

Shadowdark Resources

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Bestiary

ABOLETH

Enormous, antediluvian catfish covered in slime and tentacles. They hate all intelligent beings.

AC 16, **HP** 39, **ATK** 2 tentacle (near) +5 (1d8 + curse) or 1 tail +5 (3d6), **MV** near (swim), **S** +4 **D** -1 **C** +3 **I** +4 **W** +2 **Ch** +2, **AL** C, **LV** 8

Curse: DC 15 CON or target gains a magical curse, turning into a deep one over 2d10 days.

Enslave: In place of attacks, one creature within far DC 15 WIS or aboleth controls for 1d4 rounds.

Telepathic: Read the thoughts of all creatures within far.

ACOLYTE

A religious trainee who knows basic rites and rituals.

AC 12, **HP** 4, **ATK** 1 mace +1 (1d6) or 1 spell +2, **MV** near, **S** +1 **D** -1 **C** +0 **I** -1 **W** +2 **Ch** +0, **AL** L, **LV** 1

Healing Touch (WIS Spell): DC 11. Heal one creature within close for 1d4 HP.

ANGEL, DOMINI

Winged, flawless humans glowing with bronze sunlight.

AC 17, **HP** 42, **ATK** 3 bastard sword +7 (1d8) or 1 horn, **MV** near (fly), **S** +4 **D** +1 **C** +2 **I** +3 **W** +4 **Ch** +4, **AL** L, **LV** 9

Horn: All enemies in near DC 15 CHA or paralyzed 1d4 rounds.

ANGEL, PRINCIPI

Serene humans sculpted from alabaster. Golden orbs for eyes.

AC 16, **HP** 53, **ATK** 3 silvered bastard sword +9 (1d10), **MV** double near (fly), **S** +4 **D** +2 **C** +4 **I** +4 **W** +4 **Ch** +4, **AL** L, **LV** 11

Moonlight Aura: Hostile spells targeting the principi are DC 15.

Truesight: Can see all invisible creatures and objects.

ANGEL, SERAPH

Beautiful, luminous humanoids with white-feathered wings.

AC 14 (chainmail), **HP** 14, **ATK** 2 longsword +3 (1d8), **MV** near (fly), **S** +3 **D** +1 **C** +1 **I** +2 **W** +3 **Ch** +3, **AL** L, **LV** 3

Bless: 3/day, touch one target to give it a luck token.

ANIMATED ARMOR

An old suit of armor magically animated by a vengeful spirit.

AC 15, **HP** 11, **ATK** 1 longsword +3 (1d8), **MV** near, **S** +3 **D** -1 **C** +2 **I** -1 **W** +1 **Ch** +0, **AL** C, **LV** 2

Statue: When standing still, looks exactly like a suit of armor.

ANKHEG

Horse-sized, rust-brown insects. They burrow vast, underground warrens into the bedrock.

AC 14, **HP** 14, **ATK** 1 bite +4 (1d6) or 1 acid spray (near) +4 (2d6), **MV** near (burrow), **S** +2 **D** +2 **C** +1 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 3

APE

Hooting, omnivorous apes that live in trees.

AC 12, **HP** 10, **ATK** 1 fist +2 (1d6) or 1 rock (far) +2 (1d4), **MV** near (climb), **S** +2 **D** +2 **C** +1 **I** -2 **W** +1 **Ch** +0, **AL** N, **LV** 2

APE, SNOW

White-haired, carnivorous gorillas that stalk the high mountains and live in caves.

AC 13, **HP** 19, **ATK** 2 fist +4 (1d6) or 1 rock (far) +4 (2d6), **MV** near (climb), **S** +3 **D** +1 **C** +1 **I** -2 **W** +1 **Ch** +0, **AL** N, **LV** 4

Thick Fur: Cold immune.

APPRENTICE

A cloaked magician with a thin, freshly bound spellbook.

AC 11, **HP** 3, **ATK** 1 dagger (close/near) +1 (1d4) or 1 spell +2, **MV** near, **S** -1 **D** +1 **C** -1 **I** +2 **W** +0 **Ch** +0, **AL** N, **LV** 1

Beguile (INT Spell): DC 11. Focus. One target in near of LV 2 or less is stupefied for the duration.

Magic Bolt (INT Spell): DC 11. 1d4 damage to one target within far.

ARCHANGEL

A radiant being with a crown of fire, snowy wings, golden armor, and a blazing greatsword.

AC 18, **HP** 76, **ATK** 3 flaming greatsword +10 (2d12), **MV** double near (fly), **S** +5 **D** +2 **C** +4 **I** +4 **W** +5 **Ch** +5, **AL** L, **LV** 16

Command: DC 18 CHA to resist an archangel's command.

Crown of Fire: Hostile spells targeting the archangel are extreme (DC 18) to cast.

ARCHDEVIL

A stunningly beautiful, horned human with burning, red eyes and a halo of seven black stars. Two stitched-up gashes weep blood from its shoulder blades.

AC 19, **HP** 76, **ATK** 4 iron scepter +10 (3d10) or 1 soulbind, **MV** far (teleport), **S** +5 **D** +4 **C** +4 **I** +5 **W** +4 **Ch** +7, **AL** C, **LV** 16

Impervious: Fire immune. Only damaged by magical sources.

Crown of Darkness: All hostile spells are reflected at caster with a spellcasting check less than 20.

Soulbind: All targets within near DC 20 CHA or fall under control of archdevil for 1d4 rounds. DC 20 CHA on turn to end the effect.

ARCHMAGE

A wizened magic-user crackling with arcane power.

AC 12, **HP** 44, **ATK** 2 spell +7, **MV** near, **S** -1 **D** +2 **C** -1 **I** +4 **W** +2 **Ch** +1, **AL** L, **LV** 10

Death Bolt (INT Spell): DC 15. One target of LV 9 or less within near DC 15 CON or go to 0 HP.

Enervate (INT Spell): DC 14. Focus. One target within near is stupefied for the duration.

Fireblast (INT Spell): DC 14. 4d6 damage to all within a near-sized cube within far.

Float (INT Spell): Self. DC 14. Fly double near for 5 rounds.

Mithralskin (INT Spell): Self. DC 14. AC becomes 18 for 5 rounds.

Void Step (INT Spell): Self and up to 4 willing targets. DC 15.

ASSASSIN

A black-cloaked, skulking killer.

AC 15 (leather), **HP** 38, **ATK** 2 poisoned dagger (close/near) +6 (2d4), **MV** near (climb), **S** +2 **D** +4 **C** +2 **I** +2 **W** +3 **Ch** +3, **AL** C, **LV** 8

Execute: Deals x3 damage against surprised targets.

AZER

Dwarves with bronze, metallic skin and flames in place of hair. Gifted blacksmiths.

AC 15, **HP** 15, **ATK** 2 flaming warhammer +3 (1d10 + ignites flammables) or 1 crossbow (far) +0 (1d6), **MV** near, **S** +3 **D** +0 **C** +2 **I** +0 **W** +0 **Ch** +0, **AL** L, **LV** 3

Impervious: Fire immune.

BADGER

Fierce, clawed burrowers with black-and-white face stripes.

AC 11, **HP** 5, **ATK** 2 claw +2 (1d4), **MV** near (burrow), **S** +2 **D** +0 **C** +1 **I** -3 **W** +1 **Ch** -2, **AL** N, **LV** 1

Rage: 1/day, immune to morale checks, +1d4 damage (3 rounds).

BANDIT

Hard-bitten rogue in tattered leathers and a hooded cloak.

AC 13, **HP** 4, **ATK** 1 club +1 (1d4) or 1 shortbow (far) +0 (1d4), **MV** near, **S** +1 **D** +0 **C** +0 **I** -1 **W** +0 **Ch** -1, **AL** C, **LV** 1

Ambush: Deal an extra die of damage when undetected.

BASILISK

Massive, muscled lizards with six legs and gray, tough hide.

AC 14, **HP** 25, **ATK** 2 bite +4 (2d6 + petrify), **MV** near, **S** +3 **D** +1 **C** +3 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 5

Petrify: Any creature that touches the basilisk or meets its gaze, DC 15 CON or petrified.

BAT, GIANT

Leathery, eagle-sized mammal with a taste for flesh.

AC 12, **HP** 9, **ATK** 1 bite +2 (1d6), **MV** near (fly), **S** -1 **D** +2 **C** +0 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 2

BAT, SWARM

A whirling cloud of screeching, bloodthirsty bats.

AC 12, **HP** 18, **ATK** 3 bite +2 (1d6),
MV near (fly), **S** -3 **D** +2 **C** +0 **I** -3 **W**
+1 **Ch** -3, **AL** N, **LV** 4

BEAR, BROWN

A hulking, swaying brute with claws as long as a finger.

AC 13, **HP** 25, **ATK** 2 claw +4 (1d8),
MV near (climb), **S** +4 **D** +1 **C** +3 **I** -2
W +1 **Ch** -2, **AL** N, **LV** 5

Crush: Deals an extra die of damage if it hits the same target with both claws.

BEAR, POLAR

A mighty, white bear that thrives in arctic environments.

AC 13, **HP** 34, **ATK** 2 claw +6 (2d6),
MV near (climb), **S** +4 **D** +1 **C** +3 **I** -2
W +1 **Ch** -2, **AL** N, **LV** 7

Crush: Deals an extra die of damage if it hits the same target with both claws.

Thick Fur: Cold immune.

BEASTMAN

A cave hominid with scraggly fur and a stone-tipped spear.

AC 12 (leather), **HP** 5, **ATK** 1 spear
(close/near) +2 (1d6 + 1), **MV** near, **S**
+2 **D** +1 **C** +1 **I** -2 **W** +1 **Ch** -1, **AL** C, **LV**
1

Brutal: +1 damage with melee weapons (included).

BERSERKER

Howling, battleraging warriors.

AC 12 (leather), **HP** 10, **ATK** 1
greataxe +2 (1d10) or 1 spear
(close/near) +2 (1d6), **MV** near, **S**
+2 **D** +1 **C** +1 **I** +0 **W** +1 **Ch** +0, **AL** N,
LV 2

Rage: 1/day, immune to morale checks, +1d4 damage (3 rounds).

BLACK PUDDING

A black, ice-cold mass of sludge.

AC 9, **HP** 30, **ATK** 3 tentacle +4
(2d6), **MV** near (climb), **S** +2 **D** -1 **C**
+3 **I** -4 **W** -3 **Ch** -4, **AL** N, **LV** 6

Impervious: Only damaged by fire.

Corrosive: Wood or metal that touches the ooze dissolves on a d6 roll of 1-3.

BOAR

Ornery wild pig with bristly, russet hair and yellowed tusks.

AC 12, **HP** 14, **ATK** 2 tusk +3 (1d6), **MV** near, **S** +3 **D** +0 **C** +1 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 3

Gore: Deals an extra die of damage if it hits the same target with both tusks.

BRACHIOSAURUS

Colossal, long-necked tree grazers. Slow and peaceful.

AC 13, **HP** 57, **ATK** 3 stomp +7 (2d10), **MV** double near, **S** +6 **D** -1 **C** +3 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 12

BRAIN EATER

Purple, gaunt humanoids with squidlike heads and four face tentacles. They live in complex, alien societies underground and eat humanoid brains.

AC 14 (leather), **HP** 36, **ATK** 4 tentacle +5 (1d8 + latch) or 1 mind blast or 1 mind control, **MV** near, **S** +2 **D** +3 **C** +0 **I** +4 **W** +2 **Ch** +4, **AL** C, **LV** 8

Hear Thoughts: Can hear the surface thoughts of all intelligent creatures within near.

Latch: Tentacles attach to hit targets, automatically hitting the next round (DC 12 STR on turn to remove 1d4 tentacles). If all four remain latched onto the same humanoid target for 1 round, the target's brain is ripped out and devoured.

Mind Blast: Fills a near-sized cube extending from brain eater. DC 15 INT or 3d6 damage and paralyzed 1d4 rounds.

Mind Control: One target in near DC 15 CHA or brain eater controls for 1d4 rounds.

BUGBEAR

Brutish, bat-eared goblinoids covered in brown fur.

AC 13, **HP** 14, **ATK** 2 spiked mace +3 (1d6), **MV** near, **S** +3 **D** +0 **C** +1 **I** -1 **W** +0 **Ch** -2, **AL** C, **LV** 3

Stealthy: ADV on checks to sneak and hide.

BULETTE

A hulking, shark-sized lizard with a steely, arrow-shaped carapace and a massive gullet.

AC 17, **HP** 40, **ATK** 3 bite +5 (2d6) or 1 leap, **MV** near (burrow), **S** +5 **D** +1 **C** +4 **I** -3 **W** +1 **Ch** -2, **AL** N, **LV** 8

Leap: Jump up to near in height and double near in distance, then make 2 bite attacks.

CAMEL

Ornery, tan-furred desert beasts.

AC 10, **HP** 12, **ATK** 1 hoof +3 (1d6) or 1 spit (near) +0 (1d4), **MV** double near, **S** +3 **D** +0 **C** +3 **I** -2 **W** +1 **Ch** -3, **AL** N, **LV** 2

CAVE BRUTE

A hulking, insectoid beast with long mandibles, four eyes, and thick arms covered in bristles.

AC 14, **HP** 28, **ATK** 2 claw +5 (1d8) and 1 mandible +5 (1d10), **MV** near (burrow), **S** +4 **D** +1 **C** +1 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 6

Bewilder: Creatures within near that see the cave brute's eyes, DC 12 CHA at start of their turn or dazed and no action.

CAVE CREEPER

Chittering, green centipedes the size of horses. Their grasping tentacles are coated in a paralytic venom.

AC 12, **HP** 18, **ATK** 1 bite +3 (1d6) and 1 tentacles +3 (1d8 + toxin), **MV** near (climb), **S** +2 **D** +2 **C** +0 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 4

Toxin: DC 12 CON or paralyzed 1d4 rounds.

CENTAUR

Herd-dwelling beings with the upper body of a human and lower body of a horse.

AC 12 (leather), **HP** 14, **ATK** 2 spear (close/near) +2 (1d6) or 1 longbow (far) +1 (1d8), **MV** double near, **S** +2 **D** +1 **C** +1 **I** +0 **W** +2 **Ch** +1, **AL** N, **LV** 3

CENTIPEDE, GIANT

Blood-red, feathery centipedes the size of a human arm. Their bite injects a burning poison that cramps muscles.

AC 11, **HP** 4, **ATK** 1 bite +1 (1d4 + poison), **MV** near (climb), **S** -3 **D** +1 **C** +0 **I** -4 **W** -3 **Ch** -4, **AL** N, **LV** 1

Poison: DC 12 CON or paralyzed 1d4 rounds.

