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Jump to...



Details, lore, and statistics for all monsters in the *Monster Manual* beginning with the letter "E" are detailed below.

Elementals

Elementals are incarnations of the elements that make up the universe: air, earth, fire, and water. Though little more than animated energy on their own planes of existence, they can be called on by spellcasters and powerful beings to take shape and perform tasks.

Living Elements. On its home plane, an elemental is a bodiless life force. Its dim consciousness manifests as a physical shape only when focused by the power of magic. A wild spirit of elemental force has no desire except to course through the element of its native plane. Like beasts of the Material Plane, these elemental spirits have no society or culture, and little sense of being.

Conjured by Magic. Certain spells and magic items can conjure an elemental, summoning it from the Inner Planes to the Material Plane. Elementals instinctively resent being pulled from their native planes and bound into service. A creature that summons an elemental must assert force of will to control it.

Bound and Shaped. Powerful magic can bind an elemental spirit into a material template that defines a specific use and function. **Invisible stalkers** are **air elementals** bound to a specific form, in the same way that **water elementals** can be shaped into **water weirds**.

The strength of the magic and materials that bind an elemental determines how well the elemental functions in a bound form. Golems are elemental spirits bound to physical forms, but weaker materials such as flesh and clay can't bind elemental power sufficiently. Durable materials such as stone and iron require stronger magic,

which consequently binds an elemental more securely.

Elemental Nature. An elemental doesn't require air, food, drink, or sleep.



Air Elemental

An air elemental is a funneling cloud of whirling air with a vague semblance of a face. Although it likes to race across the ground, picking up dust and debris as it goes, it can also fly and attack from above.

An air elemental can turn itself into a screaming cyclone, creating a whirlwind that batters creatures even as it flings them away.

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked **prone**. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked **prone**.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked **prone**.

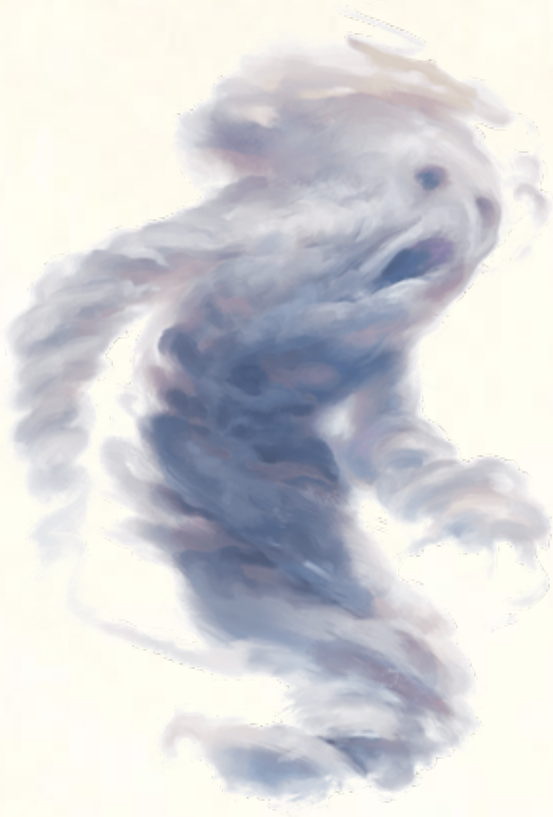
Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)



Air Form. The elemental can enter a hostile creature’s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4D6). Each creature in the

Earth Elemental

An earth elemental plods forward like a walking hill, club-like arms of jagged stone swinging at its sides. Its head and body consist of dirt and stone, occasionally set with chunks of metal, gems, and bright minerals.

Earth elementals glide through rock and earth as though they were liquid. Earthbound creatures have much to fear from an earth elemental, since the elemental can pinpoint the precise location of any foe that stands on solid ground in its vicinity.

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (−1)	20 (+5)	5 (−3)	10 (+0)	5 (−3)

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

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



Fire Elemental

A faint humanoid shape threads through the core of this wild, moving flame. A fire elemental is a force of capricious devastation. Wherever it moves, it sets its surroundings ablaze, turning the world to ash, smoke, and cinders. Water can halt its destructive progress, causing the fire elemental to shrink back, hissing and smoking in pain and rage.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature’s space and stop there. The first time it enters a creature’s space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.



