sibriex.

TANARUKK

- **Destructive Nature.** At the start of the tanarukk's turn, if it is missing hit points and cannot reach a hostile creature with its movement and Aggressive action, it makes an attack on a random creature that it can reach on its turn.
- **Bloody Coup.** If creatures free the tanarukk while it is entrapped or otherwise prevented from engaging in its destructive desires, those creatures have advantage on Charisma (Deception or Persuasion) checks to convince the tanarukk to attack its masters.

WASTRILITH

- **Unfouled.** If the wastrilith starts its turn within an area that has been purified by the *purify food and drink* spell since its last turn, it cannot use its Grasping Spout action that turn. In addition, *purify food and drink* ends the corruption of waters from the wastrilith's Corrupt Water trait within the spell's radius. If the wastrilith was in the area affected by the *purify food and drink* spell, its Corrupt Water trait does not befoul water at the start of its turn.
- **Spreaders of Corruption.** The wastrilith becomes non-hostile to creatures who willingly drink water affected by its Corrupt Water trait.

DEMON LORDS

- **Abyssal Clash.** If a sword created by the Mordenkainen's sword spell is within 5 feet of a creature hit by a demon lord's melee weapon attack (such as Baphomet's Heartcleaver attack or Graz'zt's Wave of Sorrow), the creature concentrating on the spell can use their reaction to add 10 to the target's AC, potentially causing the attack to miss.

BAPHOMET

- **Modify Momentum.** When a creature succeeds on a saving throw to avoid being knocked prone by Baphomet's Gore attack, the creature can use their reaction to immediately move up to 10 feet in any direction without provoking opportunity attacks.
- **Abyssal Rivalry.** Creatures who claim to be working against Yeenoghu or his forces, or who are of minotaur descent, have advantage on Charisma (Deception or Persuasion) checks to convince Baphomet to spare them.

DEMOGORGEON

- **Dual Attention.** If Demogorgon takes 30 or more damage from two different creatures within the same turn, attacks made against him have advantage until the start of his next turn. Demogorgon can expend a Legendary Resistance or legendary action to refocus his attention and end this effect.
- **Beyond Madness.** While within an area affected by the *maddening darkness* spell, Demogorgon becomes so consumed by the maddening sounds that he loses his truesight.

FRAZ-URB'LUU

- **Psychic Break.** Because of centuries of past imprisonment, Fraz-Urb'lulu has disadvantage on saving throws against the *mental prison* spell, cannot use his Legendary Resistance against it, and does not benefit from his immunity to the charmed condition against the spell. Instead of making a melee attack to escape the spell's effects, Fraz-Urb'lulu may use an action and expend a Legendary Resistance to repeat the saving throw against the spell.
- **Scar of Imprisonment.** Fraz-Urb'lulu has disadvantage on saving throws against the *forcecage* spell and cannot use his Legendary Resistance against it. While imprisoned this way, creatures have advantage on Wisdom (Insight) checks to detect any lies that Fraz-Urb'lulu tells.

GRAZ'ZT

- **Sixth Sense.** When Graz'zt assumes the form of a Humanoid using his Change Shape action, he has six fingers and six toes on each hand and foot, which betrays his true form.
- **Dark Heart.** The first time Graz'zt sees a creature disguised as Iggwilv, he must make a Wisdom (Insight) check contested by the creature's Charisma (Deception) check or spellcasting DC. On a failure, Graz'zt becomes stunned until the end of his next turn. Once attempted, Graz'zt becomes immune to this ploy for 100 days.

JUIBLEX

- **Alpha Decay.** Juiblex cannot use its Legendary Resistance to succeed on saving throws against the *sickening radiance* spell. If Juiblex fails a saving throw against a *sickening radiance* spell it loses its Regeneration trait until it completes a long rest.
- **Abyssal Rivalry.** Creatures who claim to be working against Zugtmoy or her forces have advantage on Charisma (Deception or Persuasion) checks to convince Juiblex to spare them.



A BARD USES MORDENKAINEN'S SWORD TO PROTECT HER PARTY FROM BAPHOMET'S DEADLY STRIKES.

ORCUS

- **Positive Energy Flood.** If Orcus becomes the target of a *heal* spell, he takes 70 damage instead of regaining hit points. Orcus may use his Legendary Resistance to halve the damage.
- **Names of Power.** If a creature utters the name “Anarchocles” within 60 feet of the *Wand of Orcus*, Orcus cannot use his Conjure Undead or Wand Spellcasting actions for 1 minute. After 1 minute, the wand is immune to this weakness for 100 days.

YEENOGHU

- **Last Laugh.** Yeenoghu cannot use his Legendary Resistance to succeed on saving throws against the *Tasha's hideous laughter* spell.
- **Abyssal Rivalry.** Creatures who claim to be working against Baphomet or his forces have advantage on Charisma (Deception or Persuasion) checks to convince Yeenoghu to spare them.

ZUGGTMOWY

- **Sanctuary from Spores.** Creatures within the area of a *druid grove* spell who have been specified by the druid to be immune from the effects of the grove also have advantage on saving throws against Zuggtmoy’s Infestation Spores and Mind Control Spores actions.
- **Abyssal Rivalry.** Creatures who claim to be working against Juiblex or his forces have advantage on Charisma (Deception or Persuasion) checks to convince Zuggtmoy to spare them.

DEVILS

ABISHAI, BLACK

- **Shadow Master’s Bane.** The black abishai thrives in darkness and strikes from the shadow. If the black abishai is exposed to bright light it must make a successful DC 12 Constitution saving throw or be blinded until the end of its next turn. If the black abishai’s saving throw is successful, it is immune to this effect for the next 10 minutes.
- **Swamp Lord’s Ego.** As a servant of Tiamat, the black abishai understands the hierarchy of her followers and expects to be treated with the same veneration as an ancient black dragon. Lizardfolk, kobolds, and other marsh-dwelling creatures have advantage on Charisma checks made to influence the black abishai while they maintain a subservient demeanor.

ABISHAI, BLUE

- **Light It Up.** If a creature hit by the blue abishai’s Lightning Strike has a spell prepared that deals lightning damage or has a breath weapon that deals lightning damage, the creature can use their spell or feature as a reaction that deals the same amount of damage without expending a spell slot or use of that feature. A creature cannot react to the abishai in this way again until it completes a long rest.
- **Footnotes.** As a seeker of lost lore, the blue abishai seeks to acquire information it finds valuable by any means necessary. Wizards or those with associations with schools, universities, or libraries have advantage

on Charisma (Persuasion) checks made to influence the blue abishai if they offer the blue abishai a previously unknown piece of information.

ABISHAI, GREEN

- **Pernicious Poison.** The green abishai’s immunity to poison does not extend to its own poison, that of another green abishai, or a weapon coated with green abishai poison.
- **Smartest in the Room.** The green abishai considers itself a master manipulator. It seeks the shrewdest opponents and deprecates those who do not have a high Intelligence score. If a creature has an Intelligence score of 10 or lower, the green abishai underestimates them, giving the creature advantage on Charisma (Deception) checks made to influence the abishai.

ABISHAI, RED

- **Draconic Arrogance.** As the most powerful type of abishai, the red abishai expects to succeed. A creature who is immune to the abishai’s Frightful Presence or has succeeded on their save against Power of the Dragon Queen can make a DC 19 Charisma (Deception or Performance) check to feign being charmed. On a success, the creature has advantage on their first attack against the red abishai before the end of their next turn.
- **Enemy of My Enemy.** Like Tiamat, the red abishai is willing to work with a creature it would normally be hostile toward for mutual benefit if it means harming a greater enemy like Zariel. Creatures who suggest such an alliance have advantage on Charisma (Persuasion) checks related to the negotiation.

ABISHAI, WHITE

- **Fiend or Foe.** In a whirlwind of fury, the white abishai cannot always distinguish friend from foe. As an action, a creature can Hide behind one of the abishai’s allies that is their size or larger. On a successful Dexterity (Stealth) check, the creature is not hidden from the abishai but has successfully confused it. The white abishai considers the ally the creature hid behind hostile until the end of its next turn. The abishai cannot be confused this way by the same creature for 24 hours.
- **Conflicting Loyalty.** The white abishai is the least cunning of their chromatic brethren, and their split allegiance to both Asmodeus and Tiamat can be leveraged against them. A creature who succeeds on a Charisma (Deception) check contested by the abishai’s Wisdom (Insight) can convince the abishai that they report to Tiamat. If the creature succeeds, the abishai is charmed by the creature for 1 hour or until the abishai takes damage. On a failure, the abishai is immune to this effect for 24 hours. This weakness does not affect the abishai if it is in combat with the creature.

Abishais... nothing but glorified messengers for Tiamat. You'd think she'd just learn to cast *sending* instead.
—Osso’duuz, arcanaloth

AMNIZU

- **Commander.** Amnizus marshal the legions of the Nine Hells and only maintain a sense of security while lesser fiend-fodder surrounds them. If there are no allied creatures within 60 feet of the amnizu, creatures have advantage on Wisdom saving throws to resist the amnizu's spells and magical abilities.
- **Drill Instructor.** The rules that govern the Nine Hells are important to the amnizu as its role is drilling those rules into new arrivals' minds. If a creature treats the amnizu with respect and shows deference to the hierarchy and societal structure of the Nine Hells, they have advantage on Charisma (Persuasion) checks made to learn more about the Nine Hells and its inhabitants from the amnizu.

BAEL

- **Bloodlust.** The scent of blood, the tearing of flesh, and the cracking of bones spur Bael's lust for carnage, overwhelming all thought and reason. When Bael sees one creature hit another creature (other than himself) for at least 30 slashing or piercing damage in a single round, Bael must expend a legendary action, reveling in the slaughter.
- **No Head for Politics.** Bael's lack of political acumen stymies his ambitions to advance in the Nine Hells, so he welcomes politically savvy mortals into his service to compensate for his own naivety. A creature has advantage on Charisma (Deception or Persuasion) checks made to cease hostilities with Bael if the creature divulges a weakness or secret of a Celestial or Fiend (devil) that has legendary actions.

GERYON

- **Fickle Friends.** Geryon's fervor in battle has limited his ability to collect souls and forge an effective hierarchy, so his allies in combat are susceptible to bribery. If a creature uses an action to offer a *soul coin* to one of Geryon's allies summoned by his Sound the Horn trait, the creature can bribe that ally with a contested Charisma (Persuasion) check. If the creature succeeds, Geryon's former ally becomes non-hostile toward the creature and does not follow Geryon's commands for 8 hours.
- **Stygian Vengeance.** Geryon is locked in an endless struggle with Levistus for control of Stygia. A creature has advantage on Charisma (Deception or Persuasion) checks made to cease hostilities with Geryon if the creature shares a tactical advantage Geryon can use against Levistus or his allies or to solidify his place in the hierarchy of the Nine Hells.

HUTIJIN

- **Mine Mephistopheles.** Hutijin's loyalty to Mephistopheles is legendary and unique in the Nine Hells. Hutijin prioritizes Mephistopheles's safety and his dominion over Cania over his own goals and plans. A creature can use a bonus action to make a DC 22 Charisma (Deception or Intimidation) check to make Hutijin doubt Mephistopheles's safety. On a success, Hutijin uses a legendary action to regain his composure. On a failure, Hutijin is immune to taunts from that creature for 24 hours.
- **Take Me Back.** If a creature successfully casts the *plane shift* spell on Hutijin, transporting him away from Cania, Hutijin agrees to any term of service that gets him back to Cania as quickly as possible, short of an activity that would result in certain death or harm to Mephistopheles's dominion.