CENTIPEDE, SWARM

A crawling mass of weaving, sinuous centipedes.

AC 11, **HP** 18, **ATK** 3 bite +1 (1d4 + poison), **MV** near (climb), **S** -3 **D** +1 **C** +0 **I** -4 **W** -3 **Ch** -4, **AL** N, **LV** 4

Poison: DC 12 CON or paralyzed 1d4 rounds.

CHIMERA

A monstrous beast with a half-goat, half-lion body, wide dragon wings, and the heads of a goat, lion, and dragon.

AC 16, **HP** 49, **ATK** 4 rend +7 (2d8) and 1 fire breath, **MV** double near (fly), **S** +5 **D** +4 **C** +4 **I** -3 **W** +2 **Ch** -1, **AL** C, **LV** 10

Fire Breath: Fills a near-sized cube extending from chimera. DC 15 DEX or 4d6 damage.

CHUUL

Brown, horse-sized lobster bugs with tentacles and pincers.

AC 15, **HP** 25, **ATK** 2 pincer +4 (1d8 + grab), **MV** near (swim), **S** +3 **D** -1 **C** +3 **I** -1 **W** +1 **Ch** -2, **AL** C, **LV** 5

Grab: DC 15 STR or held in pincer. DC 15 STR on turn to break free.

CLOAKER

A midnight blue manta ray with a bony tail and crescent-shaped maw above its belly. It swoops through deep, lightless caverns.

AC 13, **HP** 28, **ATK** 3 lash +4 (1d8) or 1 screech, **MV** near (fly), **S** +2 **D** +3 **C** +1 **I** +1 **W** +1 **Ch** +0, **AL** C, **LV** 6

Phantoms: 1/day, in place of attacks. Create 3 illusory duplicates that disappear when hit. Determine randomly if an attack hits cloaker or illusions.

Screech: Enemies within double near DC 15 WIS or DISADV on attacks and checks 1d4 rounds.

COCKATRICE

A molting, lizard-chicken hybrid with a crimson, razorlike crest.

AC 11, **HP** 14, **ATK** 1 bite +1 (1d4 + petrify), **MV** near (fly), **S** -2 **D** +1 **C** +1 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 3

Petrify: DC 12 CON or petrified.

COUATL

A human-sized snake with scales made of jewels and a corona of iridescent feathers.

AC 16, **HP** 42, **ATK** 3 bite +6 (2d6 + poison), **MV** near (fly), **S** +2 **D** +3 **C** +2 **I** +4 **W** +4 **Ch** +5, **AL** L, **LV** 9

Change Shape: In place of attacks, transform into any similarly-sized creature.

Poison: DC 15 CON or fall into natural, deep sleep for 1d8 hours.

Restore: In place of attacks, touch one creature to remove a curse, affliction, or heal 3d8 HP.

CRAB, GIANT

A wagon-sized, armored crab with two crushing pincers.

AC 15, **HP** 24, **ATK** 2 pincer +4 (1d8 + crush), **MV** near (swim), **S** +3 **D** +0 **C** +2 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 5

Crush: DC 15 STR or target takes 1d8 damage.

CROCODILE

Fat, scaly reptiles with stumpy legs and long, thrashing tails.

AC 14, **HP** 20, **ATK** 2 bite +3 (1d8), **MV** near (swim), **S** +3 **D** +1 **C** +2 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 4

CULTIST

A cloaked, wild-eyed zealot chanting the guttural prayers of a dark god.

AC 14, **HP** 9, **ATK** 1 longsword +1 (1d8) or 1 spell +2, **MV** near, **S** +1 **D** -1 **C** +0 **I** -1 **W** +2 **Ch** +0, **AL** C, **LV** 2

Fearless: Immune to morale checks.

Deathtouch (WIS Spell): DC 12. 2d4 damage to one creature within close.

CYCLOPS

Reclusive, one-eyed giants towering 20' high. They live simply on remote farmlands.

AC 11 (leather), **HP** 38, **ATK** 2 great-club +7 (2d8) or 1 rock (far) +5 (1d12), **MV** double near, **S** +5 **D** +0 **C** +2 **I** -1 **W** -2 **Ch** +0, **AL** C, **LV** 8

DARKMANTLE

A floating, black octopus with rows of red eyes and a webbed skirt of tentacles.

AC 13, **HP** 4, **ATK** 1 bite +3 (1d4) or 1 darkness, **MV** near (fly), **S** -2 **D** +3 **C** +0 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 1

Darkness: Extinguish all light sources in near.

DEEP ONE

Cultish, amphibious fish-people with bulbous eyes. They lurk in deep water and sunless caverns.

AC 13, **HP** 10, **ATK** 2 spear (close/near) +2 (1d6), **MV** near (swim), **S** +2 **D** +1 **C** +1 **I** -2 **W** +0 **Ch** -2, **AL** C, **LV** 2

Sunblind: Blinded in bright light.

DEMON, BALOR

Colossal, horned bat-beasts wreathed in the flames of hell itself. Their mighty swords and cracking whips of fire can slice through stone.

AC 19, **HP** 77, **ATK** 3 greatsword +10 (2d12 + hellfire) and 1 fire whip (near) +10 (2d6 + grab), **MV** double

near (fly), **S** +6 **D** +2 **C** +5 **I** +4 **W** +3 **Ch** +4, **AL** C, **LV** 16

Impervious: Fire immune. Only damaged by magical sources.

Grab: DC 18 STR or target bound in whip. 2d6 damage per round held, DC 18 STR on turn to break free. In place of fire whip attack, balor can fling a grabbed target double near on its turn.

Hellfire: DC 18 DEX or 2d8 damage per round until flames extinguished.

DEMON, DRETCH

Green, pig-faced demons with thick claws and an oily stench.

AC 12, **HP** 11, **ATK** 1 claw +2 (1d6) or 1 gas, **MV** near, **S** +2 **D** +0 **C** +2 **I** -2 **W** -1 **Ch** -3, **AL** C, **LV** 2

Gas: All in near DC 12 CON or blinded for 1d4 rounds.

DEMON, GLABREZU

Horse-headed, fanged creatures who walk upright and have four arms; two shriveled, and two ending in hulking pincers.

AC 15, **HP** 40, **ATK** 2 pincer +7 (2d8 + crush), **MV** near, **S** +4 **D** +1 **C** +4 **I** +3 **W** +2 **Ch** +2, **AL** C, **LV** 8

Crush: DC 15 STR or target takes 2d8 damage.

DEMON, MARILITH

Hissing, armored women with six limbs and the lower bodies of giant snakes. Six whirling blades flash in their hands.

AC 17 (plate mail), **HP** 43, **ATK** 6 longsword +7 (1d8), **MV** near (climb), **S** +5 **D** +4 **C** +3 **I** +3 **W** +3 **Ch** +4, **AL** C, **LV** 9

Parry: Trade 2 longsword attacks next round to deflect a melee attack that would hit.

DEMON, VROCK

Wagon-sized, filthy vultures with four limbs, midnight-blue skin, and a rash of mangy feathers.

AC 14, **HP** 24, **ATK** 2 talons +4 (1d8) or 1 screech, **MV** near (fly), **S** +2 **D** +2 **C** +2 **I** -1 **W** +1 **Ch** +0, **AL** C, **LV** 5

Carrion Mist: Each time vrock is hit, 3:6 chance of carrion mist in near-sized cube centered on vrock. All enemies DC 15 CON or violent vomiting 1d4 rounds.

Screech: All enemies in double near DC 12 WIS or DISADV on checks and attacks for 1d4 rounds.

DEVIL, BARBED

Lanky, green-mottled fiends bristling with hooked spines.

AC 13, **HP** 14, **ATK** 2 spine (near) +3 (1d6 + barb) or 1 fire blast (far) +3 (1d8), **MV** near, **S** +2 **D** +3 **C** +1 **I** +1 **W** +1 **Ch** +1, **AL** C, **LV** 3

Barb: Each spine sticks, dealing 1d4 damage each round. DC 12 STR check on turn to remove.

DEVIL, CUBI

Entrancing humanoids with bat wings and devilish charm.

AC 14, **HP** 29, **ATK** 1 kiss +4 (1d6 + drain) or 1 charm, **MV** near (fly), **S** +2 **D** +4 **C** +2 **I** +3 **W** +2 **Ch** +5, **AL** C, **LV** 6

Change Shape: In place of attacks, transform into any similarly-sized humanoid.

Charm: One humanoid in near DC 15 CHA or bewitched by cubi for 1d6 hours.

Drain: The target takes 1d6 WIS damage. A target reduced to 0 WIS this way swears its soul to an archdevil.

DEVIL, ERINYES

Raven-winged, resplendent beings in polished, black armor and helms with curved horns.

AC 17, **HP** 43, **ATK** 3 greatsword +8 (1d12) or 2 longbow (far) +8 (1d8 + poison), **MV** double near (fly), **S** +4 **D** +4 **C** +3 **I** +4 **W** +4 **Ch** +5, **AL** C, **LV** 9

Poison: DC 15 CON or target's eyes go jet black and it turns on its allies for 1d4 rounds. DC 15 WIS on turn to end effect.

DEVIL, HORNED

Iron-scaled hellions as big as ogres with weighty ram horns, lashing tails, and leathery wings. They are opportunistic and craven in battle.

AC 16, **HP** 35, **ATK** 2 burning trident (near) +7 (2d6) or 1 fire blast (far) +4 (2d8), **MV** double near (fly), **S** +5 **D** +2 **C** +4 **I** +2 **W** +1 **Ch** +2, **AL** C, **LV** 7

Iron Hide: Half damage from non-magical weapons.

DEVIL, IMP

Cat-sized, red devils with oversized wings and tail, tiny horns, and cowardly demeanors.

AC 13, **HP** 9, **ATK** 1 stinger +3 (1d4 + poison), **MV** near (fly), **S** -2 **D** +3 **C** +0 **I** +1 **W** +0 **Ch** +2, **AL** C, **LV** 2

Impervious: Fire immune.

Contract: Can grant mighty boons and patronage on behalf of an archdevil in exchange for a sworn soul. ADV on related

Poison: DC 12 CON or fitful sleep for 1d4 hours.

DJINNI

Azure-blue, jovial humanoids made of air and roiling wind. Infused with potent magic.

AC 14, **HP** 48, **ATK** 3 scimitar +7 (1d12) or 1 whirlwind, **MV** double near (fly), **S** +4 **D** +4 **C** +3 **I** +4 **W** +3 **Ch** +3, **AL** N, **LV** 10

Impervious: Only damaged by magical sources.

Whirlwind: Transform into a lashing tornado. All enemies within near DC 18 DEX or thrown 2d100 feet in a random direction.

Wish: Cast wish once a week for a mortal, no spellcasting check.

DOPPELGANGER

Gray, featureless humanoids that delight in sowing chaos.

AC 12, HP 20, ATK 1 dagger (close/near) +2 (1d4), **MV** near, **S** +1 **D** +2 **C** +2 **I** +1 **W** +0 **Ch** +4, **AL C**, **LV 4**

Change Shape: In place of attacks, transform into any similarly-sized humanoid.

Telepathy: Can secretly hear the surface thoughts of all humanoids within near.

DRAGON, DESERT

The smell of ozone precedes this desert-dwelling dragon. Its dazzling scales of brass and lapis lazuli shimmer in the baking heat.

AC 17, HP 61, ATK 3 rend +9 (2d10) or 1 lightning breath, **MV** double near (fly), **S** +5 **D** +3 **C** +3 **I** +4 **W** +5 **Ch** +5, **AL L**, **LV 13**

Stormblood: Electricity immune.

Lightning Breath: A straight line (5' wide) extending double near from dragon. DC 15 DEX or 4d8

damage (DISADV on check if wearing metal armor).

Mirage: 1/day, in place of attacks.

DRAGON, FIRE

Blood-red scales cover the hide of this mighty, volcanic wyrm. Leaping flames glow at the back of its throat.

AC 18, HP 80, ATK 4 rend +11 (2d12) or 1 fire breath, **MV** double near (fly), **S** +6 **D** +5 **C** +4 **I** +4 **W** +4 **Ch** +5, **AL C**, **LV 17**

Fireblood: Fire immune.

Fire Breath: Fills a double near-sized cube extending from dragon. DC 15 DEX or 6d10 damage.

DRAGON, FOREST

The smell of wet loam follows this dragon. Its jade scales bristle with barbed thorns.

AC 16, HP 58, ATK 3 rend +8 (2d8) or 1 poison breath, **MV** double near (fly), **S** +4 **D** +3 **C** +4 **I** +3 **W** +3 **Ch** +4, **AL N**, **LV 12**

Animate Plants: 1/day, in place of attacks. Vines grab at all enemies within double near of dragon.

DC 15 DEX or unable to move 1d4 rounds.

Poison Breath: Fills a near-sized cube extending from dragon. DC 15 CON or 3d8 damage.

DRAGON, FROST

Prismatic ice lines the horns, spines, and wings of this pearly dragon. Clouds of steam hiss from its ice-rimmed jaws.

AC 17, **HP** 68, **ATK** 4 rend +9 (2d10) or 1 ice breath, **MV** double near (fly), **S** +4 **D** +3 **C** +5 **I** +3 **W** +4 **Ch** +3, **AL** N, **LV** 14

Frostblood: Cold immune.

Ice Breath: Fills a double near-sized cube extending from dragon. DC 15 DEX or 4d8 damage and frozen for 1 round.

DRAGON, SEA

A warm sea breeze blows around this amphibious, gold-scaled wyrm. A beard of tendrils covers its snout, and a blue mane billows along its neck.

AC 17, **HP** 76, **ATK** 4 rend +10 (2d10) or 1 steam breath or 1 water spout, **MV** double near (fly), **S** +5 **D** +6 **C** +4 **I** +4 **W** +5 **Ch** +5, **AL** L, **LV** 16

Steam Breath: Fills a double near-sized cube extending from dragon. DC 15 DEX or 4d12 damage.

Water Spout: Fills a near-sized cube within far. DC 15 STR or creatures inside flung 2d100 feet in a random direction.

DRAGON, SWAMP

This black, wingless beast slithers through dank swamps.

AC 16, **HP** 58, **ATK** 3 rend +8 (2d10) or 1 smog breath, **MV** double near (burrow), **S** +5 **D** +3 **C** +4 **I** +4 **W** +3 **Ch** +3, **AL** C, **LV** 12

Smog Breath: Fills a near-sized cube extending from dragon. DC 15 CON or 2d10 damage and blinded for 1 round.

DROW

A graceful, shadowy elf that pounces like a spider.

AC 16 (mithral chainmail), **HP** 9, **ATK** 1 poison dart (near) +3 (1d4 + poison) or 1 longsword +1 (1d8), **MV** near, **S** +0 **D** +3 **C** +0 **I** +1 **W** +1 **Ch** +1, **AL** C, **LV** 2

Poison: DC 15 CON or sleep.