Water Elemental

A water elemental is a cresting wave that rolls across the ground, becoming nearly invisible at it courses through a larger body of water. It engulfs creatures that stand against it, filling their mouths and lungs as easily as it smothers flame.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (–3)	10 (+0)	8 (–1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental’s turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.



Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee *Weapon Attack*: +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4d6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also **grappled** (escape DC 14). Until this grapple ends, the target is **restrained** and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's

Elves: Drow



Tens of thousands of years ago, the elves were divided, with those of benevolent disposition battling those that were selfish and cruel. The war among elvenkind ended when the good elves banished their malevolent kin to the subterranean depths. Here, in the lightless caverns and endless warrens of twisting passages, the dark elves Ñ the drow Ñ found refuge. They also found leadership in the only elven deity who had not forsaken them. At her command, the dark elves built an empire in the underworld.

Drow

Children of Lolth. The drow worship Lolth, a deity who resides in the Abyss. Known as the Spider Queen or the Demon Queen of Spiders, she is the figure around which the dark elves have built their subterranean civilization. Whatever she demands, the drow do.

The wickedest of elves, drow are seldom seen by the surface world. Though they plot to destroy the elves that banished them, they no longer see themselves as exiles. They are the destined rulers of the darkness, and when Lolth commands them to rise up and destroy their surface-dwelling kin, they will.

Creatures of Darkness. The drow have lived underground for so long that they have evolved to their surroundings and can see in the dark. However, they can no longer stand sunlight. When slaves are in short supply in the Underdark, the drow send raiding parties to the surface to capture humanoids under cover of darkness, bringing them back to their cities to be tortured into submission. Beyond those occasional excursions, the drow are content to remain in their subterranean realm, where they feel secure and in control.

Underdark Cities. The dark elves build fantastic cities in enormous caverns where food and water are abundant. Their ability to sculpt stone rivals that of the greatest dwarf artisans, yet their structures retain a decidedly elven aesthetic. Though appearing delicate, drow settlements are structurally sound and remarkably resilient. The

draw like to hollow out enormous stalagmites and stalactites, creating populated spires that rise from the floors and ceilings.

DROW

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Senses **darkvision** 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. The drow has advantage on saving throws against being **charmed**, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: **dancing lights**

1/day each: **darkness**, **faerie fire**

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (**Perception**) checks that rely on sight.

Actions

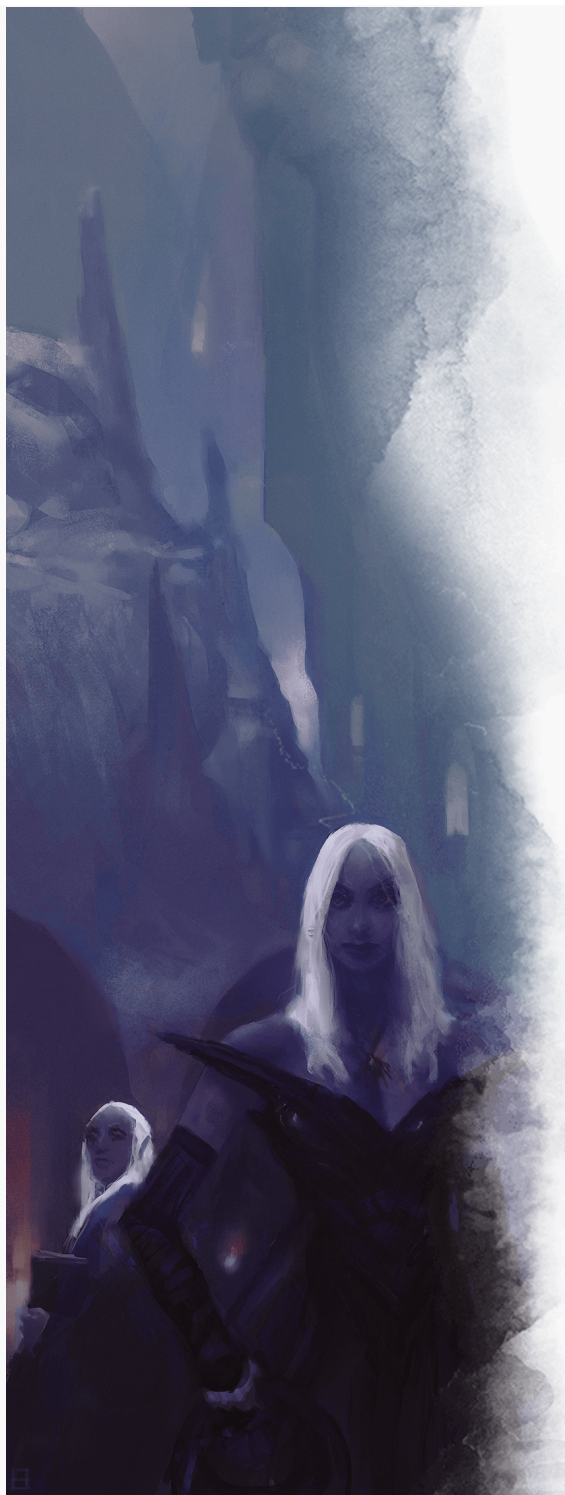
Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be **poisoned** for 1 hour. If the saving throw fails by 5 or more, the target is also **unconscious** while **poisoned** in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