MERREGON

- **Identity Theft.** The merregon legionnaire is an unthinking soldier wholly lacking in individuality and identity beyond the markings on its mask, which denote only the commander it serves and the layer of the Nine Hells it protects. If the merregon's mask is targeted by a creature, its AC is 20. If the mask takes 10 or more slashing damage from a single melee weapon attack, the identity markings are rendered unintelligible. A creature can then use a sharp object or weapon to carve their own name into the merregon's mask as an action, and can use a bonus action on each of their turns to command the merregon per the *command* spell. The merregon's original identity markings magically reappear after 1 hour.

MOLOCHE

- **Sentenced to Death.** Long ago, Asmodeus stripped Moloch of his station and sentenced him to death. Though he escaped death, Moloch was rendered nearly powerless by Asmodeus's punishment. A creature can use a bonus action to make a DC 22 Charisma (Intimidation) check during combat to remind Moloch of his past humiliation at the hands of Asmodeus. On a success, Moloch can use one fewer legendary action in that round. On a failure by 5 or more, Moloch has advantage on his next melee attack against the creature.
- **Immutable Desires.** Moloch is demoted to an imp any time he returns to the Nine Hells, and is therefore desperate to gain followers, riches, and armies to reclaim his power. A creature who can offer Moloch a solution to his demotion in rank by offering him a way to gain the Immutable Form trait (such as through a *wish* spell), or otherwise maintain his form in the Nine Hells, has advantage on Charisma checks made to influence Moloch and Moloch considers the creature to be an ally.



NARZUGON

- **Posthumous Paladin.** The narzugon is vulnerable to radiant damage from holy water and a paladin's Divine Smite.
- **Hellish Honor.** The narzugon has carried its twisted sense of honor into the afterlife. Honor-bound creatures have advantage on Charisma (Persuasion) checks made to influence the narzugon when they reference their code of honor or sacred oath.

NUPPERIBO

- **Order Received.** Nupperibos typically unthinkingly obey telepathic commands from their devil superiors. If a creature telepathically instructs the nupperibo to move or take an action, they must attempt a DC 11 Charisma (Persuasion) check. On a success, the nupperibo follows the creature's instructions on its next turn. Creatures who are not Fiends (devils) cannot influence the nupperibo this way again for 8 hours.

ORTHON

- **Counterattack Weakness.** The orthon strikes hard, typically hunting its quarry using its Invisibility Field. When the orthon strikes a creature from invisibility, if it does not have advantage on the attack roll, the target can use their reaction to make a melee attack against the orthon. On a hit, the weapon deals an additional damage die.
- **A Bounty of Bounties.** The orthon's highest loyalty is to its archduke, followed by anyone who promises it a worthy struggle against a deadly foe. A creature who offers to enable the orthon to fight a creature with challenge rating or level equal to or greater than 10 has advantage on Charisma checks made to contract the orthon. The orthon charges a contract fee equal to 100 times the CR of the target creature in gp.

TITIVILUS

- **Coward.** Titivilus is inferior in physical strength and power to most archdevils, and fears physical confrontation above all other threats. If Titivilus takes 30 or more radiant or cold damage from a single creature in a round, he loses his immunity to the frightened condition and cannot use his Frightful Word action for 8 hours.
- **The Devil in the Details.** Titivilus regularly recruits outsiders to deal with problematic devils, to insulate him from criticism about his dealings with Dispater, and to create complications he can solve to reinforce his value in Dis. Titivilus has grown used to being the smartest creature in the room and underestimates creatures from the Material Plane. Creatures from the Material Plane with an Intelligence score of 18 or higher have advantage on Charisma (Deception) checks made to influence Titivilus.

ZARIEL

- **Faltering Fallen.** If Zariel witnesses a creature performing a great act of divine magic, such as a cleric successfully using Divine Intervention, or if she is hit by a creature wielding a *holy avenger* or a weapon affected by the *holy weapon* spell, she is shockingly reminded of her former celestial glory. She must succeed on a DC 26 Wisdom saving throw or be stunned until the end of her next turn.
- **Divine Unawareness.** Zariel possessed the Divine Awareness trait as a solar before succumbing to the corrupting influence of the Nine Hells and falling from grace. Her servants, even Bel, do not lie to her, and her contracts are hard bargained to tell the exact truth in black and white. Creatures have advantage on Charisma (Deception) checks made to convince Zariel of a falsehood, but should fear her retribution when she realizes the deceit. Humanoids who drink a vial of Celestial blood have advantage on all Charisma checks made to influence Zariel for one hour.

YUGOLOTHS

CANOLOTH

- **Severed Tongue.** If a creature does 20 or more slashing damage to the canoloth in a single turn while it has a creature grappled, the canoloth's tongue is cut off and the grapple ends. The canoloth can use an action to grow a new tongue.
- **Forged Contract.** A creature can forge a contract from a higher-ranked yugoloth that releases the canoloth from its current contract and reassigns it to another duty. A creature can use a forgery kit, 200 gp worth of magical ink, and 1 hour of time to create the forged contract, which must pertain to a single specific task related to tracking or guarding. When the contract is presented to the canoloth, it makes an Intelligence (Investigation) check contested against the forger's Intelligence check. If the forger is proficient with the forgery kit, they can add their proficiency modifier to the check. If the canoloth wins the contest, it realizes that the contract is fake. If it fails the contest, it follows the instructions of the contract to the letter.

DHERGOLOTH

- **Easily Ensnared.** The dhergoloth has disadvantage on saving throws and checks made against being restrained from an entangling source, such as by nets, the *entangle* spell, or other similar effects.
- **Poor Attention Span.** If the dhergoloth cannot detect a hostile creature for two consecutive turns, it gives up searching.

HYDROLOTH

- **Smelling Salts.** If a creature is affected by the hydroloth's Steal Memory action, they can take an action to snort a pinch of sea salt. When they do, they can repeat the saving throw to end the effect of Steal Memory. On a failed save, the creature cannot use more salts to repeat the saving throw for 8 hours.
- **Tempted by Memories.** The hydroloth becomes non-hostile toward a group of creatures if one of them willingly offers to fail the saving throw against the hydroloth's Steal Memory action. If a creature fails the saving throw this way, they can still understand their single most-used language and cast spells, and if their Charisma and Intelligence scores are higher than 8, they become 8 instead of 5.

MERRENOLOTH

- **Grounded.** Creatures carrying jars of dirt have advantage on saving throws against the merrenoloth's Fear Gaze and Spellcasting actions.
- **Pay the Toll.** Creatures carrying 10 or more gold coins or a single *soul coin* in their mouth may gain the merrenoloth's ferry services. Creatures carrying 10 or more coins in their mouth cannot cast spells with verbal components. The coins vanish once the merrenoloth delivers them to a new location.

OINOLOTH

- **Treat the Source.** If a creature casts the *greater restoration* spell on the oinoloth, it must make a Constitution saving throw against the caster's spell casting DC. The oinoloth's Magic Resistance trait does not give the oinoloth advantage on this saving throw. If the oinoloth fails the saving throw, it takes 27 (5d10) radiant damage. Additionally, on the oinoloth's next turn, its Claw attack deals half as much necrotic damage, and it can't use the Bringer of Plagues bonus action.
- **Professional Courtesy.** The oinoloth becomes non-hostile to creatures who demonstrate the casting of the *contagion* spell on another creature.

YAGNOLOTH

- **Knock Off Balance.** If the yagnoloth misses with a Massive Arm attack by 5 or more, a creature within 5 feet of the yagnoloth can use its reaction to make a Shove attack, knocking the yagnoloth prone on a success.
- **Arm Wrestlers.** Under most circumstances, the yagnoloth will agree to settle a disagreement by arm wrestling rather than by combat. The yagnoloth challenges a single creature to a series of contested Strength (Athletics) checks; two successive successful checks by either the yagnoloth or its opponent determines the victor. The yagnoloth's large arm grants it advantage on the check, and its opponent has disadvantage unless their Strength score is 20 or higher. If the yagnoloth wins, it breaks its opponent's arm, dealing 23 (3d12 + 4) bludgeoning damage that can't be prevented, and the arm is disabled until that creature is healed to their maximum hit points or until that creature finishes a long rest. If the yagnoloth loses, it treats the winner and their allies as non-hostile.



GIANTS

Plenty of people can tell you tall tales about giants. But if you want the truth, you have to hear it from the giants themselves. Not everybody can get giants to talk. Dlugir and Sofzar would rather eat the average humanoid than have a conversation. That's just how most hill giants are, but it gives all giants and giant-kin a bad name. Oh, wait, I probably shouldn't have gone that far. I wanted to expand my next book to include ogres and trolls, but when I told Jadkos the cloud giant she almost threw me out of her flying castle. See, I know my audience wants to know as much as possible about as many Giant speakers as possible! Guess I just need to write more books.

Dreamspeaker (he/him, neutral) is a goliath warlock of the Great Old One from Icewind Dale. His ancestors supposedly prayed to the frost giant god Thrym for strength before challenging a rival tribe in a game of goatball. When they lost, they blamed “reliance on the evil god” and forbade all contact with giants. Dreamspeaker grew up hearing the stories, but he also remembered being dropped by his clumsy uncle, who routinely hit stray owls when he tried teaching goatball instead of throwing the ball straight ahead, as if he was cursed. Sick of the myths, the young goliath reached out to the stars in search of answers. A voice spoke to him and offered a magical book, which could record giants’ voices, but only if Dreamspeaker wandered the world to interview all kinds of giants. His pact mentor says they love enchanting more books so illustrations of giants pop out and scare unsuspecting readers. Dreamspeaker loves sharing others’ stories so much that he has yet to figure out that an aspect of his mentor lives in every page, gaining power from the audience.

CLOUD GIANT SMILING ONE

- **I Forgot To Lift.** In spending time practicing sleight of hand and deception, cloud giant smiling ones often neglect some aspects of hand-to-hand combat. Creatures may attempt to grapple the giant even if they are normally too small to do so.
- **I Can Do That, Darling.** Cloud giant smiling ones are immensely prideful and cannot resist an opportunity to show off their skills. The giant has disadvantage on Wisdom (Insight) checks against a creature trying to bait it into showing off in some way, such as pursuing treasure into a dangerous lair, stealing from someone, or volunteering to recruit others for a get-rich-quick scheme.

Be wary of giants who want to sing their story, for they will also steal your coin purse. Perhaps that would make a fun tale in itself.
—Dreamspeaker



FIRE GIANT DREADNOUGHT

- **Deflection First.** If the giant takes damage from a ranged spell or weapon attack, it loses defensive focus and suffers a -2 penalty to its AC against melee attacks until the start of its next turn.
- **Forge-Focused.** Creatures such as artificers and any creature proficient with smith’s tools who can show off new smithing techniques have advantage on Charisma checks to gain a peaceful audience with the giant. Additionally, while working at the forge or talking about smithing, the giant is preoccupied and has disadvantage on all Wisdom (Perception) checks.

FROST GIANT EVERLASTING ONE

- **Befuddling Limbo.** A Medium or smaller creature may try to provoke the giant by moving through the giant’s space as a part of their movement and attempting a DC 16 Dexterity (Acrobatics or Performance) check. On a success, the giant is so infuriated by this tactic that it struggles to defend itself, and any attack rolls the creature makes against the giant after provoking it have advantage. On a failed check, the creature loses their balance and all melee attacks against them have advantage until the start of the creature’s next turn.
- **Honoring Veprik.** Frost giants hold onto their position at the top of their social hierarchy by defeating challengers in one-on-one combat. If provoked into a duel by a successful DC 15 Charisma (Intimidation) check, the giant accepts any terms put forward that are achievable, even if unfavorable. For example, the giant agrees to a duel despite being wounded, but does not agree to a duel where only spells can be used to deal damage. Additionally, because it expects an honorable duel, it has disadvantage on all Wisdom checks for the next minute as it flies into a rage immediately. After someone tries to provoke the giant this way, it cannot be provoked again in this way for 24 hours.