Sunblind: Blinded in bright light.

DROW, DRIDER

A monstrosity with the body of a giant spider and torso of a drow.

AC 16 (mithral chainmail), **HP** 29, **ATK** 3 longsword +3 (1d8) or 2 longbow (far) +3 (1d8 + poison), **MV** near (climb), **S** +3 **D** +3 **C** +2 **I** +2 **W** +2 **Ch** +0, **AL** C, **LV** 6

Poison: DC 15 CON or paralyzed 1d4 rounds.

Sunblind: Blinded in bright light.

DROW, PRIESTESS

A statuesque female drow with a crown of metal spider webs and an imperious gaze.

AC 16 (mithral chainmail), **HP** 28, **ATK** 3 snake whip (near) +4 (1d8 + poison) or 1 spell +4, **MV** near, **S** +2 **D** +3 **C** +1 **I** +3 **W** +4 **Ch** +3, **AL** C, **LV** 6

Poison: DC 15 CON or paralyzed 1d4 rounds.

Sunblind: Blinded in bright light.

Snuff (WIS Spell): DC 12. Extinguish all light sources (even magical) within near.

Summon Spiders (WIS Spell): DC 14. Summon 2d4 loyal giant spiders that appear within near. They stay for 5 rounds.

Web (WIS Spell): DC 13. A near-sized cube of webs within far immobilizes all inside it for 5 rounds. DC 15 STR on turn to break free.

DRUID

A wizard of the wilds holding a knotted staff and wearing a mossy cloak of deep viridian.

AC 11, **HP** 31, **ATK** 1 staff +0 (1d4) or 2 spell +5, **MV** near, **S** +0 **D** +1 **C** +0 **I** +4 **W** +3 **Ch** +0, **AL** N, **LV** 7

Barkskin (INT Spell): Self. DC 13. AC becomes 15 for 5 rounds.

Conjure Flames (INT Spell): DC 12. One target in far takes 2d6 damage.

Imbue (INT Spell): Self. DC 13. Staff becomes a +3 magic weapon for 10 rounds.

Summon Bear (INT Spell): DC 14. Summon a loyal brown bear that appears within near. It stays for 5 rounds.

Thunderclap (INT Spell): DC 13. Fills a near-sized cube extending from druid. Creatures within are

thrown 2d20 feet in a random direction.

DRYAD

A coy, emerald-skinned fey covered in leaves. It bonds with and protects a tree.

AC 13, **HP** 19, **ATK** 1 staff -1 (1d4) or 1 charm, **MV** near, **S** -1 **D** +2 **C** +1 **I** +1 **W** +3 **Ch** +4, **AL** N, **LV** 4

Charm: Near, one creature, DC 14 CHA or friendship for 1d8 days.

Meld: Step inside bonded tree.

DUERGAR

Gray-skinned, greedy dwarves with bald pates and white beards. They dwell in somber castles deep within the earth filled with stolen treasures and enslaved prisoners.

AC 15, **HP** 12, **ATK** 1 war pick +2 (1d6), **MV** near, **S** +2 **D** +0 **C** +3 **I** +0 **W** -1 **Ch** -1, **AL** C, **LV** 2

Enlarge: 1/day, +1d6 damage on melee attacks and ADV on STR checks for 3 rounds.

Invisibility: 1/day, turn invisible for 3 rounds. Ends if duergar attacks.

Sunblind: Blinded in bright light.

DUNG BEETLE, GIANT

A trundling, barrel-sized beetle with a T-shaped horn.

AC 13, **HP** 10, **ATK** 1 horn +1 (1d4 + knock), **MV** near, **S** +1 **D** -1 **C** +1 **I** -3 **W** -1 **Ch** -3, **AL** N, **LV** 2

Knock: DC 9 STR or pushed a close distance and fall down.

EFREETI

Blood-red, towering humanoids formed of lava and ash. Short, black horns and snarling grins.

AC 15, **HP** 43, **ATK** 3 scimitar +8 (2d10) or 2 fire bolt (far) +5 (2d6), **MV** near (fly), **S** +5 **D** +2 **C** +3 **I** +3 **W** +2 **Ch** +3, **AL** C, **LV** 9

Impervious: Only damaged by magical sources. Fire immune.

Wall of Flame: 1/day, 20' high curtain of fire, double near length. Touching it deals 4d8 damage. Lasts 2d4 rounds.

Wish: Cast wish once a week for a mortal, no spellcasting check.

ELEPHANT

Mighty mammals with tough hide, floppy ears, and a trunk.

AC 14, **HP** 34, **ATK** 2 tusks +6 (1d8), **MV** near, **S** +5 **D** +0 **C** +3 **I** -2 **W** +1 **Ch** +0, **AL** N, **LV** 7

Charge: Move up to double near in straight line and make 1 tusks attack. If hit, x3 damage.

ELF

Ethereal, ageless fey-people infused with ancient magic.

AC 13, **HP** 9, **ATK** 1 longbow (far) +3 (1d8) or 1 longsword +1 (1d8), **MV** near, **S** +0 **D** +3 **C** +0 **I** +1 **W** +1 **Ch** +1, **AL** L, **LV** 2

Feyblood: ADV on DEX checks while in the natural wilds.

ETTERCAP

Bipedal, eight-eyed spiderfolk with spindly legs and purple fur.

AC 12, **HP** 14, **ATK** 2 bite +2 (1d6) or 1 poison web (near) +2, **MV** near (climb), **S** +0 **D** +2 **C** +1 **I** +0 **W** +0 **Ch** -1, **AL** C, **LV** 3

Poison Web: One target stuck in place and 1d4 damage/round. DC 12 DEX on turn to escape.

FAIRY

Miniature fey folk with fluttering moth or butterfly wings.

AC 13, **HP** 4, **ATK** 1 needle +3 (1 + poison), **MV** near (fly), **S** -2 **D** +3 **C** +0 **I** +1 **W** +0 **Ch** +1, **AL** N, **LV** 1

Poison: DC 12 CON or fall into deep sleep for 1d4 hours.

FROG, GIANT

Human-sized frogs with warty skin and long, sticky tongues.

AC 12, **HP** 10, **ATK** 1 tongue and 1 bite +2 (1d6), **MV** near (swim), **S** +2 **D** +2 **C** +1 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 2

Tongue: 1 creature in near DC 12 DEX or pulled to close range.

GARGOYLE

Leering, winged fiends that look like stone statues. They can hold perfectly still for long stretches of time.

AC 16, **HP** 20, **ATK** 2 claw +3 (1d6), **MV** near (fly), **S** +3 **D** +1 **C** +2 **I** +0 **W** +1 **Ch** -1, **AL** C, **LV** 4

Impervious: Only damaged by magical sources.

GELATINOUS CUBE

A translucent cube of slime that silently mows through tunnels.

AC 11, **HP** 24, **ATK** 1 touch +4 (1d8 + toxin + engulf), **MV** near, **S** +3 **D** +1 **C** +2 **I** -4 **W** +1 **Ch** -4, **AL** N, **LV** 5

Engulf: DC 12 STR or trapped inside cube. Touch attack auto-hits engulfed targets each round. DC 12 STR on turn to escape. Fail checks if paralyzed.

Rubbery: Half damage from stabbing weapons.

Toxin: DC 15 CON or paralyzed 1d4 rounds.

GHAST

Greater ghouls who retain the intelligence they had in life.

AC 11, **HP** 20, **ATK** 2 claw +4 (1d8 + paralyze), **MV** near, **S** +3 **D** +1 **C** +2 **I** +0 **W** +0 **Ch** +2, **AL** C, **LV** 4

Undead: Immune to morale checks.

Carrion Stench: Living creatures DC 12 CON the first time within near or DISADV on attacks and spellcasting for 5 rounds.

Paralyze: DC 12 CON or paralyzed 1d4 rounds.

GHOST

A wavering spirit with a face contorted in rage or sadness.

AC 13, **HP** 27, **ATK** 2 death touch +5 (1d8 + life drain) or 1 possess, **MV** near (fly), **S** -2 **D** +3 **C** +0 **I** +0 **W** +0 **Ch** +4, **AL** C, **LV** 6

Greater Undead: Immune to morale checks. Only damaged by silver or magical sources.

Incorporeal: In place of attacks, become corporeal or incorporeal.

Life Drain: 1d4 CON damage.

Possess: Must be corporeal. One target, close range. Contested CHA check. If ghost wins, it inhabits its target's body and controls it for 2d4 rounds.

GHOUL

Gray-skinned, slaverling undead with whipping tongues and flat, reptilian faces.

AC 11, **HP** 11, **ATK** 1 claw +2 (1d6 + paralyze), **MV** near, **S** +2 **D** +1 **C** +2 **I** -3 **W** -1 **Ch** +0, **AL** C, **LV** 2

Undead: Immune to morale checks.

Paralyze: DC 12 CON or paralyzed 1d4 rounds.

GIANT, CLOUD

Pale, angular giants with blue-gray hair, light eyes, and silk robes. They do not allow outsiders into their enclaves.

AC 15 (leather), **HP** 48, **ATK** 3 morningstar +9 (2d10), **MV** double near, **S** +5 **D** +4 **C** +3 **I** +3 **W** +3 **Ch** +3, **AL** N, **LV** 10

Alert: ADV on checks to detect sneaking or hiding creatures.

GIANT, FIRE

Bulky, muscled giants with coppery skin and red hair. Heavily armored in iron plate mail studded with bronze rivets.

AC 15 (plate mail), **HP** 44, **ATK** 3 greatsword +9 (2d12), **MV** double near, **S** +6 **D** +0 **C** +4 **I** +1 **W** +2 **Ch** +1, **AL** C, **LV** 9

Fireblood: Fire immune.

GIANT, FROST

Blue-skinned warriors with broad shoulders and braided hair. They sound war horns during their frequent raids to pillage nearby settlements.

AC 14 (chainmail), **HP** 44, **ATK** 3 greataxe +8 (2d10), **MV** double near, **S** +5 **D** +1 **C** +4 **I** +2 **W** +3 **Ch** +2, **AL** C, **LV** 9

Frostblood: Cold immune.

GIANT, GOAT

Highland-dwelling, barbaric giants with goatlike legs, horns, and horizontal pupils.

AC 12 (leather), **HP** 39, **ATK** 2 greatclub +7 (2d8) or 1 boulder (far) +7 (2d10), **MV** double near (climb), **S** +4 **D** +1 **C** +3 **I** -2 **W** +0 **Ch** -2, **AL** C, **LV** 8

GIANT, HILL

Fleshy hulks with leathery skin and broad, sloping foreheads. Cruel, boorish, and dim-witted.

AC 11 (leather), **HP** 34, **ATK** 2 greatclub +6 (2d8) or 1 boulder (far) +6 (2d10), **MV** double near, **S** +4 **D** +0 **C** +3 **I** -2 **W** -2 **Ch** -2, **AL** C, **LV** 7

GIANT, STONE

Lean, sinewy giants with stony skin and deep-set eyes. They are quiet and poised, often sitting motionless for days at a time.

AC 17, **HP** 40, **ATK** 2 greatclub +7 (2d8) or 1 boulder (far) +7 (2d10), **MV** double near, **S** +4 **D** +2 **C** +4 **I** +1 **W** +1 **Ch** -1, **AL** N, **LV** 8

Stone Hide: Half damage from stabbing and cutting weapons.

GIANT, STORM

Regal titans with sea-green skin, flowing white hair, and thundering voices. They breathe water as easily as air.

AC 15 (mithral chainmail), **HP** 58, **ATK** 3 greatsword +10 (2d12) or 1 lightning bolt, **MV** double near (swim), **S** +6 **D** +2 **C** +4 **I** +3 **W** +4 **Ch** +4, **AL** L, **LV** 12

Stormblood: Electricity immune.

Lightning Bolt: 3/day, 5' wide line extending far from giant. All creatures in line DC 15 DEX or 5d10 damage. DISADV on check if in water.

GIBBERING MOUTHER

Crawling masses of slime with dozens of screeching, lipless mouths and wet eyeballs.

AC 8, **HP** 21, **ATK** 2 bite +3 (1d8 + latch), **MV** near (climb, **S** +2 **D** -2 **C** +3 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 4

Gibbering: Creatures within near DC 12 WIS on turn or take a random action (d8): 1-3. do nothing, 4-5. move in random direction, 6-7. attack nearest creature, 8. flee.

Latch: Attach to bitten target; bites auto-hit next round. DC 12 STR on turn to tear off.

GLADIATOR

Veteran warriors seasoned in arena fights to the death.

AC 16, **HP** 15, **ATK** 2 longsword +3 (1d8) or 1 spear (close/near) +3 (1d6), **MV** near, **S** +2 **D** +1 **C** +2 **I** +0 **W** +0 **Ch** +1, **AL** N, **LV** 3

GNOLL

Barbaric, opportunistic hyena-folk who range in large packs.

AC 12 (leather), **HP** 10, **ATK** 1 spear (close/near) +1 (1d6) or 1 longbow

(far) +1 (1d8), **MV** near, **S** +1 **D** +1 **C** +1 **I** -1 **W** +0 **Ch** -1, **AL** C, **LV** 2

Rage: 1/day, immune to morale checks, +1d4 damage (3 rounds).

GNOME, DEEP

Gray-skinned, white-haired fey the size of halflings. They hunt for gems and rare cave flora.

AC 14, **HP** 14, **ATK** 1 pick +3 (1d6) or 1 dart (near) +2 (1d4), **MV** near, **S** +2 **D** +1 **C** +1 **I** +1 **W** +1 **Ch** +1, **AL** L, **LV** 3

Stone Meld: 2/day, underground only. Turn invisible for 3 rounds.

GOBLIN

A short, hairless humanoid with green skin and pointy ears.

AC 11, **HP** 5, **ATK** 1 club +0 (1d4) or 1 shortbow (far) +1 (1d4), **MV** near, **S** +0 **D** +1 **C** +1 **I** -1 **W** -1 **Ch** -2, **AL** C, **LV** 1

Keen Senses: Can't be surprised.

GOBLIN, BOSS

A scarred goblin with knotted muscles and a crown of iron.

AC 14 (chainmail), **HP** 20, **ATK** 1 spear (close/near) +3 (1d6), **MV**

near, **S** +2 **D** +1 **C** +2 **I** -1 **W** +0 **Ch** +1, **AL** C, **LV** 4

Keen Senses: Can't be surprised.

GOBLIN, SHAMAN

A swaying, chanting goblin wearing necklaces of teeth and a robe of musty rat pelts.