“Such depravity. Such terrifying cruelty. They are the vile poison that plagues all elvenkind.”

*Ñ Nelar Autumnwell,
elf cleric of Corellon Larethian*

A drow city is a sprawling metropolis enclosed by high walls. Non-drow visitors must conduct their business outside the walls under watchful eyes. The drow raise and keep giant spiders to help protect their cities against intruders, even as they drape those cities in beautiful webbing, creating a gossamer snare to catch flying enemies that would otherwise soar over the walls.



Poison Predilection. Distilled from spider venom and the flora of the Underdark, poison can be found in abundance among the drow, and it plays an important part in their culture and politics. Drow mages concoct a viscid toxin that leaves enemies **unconscious**. Drow warriors coat their blades and crossbow bolts with this venom, looking forward to the interrogation and torture that follows combat.

Drow Magic. Just as the drow have adapted to underground life, so too has their magic. In addition to using that magic to carve their cities from stone, they empower their weapons, create dangerous new magic items, and summon demons from the Abyss. Drow spellcasters are supremely arrogant and never hesitate to use their magic in the most abhorrent ways.

Arms and Armor. Drow craft weapons made of adamantine, a dark and supernaturally hard metal. Drow artisans adorn their weapons and armor with web-like filigree and spider motifs, and mages sometimes imbue items with magic to enhance their effectiveness. However, such magic fades when exposed to sunlight, so that magical drow weapons and armor rarely retain their enhancement

bonuses and magical properties when brought to the surface.

VARIANT: DROW MAGIC ARMOR AND WEAPONS

Drow often wear magic armor and carry magic weapons that lose their enhancement bonuses permanently if they are exposed to sunlight for 1 hour or longer.

A **drow** wearing a **+1 chain shirt** and carrying a **+1 shortsword** has AC 19 and a +1 bonus on attack and damage

rolls with shortsword attacks.

A **drow elite warrior** wearing **+2 studded leather** and carrying a **+2 shortsword** has AC 20 and a +2 bonus on attack and damage rolls with shortsword attacks.

A **drow priestess of Lolth** wearing **+3 scale mail** has AC 19.

Cutthroat Politics. Drow politics are cutthroat and rife with intrigue. When drow work together, it is typically to destroy a common foe and ensure their own survival, and such alliances are short lived and fraught with peril.

Drow society is divided into noble houses, each ruled by a matron who seeks to raise the prestige and power of her house above all others. Other high-ranking members of the house are blood relatives, while the middling ranks are flush with drow from weaker families that have sworn fealty to the greater house. Clinging precariously to the bottom rung of a house’s social ladder are the house slaves, made up of drow of low birth and the occasional non-drow captive.