MOUTH OF GROLANTOR

- **Nom, nom, NOM?** Although these thin hill giants struggle to keep down food, their gnawing hunger makes them even more voracious eaters. A creature can use an action to present the giant with 10 or more pounds of food to goad its self-destructive behavior. If they do so, on the start of the giant's next turn roll 2d4 instead of 1d10 to determine the result of its Mouth of Madness trait.
- **Fear of the Gods.** These hill giants are frequently imprisoned and maltreated by their own kind as part of religious rituals. A creature wearing a holy symbol has advantage on Charisma or Strength (Intimidation) checks against this giant.

OGRE BATTERING RAM

- **This Thing's Heavy.** If the ogre is hit by an opportunity attack, it must succeed on a Strength saving throw or drop its enormous club. The DC is 8 + the attacker's Strength or Dexterity modifier + the attacker's proficiency bonus. Because of the ram's bulky size, the ogre must use an action to pick it up, and can make one Bash attack as part of that action. If the ogre is not holding the ram, it cannot use its Block the Path reaction.
- **Why No Smash?** These ogres are generally just given a direction and told to smash whatever appears in their path. The ogre must succeed on two Intelligence (Investigation) checks to see through illusions of structures or barriers, instead of just one.

OGRE BOLT LAUNCHER

- **You Move Too Fast, Little One.** The ogre's Bolt Launcher attacks are made with disadvantage against Small or smaller creatures.
- **Just Over the Ridge.** These ogres are used to lugging large pieces of equipment and pay little attention to geography as they eagerly await getting back to shooting. As a result, Charisma (Deception or Intimidation) checks made to order the ogre to a new location have advantage when the location (real or otherwise) has at least five syllables.

OGRE CHAIN BRUTE

- **A Chain and a Hard Place.** If any creature within 10 feet has cover from the ogre when it uses its Chain Sweep action, the ogre must make a DC 14 Strength saving throw. On a failure, after damage is dealt, the ogre embeds its chain in the object providing cover and must spend an action to free the chain before attacking with it again.
- **Such Closeness.** Because the ogre's chains can hit allies as well as enemies within range, the ogre is accustomed to creatures keeping their distance. Medium or smaller creatures who come within 10 feet of the ogre have advantage on Dexterity (Sleight of Hand) checks against the ogre as it is distracted by their approach.

If only I could ride in the howdah. Imagine the private stories!
— Dreamspeaker

OGRE HOWDAH

- **Unsteady Cargo.** If the ogre is knocked prone or Shoved, each creature it is carrying falls into an unoccupied space within 5 feet of it.
- **Stop Backseat Driving.** Even after years of carrying goblins or kobolds on their back, these ogres still have not learned their languages and are sensitive to allies talking behind their backs (literally). Any creature speaking Draconic, Gnomish, or Goblin can use a bonus action to make a DC 11 Charisma (Intimidation) check. On a success, the ogre enters a frenzy, causing it to make its next attack with advantage, but causing all attacks against it to have advantage until the end of its next turn.

STONE GIANT DREAMWALKER

- **What Was That?** Dreamwalkers often hallucinate, or think they hallucinate, when above ground. As a result, the giant has disadvantage on saving throws against illusions and on ability checks to determine whether an illusion is real.
- **That's Not A Dream.** The fluctuating weather on the surface can bring a stone giant dreamwalker out of its dream state and back to reality. If a creature magically summons unusual weather (such as a *gust of wind* or *sleet storm* spell) the giant loses its Dreamwalker's Charm trait until 10 minutes after the magical weather effect ends.

STORM GIANT QUINTESSENT

- **Countering Elements.** These giants have become living storms, as much as they are traditional creatures. As a result, opposing elements are particularly disruptive. If the giant takes fire damage or is subjected to an effect caused by earth-based magic (such as *erupting earth*, *Maximilian's earthen grasp*, etc.), the giant can take one fewer legendary action until its next turn.
- **Calm The Storm.** These giants often cause unintentional hardship to innocent people with the extreme weather conditions that they create near their lairs. A creature can make a DC 18 Charisma (Deception or Persuasion) check to show the giant that its influence of local weather has caused harm to innocent Humanoids. On a success, the giant's guilt prevents it from being able to use its lair actions for 1 hour or until it takes damage.

TROLL, DIRE

- **Overwhelming Hunger.** These trolls grow large and make more arms to attack with by eating other trolls. If a creature uses an action to offer troll meat to the dire troll, the troll has disadvantage on all attack rolls until it uses an action to gather and consume the meat. Once it consumes troll meat this way, it is immune to this weakness for 24 hours.
- **Mystery of Creation.** What causes a troll to turn into a dire troll is a mystery. Dark magics are suspected, but even dire trolls are often unsure of why they do what they do. If a creature tries to convince a dire troll that

they know the secrets of what makes a dire troll, they can attempt a DC 15 Charisma (Deception) check. On a success, the troll remains non-hostile until it or its allies are attacked, or it believes it has learned all it can from the creature.

TROLL, ROT

- **Cursed by the Light.** The troll's necrotic energy can be partially sealed by a burst of radiant energy. If it takes 10 or more radiant damage in a turn, necrotic damage dealt by the troll's traits and attacks is halved until the end of the troll's next turn.
- **Necromancer Means Friend!** These trolls defer to necromancers. If a spellcaster casts a necromancy spell of 3rd level or higher in the troll's presence, it will not become hostile toward the caster or its companions until it or its allies are attacked.

TROLL, SPIRIT

- **Where is Your Body?** Many of these unusual trolls do not realize that they have lost their body and are incorporeal. When a creature hits the troll with a weapon attack, they can forgo dealing damage in an attempt to accentuate how the weapon passes through the troll's incorporeal body. If they do so, the troll must succeed on a DC 15 Wisdom saving throw or take 5 (2d4) psychic damage.
- **Something Calling Me.** These trolls' psychic connection means they have strong superstitions about overpowering emotions coming from various locations. The troll has disadvantage on Intelligence (Investigation) and Wisdom (Insight) checks to see through ploys to convince it that the area it is inhabiting is cursed or haunted.

TROLL, VENOM

- **Emergency Patch Up.** A creature may attempt to cast a *lesser restoration* spell on the troll to stop its Poison Splash trait. The troll must make a Constitution saving throw with a DC equal to the caster's spellcasting DC. On failed save, the troll's Poison Splash trait does not function until it takes an action to restore it.
- **Toxic Sympathy.** Creatures who are diseased or poisoned (from sources other than the troll itself) have advantage on Charisma checks made to avoid hostilities with the troll.



HUMANOIDS

The type of targets I go after are nothin' like your average folk. Sure, they've got the same amount of limbs and organs and soft places but they're also augmented in some way. Be it intense combat prowess or magical ability or even something their people have been biologically gifted with. I've got to know their ins and outs. Everything that makes them tick if I want to put them down.

Taz'Rael Aimery (they/he, neutral) is a half orc/tiefling assassin and comes from a long line of “flesh carvers”: hunters, surgeons, and butchers. After their parents died from the plague, they were passed around between different family members, not because no one wished to keep them, but as a way of showing they were loved deeply by all the family they had left. Quick of mind, he picked up the basics of the trades his family partook in and for some time he thought that he himself might take up one of them as well. But when one of their cousins was killed, they hunted down the perpetrator and put all their training in fleshcarving to work. Rumor has it the investigators still haven't found all the pieces. It was there he realized what he was truly gifted at and the rest is history.

In the many years since he has taken up this profession, Taz'Rael has prided himself in knowing the ins and outs of his targets. Having once been open to assassinating anyone, Taz'Rael now solely specializes in Humanoids that are stronger and harder to reach, preferring them for the challenge they present.

DROW

- **Blinded by Darkness.** If a drow worships Lolth, they are more trusting of those who serve her more closely. If a creature is, or is impersonating, a drow priestess of Lolth, they have advantage on Charisma (Deception and Persuasion) checks against the drow. This only applies to drow who worship Lolth.

DROW ARACHNOMANCER

- **Fiendish Connection.** Due to the drow arachnomancer's connection to Lolth and the Demon Web Pits, the drow is considered to be a Fiend for the purposes of spells and effects that affect Fiends (such as a paladin's Divine Smite).

DROW FAVORED CONSORT

- **Fearful Failure.** If the drow uses its Protective Shield action to cause an attack roll to miss and a subsequent attack hits the target, the drow must make a DC 15 Wisdom saving throw or become frightened until the end of their next turn by what their failure means in the eyes of their lover.

DROW HOUSE CAPTAIN

- **En Garde.** When the drow uses their Parry action to cause a creature's one-handed melee attack to miss, if that creature did not already have advantage, they can choose to reroll the attack. If they do, the creature must



use the result of the new roll, potentially allowing the attack to hit. If the new roll results in a missed attack, the drow may make one Scimitar attack against the creature.

DROW INQUISITOR

- **Spectral Control.** When the drow inquisitor conjures its Spectral Dagger, a creature who is carrying a holy symbol and has the *spiritual weapon* spell on their spell list can use their reaction to attempt to control the Spectral Dagger. The creature can make a check using their spellcasting ability (DC 18); on a success, the creature can control the Spectral Dagger for that turn instead of the drow. On the drow's turn on each subsequent round, the creature can use a reaction to repeat the check to maintain control of the Spectral Dagger.

DROW MATRON MOTHER

- **Punishment for Failure.** When a creature that the drow matron mother has blessed with Lolth's Fickle Favor is reduced to 0 hit points, the matron mother must make a DC 19 Charisma saving throw as she pleads with Lolth to not be punished for the misuse of Lolth's gifts. On a failed save, the matron mother is forcefully polymorphed into a giant spider until the end of her next turn.

DROW SHADOWBLADE

- **Radiant Suppression.** Each time the drow shadowblade takes 20 points of radiant damage from a single source, it can't use its Devil's Sight trait or its Shadow Sword or Shadow Step actions until the end of its next turn as the radiant damage suppresses the shadow demon's essence within it.

You think the shadows belong to you alone? How precious.

— Taz'Rael

DUERGAR

- **Comrades in Torment.** The lives of duergar were forever altered when the mind flayers found them and subjected them to unimaginable torment. Having gone through that, they feel a kinship toward races that have suffered the same fate. Duergar, gith, grimlocks, kuo toa, ogres, quagoths, and troglodytes, or creatures who successfully impersonate them, have advantage on Charisma (Persuasion) checks to find a place to hide, rest, or recuperate among them, unless they've shown themselves to be a danger to them.

DUERGAR DESPOT

- **Searing Flesh.** The metal parts grafted onto the duergar makes them susceptible to heated metal. The duergar is vulnerable to fire damage from the *heat metal* spell.

DUERGAR KAVALRACHNI

- **Bucked Off.** If a creature hits a female steeder's eye (AC 16) with an attack, it tries to buck the duergar kavalrachni off its back. The duergar must make a DC 12 Dexterity saving throw or be thrown off and knocked prone. The creature must declare their intent to hit the eye before the attack roll is made.

DUERGAR MIND MASTER

- **Vulnerable Mind.** When the duergar mind master becomes the target of an enchantment spell, the caster may target another duergar within 60 feet of the mind master to become affected by the mind master's Mind Mastery action. If the other duergar fails their saving throw against the effect, the caster may designate the terms of the effect.

DUERGAR SOULBLADE

- **Forceful Push.** When a creature uses the *shield* spell to successfully cause the duergar's Soulblade attack to miss, the duergar is pushed 15 feet backwards by the force of their own attack.

DUERGAR STONE GUARD

- **Phalanx Evaluation.** When an ally within 5 feet of the duergar stone guard dies, the stone guard must make a DC 12 Wisdom saving throw or spend their next turn reevaluating the battle situation and repositioning themselves for an advantageous strike. The duergar stone guard cannot take the Multiattack action until the end of its next turn.

DUERGAR WARLORD

- **Psychic Backlash.** When a creature who is immune or resistant to psychic damage is hit with the Psychic-Attuned Hammer, the duergar warlord must succeed on a DC 13 Intelligence saving throw or take psychic damage equal to the damage rolled with its hammer.