AC 12 (leather), **HP** 19, **ATK** 1 staff +0 (1d4) or 1 spell +3, **MV** near, **S** +0 **D** +1 **C** +1 **I** +0 **W** +2 **Ch** +1, **AL** C, **LV** 4

Keen Senses: Can't be surprised.

Bug Brain (WIS Spell): DC 13. Near range, one target. Target's INT drops to 1 for 1d4 rounds.

Skitter (WIS Spell): DC 12. Self. Climb like a spider for 5 rounds.

Stink Bomb (WIS Spell): DC 12. One target within far 2d4 damage and DC 12 CON or DISADV on next check/attack.

GOLEM, CLAY

A towering, faceless humanoid shaped from glistening clay.

AC 14, **HP** 40, **ATK** 3 slam +6 (1d8),
MV near, **S** +4 **D** +0 **C** +4 **I** -2 **W** +0
Ch -2, **AL** N, **LV** 8

Golem: Immune to damage from fire, cold, electricity, or non-magical sources. Healed by acid.

Curse: Slam damage can only be healed by level 5+ priest.

GOLEM, FLESH

A ghastly monstrosity made of sewn-together corpses.

AC 9, **HP** 35, **ATK** 3 slam +6 (1d8),
MV near, **S** +4 **D** -1 **C** +4 **I** -1 **W** +1 **Ch** -3, **AL** N, **LV** 7

Golem: Immune to damage from fire, cold, or non-magical sources. Healed by electricity.

Berserk: When at or below 20 HP, +1 slam attack and slams deal double damage.

GOLEM, IRON

A bulky iron suit that squeals and sparks with each step.

AC 19, **HP** 49, **ATK** 3 slam +8 (2d8)
or 1 poison breath, **MV** near, **S** +5 **D** -1 **C** +4 **I** -2 **W** +0 **Ch** -2, **AL** N, **LV** 10

Golem: Immune to damage from cold or non-magical sources. Healed by fire.

Poison Breath: All within near, DC 15 CON or 8d6 damage.

GOLEM, STONE

A wide-limbed, lumbering statue that shakes the ground.

AC 18, **HP** 40, **ATK** 3 slam +6 (1d10)
and 1 slow, **MV** near, **S** +4 **D** -1 **C** +4 **I** -2 **W** +0 **Ch** -2, **AL** N, **LV** 8

Golem: Immune to damage from fire, cold, electricity, or non-magical sources.

Slow: Far range, one target. DC 15 CON or speed halved 1d4 rds.

GORGON

A snorting bull made entirely of iron plating. A cloud of green fog billows from its nostrils.

AC 18, HP 33, ATK 2 gore +6 (2d8) or 1 charge or 1 petrifying breath, **MV** double near, **S** +4 **D** +0 **C** +2 **I** -3 **W** +1 **Ch** -3, **AL C, LV 7**

Charge: Move up to double near in straight line and make 1 gore attack. If hit, x3 damage.

Petrifying Breath: Fills a near-sized cube extending from gorgon. DC 15 CON or petrified (gorgons immune).

GORILLA

Mighty, jungle-dwelling apes.

AC 12, HP 20, ATK 2 rend +5 (2d6), **MV** near (climb), **S** +4 **D** +2 **C** +2 **I** -4 **W** +1 **Ch** -1, **AL N, LV 4**

GRAY OOZE

Slick puddles the color of stone.

AC 11, HP 9, ATK 1 tentacle +2 (1d6), **MV** near (climb), **S** +1 **D** +1 **C** +0 **I** -4 **W** -3 **Ch** -4, **AL N, LV 2**

Impervious: Immune to damage from acid, cold, or fire.

Corrosive: Nonmagical metal that touches the ooze dissolves on a d6 roll of 1-3.

GREATER ELEMENTAL, AIR

A howling tornado of wind.

AC 16, HP 42, ATK 3 slam +7 (3d6) or 1 whirlwind, **MV** double near (fly), **S** +3 **D** +5 **C** +2 **I** -2 **W** +1 **Ch** -2, **AL N, LV 9**

Impervious: Only damaged by magical sources.

Whirlwind: All within close DC 15 DEX or flung 2d20 feet in random direction.

GREATER ELEMENTAL, EARTH

A thundering pillar of earth.

AC 17, HP 44, ATK 3 slam +7 (3d8) or 1 avalanche, **MV** near (burrow), **S** +5 **D** +0 **C** +4 **I** -2 **W** +1 **Ch** -2, **AL N, LV 9**

Impervious: Only damaged by magical sources.

Avalanche: All within close DC 15 STR or entombed for 1d4 rounds under mounds of earth.

GREATER ELEMENTAL, FIRE

A roaring column of flames.

AC 15, **HP** 43, **ATK** 3 slam +6 (3d10)
or 1 inferno, **MV** near (fly), **S** +4 **D**
+3 **C** +3 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 9

Impervious: Only damaged by
magical sources. Fire immune.

Inferno: All within near DC 15 DEX
or 3d8 damage.

GREATER ELEMENTAL, WATER

A crashing vortex of water.

AC 15, **HP** 42, **ATK** 3 slam +6 (3d6)
or 1 whirlpool, **MV** double near
(swim), **S** +4 **D** +2 **C** +2 **I** -2 **W** +1 **Ch**
-2, **AL** N, **LV** 9

Impervious: Only damaged by
magical sources.

Whirlpool: All within close DC 15
STR or immobilized inside water
elemental (treat as underwater).
DC 15 STR on turn to escape.

GRICK

*A huge worm with four suckered
tentacles and a snapping beak.*

AC 14, **HP** 19, **ATK** 1 beak +3 (1d8)
and 1 tentacle +3 (1d6 + grab), **MV**
near (climb), **S** +3 **D** +2 **C** +1 **I** -3 **W**
+1 **Ch** -3, **AL** N, **LV** 4

Camouflage: Hard to see in cave
terrain or rocks.

Grab: Target is immobilized. DC 15
Strength check on turn to break
free.

GRIFFON

*Winged hunters with the head of
an eagle and body of a lion. Their
favored food is horses.*

AC 12, **HP** 19, **ATK** 2 rend +4 (1d10),
MV double near (fly), **S** +4 **D** +2 **C**
+1 **I** -3 **W** +1 **Ch** -1, **AL** N, **LV** 4

GRIMLOW

*A tall, oval-shaped mammal. A
giant, half-moon maw hides on
its belly beneath its gray fur.*

AC 12, **HP** 43, **ATK** 1 grab and 3 bite
+6 (2d8), **MV** near, **S** +4 **D** +2 **C** +3 **I**
-3 **W** +1 **Ch** -2, **AL** N, **LV** 9

Grab: One target in near DC 15
STR or wrapped in grimlow's

tongue and pulled into its mouth. Bite attacks automatically hit the target. Can only grab 1 target at a time. DC 15 STR on turn to break free.

GUARD

A sentry equipped with sturdy weapons and armor.

AC 15, **HP** 4, **ATK** 1 spear (close/near) +1 (1d6) or 1 longsword +1 (1d8), **MV** near, **S** +1 **D** +0 **C** +0 **I** +0 **W** +1 **Ch** +0, **AL** L, **LV** 1

HAG, NIGHT

A purple-skinned, stooped woman with stringy, white hair and a mouth full of iron teeth.

AC 14, **HP** 37, **ATK** 2 bite +6 (1d10) and 1 blind, **MV** near, **S** +4 **D** +2 **C** +1 **I** +2 **W** +3 **Ch** +3, **AL** C, **LV** 8

Blind: One target within near DC 15 CHA or blinded for 1d4 days.

Shapechange: Instantly change to look like any other humanoid.

HAG, SEA

A green, sunken-faced woman. Seaweed hair and oozing flesh.

AC 15, **HP** 28, **ATK** 2 claw +4 (1d8), **MV** near (swim), **S** +2 **D** +3 **C** +1 **I** +1 **W** +2 **Ch** +2, **AL** C, **LV** 6

Shapechange: Instantly change to look like any other humanoid.

Terrify: A creature who first sees her true form DC 15 CHA or DIS-ADV on attacks 1d4 rounds.

HAG, WEALD

Eyes dark as moonless nights, skin made of rotting wood, hair of tangled roots and vines.

AC 14, **HP** 28, **ATK** 2 claw +4 (1d8) or 1 drink pain, **MV** near, **S** +3 **D** +2 **C** +1 **I** +1 **W** +2 **Ch** +3, **AL** C, **LV** 6

Drink Pain: Near range. DC 12 CHA to deal 2d4 damage to a creature; regain that many HP.

Shapechange: Instantly change to look like any other humanoid.

HARPY

Horrific, winged women with vulture-like lower bodies. They keen a hypnotic song.

AC 13, **HP** 14, **ATK** 2 claw +3 (1d6) or 1 song, **MV** near (fly), **S** +1 **D** +3 **C** +1 **I** +0 **W** +0 **Ch** +1, **AL** C, **LV** 3

Song: Enemies who can hear within double near DC 12 CHA or dazed and drawn to harpy for 1d4 rounds. Immune for 1 day if passed check.

HELL HOUND

Black wolfhounds with red eyes and jaws dripping with flames.

AC 13, **HP** 19, **ATK** 2 bite +4 (1d8) or 1 fire breath, **MV** double near, **S** +2 **D** +1 **C** +1 **I** -2 **W** +1 **Ch** -3, **AL** C, **LV** 4

Impervious: Fire immune.

Fire Breath: Fills a near-sized cube extending from hell hound. DC 15 DEX or 3d8 damage.

HIPPOGRIFF

Fierce, winged creatures with the lower body of a horse and upper body of a giant eagle.

AC 13, **HP** 14, **ATK** 2 rend +3 (1d8), **MV** double near (fly), **S** +3 **D** +3 **C** +1 **I** -3 **W** +1 **Ch** -2, **AL** N, **LV** 3

HIPPOPOTAMUS

Ornery river-beasts as large as cows with round, purple bodies and bulbous snouts.

AC 12, **HP** 24, **ATK** 2 bite +4 (1d10), **MV** near (swim), **S** +4 **D** +0 **C** +2 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 5

Stumpy: ADV on STR checks to grab or drag other creatures.

HOBGOBLIN

A sturdy, tall goblin with russet skin. Militant and strategic.

AC 15, **HP** 10, **ATK** 1 longsword +3 (1d8) or 1 longbow (far) +0 (1d8), **MV** near, **S** +3 **D** +0 **C** +1 **I** +2 **W** +1 **Ch** +1, **AL** C, **LV** 2

Phalanx: +1 to attacks and AC when in close range of an allied hobgoblin.

HORSE

Powerful, swift herd animals that roam open plains.

AC 11, **HP** 11, **ATK** 1 hooves +3 (1d6), **MV** double near, **S** +3 **D** +1 **C** +2 **I** -3 **W** +1 **Ch** -2, **AL** N, **LV** 2

HYDRA

A towering, amphibious reptile with a bouquet of snake heads writhing on long necks.

AC 15, **HP** 55, **ATK** 1 bite (near) +6 (1d8), **MV** near (swim), **S** +5 **D** +1 **C** +2 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 10

Heads: Choose how many heads the hydra has. Each is LV 2, AC 15, HP 11, and can make 1 bite attack. A killed head sprouts into two new heads at the start of the hydra's turn unless cauterized beforehand. The hydra's LV is all the heads combined.

INVISIBLE STALKER

Intelligent creatures made of flowing air. Often bound to the bidding of evil sorcerers for their peerless tracking ability.

AC 13, **HP** 29, **ATK** 3 pummel +4 (1d6), **MV** near (fly), **S** +2 **D** +3 **C** +2 **I** +2 **W** +1 **Ch** +0, **AL** N, **LV** 6

Bound: A secret, mundane contingency (such as the touch of a feather) ends the invisible stalker's magical servitude.

Invisible: Naturally invisible.

Tracking: Can always sense the direction of its chosen quarry.

JELLYFISH

Hand-sized, purple sea jellies with stinging tentacles.

AC 11, **HP** 1, **ATK** 1 sting +1 (1 + toxin), **MV** close (swim), **S** -4 **D** +1 **C** +0 **I** -4 **W** +1 **Ch** -4, **AL** N, **LV** 0

Toxin: DC 9 CON or paralyzed 1d4 rounds.

KNIGHT

A warrior in shining plate mail and the surcoat of a knightly order.

AC 17, **HP** 14, **ATK** 2 bastard sword +3 (1d8), **MV** near, **S** +3 **D** +0 **C** +1 **I** +0 **W** +0 **Ch** +1, **AL** L, **LV** 3

Oath: 3/day, ADV on a roll made in service of knight's order.

KOBOLD

Puny, scaled coyote-lizards that dwell underground.

AC 13 (leather), **HP** 1, **ATK** 1 spear (close/near) +0 (1d6), **MV** near, **S** -2 **D** +2 **C** +0 **I** -1 **W** +0 **Ch** -1, **AL** C, **LV** 0

Dodge: 1/day, an attack that would hit misses instead.

KOBOLD, SORCERER

A scaly dog-lizard painted with colorful stripes and rattling a hefty leg bone strung with beads and feathers.

AC 13 (leather), **HP** 13, **ATK** 1 club +1 (1d4) or 1 spell +2, **MV** near, **S** -2 **D** +2 **C** +0 **I** -1 **W** +1 **Ch** +2, **AL** C, **LV** 3

Dodge: 1/day, an attack that would hit misses instead.

Scorpion Sting (CHA Spell): DC 11. Near range, one target. 1d6 damage and target has DISADV on next attack roll or check.

Spider Swarm (CHA Spell): DC 12. A spider swarm appears within near. Stays 1d4 rounds.

KRAKEN

Primordial, tentacled leviathans the size of war galleons. They live in the lightless depths of the deep ocean.

AC 18, **HP** 80, **ATK** 4 tentacle (near) +9 (2d12) or 1 storm or 1d4 lightning bolt, **MV** double near (swim), **S** +6 **D** +3 **C** +4 **I** +4 **W** +3 **Ch** +4, **AL** C, **LV** 17

Impervious: Electricity immune.

Crush: Tentacle attacks deal double damage against objects.

Lightning Bolt: Straight line (5' wide) extending far from kraken. DC 15 DEX or 6d6 damage.

Storm: Seas become violently turbulent in 1 mile radius around kraken. Lasts 2d4 rounds.

LEECH, GIANT

A glossy black, blood-drinking slug as large as a cat.

AC 9, **HP** 10, **ATK** 1 bite +1 (1d4 + attach), **MV** near (swim), **S** +1 **D** -1 **C** +1 **I** -3 **W** -1 **Ch** -3, **AL** N, **LV** 2

Attach: Attach to target; bite auto-hits next round. DC 12 STR on turn to tear off.

LEPRECHAUN

Impish fey who favor green garb and love fooling tall folk with promises of gold.