Matriarchal Rule. Lolth, through her faithful priestesses, dictates the rules of drow society, ensuring that her orders and plots are carried out. Since Lolth is prone to manifesting on the Material Plane and directly punishing those that disobey her, the drow have learned to heed what she says and do as her priestesses command.

In drow society, males are subservient to females. A male drow might lead an Underdark patrol or a raiding party to the surface, but he reports to a female drow – either the matron of his house or one of her hand-picked female subordinates. Although male drow can fill almost any function in drow society, they can’t be priests, nor can they rule a house.

Drow Elite Warrior

Drow elite warriors defend their houses and their superiors against all enemies, although they specialize in fighting dwarves, gnomes, and elves (including other drow). They frequently raid surface settlements under cover of night, returning to the Underdark with prisoners and spoils in tow before dawn.

Elite warriors can be male or female.

DROW ELITE WARRIOR <i>Medium humanoid (elf), neutral evil</i>	At will: dancing lights
Armor Class 18 (studded leather, shield)	1/day each: darkness , faerie fire , levitate (self only)
Hit Points 71 (11d8 + 22)	Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills **Perception** +4, **Stealth** +10

Senses **darkvision** 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 5 (1,800 XP)

Fey Ancestry. The drow has advantage on saving throws against being **charmed**, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

(**Perception**) checks that rely on sight.

Actions

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be **poisoned** for 1 hour. If the saving throw fails by 5 or more, the target is also **unconscious** while **poisoned** in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Reactions

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

Drow Mage

Privileged drow males who lack the strength and fighting prowess to train as warriors have no recourse but to pursue the study of magic. For them, it is a matter of survival. Female drow with a natural affinity for the arcane arts may also become drow mages, although they are much less common.

DROW MAGE

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with **mage armor**)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills **Arcana** +6, **Deception** +5, **Perception** +4, **Stealth** +5

Senses **darkvision** 120 ft., passive Perception 14

Languages Elvish, Undercommon

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (**Perception**) checks that rely on sight.

Actions

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a **quasit**, or attempts to summon a **shadow demon** with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or

Challenge 7 (2,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being **charmed**, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: **dancing lights**

1/day each: **darkness**, **faerie fire**, **levitate** (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): **mage hand**, **minor illusion**, **poison spray**, **ray of frost**

1st level (4 slots): **mage armor**, **magic missile**, **shield**, **witch bolt**

2nd level (3 slots): **alter self**, **misty step**, **web**

3rd level (3 slots): **fly**, **lightning bolt**

4th level (3 slots): **Evard's black tentacles**, **greater invisibility**

5th level (2 slots): **cloudkill**

its summoner dies, or until its summoner dismisses it as an action.



Drow Priestess of Lolth

Female drow with blood ties to a noble house are molded and trained from birth to become priestesses of Lolth. The Spider Queen doesn't allow male drow to hold such positions.

Such priestesses execute the will of the Spider Queen, and as a result, they wield tremendous power and influence in drow society. The matron mothers who rule the drow houses are the most powerful of Lolth's priestesses, but they must constantly balance their devotion to the Spider Queen with their devotion to their families.

DROW PRIESTESS OF LOLTH

Medium humanoid (elf), neutral evil

Armor Class 16 (scale mail)

prepared:

Cantrips (at will): **guidance**, **poison spray**, **resistance**, **spare the dying**, **thaumaturgy**

1st level (4 slots): **animal friendship**, **cure wounds**, **detect**

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Con +4, Wis +6, Cha +7

Skills **Insight** +6, **Perception** +6, **Religion** +4, **Stealth** +5

Senses **darkvision** 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 8 (3,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being **charmed**, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: **dancing lights**

1/day each: **darkness**, **faerie fire**, **levitate** (self only)

Spellcasting. The drow is a 10th-level spellcaster. Her spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). The drow has the following cleric spells

poison and disease, **ray of sickness**

2nd level (3 slots): **lesser restoration**, **protection from poison**, **web**

3rd level (3 slots): **conjure animals** (2 **giant spiders**), **dispel magic**

4th level (3 slots): **divination**, **freedom of movement**

5th level (2 slots): **insect plague**, **mass cure wounds**

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (**Perception**) checks that rely on sight.