DUERGAR XARRORN

- **Supercooled.** When the duergar xarrorn takes 5 or more cold damage on a turn, its super-heated Fire Lance cools rapidly and fire damage from the xarrorn's actions is reduced to 0 until the xarrorn takes an action to repair its weapon.

GIFF

- **Impact Detonation.** When the giff takes 20 points of bludgeoning or fire damage in a single attack, or is knocked prone, there is a 50 percent chance their fragmentation grenade is detonated by the impact and centered on the giff's location.
- **Explosive Incentive.** Creatures have advantage on Charisma (Persuasion) checks to convince the giff to help with a plan that involves the use of explosives.

GITHYANKI

- **Respect the Rank.** The militaristic nature of githyanki society has instilled a sense of respect for fellow military members. Soldiers of non-hostile groups are treated with more respect than their counterparts. Creatures who possess a military rank can invoke their status to exert influence over lower-ranked githyanki, gaining advantage on Charisma checks to requisition simple equipment or mounts for temporary use.

GITHYANKI GISH

- **Astral Stalkers.** The first time the githyanki uses its Astral Step bonus action after taking at least 20 points of psychic damage, it must make a DC 18 Wisdom saving throw. On a failure the githyanki does not reappear until the start of its next turn and takes 21 (6d6) psychic damage as psionic creatures from the Astral Sea converge on the psychic residue and ravage the githyanki.

GITHYANKI KITH'RAK

- **Losing Face.** When the githyanki misses an attack or fails a saving throw within 15 feet of another githyanki, they are wracked with shame and self-loathing, and must make a DC 14 Wisdom saving throw. On a failed save, the githyanki must subtract a d4 from each attack roll and saving throw it makes within the next minute. The githyanki can repeat the save at the end of their turn (subtracting a d4), ending the effect on a success.

GITHYANKI SUPREME COMMANDER

- **Astral Stalkers.** The first time the githyanki uses its Astral Step bonus action after taking at least 20 points of psychic damage it must make a DC 18 Wisdom saving throw. On a failure the githyanki does not reappear until the start of its next turn and takes 21 (6d6) psychic damage as psionic creatures from the Astral Sea converge on the psychic residue and ravage the githyanki.

GITHZERAI

- **We Don't Talk About Illithids.** If a creature provides information about the whereabouts of 1 or more mind flayers to the githzerai, they have advantage on the next Charisma check they make to influence the githzerai.

GITHZERAI ANARCH

- **Psychic Strain.** If the githzerai anarchist takes 35 points of psychic damage in one round, it must make a DC 18 Intelligence saving throw. On a failed save, the anarchist loses the benefits of its Psychic Defense trait as it is bombarded with psychic energy. As a result, its AC drops to 15 until it uses an action to calm its mind and restore the trait.

GITHZERAI ENLIGHTENED

- **Temporal Reverberation.** When a creature uses the shield spell to successfully deflect the githzerai's Temporal Strike action, the githzerai must make a DC 16 Wisdom saving throw or be stunned until the end of its next turn as it is shunted back and forth through time.

KOBOLDS

KOBOLD INVENTOR

- **Precarious Inventions.** Kobold inventors are often in a rush when creating their inventions, and are therefore not very careful in their construction. The next time the kobold uses a Weapon Invention action after taking 10 or more bludgeoning damage, they must make a DC 12 Intelligence check. On a failure, the invention's poorly constructed nature, coupled with the damage, destabilizes it, and the effects of the Weapon Invention activate, either targeting the kobold or centering the effect on the kobold's space.
- **Curious Tinkerers.** The kobold inventor is always interested in perfecting its craft. Artificers or creatures proficient with tinkerers' tools who give the kobolds tips on how to improve their traps or inventions have advantage on Charisma (Persuasion) checks to gather information from the kobolds.

KOBOLD SCALE SORCERER

- **Dragon Slayer.** Being imbued with the magic of the dragon they serve not only bolsters the kobold scale sorcerer but also makes them vulnerable. The kobold is considered to be a Dragon in addition to a Humanoid for the purposes of effects that cause harmful effects to Dragons (e.g., weapons of slaying or a ranger's Favored Enemy).
- **Blood of the Dragon.** As a kobold blessed by the touch of a dragon, the kobold scale sorcerer feels a kinship to others who have draconic heritage. Kobolds and dragonborn, and those who successfully impersonate either one, have advantage on Charisma (Persuasion) checks when interacting with this kobold.

I once had to go after a notorious tortle thief, quick as hell. Two frost bombs and that thief couldn't even move. Their end was the quick part.
— Taz'Rael

GRUNGS

- **Dry Skin.** When the grung takes fire damage greater than or equal to the amount shown on the Dry Skin table below, they have disadvantage on attack rolls for $1d4 - 1$ (minimum 1) rounds.

Dry Skin Table

| Grung Type | Fire Damage |
|---------------------|-------------|
| Grung | 2 |
| Grung Elite Warrior | 12 |
| Grung Wildling | 6 |

GRUNG

- **Grovel.** Grung see themselves as superior to most if not all other creatures. Creatures who acknowledge this and grovel at their feet, as if the grung is far superior to them, have advantage on Charisma (Persuasion) checks to de-escalate hostile situations.

GRUNG ELITE WARRIOR

- **Warrior Solidarity.** Grung elite warriors recognize warriors from their stance and how they carry themselves. Creatures proficient with a martial weapon have advantage on Charisma (Persuasion) checks to influence the grung.

GRUNG WILDLING

- **Primal Pact.** As creatures blessed with primal, druidic magic, grung wildlings recognize this magic in others. Characters touched by primal magic (such as Path of the Storm Herald barbarian, Nature Domain cleric, druids, Oath of the Ancients paladin, and rangers) have advantage on Charisma (Persuasion) checks to negotiate safe passage through the grung's territory.

TORTLES

- **Curious Travelers.** The curiosity of tortles leads them to travel for decades at a time, always wanting to learn more about how others live. Because of their voracious desire to consume the knowledge of others, they often overlook falsehoods hidden within the grandiosities of stories. Tortles have disadvantage on Wisdom (Insight) checks to detect falsities told during a tale of adventure.

TORTLE

- **Cold-blooded.** When the tortle takes 5 or more points of cold damage in one turn, it must make a DC 12 Constitution saving throw. On a failure, its movement is reduced to zero and it is unable to take reactions until the end of its next turn.

TORTLE DRUID

- **Attuned to Nature.** Tortle druids are attuned to nature in a way that allows them to call upon its wrath. However, this attunement also allows the tortle druid to be hurt in the same manner as nature. Spells, weapons, and abilities that deal additional damage to Plant-based targets deal additional damage to the tortle druid as well.

SHADAR-KAI

- **Mournful Existence.** Eons of exposure to the influence of the Shadowfell has left the shadar-kai joyless and mournful, so they treasure those who are able to bring any modicum of joy to their lives. Creatures who succeed in making a shadar-kai laugh have advantage on Charisma checks against the shadar-kai for the next 24 hours.

SHADAR-KAI GLOOM WEAVER

- **Bereft of Shadows.** While the shadar-kai gloom weaver is in an area of light created by the *daylight*, *dawn*, *sunbeam*, or *sunburst* spell, it has a -3 penalty to all attacks as the shadows from which it strikes are eradicated.

SHADAR-KAI SHADOW DANCER

- **Sorrowsworn Hunter.** If the shadar-kai uses its Shadow Jump bonus action and has taken 15 or more necrotic damage since the end of its last turn, it must make a DC 15 Wisdom saving throw. On a failure, the shadow dancer does not reappear until the start of its next turn and takes 15 (4d6) necrotic damage that it can't resist, as sorrowsworn from the Shadowfell converge on the necrotic residue and ravage the shadow dancer.

SHADAR-KAI SOUL MONGER

- **Tethered Soul.** When a creature who was reduced to 0 hit points by the shadar-kai soul monger is healed, the soul monger takes damage equal to half the amount healed, as the connection between the soul monger and the downed creature lingers. The soul monger can end this connection as an action, but loses half the temporary hit points it gained from its Soul Thirst trait.

NPCs

ARCHDRUID

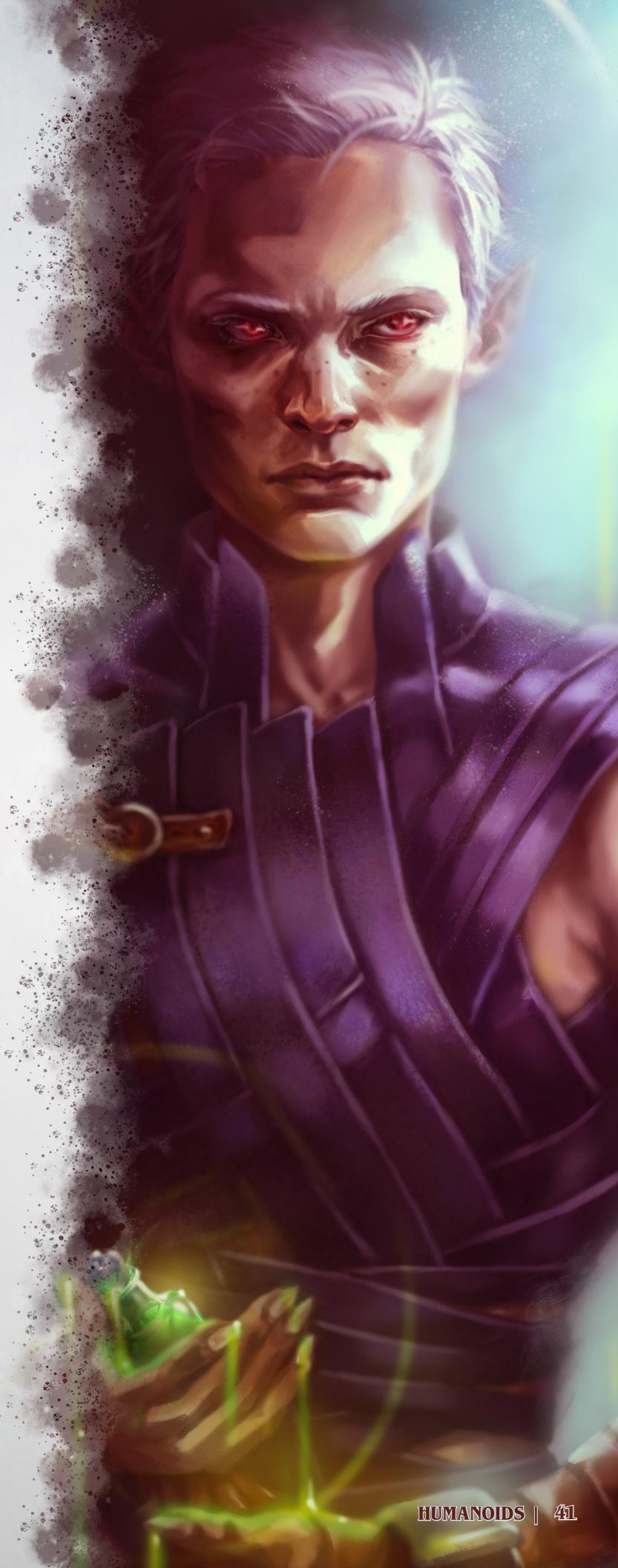
- **Empathic Bond.** If one of the archdruid's Beast, Fey, or Plant guardians dies within 120 feet of the archdruid, the druid makes attack rolls with disadvantage until the end of their next turn. During this time, other creatures have advantage on saving throws against spells the archdruid casts.
- **One with the Grove.** Creatures have advantage on Charisma (Intimidation) checks to influence the druid when threatening an animal or location sacred to the druid.