AC 13, **HP** 19, **ATK** 1 spell +4, **MV** near, **S** +1 **D** +3 **C** +1 **I** +2 **W** +1 **Ch** +3, **AL** N, **LV** 4

Alert: Cannot be surprised.

Slippery: Hostile spells targeting the leprechaun are DC 15 to cast.

Fool's Gold (CHA Spell): DC 12.

Close. One small object or small group of similar objects. Turn objects into silver or gold pieces.

Lasts 1 day.

Illusion (CHA Spell): DC 11. Create a convincing visual and/or auditory illusion within near. Lasts until dismissed.

Invisibility (CHA Spell): DC 12. Self. Become invisible for 2d4 rounds.

LESSER ELEMENTAL, AIR

A howling tornado of wind.

AC 16, **HP** 29, **ATK** 3 slam +7 (2d6) or 1 whirlwind, **MV** double near (fly), **S** +3 **D** +5 **C** +2 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 6

Impervious: Only damaged by magical sources.

Whirlwind: All within close DC 15 DEX or flung 2d20 feet in random direction.

LESSER ELEMENTAL, EARTH

A thundering pillar of earth.

AC 17, **HP** 31, **ATK** 3 slam +7 (2d8) or 1 avalanche, **MV** near (burrow),

S +5 **D** +0 **C** +4 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 6

Impervious: Only damaged by magical sources.

Avalanche: All within close DC 15 STR or entombed for 1d4 rounds under mounds of earth.

LESSER ELEMENTAL, FIRE

A roaring column of flames.

AC 15, **HP** 30, **ATK** 3 slam +6 (2d10) or 1 inferno, **MV** near (fly), **S** +4 **D** +3 **C** +3 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 6

Impervious: Only damaged by magical sources. Fire immune.

Inferno: All within near DC 15 DEX or 3d8 damage.

LESSER ELEMENTAL, WATER

A crashing vortex of water.

AC 15, **HP** 29, **ATK** 3 slam +6 (2d6) or 1 whirlpool, **MV** double near (swim), **S** +4 **D** +2 **C** +2 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 6

Impervious: Only damaged by magical sources.

Whirlpool: All within close DC 15 STR or immobilized inside water elemental (treat as underwater). DC 15 STR on turn to escape.

LICH

A wizard who has completed a necromantic ritual to become a mighty, undead sorcerer. Its withered body is draped in moldering, silk robes, and red marshlights burn in its eyes.

AC 16, **HP** 62, **ATK** 2 touch +6 (2d8 + paralysis) and 2 spell +7, **MV** near, **S** +3 **D** +1 **C** +4 **I** +4 **W** +3 **Ch** +3, **AL** C, **LV** 13

Supreme Undead: Immune to morale checks. Only damaged by magical sources.

Phylactery: Can't be killed while spirit vessel (an object) is intact.

Paralysis: DC 15 CON or paralyzed 1d4 rounds.

Flight (INT Spell): Self. DC 13. Fly double near for 5 rounds.

Null (INT Spell): Self. DC 14. Hostile spells targeting lich are DC 18 to cast. Lasts 1d4 rounds.

Shadow Leap (INT Spell): Self. DC 14. Teleport up to 100 miles.

Sigil of Doom (INT Spell): DC 15. One target of LV 9 or less within near DC 15 CON or go to 0 HP.

Wither (INT Spell): DC 14. 4d8 damage to enemies within a near-sized cube centered on lich.

LION

Tawny great cats that hunt in open plains. Males have manes.

AC 12, **HP** 15, **ATK** 2 rend +4 (1d8), **MV** near, **S** +4 **D** +2 **C** +2 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 3

LIZARDFOLK

Crocodilian humanoids with scaly faces, claws, and tails. They dwell in swamps and rivers.

AC 14, **HP** 11, **ATK** 1 spear (close/near) +2 (1d6), **MV** near (swim), **S** +1 **D** +1 **C** +2 **I** -1 **W** +1 **Ch** -2, **AL** C, **LV** 2

MAGE

Trained wizards who are often members of a sorcerous order.

AC 11, **HP** 27, **ATK** 1 spell +5, **MV** near, **S** -1 **D** +1 **C** +0 **I** +3 **W** +1 **Ch** +0, **AL** L, **LV** 6

Arcane Armor (INT Spell): Self. DC 12. AC 16 for 2d4 rounds.

Blast (INT Spell): DC 12. Far, one target. 2d6 damage.

Cancel (INT Spell): DC 13. End one spell affecting a target within near.

Levitate (INT Spell): DC 12. Close. Focus. Hover near for duration, vertical movement only.

Snare (INT Spell): DC 13. Focus. One humanoid target within near paralyzed for duration.

MAMMOTH

Massive, shaggy elephants with tusks that reach the ground.

AC 15, **HP** 44, **ATK** 2 tusks +7 (1d12), **MV** near, **S** +5 **D** +0 **C** +4 **I** -2 **W** +1 **Ch** +0, **AL** N, **LV** 9

Thick Fur: Cold immune.

Charge: Move up to double near in straight line and make 1 tusks attack. If hit, x3 damage.

MANTA RAY, GIANT

Swooping manta rays as large as longboats. Gentle and intelligent enough to be trained.

AC 13, **HP** 37, **ATK** 2 sting +5 (1d12 + poison), **MV** double near (swim),

S +3 **D** +3 **C** +1 **I** -2 **W** +1 **Ch** -3, **AL** N, **LV** 8

Poison: DC 15 CON or drop to 0 hit points in 1d4 rounds.

MANTICORE

Human-faced lions with bat wings and cruelly spiked tails. They speak halting Thanian and love devouring human flesh.

AC 14, **HP** 29, **ATK** 2 rend +6 (2d6) or 2 tail spike (far) +4 (1d8), **MV** double near (fly), **S** +4 **D** +2 **C** +2 **I** -2 **W** +1 **Ch** -2, **AL** C, **LV** 6

Spikes: Manticores have 4d6 tail spikes. They regrow each day.

MASTIFF

Muscléd guard dogs with fierce loyalty to their pack or owners.

AC 11, **HP** 4, **ATK** 1 bite +1 (1d6), **MV** near, **S** +1 **D** +1 **C** +0 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 1

MEDUSA

Immortal women with coiling snakes for hair and scaled skin.

AC 14, **HP** 38, **ATK** 1 snake bite +6 (1d6 + poison), **MV** near, **S** +2 **D** +1 **C** +2 **I** +2 **W** +3 **Ch** +4, **AL** C, **LV** 8

Godborn: Hostile spells targeting the medusa are DC 15 to cast.

Petrify: Any creature (including medusa) who looks directly at medusa, DC 15 CON or petrified.

Poison: DC 15 CON or go to 0 HP.

MERFOLK

Ocean dwellers with human upper bodies and long fish tails.

AC 11, **HP** 9, **ATK** 1 spear (close/near) +2 (1d6), **MV** near (swim), **S** +1 **D** +1 **C** +0 **I** +0 **W** +1 **Ch** +1, **AL** L, **LV** 2

MIMIC

Beasts that look like objects.

AC 12, **HP** 23, **ATK** 2 bite +5 (1d8 + stick), **MV** near, **S** +2 **D** +0 **C** +1 **I** -2 **W** +0 **Ch** -3, **AL** N, **LV** 5

Stick: DC 15 STR or adhere to target; auto-hit with bite. DC 15 STR on turn to remove.

MINOTAUR

Ferocious bull-men with hooves and curved horns. They live in mazelike tunnels.

AC 14 (chainmail), **HP** 34, **ATK** 2 greataxe +6 (1d10) and 1 horns +6 (1d12), **MV** near, **S** +4 **D** +1 **C** +3 **I** +1 **W** +2 **Ch** +1, **AL** C, **LV** 7

Charge: In place of attacks, move up to double near in a straight line and make 1 horn attack. If hit, x2 damage.

MOOSE

A towering, brown-haired grazer with weighty, flat antlers.

AC 11, **HP** 19, **ATK** 2 antler +3 (1d6), **MV** double near, **S** +3 **D** +0 **C** +1 **I** -2 **W** +0 **Ch** -2, **AL** N, **LV** 4

MORDANTICUS THE PLAYED

A skinless mummy-lich wearing a crown set with nine bright gems. Once the head of the ancient, wizardly order of Gehemna, Mordanticus now lives in secret within the sanctum of Gehemna's reigning archmage. He has served as

an advisor and historian for centuries, but an enduring enchantment prevents him from speaking of two topics: his origins, and The Ten-Eyed Oracle.

AC 17, **HP** 89, **ATK** 1 rot touch +8 (1d10 + necrosis) and 3 spell +8, **MV** near, **S** +4 **D** +4 **C** +4 **I** +5 **W** +4 **Ch** +5, **AL** N, **LV** 19

Legendary Undead: Immune to morale checks. Only damaged by magical sources. Hostile spells targeting Mordanticus are DC 18 to cast.

Crown of Gehemna: 3/day, cause a spell being cast within far to fail.

Necrosis: DC 15 CON or go to 0 HP. Healing spells are DC 15 to cast on target while at 0 HP due to this effect.

Phylactery: Cannot be killed while spirit vessel (a diamond) is intact.

Absorb (INT Spell): DC 13. Near, one target. Target loses the ability to cast one random spell until completing a rest, and Mordanticus regains a lost spell of the same tier or less.

Banish (INT Spell): DC 14. All extradimensional creatures within

near DC 15 CHA or sent back to their home planes.

Bind (INT Spell): DC 12. One humanoid in far paralyzed 1d4 rounds.

Blast (INT Spell): DC 14. One creature in near takes 5d8 damage.

Phase (INT Spell): DC 13. Self. Teleport up to one mile.

True Name (INT Spell): DC 15. Near. Learn the True Name of target.

MUMMY

A desiccated, linen-wrapped zombie. It was created with an intricate embalming ritual used only upon the most worthy warriors or rulers.

AC 13, **HP** 47, **ATK** 3 rot touch +8 (1d10 + necrosis), **MV** near, **S** +3 **D** +0 **C** +2 **I** +3 **W** +2 **Ch** +3, **AL** C, **LV** 10

Supreme Undead: Immune to morale checks. Only damaged by magical sources.

Desiccated: Can be damaged by fire. Takes x2 damage from it.

Necrosis: DC 15 CON or drop to 0 HP. Healing spells are DC 15 to

cast on target while at 0 HP due to this effect.

MUSHROOMFOLK

Lumbering humanoids with spongy, elongated bodies and toadstools on their heads.

AC 13, **HP** 15, **ATK** 2 slam +2 (1d6),
MV near, **S** +2 **D** -1 **C** +2 **I** +0 **W** +1
Ch +0, **AL** N, **LV** 3

Sunblind: Blinded in bright light.

Telepathic: Speak mentally with creatures within double near.

NAGA

Magic-wielding cobras towering ten feet high. Once a dominant species, they are now rare and reclusive, bitter to the last.

AC 16, **HP** 43, **ATK** 2 bite +7 (2d6 + poison) and 1 spell +7, **MV** near (climb), **S** +4 **D** +1 **C** +3 **I** +2 **W** +2 **Ch** +4, **AL** C, **LV** 9

Poison: DC 15 CON or paralyzed 1d4 rounds.

Agony (CHA Spell): DC 14. One target in near takes 3d8 damage.

Hypnotize (CHA Spell): DC 13. Focus. One target in near range who

can see naga is helplessly stupefied for duration.

Whispers (CHA Spell): DC 12. Hostile spells cast on one target in near are DC 9 for 1d4 rounds.

NAGA, BONE

Mindless, skeletal husks of nagas reanimated by sorcery.

AC 13, **HP** 31, **ATK** 2 bite +5 (2d6),
MV near (burrow, **S** +3 **D** +2 **C** +4 **I** -3 **W** +0 **Ch** +4, **AL** C, **LV** 6

Greater Undead: Immune to morale checks. Only damaged by silver or magical sources.

NIGHTMARE

Black warhorses with flaming manes, hooves, and eyes.

AC 13, **HP** 29, **ATK** 2 hooves +5 (1d8), **MV** double near (fly), **S** +3 **D** +3 **C** +2 **I** -1 **W** +1 **Ch** -2, **AL** C, **LV** 6

Impervious: Nightmare and its rider immune to fire.

OBE-IXX OF AZARUMME

A pale, angular woman in translucent plate mail fashioned from giant scorpion chitin. Obe-lxx, daughter of Azarumme, rose up from the prehistoric barbarian tribes of Tal-Yool to conquer all in her path. One day, she stood at the steps of an obsidian ziggurat deep within the trackless jungle. Forty nights later, Obe-lxx emerged as the ur-vampire, bloodlust made flesh. Her dynasty would rise and fall again and again over the coming millennia.

AC 18 (+3 plate mail), **HP** 76, **ATK** 4 greatsword (near) +11 (1d12 + 2 + Moonbite properties) and 1 bite + 9 (1d8 + blood drain) and 1 charm, **MV** near (climb, fly), **S** +5 **D** +3 **C** +4 **I** +3 **W** +4 **Ch** +5, **AL** C, **LV** 16

Legendary Undead: Immune to morale checks. Only damaged by magical sources. Hostile spells targeting Obe-lxx are DC 18 to cast.

Blood Drain: Obe-lxx heals 2d8 HP, target permanently loses 1d6 CON. At 0 CON, target dies and rises as a loyal vampire or vampire spawn (Obe-lxx chooses).

Charm: One humanoid target who can see Obe-lxx within near, DC 15 CHA or under Obe-lxx's control for 1d4 days.

Moonbite Properties: +2 greatsword, thrown weapon, returns after being thrown. Spells to heal damage it inflicts are DC 15 to cast.

Shapechange: In place of attacks, turn into a giant bat, dire wolf, or back into regular form.

Ur-Vampire: Must sleep in sarcophagus at least once per moon cycle or loses 2d8 HP per day that cannot heal until sleeping in sarcophagus. Takes 3d8 damage each round while in direct sunlight. Cannot be killed unless pierced through heart while at 0 HP with a wooden stake carved from a tree from the Tal-Yool jungle.

OCHRE JELLY

An orange puddle of quivering slime.

AC 9, **HP** 20, **ATK** 2 tentacle +3 (1d6), **MV** near (climb), **S** +2 **D** -1 **C** +2 **I** -4 **W** -3 **Ch** -4, **AL** N, **LV** 4

Split: If cut or chopped, split into two smaller oozes (divide remaining HP between both).

OCTOPUS, GIANT

Octopi as large as sailing skiffs.

AC 13, **HP** 23, **ATK** 2 tentacle (near) +4 (1d8 + grab), **MV** near (swim), **S** +3 **D** +3 **C** +1 **I** -2 **W** +1 **Ch** -3, **AL** N, **LV** 5

Grab: DC 15 STR or immobilized.