Actions

Multiattack. The drow makes two scourge attacks.

Scourge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage.

Summon Demon (1/Day). The drow attempts to magically summon a **yochlol** with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Empyrean

Empyreans are the celestial children of the gods of the Upper Planes. They are universally beautiful, statuesque, and self-assured.

Manifest Emotion. An empyrean can experience deity-like fits of serenity or rage. It can affect the environment around it by its mood. When an empyrean is unhappy, the clouds might cry tears of salt water, the wildflowers in surrounding meadows might wilt, dead fish might wash ashore in lakes or rivers, or a nearby forest might lose the leaves from its trees. When an empyrean is jubilant, sunlight follows it everywhere, small animals frolic in its footsteps, and birds fill the sky with their pleasing songs.

Evil Empyreans. A few empyreans have turned to evil after venturing to the Lower Planes and becoming corrupted, or as the result of being cursed by evil gods. An evil empyrean can't survive long on the Upper

Planes and usually retreats to the Material Plane, where it can rule over a kingdom of mortals as an indomitable tyrant.

Immortal Titans. Emphyreans don't age but can be slain. Because few emphyreans can imagine their own demise, they fight fearlessly when drawn into battle, refusing to believe that the end is upon them even when standing at death's door. When an emphyrean dies, its spirit returns to its home plane. There, one of the fallen emphyrean's parents resurrects the emphyrean unless he or she has a good reason not to.

EMPHYREAN

Huge celestial (titan), chaotic good (75%) or neutral evil (25%)

Armor Class 22 (natural armor)

Hit Points 313 (19d12 + 190)

Speed 50 ft., fly 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	21 (+5)	22 (+6)	27 (+8)

Saving Throws Str +17, Int +12, Wis +13, Cha +15

Skills **Insight** +13, **Persuasion** +15

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses **truesight** 120 ft., passive Perception 16

Languages all

Challenge 23 (50,000 XP)

Innate Spellcasting. The emphyrean's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: **greater restoration**, **pass without trace**, **water breathing**, **water walk**

1/day each: **commune**, **dispel evil and good**, **earthquake**, **fire storm**, **plane shift** (self only)

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

Magic Resistance. The emphyrean has advantage on saving throws against spells and other magical effects.

Magic Weapons. The emphyrean's weapon attacks are

turn. The emphyrean regains spent legendary actions at the start of its turn.

Attack. The emphyrean makes one attack.

Bolster. The emphyrean bolsters all nonhostile creatures within 120 feet of it until the end of its next turn. Bolstered creatures can't be **charmed** or **frightened**, and they gain advantage on ability checks and saving throws until the end of the emphyrean's next turn.

Trembling Strike (Costs 2 Actions). The emphyrean strikes the ground with its maul, triggering an earth tremor. All other creatures on the ground within 60 feet of the emphyrean must succeed on a DC 25 Strength saving throw or be knocked **prone**.



magical.

Actions

Maul. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 31 (6d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be **stunned** until the end of the empyrean's next turn.

Bolt. *Ranged Spell Attack:* +15 to hit, range 600 ft., one target. *Hit:* 24 (7d6) damage of one of the following types (empyrean's choice): acid, cold, fire, force, lightning, radiant, or thunder.

Legendary Actions

The empyrean can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's

Ettercap

Ettercaps are humanoid spiders that tend, feed, and watch over spiders the way a shepherd oversees a flock of sheep. They lair deep in remote forests.

Fine strands of silk stream from glands in an ettercap's abdomen, letting it shoot sticky strands of webbing to bind, entrap, or strangle its victims. It can also use its webbing to fashion elaborate snares and nets, which often festoon its lair.

Quiet Killers. When travelers and explorers venture into an ettercap's territory, the ettercap stalks them. Some meet their end wandering blindly into traps or sections of forest enclosed by webs. Others, the ettercap garrotes with strands of web or envenoms with its poisonous bite.