ARCHER

- **Farsighted.** When the archer is surprised, melee attack rolls against the archer are made with advantage.
- **Competitive.** Creatures have advantage on Charisma checks to convince the archer to take a bet or a competition.

Archers are my favorite prey. Always so focused on what's in front of them.

— Taz'Rael





Silence isn't golden. It's red.

— Taz'Rael

BARD

- **All Talk.** When the bard is unable to speak or is under the effects of a *silence* spell, they are also frightened. While frightened this way, the bard's speed becomes 0. The bard can make a DC 13 Wisdom saving throw at the end of each of their turns, ending the frightened condition on a success.
- **Adoration.** Bards love the spotlight. Creatures have advantage on Charisma checks to convince the bard of a course of action if admiration by other people is at stake.

BLACKGUARD

- **Oathbreaker.** If a creature uses a bonus action to read the sacred oath that the blackguard broke, the blackguard has disadvantage on the next saving throw they make within 1 minute.
- **Sacrilege.** If a creature who worships a Good-aligned deity performs an act that would be sacrilegious to their faith, that creature has advantage on Charisma checks to get help or information from the blackguard.

CHAMPION

- **Overconfident.** When the champion uses their Indomitable trait a second time, they have disadvantage on their next saving throw.
- **Reputation.** A creature with a military record or who has proven themselves in fighting pits has advantage on Charisma checks to gain information from the champion.

MARTIAL ARTS ADEPT

- **Routine.** Martial arts adepts are often heavily reliant on the single fighting style in which they have meticulously trained. A creature proficient with martial weapons can use an action to make a DC 14 Intelligence (History) check to study the adept's technique. On a success, the creature gains a +2 to its AC against attacks made by the adept.
- **Respect.** A creature who defeats the martial arts adept in a sparring match has advantage on Charisma checks to gain the adept's aid in defeating a greater foe.

MASTER THIEF

- **Distracted by Shiny Things.** A creature can use a bonus action to attempt to distract the master thief by flashing a hint of wealth or treasure. The master thief must make a Wisdom saving throw opposed by the character's Dexterity (Sleight of Hand) check. On a failed save, the master thief becomes distracted and cannot use its Uncanny Dodge reaction until the end of its next turn.
- **Thief's Ego.** A master thief has a romanticized reputation that even they have come to believe. If a creature makes a successful DC 13 Charisma (Deception or Persuasion) check to stroke the master thief's ego, the thief gives one of their calling cards to the creature. Once the check is made, the master thief is immune to this weakness for 24 hours.

SWASHBUCKLER

- **Flourish.** A creature who hits the swashbuckler with a one-handed melee attack can use a bonus action to make a contested Charisma check against the swashbuckler. On a success, the swashbuckler cannot use their Lightfooted bonus action as they attempt to overperform their own signature flourish.
- **For the Thrill.** Creatures have advantage on Charisma checks to persuade the swashbuckler into a course of action that would increase their notoriety.

WAR PRIEST

- **Shielded by Faith.** A creature who succeeds on a check to grapple the war priest can instead grab and remove the priest's holy symbol if it is being worn or carried openly. While without their holy symbol, the war priest cannot use their Spellcasting action to cast anything besides cantrips. The war priest can retrieve its holy symbol by succeeding on a check to grapple the creature in possession of it.
- **Come All Ye Faithful.** A creature who wears a holy symbol of the war priest's god, carries a blessing from the god, or carries a recommendation from a respected leader of their faith can present this as evidence of divine favor, causing the war priest to become non-hostile until hostile actions are taken against them or their faith.

WARLOCK OF THE ARCHFEY

- **Planar Patron.** The warlock has disadvantage on saving throws against spells that would send them to another plane of existence (such as *banishment*). If the warlock is not returned to its previous plane when the spell ends, it cannot return via any other means short of a *wish* spell until the warlock's next long rest.
- **Tongue-Tied.** Warlocks of the Archfey are accustomed to getting away with mischievous endeavors. If a creature catches the warlock in a lie with a successful Wisdom (Insight) check and calls the warlock out, the flustered warlock cannot use its Spellcasting to cast spells that are not at will for 1 minute.

WARLOCK OF THE FIEND

- **Final Word.** If the warlock takes radiant damage, they cannot use their Fiendish Rebuke reaction until the end of their next turn.
- **Angelic Anathema.** The names and language of the enemies of Fiends temporarily interrupts the warlock's connection with its patron. If the warlock is tricked into speaking Celestial words, reading text written in Celestial, or uttering the proper name of a Celestial creature, the warlock cannot cast spells for 1 minute.

WARLOCK OF THE GREAT OLD ONE

- **Planar Patron.** The warlock has disadvantage on saving throws against spells that would send them to another plane of existence (such as *banishment*). If the warlock is not returned to its previous plane when the spell ends, it cannot return via any other means short of a *wish* spell until the warlock's next long rest.
- **Speaking My Language.** A creature has advantage on Charisma checks made to influence the warlock if they speak in Deep Speech or use telepathy.

WARLORD

- **Challenge Accepted.** A warlord cannot ignore a challenge to their authority. A creature can use a bonus action to make a DC 15 Charisma (Intimidation) check to challenge the warlord's position and command. On a success, the warlord has disadvantage on attack rolls against other creatures for 1 minute or until the creature is reduced to 0 hit points. The warlord has advantage on the save if the creature challenging them does not have a military background. The warlord cannot be affected by more than one creature at a time. On a failure, the warlord is immune to this weakness for 24 hours.
- **Kinship.** Creatures with the soldier background or those who possess a military rank can invoke their background to influence the warlord. A creature who does so gains advantage on Charisma checks against the warlord.

WIZARD, APPRENTICE

- **Stress.** If the apprentice is frightened, they cannot use their Arcane Burst or Spellcasting actions.
- **Curiosity.** Creatures who try to goad the apprentice into trying something of magical nature they've never done before, or offer them access to magical information, have advantage on Charisma checks against the wizard.

WIZARD, ABJURER

- **Not Enough.** When the abjurer uses their Arcane Ward action to reduce damage and the target takes 10 or more damage (after the reduction), the abjurer must succeed on a Wisdom saving throw, where the DC is equal to the damage taken. On a failed save, the abjurer becomes frightened of the creature that dealt the damage. The abjurer can repeat the save at the end of each of their turns, ending the effect on a success.
- **Paranoia.** Creatures have advantage on Charisma (Deception) checks to convince the abjurer that they or someone they are protecting is in danger.

WIZARD, CONJURER

- **Bonded Creature.** If a creature summoned by the conjurer is reduced to 0 hit points within 120 feet of the conjurer, the conjurer makes attack rolls with disadvantage until the end of their next turn. During this time, other creatures have advantage on saving throws against spells the conjurer casts.
- **Planewalker.** Because conjurers often travel from plane to plane, they have a more flexible perception of reality. Creatures have advantage on Charisma (Deception) checks to convince a conjurer that something about their place or time is different from reality.

I like hunting mages. They always think that they're holding all of the cards. What they fail to understand is that I'm holding all the cards... and the knives.

— Taz'Rael

WIZARD, DIVINER

- **Didn't See That Coming.** While the diviner is surprised in combat, all actions taken against them are made with advantage and the diviner has disadvantage on saving throws.
- **Don't Mess With Fate.** A creature who supports their reasoning with an *augury* spell or similar divinatory magic has advantage on convincing the diviner to follow a course of action. A creature can feign the casting of such a spell with a successful DC 16 Charisma (Deception) check to reveal a false outcome.

WIZARD, ENCHANTER

- **Twinkle in the Eye.** Unless surprised, a creature can avert their eyes at the start of their turn to avoid the effects of the enchanter's Instinctive Charm. If the creature does so, they can't see the enchanter until the start of their next turn, when they can choose to avert their eyes again.
- **Everybody Loves Me.** A creature who succeeds on a saving throw against a charm effect cast by the enchanter can make a DC 14 Charisma (Performance) to pretend to be under the enchanter's influence. On a success, the enchanter believes that the creature was successfully charmed until that creature acts against their wishes.

WIZARD, EVOKER

- **Outdone.** If a creature that the evoker can see casts an evocation spell and makes a higher damage roll than the evoker's last use of their Sculpted Explosion action, the evoker becomes fixated on outshining their opponent. The next time the evoker would roll to recharge its Sculpted Explosion, it uses its action to recharge the ability without requiring a roll.
- **Firebrand.** Creatures have advantage on Charisma (Persuasion) checks to convince the evoker to follow a course of action where a key component is using their Sculpted Explosion action.

WIZARD, ILLUSIONIST

- **Just an Illusion.** The illusionist has disadvantage on their saving throw against the first transmutation spell cast against them in combat, as they mistake feats of transmutation to be realistic illusions. Once affected by this weakness the illusionist is immune for 24 hours.
- **Trade Secrets.** If a creature contacts the illusionist in writing using the *illusory script* spell, that creature has advantage on any Charisma check made to influence the illusionist with that writing.

WIZARD, NECROMANCER

- **Hallowed Harvest.** If the necromancer takes 10 or more radiant damage in a single round they are unable to use their Grim Harvest reaction until the end of their next turn.
- **Too Ghoul for School.** Undead creatures and those who have been brought back to life in the last 10 days have advantage on Charisma checks to interact with the necromancer.

WIZARD, TRANSMUTER

- **Common Magic.** As a reaction, a creature can discern which spell the transmuter is casting with a successful Intelligence (Arcana) check, where the DC is equal to 10 + the spell's level.
- **Fool's Gold.** No transmuter can resist learning about a possible new way to turn lead into gold. If a creature succeeds on a DC 15 Intelligence (Arcana) or DC 13 Charisma (Deception) check to present a plausible solution, they have advantage on further Charisma checks made to influence the transmuter.

MONSTROSITIES

Hush now. Your screaming is only going to make them angry...

Bad luck being here when I decided to drop by. I'm doing you a favor anyhow. The monstrosities created in this laboratory would render you into a bloody pulp if you actually got close to one. Don't tell me you thought the cages would protect you! How adorably naive.

Most mages who dare to challenge what they do not yet understand don't often live to see their own discoveries' full potential. Their hubris leads to mistakes that run amok in this world for little adventurers like you to clean up if you're brave or stupid enough. However, I know these humanoid-made horrors are only a taste of what can be achieved. I know what must be made with these unsavory magics, and I will be the one to bring it to life.

Now... would you like to see what a true monstrosity looks like?

Elapinae O'Hannah (she/they, neutral evil) is a yuan-ti nightmare speaker who sports green and purple scales along her serpentine lower half and snake-like hair, accented by her golden eye and coiling serpent tattoo running through her left eye. Elapinae is afflicted with visions of a god that has yet to exist. They are compelled to create this being with their own hands, unsatisfied with the typical yuan-ti monstrosities. Elapinae now travels the world, infiltrating laboratories, stealing biomancer secrets, and experimenting with horrifying transmutation magics in an attempt to create the vision she is haunted by in her own nightmares.

ASTRAL DREADNOUGHT

- **Demiplanar Detonation.** If the last action a dreadnought made was a Bite attack or Donjon Visit, a creature can make an improvised thrown weapon attack (range 10/20) with a *bag of holding*, *handy haversack*, or *portable hole* against the dreadnought. On a hit, both the magical item and the demiplane are destroyed. Any creatures or objects inside the demiplane are teleported to a random location on the Astral Plane. The dreadnought can no longer take the Donjon Visit legendary action and its Bite attack no longer sends creatures to the Demiplanar Donjon if they are reduced to 0 hit points or incapacitated.

BANDERHOBB

- **Distorted Connection.** A banderhobb exists only to serve its specific purpose, generally hunting and killing a target. A creature within 5 feet of the banderhobb can use an action to make a DC 17 Intelligence (Investigation) or Wisdom (Perception) check to locate the object the banderhobb is utilizing with its Resonant Connection trait; if that creature succeeds on an opposed Strength (Athletics) check, they can wrestle the object from the banderhobb, causing the banderhobb to forget its purpose and begin to melt into tarry goo. At the end of each of its turns, while it is no longer in possession of the object, the banderhobb's movement speed is reduced



by a cumulative 10 feet. If its speed is reduced to 0 feet this way, the banderhobb is reduced to 0 hit points and becomes a puddle of goo and shadow.