Tentacle auto-hits each round: DC 15 STR on turn to break free.

Ink: In place of attacks, ink cloud blinds all in near for 1d4 rounds.

OGRE

A massive, dim-witted brute with tusks and a heavy frame. Often lords over goblins or orcs.

AC 9, **HP** 30, **ATK** 2 greatclub +6 (2d6), **MV** near, **S** +4 **D** -1 **C** +3 **I** -2 **W** -2 **Ch** -2, **AL** C, **LV** 6

ONI

Cunning and sorcerous ogre-demons with shaggy white hair, blue skin, and yellow eyes.

AC 11, **HP** 33, **ATK** 1 glaive (near) +6 (1d10) or 1 spell +5, **MV** near, **S** +5 **D** +1 **C** +2 **I** +2 **W** +1 **Ch** +3, **AL** C, **LV** 7

Shapeshift: In place of attacks, turn into any humanoid or back into original form.

Fade (CHA Spell): DC 13. Self. Become invisible for 1d4 rounds.

Hellfrost (CHA Spell): DC 13. All within near-sized cube extending from oni 3d6 damage.

Mist (CHA Spell): DC 13. Self. Turn into mist that can fly double near. Lasts 2d4 rounds.

ORC

A tusked, tall humanoid with gray skin and pointed ears.

AC 15, **HP** 4, **ATK** 1 greataxe +2 (1d8), **MV** near, **S** +2 **D** +0 **C** +0 **I** -1 **W** +0 **Ch** -1, **AL** C, **LV** 1

Rage: 1/day, immune to morale checks, +1d4 damage (3 rounds).

ORC, CHIEFTAIN

An imposing orc with scars crisscrossing its body.

AC 14 (chainmail), **HP** 19, **ATK** 2 greataxe +4 (1d10), **MV** near, **S** +2 **D** +1 **C** +1 **I** -1 **W** +0 **Ch** -1, **AL** C, **LV** 4

Rage: 1/day, immune to morale checks, +1d4 damage (3 rounds).

OTYUGH

Stumpy, three-legged beasts with barbed tentacles and vast mouths. Drawn by rot and filth.

AC 13, **HP** 35, **ATK** 2 tentacle +5 (1d8) and 1 bite +5 (1d10 + disease),
MV near, **S** +4 **D** -1 **C** +4 **I** -2 **W** +0
Ch -3, **AL** N, **LV** 7

Disease: DC 15 CON or infected.
DC 15 CON each day or lose 1d6 HP (can't heal). Ends on success.

OWLBEAR

Cantankerous bears with owl eyes, beaks, and feathers.

AC 13, **HP** 30, **ATK** 2 claw +5 (1d10),
MV near (climb), **S** +4 **D** +1 **C** +3 **I** -2
W +2 **Ch** -3, **AL** N, **LV** 6

Crush: Deals an extra die of damage if it hits the same target with both claws.

PANTHER

Supple large cats with blue-black fur. Stealthy hunters.

AC 14, **HP** 14, **ATK** 2 rend +3 (1d6),
MV near (climb), **S** +3 **D** +4 **C** +1 **I** -2
W +1 **Ch** -3, **AL** N, **LV** 3

PEASANT

A commoner in worn clothes.

AC 10, **HP** 4, **ATK** 1 club +0 (1d4),
MV near, **S** +0 **D** +0 **C** +0 **I** +0 **W** +0
Ch +0, **AL** L, **LV** 1

PEGASUS

Winged horses with noble bearings and pearly white coats.

AC 12, **HP** 15, **ATK** 2 hooves +3 (1d6),
MV double near (fly), **S** +3 **D** +2 **C** +2
I -3 **W** +1 **Ch** +0, **AL** N, **LV** 3

PHOENIX

Huge, soaring eagles made of searing flames. Intelligent and imbued with immortal magic.

AC 16, **HP** 60, **ATK** 4 rend +8 (2d12),
MV double near (fly), **S** +3 **D** +4 **C** +2
I +3 **W** +3 **Ch** +3, **AL** L, **LV** 13

Impervious: Immune to fire.

Explosion: Upon death, creatures within double near of phoenix DC 18 DEX or 10d6 damage.

Heat Aura: Creatures within near of phoenix at start of turn DC 15 CON or 2d6 damage.

Rebirth: A red-hot egg remains after death. Phoenix hatches from it in 1d4 days.

PIRANHA, SWARM

A school of flat, silvery fish with vicious fangs.

AC 12, **HP** 13, **ATK** 2 bite +2 (1d6), **MV** near (swim), **S** -2 **D** +2 **C** +0 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 3

Savage: ADV on attacks against creatures below half their HP.

PIRATE

Seafaring scoundrels who live to steal and hoard treasure.

AC 12 (leather), **HP** 4, **ATK** 1 cutlass +1 (1d6) or 1 dagger (close/ near) +1 (1d4), **MV** near, **S** +1 **D** +1 **C** +0 **I** +0 **W** +0 **Ch** +0, **AL** C, **LV** 1

PLESIOSAURUS

Aquatic reptiles as big as elephants. Flat flippers and narrow, toothy maws on long necks.

AC 13, **HP** 30, **ATK** 2 bite +5 (2d8), **MV** double near (swim), **S** +4 **D** +3 **C** +3 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 6

PRIEST

A respected member of a clergy who leads holy rituals and rites.

AC 15, **HP** 23, **ATK** 2 mace +3 (1d6) or 1 spell +3, **MV** near, **S** +1 **D** +0 **C** +1 **I** +0 **W** +2 **Ch** +1, **AL** L, **LV** 5

Anoint (WIS Spell): DC 12. Close. One weapon or armor becomes a magic +2 version for 10 rounds.

Healing Touch (WIS Spell): DC 11. Heal one creature within close for 2d4 HP.

Holy Flame (WIS Spell): DC 13. Self. Weapons ignite in magic flames and deal an additional 1d6 damage for 5 rounds.

Rebuke (WIS Spell): DC 13. Focus. Chaotic creatures cannot attack priest or come within near range for duration.

PRIMORDIAL SLIME

A mass of clear ooze strobing with sick pulses of violet light.

AC 9, **HP** 30, **ATK** 2 tentacle +4 (1d10 + dissolve), **MV** near (climb), **S** +3 **D** +2 **C** +3 **I** -4 **W** -3 **Ch** -4, **AL** C, **LV** 6

Impervious: Only harmed by fire.

Dissolve: One random piece of non-magical gear the target carries is destroyed.

PTERODACTYL

Long-beaked beasts with wide, triangular wings. Large enough to carry off a human.

AC 14, **HP** 20, **ATK** 2 beak +4 (1d8 + grab), **MV** double near (fly), **S** +2 **D** +4 **C** +2 **I** -2 **W** +1 **Ch** -3, **AL** N, **LV** 4

Grab: DC 15 STR or held. DC 15 STR on turn to break free.

PURPLE WORM

A massive worm as tall as a castle keep. Has a rotating maw and is covered in purple chitin.

AC 18, **HP** 57, **ATK** 2 bite +9 (2d12 + swallow) and 1 sting +9 (1d10 + poison), **MV** double near (burrow), **S** +5 **D** +1 **C** +3 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 12

Poison: DC 15 CON or go to 0 HP.

Swallow: On a natural attack roll of 18-20, target is swallowed.

RAKSHASA

Demonic illusionists whose true form is of a humanlike great cat with backwards hands.

AC 16, **HP** 39, **ATK** 2 claw +6 (1d8), **MV** near, **S** +1 **D** +3 **C** +3 **I** +3 **W** +3 **Ch** +4, **AL** C, **LV** 8

Impervious: Only damaged by magical sources. Immune to hostile spells of 3rd tier or lower.

Mesmerism: Can read the minds of all creatures within near. Can instantly take on the illusory appearance of any humanoid.

Weakness: A crossbow bolt under the effects of the holy weapon spell kills the rakshasa.

RAT

Rangy, plague-carrying rodents that infest underground places.

AC 10, **HP** 1, **ATK** 1 bite +0 (1 + disease), **MV** near, **S** -3 **D** +0 **C** +1 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 0

Disease: DC 9 CON or 1d4 CON damage (can't heal while ill).

RAT, DIRE

Child-sized, savage rats bristling with bony face and spine ridges.

AC 12, **HP** 10, **ATK** 1 bite +2 (1d6 + disease), **MV** near, **S** +1 **D** +2 **C** +1 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 2

Disease: DC 12 CON or 1d4 CON damage (can't heal while ill).

RAT, GIANT

Cunning rats as large as cats. Mangy fur and wormlike tails.

AC 11, **HP** 5, **ATK** 1 bite +1 (1d4 + disease), **MV** near, **S** -2 **D** +1 **C** +1 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 1

Disease: DC 12 CON or 1d4 CON damage (can't heal while ill).

RAT, SWARM

A screeching tidal wave of clawing and biting rats.

AC 10, **HP** 28, **ATK** 4 bite +0 (1 + disease), **MV** near, **S** -3 **D** +0 **C** +1 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 6

Disease: DC 9 CON or 1d4 CON damage (can't heal while ill).

RATHGAMNON

A pearl-white lion with feathered wings that stands twenty feet tall. Rathgamnon is Madeera the Covenant's mightiest servant; his blank eyes see far into the depths of time and space. He spends all eternity watching the whirl of the stars from the highest mountain in the realm of mortals, waiting for the celestial alignments that prophesy epochs of weal and woe, titanic changes to the balance of power in the cosmos, or threats to the laws of reality itself.

AC 17, **HP** 89, **ATK** 2 rend (near) +9 (2d10) and 2 spell +8, **MV** double near (fly), **S** +5 **D** +3 **C** +4 **I** +5 **W** +6 **Ch** +5, **AL** L, **LV** 19

Legendary: Only damaged by magical sources. Hostile spells targeting Rathgamnon are DC 18 to cast.

Roar: In place of attacks, all creatures who can hear within far DC 18 CHA or be rendered blind and speechless for 1d4 days.

Abjure (WIS Spell): DC 13. Self. End any hostile magical effects affecting Rathgamnon.

Abolish (WIS Spell): DC 13. One target in far takes 5d8 damage.

Anchor (WIS Spell): DC 14. One target in far DC 18 STR or bound and anchored by chains of golden runes for 1d4 rounds.

Gate (WIS Spell): DC 14. Open a portal at a point within near to another location on any plane. Lasts 1d6 rounds or until dismissed.

Portent (WIS Spell): DC 14. Lasts 2d4 rounds. One target in near has advantage or disadvantage on all attack rolls and checks.

Time Stop (WIS Spell): DC 15. Self. Time freezes for everyone except Rathgamnon for 1d4 rounds. Everything that occurs during the time freeze happens simultaneously when the spell ends.

REAYER

*A knight in blackened armor rid-
dled with cruel barbs.*

AC 17, **HP** 28, **ATK** 3 bastard sword +4 (1d8 + 2), **MV** near, **S** +3 **D** +0 **C** +1 **I** +0 **W** +0 **Ch** +2, **AL** C, **LV** 6

Bloodlust: +2 damage with melee weapons (included).

REMORHAZ

Massive, blue centipedes with neck hoods and red-hot spine spikes. Dwell in arctic climates.

AC 16, **HP** 47, **ATK** 3 bite +7 (2d6 + swallow), **MV** near (burrow), **S** +5 **D** +1 **C** +2 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 10

Impervious: Immune to cold and fire.

Melt: Non-magical metal objects that touch the remorhaz melt on a d6 roll of 1-3.

Swallow: On a natural attack roll of 18-20, target is swallowed.

RHINOCEROS

Gray-skinned bulls with single nose horns. Dwell in grasslands.

AC 14, **HP** 25, **ATK** 2 horn +4 (1d8), **MV** near, **S** +4 **D** -1 **C** +3 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 5

Charge: Move up to double near in straight line and make 1 horn attack. If hit, x3 damage.

RIME WALKER

Human-shaped beings formed from black space ice. Their eyes are two flickering, white lights.

AC 16, **HP** 43, **ATK** 4 claw +8 (1d12),
MV near (fly), **S** +4 **D** +4 **C** +3 **I** +2
W +2 **Ch** +2, **AL** C, **LV** 9

Impervious: Immune to cold.

Ice Aura: Enemies within near of rime walker DC 12 CON at start of turn or lose action.

ROC

Dragon-sized hawks that nest in remote mountains.

AC 15, **HP** 69, **ATK** 4 rend +9 (2d10 + grab), **MV** double near (fly), **S** +5 **D** +3 **C** +2 **I** -2 **W** +2 **Ch** -2, **AL** N, **LV** 15

Grab: DC 18 STR or target held. DC 18 STR on turn to break free.

ROPER

Ravenous monstrosities that look like cave rocks when their single eye and maw are closed.

AC 14, **HP** 31, **ATK** 4 tendril (double near) +4 (1d6 + grab) and 1 bite +4 (2d8), **MV** close (climb), **S** +3 **D** -2 **C** +4 **I** -1 **W** +2 **Ch** +1, **AL** N, **LV** 6

Impervious: Can only be damaged by magical sources.

Grab: DC 15 STR or target trapped in tendril. Tendril auto-hits target next round. DC 15 STR on turn to break free.

Pull: In place of a tendril attack, pull a grabbed target a near distance.

Tendrils: Four total. AC 18 each. 4+ damage to one severs it.

ROT FLOWER

Carnivorous flowers as large as a human. They reek of carrion.

AC 9, **HP** 10, **ATK** 1 bite +1 (1d4 + toxin), **MV** none, **S** +1 **D** -3 **C** +1 **I** -4
W -3 **Ch** -4, **AL** N, **LV** 2

Toxin: DC 12 CON or unconscious for 1d4 rounds.

RUST MONSTER

A mud-brown insect as big as a wolf with two feathery antennae. Consumes metal.

AC 13, **HP** 19, **ATK** 2 claw +3 (1d6),
MV near (climb), **S** +2 **D** +3 **C** +1 **I** -3
W +1 **Ch** -3, **AL** N, **LV** 4

Corrosive: Metal that touches the rust monster is destroyed on a d6 roll of 1-3.

SAHUAGIN

Humanoids with sea-green skin, webbed limbs, and shark teeth. Vicious hunters.

AC 14, **HP** 9, **ATK** 2 trident (near) +1 (1d6), **MV** near (swim), **S** +1 **D** +1 **C** +0 **I** -1 **W** +0 **Ch** -1, **AL** C, **LV** 2

Half-Amphibious: Must be submerged in water every 4 hours or suffocates.

SALAMANDER

Fire-colored lizardfolk with long tails. Flame-like frills run down their backs.