Sylvan Despoilers. Though they dwell in the wilds, ettercaps have no desire to live in harmony with nature. A forest infested with ettercaps transforms into a gloomy place, choked with webs and infested with giant spiders, giant insects, and other sinister predators. Creatures that wander too far into such a wood are soon lost in a maze of webs that dangle with the bones and lost treasures of the ettercaps' victims.

Enemies of the Fey. Ettercaps are natural enemies of fey creatures. The foul creatures set web snares to catch sprites and pixies, which they hungrily devour, and will encase a dryad's tree in webbing in a vain attempt to trap the dryad. Otherwise timid fey will sometimes approach outsiders for help in dealing with an ettercap

infestation, being ill-equipped to deal with the malevolent creatures themselves.

ETTERCAP

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

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

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

Senses **darkvision** 60 ft., passive **Perception** 13

Languages Ñ

Challenge 2 (450 XP)

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

Web Sense. While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Actions

Multiattack. The ettercap makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one

creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be **poisoned** for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Web (Recharge 5D6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is **restrained** by webbing. As an action, the **restrained** creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.



VARIANT: WEB GARROTE

Some ettercaps like to strangle prey using garrotes fashioned from webbing. An ettercap so armed gains the following action option, which it uses in place of its claws.

Web Garrote. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or Small creature against which the ettercap has advantage on the attack roll. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is **grappled** (escape DC 12). Until this grapple ends, the target can't breathe, and the ettercap has advantage on attack rolls against it.

Ettin

ETTIN

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (−1)	17 (+3)	6 (−2)	10 (+0)	8 (−1)

Skills **Perception** +4

Senses **darkvision** 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (**Perception**) checks and on saving throws against being **blinded**, **charmed**, **deafened**, **frightened**, **stunned**, and knocked **unconscious**.

Wakeful. When one of the ettin’s heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.



An ettin is a foul, two-headed giant with the crude characteristics of an orc. It never bathes if it can help it, and its thick skin is usually encrusted with a thick layer of dirt and grime beneath the stinking hides it wears. Its long stringy hair hangs in an unkempt mess about its faces, and its breath reeks from mouths filled with crooked

teeth and tusks.

Dual Personality. The twin heads of an ettin are two individuals trapped in the same brutish body. Each head has its own mind, personality, and name, and possesses unique preferences and quirks. Bound from birth, both minds only rarely experience privacy or solitude. This familiarity breeds contempt, and an ettin bullies and argues with itself constantly, its two heads each taking constant offense at the other's slights.

When other creatures refer to an ettin, they combine its double names to form a single compound name that applies to the creature as a whole. If an ettin has one head named Hargle and another named Vargle, other creatures call the ettin Harglevargle.

Solitary Lives. As much as an ettin argues with itself, it is even less tolerant of other ettins, since a conversation between two ettins almost always amounts to a shouting match between a crowd of four belligerent heads. Most ettins are solitary creatures as a result, tolerating one another only to reproduce.

An ettin's twin heads are always the same gender, with a body to match. Females are the dominant gender among ettins, and they initiate the ettins' mating rituals. After finding a suitable den, a female ettin hunts and conquers a male, which cares for and feeds her during her six-month pregnancy. Once the child is born, the male ettin is released from servitude. When the child is old enough to hunt for itself, the mother sends it away and abandons the den.

Two Heads are Better than One. When focused on a mutually beneficial purpose or united by a common threat, an ettin can resolve its personality differences and dedicate itself fully to a task. An ettin fights with a weapon in each hand, making twin attacks directed by its respective heads. When an ettin sleeps, one of its heads remains ever alert, gaining its only moments of privacy and keeping two eyes open for any creature that disturbs its precious solitude.

Orcish Ties. In ancient dialects of Common, the word "ettin" translates as "ugly giant." Legends tell of orcs that once stumbled upon a temple to Demogorgon, the magic of which transformed them into giant mockeries of the twin-headed Prince of Demons. Driven to near madness, these creatures scattered into the wilderness to become the first ettins.

Whatever the truth of the ettins' origin, orcs treat them as distant cousins, and orc tribes often entice ettins to serve as guards, scouts, and marauders. An ettin isn't particularly loyal to its orc handlers, but the orcs can win it over with the promise of food and loot.

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