CATOLEPAS

- **Heavy Head.** Creatures on top of or at least 5 feet directly above the catolepas have advantage on saving throws against its Death Ray action. A creature grappling the catolepas who makes a successful Shove attack against it can point its head at the ground rather than shoving it, making the catolepas unable to use its Death Ray action until the end of its next turn.

CAVE FISHER

- **Boozy Blood.** Because of the alcoholic content of its blood, a cave fisher that is targeted by a *purify food and drink* spell or other spell that removes the poisoned condition must make a Constitution saving throw against the spellcaster's DC. On a failure, the cave fisher takes 36 (8d8) necrotic damage and loses its Flammable Blood trait until it completes a long rest. On a successful save the spell has no effect.

CHITINE

- **Bad Vibrations.** Chitines have the ability to sense anything in contact with a web with which they are also in contact, including the web itself. If a creature casts a spell that deals thunder damage while both the caster and the chitine are in contact with the same web, the caster has advantage on attack rolls against the chitine and the chitine has disadvantage on saving throws against the spell.
- **Work Before Play.** Chitines often have specific jobs and tasks they must perform throughout the day. If the chitine is working on a task, a creature can make a DC 12 Charisma (Persuasion) check to indicate that its presence will not impede or damage the chitine's work. On a success, the chitine and its allies are not hostile toward the creature for as long as they remain unobstructive.

CHOLDRITH

- **Bad Vibrations.** Choldriths have the ability to sense anything in contact with a web with which it is also in contact, including the web itself. If a creature casts a spell that deals thunder damage while both the caster and the choldrith are in contact with the same web, the caster has advantage on attack rolls against the choldrith and the choldrith has disadvantage on saving throws against the spell.
- **Peerless Perception.** Choldriths share command over chitines, but don't always agree with one another, even within the same colony. Creatures have advantage on Charisma (Deception or Persuasion) checks to convince a choldrith that it should be the sovereign and should conspire against the other choldrith within its colony.

DEEP SCION

- **Reminders of the Past.** All deep scions were Humanoid once. In response to the deep scion making an attack, a creature can use a reaction to make a DC 13 Charisma (Persuasion) check to shout a memory that the scion would have had before becoming a monstrosity. On a success, the scion must subtract a d4 from its attack roll as it painfully recalls its past. Once attempted, the scion is immune to this weakness from that creature for 1 hour.
- **Sea Through.** Deep scions consider the ocean their home. A creature who has the sailor background or is experienced in seafaring makes Wisdom (Insight) checks to see through the scion's humanlike form of its Change Shape action with advantage.

FROGHEMOTH

- **Curious Solution.** A creature swallowed by the froghemoth can use an action to empty the contents of a potion into its gullet, causing the froghemoth to immediately make a DC 20 Constitution saving throw with disadvantage, regurgitating all swallowed creatures on a failure. On a success, the froghemoth gains the effects of the potion.

GIRALLON

- **Follow the Leader.** Despite their predatory nature, a girallon ceases to be hostile if the leader of its band decides not to be. Creatures may attempt to parlay with a girallon chieftain by presenting an offering of 100 pounds of food and making a DC 14 Wisdom (Animal Handling) check. On a success, the girallon chieftain and its subordinates become non-hostile to the creature and its allies until those creatures take hostile actions against the girallons.

GNOLL FLESH GNAWER

- **Gotta Go Fast!** If the gnoll uses its Sudden Rush action to move out of melee range with another creature, that creature can use its reaction to attempt to trip the gnoll with a Shove attack. If the attack hits, the gnoll has disadvantage on checks and saves against being knocked prone until the start of its next turn.
- **Stand Up Individual.** Before the gnoll is dealt damage in a hostile situation, a creature can make a DC 12 Charisma (Performance) check to tell a joke to amuse the gnoll. On a success, the gnoll spends its turn laughing.

On each of the creature's turns, it can repeat the check to hold back the gnoll's aggression. If the creature makes 3 successful checks in a row, the gnoll is overcome with laughter and becomes indifferent toward the creature and its allies for 10 minutes or until threatened or attacked.

GNOLL HUNTER

- **Wicked Barbs.** A creature within 5 feet of the gnoll who is proficient in the Medicine skill can use a bonus action to remove the barbs from its arrows, ending subsequent movement speed reductions caused by its Longbow attack.
- **Stand Up Individual.** Before the gnoll is dealt damage in a hostile situation, a creature can make a DC 12 Charisma (Performance) check to tell a joke to amuse the gnoll. On a success, the gnoll spends its turn laughing. On each of the creature's turns, it can repeat the check to hold back the gnoll's aggression. If the creature makes 3 successful checks in a row, the gnoll is overcome with laughter and becomes indifferent toward the creature and its allies for 10 minutes or until threatened or attacked.

GRAY RENDER

- **Gray Matters.** The gray render wants nothing more than to have an intelligent master to serve. Whenever a creature casts a spell of 4th level or higher that forces the gray render to make a Wisdom or Intelligence saving throw and it fails, the caster may make a DC 16 Charisma (Persuasion) check to convince the gray render that it should be its new master. If successful, the gray render acts as the creature's ally—but does not necessarily obey it—for 1 hour.

KRAKEN PRIEST

- **Lightning Rod.** If the priest uses its Thunderbolt action while grappled by a creature who is holding a weapon that deals piercing damage, the creature can use its reaction to cause the priest to take lightning damage equal to that of its target.
- **Kracked the Code.** Kraken priests treat their undersea masters as divine, but their faith may waiver if the kraken's immortality is called into question. A creature has advantage on Charisma (Intimidation) checks against the priest if they present evidence that suggests krakens are not immortal (such as a severed body part or historical record).

KRUTHIK, ADULT

- **Restrictive Scales.** A Medium or smaller creature who successfully grapples the kruthik can choose to mount it instead. The kruthik has disadvantage on attack rolls against a creature riding it. A creature riding the kruthik takes 2 (1d4) piercing damage at the start of each of their turns.
- **Alarm Tap.** Creatures proficient with a percussion instrument can make a Wisdom check using a percussion instrument to imitate an "alarm" tap or an "all clear" tap. Any kruthiks that can hear the performance must make an Intelligence check contested by the creature's Wisdom check to determine the legitimacy of the signal.

AN ALCHEMIST DISCOVERS THE FROGHEMOTH'S CURIOUS SOLUTION WEAKNESS.



KRUTHIK HIVE LORD

- **Down the Hatch.** When it uses its Acid Spray action, the kruthik exposes its mouth, becoming vulnerable to piercing damage until the end of its turn.
- **Alarm Tap.** Creatures proficient with a percussion instrument can make a Wisdom check using a percussion instrument to imitate an “alarm” tap or an “all clear” tap. Any kruthiks that can hear the performance must make an Intelligence check contested by the creature’s Wisdom check to determine the legitimacy of the signal.

KRUTHIK, YOUNG

- **Cannibalistic Tendencies.** Having eaten their nest mates fairly recently, young kruthiks more readily revert to cannibalism than the adults. Young kruthiks that fall to 4 or fewer hit points regard other young kruthiks as hostile and are perceived as food by other young kruthiks.
- **Alarm Tap.** Creatures proficient with a percussion instrument can make a Wisdom check using a percussion instrument to imitate an “alarm” tap or an “all clear” tap. Any kruthiks that can hear the performance must make an Intelligence check contested by the creature’s Wisdom check to determine the legitimacy of the signal.

LEUCROTTA

- **Cruel Delight.** Leucrotta like to torture their prey, delighting in their pain. When a creature is hit by one of the leucrotta’s attacks, they can use their reaction to make a DC 12 Charisma (Performance) check to make an exaggerated cry of pain and anguish. On a success, the leucrotta subtracts a d4 from its attacks against that creature until that creature is reduced to 0 hit points as it attempts to hear more screams by drawing out the fight.
- **One’s Own Scent.** The leucrotta cannot use its sense of smell to perceive creatures that are mimicking the stench of a leucrotta.

MEAZEL

- **Shifting Shadows.** When a meazel uses its Shadow Teleport action to move to a space within 10 feet of a creature who is wielding a bullseye lantern or similarly narrow light source, that creature can use a reaction to make a DC 13 Dexterity (Sleight of Hand) check to move the light source, shifting the shadow away from themselves. On a success, the meazel teleports to a location of the creature’s choice within 10 feet of the creature.
- **Oh, the Misery.** A creature can attempt a DC 13 Charisma (Persuasion) check to try to validate the meazel’s bad mood and twisted ideals. If successful, the meazel becomes non-hostile towards the creature for 1 hour or until threatened.

NAGPA

- **Clueless Corrupter.** If a creature successfully saves against the nagpa’s Corruption bonus action, they can make a DC 21 Charisma (Deception) check to fool the nagpa into believing that the creature is under its control. On a success, the creature has advantage on attack rolls against the nagpa and the nagpa has disadvantage on Dexterity saving throws to avoid spells and effects created by the creature until the end of the creature’s next turn. Once the creature acts against the nagpa’s command, the nagpa no longer believes that the creature is charmed by it and it is immune to this weakness for 24 hours.
- **Raven Queen’s Regards.** Any creature who is or is disguised as an agent of the Raven Queen has advantage on Charisma (Intimidation) checks against the nagpa.

SEA SPAWN

- **Dried Up.** If the sea spawn takes 10 or more fire damage, it begins suffocating until it submerges itself in water.

SHADOW MASTIFF

- **Fetch Fakeout.** While shadow mastiffs are terrifying monstrosities from the Shadowfell, they are still dogs. If the mastiff sees a bone or ball (illusory or real) tossed within 30 feet of it, the mastiff must succeed on a DC 10 Wisdom saving throw or use its movement on its next turn to attempt to retrieve the object. The save is made with advantage if the mastiff has taken any damage within the last minute and automatically succeeds if it has been damaged by the perceived thrower.

SHADOW MASTIFF ALPHA

- **Top Dog.** A creature who has heard the shadow mastiff alpha at least once can make a DC 16 Wisdom (Animal Handling) or Charisma (Performance) check to mimic the shadow mastiff's Terrifying Howl action. If successful, all shadow mastiffs that can hear the mimicry become confused at the sudden presence of another alpha and must make a DC 11 Intelligence saving throw. On a failure, a shadow mastiff spends its turn searching for the other alpha. The shadow mastiff can repeat the saving throw at the end of each of its turns, ending the effect on a success. This effect lasts for 1 minute or until the alpha uses its own Terrifying Howl again. Once this is attempted, all shadow mastiffs affected by this are immune to it for 24 hours.

SKULK

- **Familiar Reflections.** Skulks share a vague likeness with their summoners. If a creature is able to see the skulk while it is in an area of bright light, the creature can attempt a DC 14 Wisdom (Insight) check to identify a physical feature that the skulk shares in common with its summoner.

SORROWSWORN, ANGRY

- **True Nuisance.** A creature can use a bonus action to taunt the Angry, forcing it to make a DC 14 Wisdom saving throw. On a failed save, the Angry has disadvantage on attacks against other creatures until the end of its next turn. On a successful save, the Angry is immune to taunts by that creature for 24 hours.
- **Argumentative.** The Angry has two heads, which don't always get along. A creature can attempt a DC 18 Charisma (Persuasion) check to goad one of the heads into fighting with the other by exploiting any conflicting ideals or convincing one that it is better than the other. On a success, the Angry's passive Perception becomes 11 while it bickers with itself for 1 minute.