AC 13, **HP** 24, **ATK** 2 flaming spear (close/near) +4 (1d6 + ignites flammables) or 1 iron longbow (far) +2 (1d8), **MV** near, **S** +2 **D** +0 **C** +2 **I** -1 **W** +1 **Ch** -1, **AL** C, **LV** 5

Impervious: Fire immune.

Heat Aura: Creatures in close DC 12 CON on turn or 1d8 damage.

SCARAB, SWARM

A chittering cloud of iridescent, oval-shaped beetles.

AC 13, **HP** 14, **ATK** 2 bite +3 (1d6), **MV** near (fly), **S** -1 **D** +3 **C** +1 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 3

SCARECROW

Ragged clothes and a painted burlap head stuffed with straw. Possessed by a malicious spirit.

AC 12, **HP** 15, **ATK** 2 claws +2 (1d6) or 1 scream, **MV** near, **S** +2 **D** +2 **C** +2 **I** +0 **W** +0 **Ch** +2, **AL** C, **LV** 3

Scream: Creatures who hear in double near DC 12 CHA or paralyzed for 1d4 rounds.

SCORPION

Desert-dwelling arachnids with pincers and curved tail stingers.

AC 11, **HP** 1, **ATK** 1 sting +1 (1 + poison), **MV** near (climb), **S** -4 **D** +1 **C** +0 **I** -4 **W** +0 **Ch** -4, **AL** N, **LV** 0

Poison: DC 9 CON or go to 0 HP.

SCORPION, GIANT

Chitin-plated scorpions as big as camels.

AC 14, **HP** 13, **ATK** 1 claw +2 (1d6 + grab) and 1 sting +2 (1d4 + poison), **MV** near (climb), **S** +2 **D** +2 **C** +0 **I** -4 **W** +0 **Ch** -4, **AL** N, **LV** 3

Grab: DC 12 STR or target held. DC 12 STR on turn to break free.

Poison: DC 12 CON or go to 0 HP.

SHADOW

Flitting, sentient shadows in the vague shape of a human.

AC 12, **HP** 15, **ATK** 2 touch +2 (1d4 + drain), **MV** near (fly), **S** -4 **D** +2 **C** +2 **I** -2 **W** +0 **Ch** -1, **AL** C, **LV** 3

Drain: Target takes 1 STR damage. At 0 STR, target dies and becomes a shadow.

SHAMBLING MOUND

Fetid piles of slimy vegetation animated to life by lightning.

AC 14, **HP** 20, **ATK** 2 slam +3 (1d6 + engulf), **MV** near, **S** +3 **D** -2 **C** +2 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 4

Impervious: Fire immune.

Engulf: If a target is hit by both slams in same round, it is pulled into shambling mound's body and suffocates in 2d4 rounds. DC 15 STR on turn to escape.

SHARK

Bloodthirsty apex predators of the sea. Gray, torpedo-like body.

AC 11, **HP** 15, **ATK** 1 bite +3 (1d10), **MV** near (swim), **S** +3 **D** +1 **C** +2 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 3

SHARK, MEGALODON

Primordial sharks the size of whales. Savage hunters.

AC 13, **HP** 38, **ATK** 3 bite +7 (2d8), **MV** double near (swim), **S** +5 **D** +1 **C** +2 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 8

Fearless: Immune to morale checks.

SIREN

Baleful fey with dove wings and iridescent fish scales. Their singing entrances listeners.

AC 12, **HP** 18, **ATK** 2 claw +2 (1d6) or 1 song, **MV** near (swim, **S** +0 **D** +2 **C** +0 **I** +2 **W** +2 **Ch** +4, **AL** C, **LV** 4

Song: Enemies who can hear within double near DC 15 CHA

or paralyzed 1d4 rounds. Immune for 1 day if passed check.

SKELETON

A bleach-boned skeleton with red pinpoints of light in its eyes.

AC 13 (chainmail), **HP** 11, **ATK** 1 shortsword +1 (1d6) or 1 shortbow (far) +0 (1d4), **MV** near, **S** +1 **D** +0 **C** +2 **I** -2 **W** +0 **Ch** -1, **AL** C, **LV** 2

Undead: Immune to morale checks.

SMILODON

Prehistoric tigers with long canine fangs. They hunt in grasslands and ice fields.

AC 12, **HP** 14, **ATK** 2 bite +3 (1d6), **MV** near, **S** +3 **D** +2 **C** +1 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 3

SNAKE, COBRA

A weaving serpent with a neck hood and lethal venom.

AC 12, **HP** 4, **ATK** 1 bite +2 (1 + poison), **MV** near, **S** -3 **D** +2 **C** +0 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 1

Poison: DC 18 CON or go to 0 HP with a death timer of 1.

SNAKE, GIANT

An enormous, mottled serpent that can swallow a cow whole.

AC 12, **HP** 23, **ATK** 2 bite +4 (1d6) and 1 constrict (near), **MV** near (climb), **S** +3 **D** +2 **C** +1 **I** -2 **W** +0 **Ch** -2, **AL** N, **LV** 5

Constrict: Contested STR to hold target immobile for one round.

SNAKE, SWARM

A roiling wave of snakes darting and flowing across the ground.

AC 12, **HP** 19, **ATK** 3 bite +2 (1d4 + poison), **MV** near, **S** -3 **D** +2 **C** +1 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 4

Poison: DC 12 CON or go to 0 HP in 1d4 rounds.

SOLDIER

An armed footsoldier trained in the ways of battlefield combat.

AC 15, **HP** 10, **ATK** 1 longsword +2 (1d8) or 1 crossbow (far) +1 (1d6), **MV** near, **S** +1 **D** +0 **C** +1 **I** +0 **W** +0 **Ch** +0, **AL** L, **LV** 2

SPHINX

A winged, leonine oracle who can see into time and space and often speaks in riddles. Lives in isolated mountains.

AC 16, **HP** 42, **ATK** 3 claw +7 (1d10) or 2 spell +5, **MV** double near (fly), **S** +4 **D** +1 **C** +2 **I** +4 **W** +4 **Ch** +3, **AL** L, **LV** 9

Roar: In place of attacks, all creatures who can hear within far DC 18 CHA or paralyzed 1d4 rounds.

Gate (WIS Spell): DC 14. Open a portal at a point within near to another location on any plane. Lasts 1d6 rounds or until dismissed.

Omens (WIS Spell): DC 12. Self. ADV on all actions for 1d4 rounds.

Riddle (WIS Spell): DC 12. One target in far DC 15 INT or stupefied 1d4 rounds.

Time Bend (WIS Spell): DC 14. One target in near frozen in time for 1d4 rounds.

Unmake (WIS Spell): DC 13. One target in far takes 3d8 damage.

SPIDER

Silent, web-weaving arachnids with a flesh-dissolving venom.

AC 11, **HP** 1, **ATK** 2 bite +1 (1 + poison), **MV** near (climb), **S** -4 **D** +1 **C** +0 **I** -4 **W** +0 **Ch** -4, **AL** N, **LV** 0

Poison: DC 9 CON or take 1d4 damage.

SPIDER, GIANT

Bulbous abdomen and eight, spindly legs. Dwells high in trees or caves and ambushes prey, capturing them to eat later.

AC 13, **HP** 13, **ATK** 1 bite +3 (1d4 + poison), **MV** near (climb), **S** +2 **D** +3 **C** +0 **I** -2 **W** +1 **Ch** -2, **AL** N, **LV** 3

Poison: DC 12 CON or paralyzed 1d4 hours.

SPIDER, SWARM

A scurrying carpet of spiders.

AC 13, **HP** 9, **ATK** 1 bite +3 (1d4 + poison), **MV** near (climb), **S** -1 **D** +3 **C** +0 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 2

Poison: DC 12 CON or paralyzed 1d4 rounds.

STINGBAT

Darting, orange insect-bat with four wings and needlelike beak.

AC 12, **HP** 4, **ATK** 1 beak +2 (1d4 + blood drain), **MV** near (fly), **S** -2 **D** +2 **C** +0 **I** -2 **W** +0 **Ch** -2, **AL** N, **LV** 1

Blood Drain: Attach to bitten target; auto-hit the next round. DC 9 STR on turn to remove.

STRANGLER

A gray-skinned, gaunt creature with four ropy limbs tipped in sucker-lined claws.

AC 12, **HP** 14, **ATK** 2 claws +2 (1d6), **MV** near (climb), **S** -2 **D** +2 **C** +1 **I** -2 **W** +0 **Ch** -2, **AL** C, **LV** 3

Stealthy: ADV on DEX checks to sneak and hide.

Strangle: Deals x2 damage against surprised creatures. THE TEN-EYED ORACLE

THE TARRASQUE

A colossal, four-legged reptile with crocodilian jaws, amber scales, and a diamond-hard, spiked carapace. It towers overhead like a mountain, able to swallow entire villages in one

gulp. The tarrasque hibernates deep in the earth or at the bottom of the sea for centuries, only awakening long enough to fill its vast belly in an indiscriminate rampage of terror and destruction. There is only one tarrasque, and it is the most dreaded creature to walk the earth.

AC 22, **HP** 140, **ATK** 4 thrash (near) +13 (3d10 + sever) and 1 bite (near) +13 (5d10 + sever + swallow), **MV** triple near (burrow, **S** +7 **D** +2 **C** +5 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 30

Legendary: Only damaged by magical sources. Hostile spells targeting the tarrasque are DC 18 to cast.

Deep Dweller: Immune to harm from fire and cold. Amphibious.

Permanent Death: Cannot be permanently killed unless a wish spell is cast on it while it is at 0 HP.

Rampage: In place of attacks, move far in a straight line and make one bite attack. On a hit, triple damage.

Reflective Carapace: Immune to rays, blasts, or bolts of energy. 1:6

chance these are reflected back at their originator.

Regeneration: Regains 4d10 lost HP at the beginning of its turn.

Sever: On a natural attack roll of 18+, the attack also severs a random limb. 1d6: 1. Head, 2-4. Arm, 5-6. Leg.

Swallow: DC 18 STR or swallowed whole. Total darkness inside and 4d10 damage per round. Tarasque regurgitates all swallowed if dealt at least 30 damage in one round to the inside of its gullet.

THE TEN-EYED ORACLE

A floating mass of rubbery skin crusted with barnacles. Its ten eyestalks writhe like snakes, and a deep, circular scar mars its central body, hiding what was once a large eye above a lipless maw. The Ten-Eyed Oracle stalks the Shadowdark, burbling mad prophecies and somehow moving freely between the lightless fathoms of the earth. The keepers of the deep lore suspect The Ten-Eyed Oracle was once a benevolent ally of mankind, but an

unknown calamity drove it to insanity and reckless hatred.

AC 12, **HP** 14, **ATK** 2 claws +2 (1d6), **MV** near (climb), **S** -2 **D** +2 **C** +1 **I** -2 **W** +0 **Ch** -2, **AL** C, **LV** 3

Legendary: Only damaged by magical sources. Hostile spells targeting The Ten-Eyed Oracle are DC 18 to cast.

Eyestalk Ray: Each ray can shoot once per round and target one creature or an object up to 1,000 pounds (up to four on same target).

1. Charm. DC 15 CHA or become ally for 1d4 rounds.
2. Hold. DC 15 STR or paralyzed 1d4 rounds.
3. Sleep. DC 15 WIS or asleep 1d4 rounds.
4. Polymorph. DC 15 INT or turned into vermin for 1d4 rounds.
5. Cancel. DC 15 DEX or all magical effects on target end.
6. Confusion. DC 15 WIS or attack a random ally within near.
7. Telekinesis. DC 15 STR or hover target up to double near.

8. Disintegrate. DC 15 DEX or 5d8 damage (object destroyed).
9. Petrify. DC 15 CON or petrified.
10. Death. DC 15 CON or drop to 0 HP with a death timer of 1.

THE WANDERING MERCHANT

A cheerful merchant who appears to be a hale, middle-aged human man with a handlebar mustache. He wears a white shirt, breeches, and leather apron, and he hauls a towering backpack bursting at the seams. Few know the merchant's true nature and origins, though some theorize he is an immortal being or a god (they are not entirely incorrect). The Wandering Merchant always has something useful, far-flung, or incredible to sell at a reasonable price, and there's no telling when or where he'll show up next...

AC 16 (mithral chainmail), **HP** 71, **ATK** 4 +3 vorpal bastard sword +9 (1d10 + lop), **MV** near, **S** +3 **D** +3 **C** +4 **I** +3 **W** +4 **Ch** +5, **AL** L, **LV** 15

Legendary: Only damaged by magical sources. Hostile spells tar-

geting The Wandering Merchant are DC 18 to cast.

Amulet of Rahm-Hotep: In place of attacks, teleport to a random location in the multiverse.

Bottomless Bag: Contains 200 gear slots in magical sub-pockets.

Weighs as much as a normal backpack: The Wandering Merchant can summon it to himself from anywhere by snapping his fingers.

Dice of Truth: A set of three six-sided dice whose rolls cannot be magically or mundanely altered in any way.

Lop: On a natural attack roll of 18-20, behead the target.

Reckoning: Any creature who steals from The Wandering Merchant develops a curse. Over the next 2d8 days, that creature turns into a cockatrice. This curse can only be lifted by a wish spell or by returning the stolen goods.

Strange Lands: The Wandering Merchant does not suffer any ill effects from the natural environment he does not wish to suffer.

THIEF

A cat burglar in a black cloak.

AC 13 (leather), **HP** 13, **ATK** 1 dagger (close/near) +2 (1d4) or 1 short-sword +0 (1d6), **MV** near, **S** +0 **D** +2 **C** +0 **I** +0 **W** +0 **Ch** +1, **AL** N, **LV** 3

Stealthy: ADV on DEX checks to sneak and hide.

Backstab: Deal x2 damage against surprised creatures.

THUG

A bruised and boorish ruffian.

AC 13, **HP** 4, **ATK** 1 shortsword +1 (1d6), **MV** near, **S** +1 **D** +0 **C** +0 **I** -1 **W** +1 **Ch** -1, **AL** C, **LV** 1

TREANT

Peaceful, slow-moving trees with merry eyes and tremulous voices. They protect the forest.

AC 14, **HP** 38, **ATK** 3 slam +8 (1d10) or 1 rock (far) +8 (2d12), **MV** near, **S** +4 **D** -1 **C** +2 **I** +2 **W** +3 **Ch** +1, **AL** N, **LV** 8

Animate Tree: 2/day. In place of attacks, one tree within near awakens as a treant ally without this ability. Reverts back in 1 day.

TRICERATOPS

Plodding herbivores with a wide, bony skull frill and three horns.

AC 17, **HP** 35, **ATK** 2 horns +6 (1d10) or 1 charge, **MV** near, **S** +4 **D** -1 **C** +4 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 7

Charge: Move up to double near in straight line and make 1 horn attack. If hit, x3 damage.