SORROWSWORN, HUNGRY

- **Metabolic Motion.** The Hungry has disadvantage on saving throws made against the *ray of sickness* spell and the *slow* spell.
- **Be Our Guest.** If offered food created by the *create food and water* spell, the Hungry must succeed on a Wisdom saving throw (DC equal to the spellcaster's spell save DC) or use its action on each of its turns to devour the

food while the food remains. The hungry can consume 45 pounds of food in 1 minute. If the hungry takes any damage during this time, it is immune to this weakness for 1 hour.

SORROWSWORN, LONELY

- **Messy Breakup.** The Lonely's Harpoon Arm can be attacked (AC 20) and is destroyed if it takes any amount of slashing damage. Destroying a Harpoon Arm deals no damage to the Lonely, but frees any grappled creatures. The Lonely can extrude a replacement arm as a bonus action on its next turn.
- **Imaginary Friend.** The Lonely just wants someone around who won't die in its embrace. If a *major image* or similar spell is cast to create an illusory creature that the Lonely believes is real, the Lonely's passive Perception becomes 1 for the duration of the spell.

SORROWSWORN, LOST

- **Blind Panic.** While the Lost is blinded, it is also frightened of whatever or whoever blinded it.
- **No Way Home.** The Lost just wants to find its way. If a creature gives the Lost a compass cut from a topaz gemstone, the lost follows the compass needle north unless it is harmed or until it reaches impassable terrain.

SORROWSWORN, WRETCHED

- **False Life Force.** A creature with temporary hit points from a *false life* spell is invisible to the Wretched until they make an attack or cast a spell within 60 feet of it.

STEEDER, MALE AND FEMALE

- **Pheromonal Response.** Creatures can use the scent of steeders of the opposite sex to influence one another. Such scents may be created by the harvested extract of steeders, an artificial alchemical concoction, or spells such as *druidcraft* or *prestidigitation*. If a steeder detects the scent of a steeder of the opposite sex, it must make a DC 15 Wisdom saving throw. On a failed save, a **female steeder** must use all of its movement to aggressively approach the origin of the scent, seeking a mate and a meal. On a failed save, a **male steeder** becomes frightened of the source of the scent. The steeder can repeat the saving throw at the end of each of its turns, ending the effect on a success.

TLINCALLI

- **That Stings.** When the tlincalli misses with a Sting attack roll, a creature grappling it can use their reaction to make a contested Strength (Athletics) check to hold down the tlincalli's tail. If the grappling creature succeeds, the tlincalli cannot make Sting attacks until it is no longer grappled.
- **Threat Assessment.** If a creature presents a trophy from a local threat of CR 6 or greater that the tlincalli would recognize, the creature has advantage on Charisma checks to convince the tlincalli that fighting them is not worth the risk of death.

*Now imagine if they had claws and even more stingers! I'm saving that idea for later.
— Elapinae*

TRAPPER

- **Opportunistic Squeezing.** When a creature is hit by the trapper's Smother attack, they may use their reaction to hold their breath (see "Suffocating," chapter 8, *Player's Handbook*). At the start of the creature's next turn, the creature may choose to expel all of their remaining breath, gaining advantage on checks made to escape the grapple that turn.

XVART

- **Mousiness.** When a creature reduces another creature to 0 hit points, they can use their reaction to attempt a DC 10 Charisma (Intimidation) check to cause a xvart within 60 feet that can see them to be frightened of them for 1 minute. Once attempted, the targeted xvart is immune to this weakness for 24 hours.
- **Sewer Kin.** Raxivort, the creator of the xvarts, had a love for vermin. If a creature is or has a companion with them that is a rat or a bat, they have advantage on Charisma (Persuasion) checks to negotiate and gain information from the xvart if the conversation is framed in a way that indicates the vermin is calling the shots.

XVART WARLOCK OF RAXIVORT

- **Sacred Sewers.** If the xvart targets a creature who is disguised as or made to resemble a bat or rat, the xvart must make a DC 10 Wisdom saving throw. On a failed save, the xvart must chose a new target or lose the attack or spell. This doesn't protect the creature from area effects, such as the explosion of a *fireball* spell. If the disguised creature attacks the xvart, the xvart is immune to this weakness.
- **Sewer Kin.** Raxivort, the creator of the xvarts, had a love for vermin. If a creature is or has a companion with them that is a rat or a bat, they have advantage on Charisma (Persuasion) checks to negotiate and gain information from the xvart if the conversation is framed in a way that indicates the vermin is calling the shots.

YUAN-TI ANATHEMA

- **Headstrong.** Whenever the anathema takes 25 or more slashing damage in a single turn, one of its 6 heads dies. For each missing head, its Flurry of Bites action deals 3 (1d6) less damage.
- **Big Headed.** The ultimate goal of the anathema is to achieve godhood. If a creature offers the anathema 1000 gold, treasure worth that amount, or captives, the creature has advantage on Charisma (Deception and Persuasion) checks against it, as they feed into what it believes it needs to achieve godhood.

The other yuan-ti don't see my vision. They can transmute their forms into effigies of false gods all they wish, but I will surpass them all someday soon.

— Elapinae

YUAN-TI BROODGUARD

- **Egg-Watchers.** If a yuan-ti broodguard sees a creature destroy one or more yuan-ti eggs, the broodguard must succeed on a DC 13 Wisdom saving throw or become frightened of any non-broodguard yuan-ti it can see, as it fears for its life, having failed at its one duty.
- **Poisoned Past.** Broodguards were Humanoid once and their dormant memories of that time can be exploited. If a creature shows the broodguard a token of its past life as a Humanoid, the creature can attempt a DC 13 Charisma (Persuasion) check. On a success, the broodguard becomes distracted with the memories that suddenly return and it abandons whatever orders it was previously given for 1 minute. The check is made with disadvantage if the broodguard has taken any damage within the last hour.

YUAN-TI MIND WHISPERER

- **Brain Freeze.** If the yuan-ti takes 10 or more cold damage from a single source, it cannot concentrate on spells until the end of its next turn.
- **Praise the Sun.** If a creature casts a spell of 3rd level or higher that creates bright light and proclaims that they are a follower of Sseth, the creature has advantage on Charisma (Deception) checks to convince the mind whisperer that they are an ally.

YUAN-TI NIGHTMARE SPEAKER

- **Playing God.** Nightmare speakers receive nightmarish visions from Dendar the Night Serpent, which they believe to be prophecies they must carry out. If a creature casts an illusion spell on the nightmare speaker in the form of a vision sent by their deity, the caster can make a DC 14 Charisma (Deception) check before the nightmare speaker makes a saving throw against the effect. If successful, the nightmare speaker does not gain the benefits of its Magic Resistance trait when attempting to save against the illusion.
- **As Foretold.** Creatures have advantage on Charisma (Deception) checks to trick the nightmare speaker into believing the results of a fraudulent *augury* spell if snake bones worth at least 25 gp are used as the material component.

YUAN-TI PIT MASTER

- **Forced Action.** Pit masters are careful in their planning for world domination, but they may lose that caution if they believe that their goals are threatened. A creature can spend a bonus action to attempt a DC 15 Charisma (Intimidation) check to goad the pit master into reckless behavior by commenting on the failures of the yuan-ti empire. If successful, the pit master makes attacks against that creature with advantage, but attack rolls against it are made with disadvantage until the start of the goading creature's next turn.
- **Unworthy Sacrifice.** The pit master makes Humanoid sacrifices to the god Merrshaulk, but not every sacrifice is worth it. A creature can roll a DC 17 Charisma (Performance) check to act pathetically and convince the pit master that they are not even worthy of being acknowledged by them or their god.

OIZES

They smell like stagnant water. That's the first thing I always notice about oozes. Not the fresh salt of the ocean or the briny scent of the sea, but that heavy, pungent odor of a long-dormant swamp. And trust me, I know water. I was reborn in it, given the powers I was granted when a pirate crew left me for dead on a deserted island. It was the sea that saved me. The sea and... The Great Eye. But that's a story for another time. You came here to hear about oozes, didn't you? Look out for dampness, especially moisture that seems unnatural, rising and sliding, making the hair on the back of your neck stand on end. Oozes tend to undulate, like a pirate flag in the breeze, but without the airy, ethereal feel. They're slick, slimy creatures that blend in with their surroundings. Sometimes they're see-through and viscous; other times, they're dingy and opaque. But they always smell of chemical rot, muck, and mire. Trust your nostrils, even when you can't trust your eyes.

Saffira (she/her, chaotic neutral) is a tiefling warlock of the Fathomless. She was born in a fishing village in the Nelanther Isles. Craving adventure, she ran away from home at the first opportunity. But when she chose the wrong ship and crew to trust with her coming-of-age journey, she ended up fighting for her life on a deserted island. There, Saffira was rescued by what she calls The Great Eye—a one-eyed ropy, black tentacle of an unimaginable scale. Along with her warlock abilities, The Great Eye gifted her a magical 10-foot-long tentacle she named Dave, who is never far from her side.

OBLEX SPAWN

- **Flammable Gas.** If the oblex is not in a well-ventilated area (such as the outdoors) and takes 5 or more fire damage from a single source, there is a 25 percent chance that the hydrogen sulfide gas it exudes is ignited, dealing 5 (2d4) fire damage to the oblex and each creature within 5 feet of it. Once triggered, the oblex is immune to this weakness for 24 hours while the gas builds up again.

OBLEX, ADULT

- **Flammable Gas.** If the oblex is not in a well-ventilated area (such as the outdoors) and takes 10 or more fire damage from a single source, there is a 25 percent chance that the hydrogen sulfide gas it exudes is ignited, dealing 18 (4d8) fire damage to the oblex and each creature within 10 feet of it. Once triggered, the oblex is immune to this weakness for 24 hours while the gas builds up again.
- **Severed Tether.** A creature can use its action to make a DC 15 Intelligence (Investigation) or Wisdom (Perception) check to search for the tether between the oblex and its simulacrum. On a success, the creature may specifically target the tether instead of the oblex with attacks, spells, or abilities. The tether shares the statistics of the oblex, but has AC 19, 1 hit point, and immunity to piercing, poison, and psychic damage.



OBLEX, ELDER

- **Flammable Gas.** If the oblex is not in a well-ventilated area (such as the outdoors) and takes 20 or more fire damage from a single source, there is a 25 percent chance that the hydrogen sulfide gas it exudes is ignited, dealing 26 (4d12) fire damage to the oblex and each creature within 15 feet of it. Once triggered, the oblex is immune to this weakness for 24 hours while the gas builds up again.
- **Severed Tether.** A creature can use its action to make a DC 18 Intelligence (Investigation) or Wisdom (Perception) check to search for the tether between the oblex and its simulacrum. On a success, the creature may specifically target the tether instead of the oblex with attacks, spells, or abilities. The tether shares the statistics of the oblex, but has AC 21, 1 hit point, and immunity to piercing, poison, and psychic damage.

SLITHERING TRACKER

- **Unholy Origins.** The slithering tracker counts as Undead for the purposes of a paladin's Smite and effects that turn Undead.

Dave has mixed feelings about oozes. He gets a little slap-happy with them when they misbehave.

— Saffira

PLANTS

24th of Elaint 1491 DR. The small fungal creature gestured excitedly through the jungle thicket. Hiss—tap tap—hiss. I wasn't quite sure what it was trying to tell us. The foliage here was dense, but seemed devoid of danger. "I didn't think we'd be needing to talk to plants today. Maybe we should try again tomorrow?" said Olo. I knew she was right, but we could reach the abandoned fortress of Ras Nsi before sundown and the archaeologist in me was anxious.

Hsstta, as we were coming to call it, was growing agitated, elongating its arms and pantomiming some sort of conversation between its spindly hands.

"Let's go! What's the worst that could happen?" exclaimed Sunny, the perpetually optimistic rock gnome. Before I could grab him, the worst happened. A cloud of spores erupted from a nearby yellow flower and Sunny froze in place. It was only a moment later that his tiny form had been completely swallowed by the thorny maw of the gigantic plant. Hsstta slapped its face and stretched its cheeks in frustration as we rushed in to save the lad.

—From the Journal of Yutmus Treasurehead

Hsstta [HISST-tuh] (it/it, neutral) is a vegepygmy shaman from a village called Detrita near the Nsi Wastes in eastern Chult. It is responsible for organizing the hunters of the village who travel in numbers to take down large beasts like dinosaurs to both feed the village and allow for creation of new vegepygmies through russet mold. Hsstta has an intimate knowledge of plants both dangerous and medicinal. Hsstta is happy to demonstrate important features of plants to adventurers who help its village hunt. Adventurers who can cast a *speak with plants* spell will find Hsstta to be a wealth of information.

CORPSE FLOWER

- **Indigestion.** A creature within 5 feet of the corpse flower can target a corpse within it with a *gentle repose* spell. If the corpse flower attempts to Digest a corpse under the effects of gentle repose, it immediately ejects the corpse in a random unoccupied space within 10 feet of it.

VEGEPYGMY

- **Dazzling Flames.** When the vegepygmy sees an open flame within 60 feet of it on its turn, it must succeed on a DC 10 Wisdom saving throw or spend its turn cautiously approaching the fire in amazement. On a successful save, the vegepygmy is immune to this weakness for 24 hours.
- **Budding Friendship.** If a creature helps the vegepygmy infect and kill a Beast, Giant, or Humanoid with russet mold, the vegepygmy is charmed by the creature for a number of days equal to the number of vegepygmies that spawn from the corpse: one from a Small corpse, two from a Medium corpse, four from a Large corpse, eight from a Huge corpse, or sixteen from a Gargantuan corpse.



VEGEPYGMY CHIEF

- **Dispersion.** The vegepygmy's Spores action is harmless in an area of strong wind, such as that created by the *gust of wind* spell. A creature who readies an action to cast a *gust* cantrip can use their reaction to harmlessly disperse the spores.
- **Budding Friendship.** If a creature helps the vegepygmy infect and kill a Beast, Giant, or Humanoid with russet mold, the vegepygmy is charmed by the creature for a number of days equal to the number of vegepygmies that spawn from the corpse: one from a Small corpse, two from a Medium corpse, four from a Large corpse, eight from a Huge corpse, or sixteen from a Gargantuan corpse and all vegepygmy it rules treat the creature as non-hostile.

VEGEPYGMY, THORNY

- **Easily Entangled.** The thorny's spines catch easily on vines, nets, or other similar restraints, giving it disadvantage on saving throws and checks made against being restrained from an entangling source, such as by nets, the *entangle* spell, or other similar effects. When using nets, attack rolls against the thorny are made with advantage.

WOOD WOAD

- **Rejected by Rot.** If the wood woad takes 10 or more necrotic damage on a turn, it cannot use its Tree Stride action.
- **Respect for the Land.** Druids and rangers have advantage on Charisma checks to convince a wood woad to allow them to pass peacefully through the land it is protecting.

UNDEAD

You stand on hallowed ground, traveler. I am "he who steps reverently over silent graves." Undeath is an abomination—a cruel twist of all that is natural in our world. I seek to release the souls trapped in their wretched animation by the shadows. The cycle of life and death is sacred, in a sense, and those who would subvert it for their personal gain shall meet my scythe. Do not mistake me, I do not relish violence nor the finality of death, but in the depths of my heart I know it is my responsibility. If you, too, walk this path, you may walk beside me—otherwise, leave me to my work among the damned.

Gent Grave (he/him, lawful neutral) is a firbolg cleric of the Grave Domain who has dedicated his life to purging undead from this world to release the tormented souls trapped within. Gent's piercing green eyes are honed to sense the presence of necromantic energies and he makes no bargains with those who would use people's bodies as tools. His mission does not come from a place of piety, but rather an internal code. Gent holds no faith in the gods after the anguish he's seen. The haggard firbolg walks the night with a vicious scythe and his presence is marked by his one-eyed raven familiar called "a flash of midnight in front of a silver moon," or in the stories, simply as "Midnight."

ALHOON

- **Devour Intellect.** Whenever a hostile Humanoid creature casts a spell using Intelligence as the spellcasting ability within 5 feet of the alhoon, the alhoon must succeed on a DC 15 Wisdom saving throw or spend its next turn moving as close to the creature as possible and making two Chilling Grasp attacks against it. Once the alhoon fails this saving throw against a specific creature, that creature cannot trigger this weakness for 24 hours.
- **Suspicious Nature.** Creatures have advantage on Charisma checks made to convince the alhoon that one of their allies has turned against them or that the alhoon's *periapt of mind trapping* is in danger.

ALLIP

- **Fragile Sanity.** When the allip takes psychic damage for the first time each round, it must succeed on a DC 13 Wisdom saving throw or it cannot move closer to the source of the damage until the end of its next turn.
- **Desperate for Relief.** Allips can only be freed from their curse by a creature who spends days or weeks writing down the insidious lore uncovered by the allip's former self. Creatures who offer to do this for the allip have advantage on all Charisma checks made to influence it.

The allip is a tragic creature indeed. The mortal mind is not meant to comprehend many of the darkest things in this world. May my scythe be a mercy.

— Gent Grave



BODAK

- **Kinred Souls.** Creatures wearing a symbol of the being that created the bodak (typically Orcus), automatically succeed on saving throws against the bodak's Death Gaze trait.
- **Reveal the Darkness Within.** Whenever a creature causes an object that the bodak is wearing or carrying to shed light, such as by targeting it with the *light* cantrip, the bodak has disadvantage on ability checks until the light is dispelled. Additionally, creatures have advantage on Wisdom (Insight) checks to determine characteristics or mannerisms of the bodak's former self while it is illuminated.

BONECLAW

- **Duck and Roll.** Whenever a creature becomes the target of the boneclaw's Deadly Reach reaction, the creature can use its reaction to drop prone. If the creature does so, the boneclaw has disadvantage on the attack roll.
- **Knowledge Trap.** When the boneclaw is reduced to 0 hit points but before it rejuvenates, a creature can conduct a magical ritual utilizing the boneclaw's remains and any spell scroll of 5th level or higher. Instead of regenerating, the boneclaw becomes trapped in the spell scroll, as if under the effects of the *imprisonment* spell (minimus containment). If the spell scroll is destroyed or used, the boneclaw is freed and rejuvenates as normal.

DEATHLOCK

- **Radiant Repulsion.** Whenever the deathlock is dealt radiant damage, it must succeed on a DC 10 Constitution saving throw or be blinded until the end of its next turn.
- **Single-Minded Focus.** Creatures have advantage on Dexterity (Stealth) checks against the deathlock's passive Perception while it is concentrating on a spell.

DEATHLOCK MASTERMIND

- **A Flicker of a Past Life.** Whenever a creature casts a spell of 1st level or higher that forces the deathlock to make a Wisdom or Charisma saving throw, the creature can expend an additional spell slot of 1st level or higher to cause memories of the deathlock mastermind's past to fill its mind, causing it to make the saving throw with disadvantage.
- **Pact Bond.** Creatures who have made a pact with an otherworldly patron have advantage on Charisma checks made to influence the deathlock mastermind.

DEATHLOCK WIGHT

- **Radiant Repulsion.** Whenever the deathlock is dealt radiant damage, it must succeed on a DC 10 Constitution saving throw or be blinded until the end of its next turn.
- **Lost Magic.** Whenever a creature casts a necromancy spell of 2nd level or higher, and the deathlock sees the creature cast the spell, the creature gains advantage on the next Charisma or Wisdom check it makes against the deathlock for 24 hours.

DEVOURER

- **Crack the Cage.** If the devourer has a Humanoid imprisoned in its rib cage when a creature hits the devourer with a melee attack that deals bludgeoning damage, the devourer must make a Constitution saving throw (DC equal to the damage dealt). On a failure, the Humanoid is freed and falls prone within 5 feet of the devourer.

- **All-Consuming Hunger.** While the devourer is feeding or using its Imprison Soul action, it has disadvantage on Wisdom ability checks and saving throws.

EIDOLON

- **Shatter.** If the eidolon is dealt thunder damage while it is inside its sacred statue, it must succeed on a Constitution saving throw (DC equal to damage dealt) or be pushed out of the statue.
- **Holy Worship.** If a creature conducts a 10-minute ritual offering a prayer and/or small sacrifice to the eidolon's god, and the eidolon can see the creature do so, the eidolon is charmed by the creature for 1 hour. This weakness ignores the eidolon's immunity to the charmed condition.

GNOLL WITHERLING

- **Spinal Severing.** A creature can target the witherling's spine (AC 15) with a melee weapon attack that deals piercing damage. On a hit, the witherling becomes paralyzed for 1 minute.

NIGHTWALKER

- **Positive Pull.** If the nightwalker starts its turn within 120 feet of a creature or object from the Positive Plane or a creature who has cast a *greater restoration* or *heal* spell in the past round, it must make a DC 10 Wisdom saving throw. On a failure, it is unable to move farther away from the creature or object until the end of its turn.





SKULL LORD

- **Vying for Control.** The skull lord cannot use its Legendary Resistance to succeed on saving throws against the *synaptic static* spell as its multiple heads fight for control of the body. While the skull lord's thoughts are muddled by the spell, roll a d6 at the start of each of its turns. On a 1–2, the skull lord cannot use its Bone Staff action, on a 3–4, the skull lord cannot use its Deathly Ray or Spellcasting action, and on a 5–6, the skull lord cannot use its Evasion trait or Move legendary action until the start of its next turn.
- **Bickering.** Whenever the skull lord fails a check or saving throw, a creature can use a reaction to make a DC 15 Charisma (Intimidation) check to taunt the skull lord, blaming one of its heads, in particular, for the failure. On a success, the skull lord can use one fewer legendary action that round as it argues with itself. On a failure, the skull lord can re-roll the check or saving throw and must use the new roll if it does, potentially turning the failure into a success.

SPAWN OF KYUSS

- **Metabolic Depression.** A creature who is infested by the spawn of Kyuss's Burrowing Worm takes no necrotic damage from the worms infesting them if they have taken cold damage within the last minute or while exposed to an area of extreme cold.

SWORD WRAITH COMMANDER

- **Remembrance.** A creature who is proficient in Performance or an instrument can use an action to make a DC 18 Charisma check using either talent to perform a ballad in the honor of the sword wraith's sacrifice in life. On a success, the sword wraith becomes charmed by the creature for the duration of the performance. If the

check fails by 5 or more or if the sword wraith takes any damage while charmed, the sword wraith feels as though their valor has been mocked and becomes immune to this weakness for 24 hours.

- **For Valor.** If a creature can convince the sword wraith that it died heroically for a greater purpose, such as by delaying a monster to save innocent lives, that creature has advantage on Charisma checks to end hostilities with the sword wraith.

SWORD WRAITH WARRIOR

- **Remembrance.** A creature who is proficient in Performance or an instrument can use an action to make a DC 15 Charisma check using either talent to perform a ballad in the honor of the sword wraith's sacrifice in life. On a success, the sword wraith becomes charmed by the creature for the duration of the performance. If the check fails by 5 or more or if the sword wraith takes any damage while charmed, the sword wraith feels as though their valor has been mocked and becomes immune to this weakness for 24 hours.

- **For Valor.** If a creature can convince the sword wraith that it died heroically for a greater purpose, such as by delaying a monster to save innocent lives, that creature has advantage on Charisma checks to end hostilities with the sword wraith.

VAMPIRIC MIST

- **Garlic Aversion.** A creature who has consumed an entire bulb of raw garlic within the last 24 hours has advantage on Constitution saving throws to resist the mist's Life Drain action. A creature who consumes garlic this way must succeed on a DC 10 Constitution saving throw or become poisoned for 8 hours.

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