TROLL

Green, lanky giants with warty skin and territorial rage. Lair in deep forests and swamps.

AC 12, **HP** 24, **ATK** 2 claw +4 (1d6) and 1 bite +4 (1d10), **MV** near, **S** +3 **D** +2 **C** +2 **I** -1 **W** +0 **Ch** -1, **AL** C, **LV** 5

Regenerate: Regains 2d6 HP on its turn unless its wounds are cauterized with fire or acid.

TROLL, FROST

Rime-covered trolls with blue skin and flinty, black eyes. They stalk arctic lands and frozen boreal forests.

AC 13, **HP** 34, **ATK** 2 claw +5 (1d8) and 1 bite +5 (1d12), **MV** near, **S** +3 **D** +2 **C** +3 **I** -1 **W** +0 **Ch** -1, **AL** C, **LV** 7

Impervious: Cold and fire immune.

Regenerate: Regains 2d6 HP on its turn unless its wounds are cauterized with acid.

TYRANNOSAURUS

Towering, bipedal lizards with a massive head, jaws, and neck.

AC 13, **HP** 44, **ATK** 3 bite +8 (2d12),
MV double near, **S** +5 **D** +1 **C** +4 **I** -3
W +1 **Ch** -3, **AL** N, **LV** 9

UNICORN

A silvery horse with a flowing mane and a single spiral horn.

AC 12, **HP** 20, **ATK** 1 hooves +3 (1d6),
MV double near, **S** +3 **D** +2 **C** +2 **I** +1
W +2 **Ch** +3, **AL** L, **LV** 4

Healing Horn: A touch heals 2d6 HP or ends one curse or disease.

VAMPIRE

Pale, blood-drinking undead of supreme power and wickedness. They loathe sunlight and protect their coffins at all costs.

AC 15, **HP** 52, **ATK** 3 bite +7 (1d8 + blood drain) or 1 charm, **MV** near (climb), **S** +4 **D** +3 **C** +3 **I** +1 **W** +3 **Ch** +4, **AL** C, **LV** 11

Supreme Undead: Immune to morale checks. Only damaged by magical sources.

Blood Drain: Vampire heals 2d6 HP and target permanently loses 1d4 CON. At 0 CON, target dies and rises as vampire or vampire spawn (vampire chooses).

Charm: One humanoid target who can see vampire within near, DC 15 CHA or under vampire's control for 1d4 days.

Shapechange: In place of attacks, turn into a bat, wolf, or back into regular form.

Vampire: Must sleep in a coffin daily or loses 2d6 HP each day that can't be healed until resting in coffin. Takes 3d8 damage each round while in direct sunlight. Cannot be killed unless pierced through heart with a wooden stake while at 0 HP.

VAMPIRE SPAWN

Lesser, feral vampires born from the bite of their vampiric sires. Bloodthirsty and savage. They rarely leave a victim alive.

AC 13 (leather), **HP** 25, **ATK** 2 bite +4 (1d8 + blood drain), **MV** near

(climb), **S** +3 **D** +2 **C** +3 **I** -1 **W** +1 **Ch** +2, **AL** C, **LV** 5

Greater Undead: Immune to morale checks. Only damaged by silver or magical sources.

Blood Drain: Vampire heals 2d6 HP and target permanently loses 1d4 CON. At 0 CON, target dies and rises as a vampire spawn.

Vampire: Must sleep in a coffin daily or loses 2d6 HP each day that can't be healed until resting in coffin. Takes 3d8 damage each round while in direct sunlight. Cannot be killed unless pierced through heart with a wooden stake while at 0 HP.

VELOCIRAPTOR

Fast, turkey-sized raptors with vicious toe claws. Pack hunters.

AC 13, **HP** 10, **ATK** 1 claw +3 (1d6), **MV** double near, **S** -1 **D** +3 **C** +1 **I** -2 **W** +1 **Ch** -3, **AL** N, **LV** 2

Clever: +1d4 damage when attacking with surprise.

VIOLET FUNGUS

Child-sized, creeping fungi with neon purple caps. Their whiplike roots decompose living flesh.

AC 7, **HP** 9, **ATK** 2 tendril (near) +0 (1d4), **MV** close, **S** -3 **D** -2 **C** +0 **I** -4 **W** -3 **Ch** -4, **AL** N, **LV** 2

VIPERIAN

Lithe, snake-headed people with cobra hoods and emerald green scales covering their bodies.

AC 13, **HP** 13, **ATK** 2 scimitar +2 (1d6) or 1 javelin (close/far) +2 (1d4), **MV** near, **S** +1 **D** +1 **C** +0 **I** +0 **W** +1 **Ch** +0, **AL** C, **LV** 3

VIPERIAN, OPHID

A giant anaconda body merges into a humanoid torso with a large snake head. It wears golden torcs and strings of glittering moonstones.

AC 14, **HP** 28, **ATK** 3 falchion +5 (1d10) or 2 longbow (far) +3 (1d8), **MV** near (climb), **S** +4 **D** +2 **C** +1 **I** +1 **W** +1 **Ch** +1, **AL** C, **LV** 6

Impervious: Can only be harmed by magical sources.

VIPERIAN, WIZARD

Thin viperians with scales tinged in black. They wear silk robes and silver, serpentine jewelry.

AC 13, **HP** 37, **ATK** 1 dagger (close/near) +2 (1d4) or 2 spell +5, **MV** near, **S** +0 **D** +1 **C** +0 **I** +3 **W** +1 **Ch** +1, **AL** C, **LV** 8

Hiss (INT Spell): DC 12. End one spell within far.

Summon Cobra (INT Spell): DC 13. Summon 1d4 loyal cobras that appear within near. They leave in 1d4 rounds.

Venom (INT Spell): DC 12. One target in far takes 2d8 damage.

Whispers (INT Spell): DC 14. Focus. All enemies within near of viperian wizard have DISADV on spellcasting checks for the duration.

VOID SPAWN

Scythe-like limbs jut from a purple bulb as big as an ogre. Its lower half is a nest of tentacles.

AC 13, **HP** 34, **ATK** 2 scythe +6 (1d10) and 1 tentacles +6 (1d12 + toxin), **MV** near (fly), **S** +4 **D** +1 **C** +3 **I** +0 **W** +1 **Ch** -1, **AL** C, **LV** 7

Impervious: Immune to cold.

Toxin: DC 12 CON or paralyzed for 1d4 rounds.

VOID SPIDER

Pale, horse-sized arachnids that become ghostly and intangible.

AC 13, **HP** 23, **ATK** 2 bite +4 (1d8 + poison), **MV** near (climb), **S** +3 **D** +3 **C** +1 **I** -1 **W** +1 **Ch** -2, **AL** C, **LV** 5

Impervious: Immune to cold.

Phase: Once per round, become corporeal or incorporeal.

Poison: DC 12 CON or drop to 0 HP in 1d4 rounds.

VULTURE

Scavenger birds with black feathers, hunched backs, and bald heads.

AC 10, **HP** 5, **ATK** 1 tear +1 (1d4), **MV** near (fly), **S** +1 **D** +0 **C** +1 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 1

Carrion Tracker: Can track dead flesh unerringly within a mile.

WASP, GIANT

Man-sized wasps with glossy, yellow-striped abdomens.

AC 13, **HP** 9, **ATK** 1 sting +3 (1d6 + venom), **MV** near (fly), **S** +1 **D** +3 **C** +0 **I** -3 **W** +0 **Ch** -3, **AL** N, **LV** 2

Venom: DC 9 CON or go to 0 HP.

WERERAT

A slinking, rat-faced humanoid covered in mangy fur.

AC 13 (leather), **HP** 14, **ATK** 2 bite +2 (1d6), **MV** near (climb), **S** +1 **D** +2 **C** +1 **I** -1 **W** +1 **Ch** -1, **AL** C, **LV** 3

Impervious: Only damaged by silver or magic sources.

Lycanthropy: If 12 or more damage from the same wererat, contract lycanthropy.

WEREWOLF

A bipedal, wolf-faced humanoid covered in brown fur.

AC 12, **HP** 20, **ATK** 2 rend +3 (1d6), **MV** double near, **S** +3 **D** +2 **C** +2 **I** +0 **W** +1 **Ch** +0, **AL** C, **LV** 4

Impervious: Only damaged by silver or magic sources.

Lycanthropy: If 12 or more damage from the same werewolf, contract lycanthropy.

WIGHT

A pale, armored undead warrior with sinister intelligence.

AC 14 (chainmail), **HP** 15, **ATK** 1 bastard sword +3 (1d10) and 1 life drain +3, **MV** near, **S** +3 **D** +1 **C** +2 **I** +1 **W** +0 **Ch** +3, **AL** C, **LV** 3

Greater Undead: Immune to morale checks. Only damaged by silver or magical sources.

Life Drain: 1d4 CON damage. Death if reduced to 0 CON.

WILL-O'-WISP

A bobbing marsh light animated by an evil spirit. It tries to lead the living into danger.

AC 13, **HP** 10, **ATK** 1 life drain +3, **MV** near (fly), **S** -3 **D** +3 **C** +1 **I** -1 **W** -1 **Ch** -2, **AL** C, **LV** 2

Life Drain: 1d4 CON damage. Death if reduced to 0 CON.

WOLF

A giant canine with a gray pelt, yellow eyes, and dripping jaws.

AC 12, **HP** 10, **ATK** 1 bite +2 (1d6),
MV double near, **S** +2 **D** +2 **C** +1 **I** -2
W +1 **Ch** +0, **AL** N, **LV** 2

Pack Hunter: Deals +1 damage while an ally is close.

WOLF, DIRE

A massive wolf with spines of black bone along its brow ridge and back.

AC 12, **HP** 19, **ATK** 2 bite +4 (1d8),
MV double near, **S** +3 **D** +2 **C** +1 **I** -1
W +1 **Ch** +0, **AL** N, **LV** 4

Pack Hunter: Deals +1 damage while an ally is close.

WOLF, WINTER

Sinister, white-pelted wolves with piercing blue eyes. From the fey realms of eternal winter.

AC 12, **HP** 23, **ATK** 2 bite +4 (1d6) or
1 frost breath, **MV** double near, **S**
+3 **D** +2 **C** +1 **I** +0 **W** +1 **Ch** +0, **AL** C,
LV 5

Impervious: Cold immune.

Frost Breath: Fills a near-sized cube extending from winter wolf. DC 15 DEX or 3d8 damage.

WORG

Bat-faced wolves that speak Goblin and often serve as war mounts for goblinkind.

AC 11, **HP** 14, **ATK** 1 bite +3 (1d6),
MV double near, **S** +2 **D** +1 **C** +1 **I** -2
W +1 **Ch** -2, **AL** C, **LV** 3

WRAITH

A shadowy spirit seething with anger and malice. Its presence is unsettling to animals.

AC 14, **HP** 36, **ATK** 3 death touch
+6 (1d10 + life drain), **MV** near (fly),
S -4 **D** +4 **C** +0 **I** +0 **W** +0 **Ch** +3, **AL**
C, **LV** 8

Greater Undead: Immune to morale checks. Only damaged by silver or magical sources.

Incorporeal: In place of attacks, become corporeal or incorporeal.

Life Drain: 1d4 CON damage. Death if reduced to 0 CON.

WYVERN

Dragon-cousins with a large tail stinger, mottled lizard skin, and leathery wings.

AC 15, **HP** 37, **ATK** 2 rend +6 (1d8) and 1 stinger +6 (1d6 + poison), **MV** double near (fly), **S** +4 **D** +2 **C** +1 **I** -3 **W** +1 **Ch** -3, **AL** N, **LV** 8

Poison: DC 15 CON or take 2d10 damage.

ZOMBIE

Lurching and decomposed undead that hunt in mobs.

AC 8, **HP** 11, **ATK** 1 slam +2 (1d6), **MV** near, **S** +2 **D** -2 **C** +2 **I** -2 **W** -2 **Ch** -3, **AL** C, **LV** 2

Undead: Immune to morale checks.

Relentless: If zombie reduced to 0 HP by a non-magical source, DC 15 CON to go to 1 HP instead

Spells

ACID ARROW

Tier 2, wizard

Duration: Focus

Range: Far

You conjure a corrosive bolt that hits one foe, dealing 1d6 damage a round. The bolt remains in the target for as long as you focus.

ALARM

Tier 1, wizard

Duration: 1 day

Range: Close

You touch one object, such as a door threshold, setting a magical alarm on it. If any creature you do not designate while casting the spell touches or crosses past the object, a magical bell sounds in your head.

ALTER SELF

Tier 2, wizard

Duration: 5 rounds

Range: Self

You magically change your physical form, gaining one feature that modifies your existing anatomy.

For example, you can grow functional gills on your neck or bear claws on your fingers. This spell can't grow wings or limbs.

ANIMATE DEAD

Tier 3, wizard

Duration: 1 day

Range: Close

You touch one humanoid's remains, and it rises as a zombie or skeleton under your control. The remains must have at least three limbs and its head intact. The undead creature acts on your turn. After 1 day, the creature collapses into grave dust.

ANTIMAGIC SHELL

Tier 5, wizard

Duration: Focus

Range: Self

An invisible, near-sized cube of null-magic appears centered on you.

Within the cube, no spells can be cast. Magic items and spells have no effect in the zone, and no magic can enter.

The cube moves with you. Spells such as dispel magic have no effect on it.

Another antimagic shell does not affect this one.

ARCANE EYE

Tier 4, wizard

Duration: Focus

Range: Near

You conjure an invisible, grape-sized eye within range.

You can see through the eye. It can see in the dark out to near range, fly near on your turn, and squeeze through openings as narrow as a keyhole.

AUGURY

Tier 2, priest

Duration: Instant

Range: Self

You interpret the meaning of supernatural portents and omens.

Ask the GM one question about a specific course of action. The GM says whether the action will lead to “weal” or “woe.”

BLESS

Tier 2, priest

Duration: Instant

Range: Close

One creature you touch gains a luck token.

BLIND-DEAFEN

Tier 2, priest

Duration: Focus

Range: Near

You utter a divine censure, blinding or deafening one creature you can see in range. The creature has disadvantage on tasks requiring the lost sense.

BURNING HANDS

Tier 1, wizard

Duration: Instant

Range: Close

You spread your fingers with thumbs touching, unleashing a circle of flame that roars out to a close area around where you stand.

Creatures within the area of effect take 1d6 damage, and flammable objects catch fire.

CHARM PERSON

Tier 1, wizard

Duration: 1d8 days

Range: Near

You magically beguile one humanoid of level 2 or less within near range, who regards you as a friend for the duration.

The spell ends if you or your allies do anything to hurt it that it notices.

The target knows you magically enchanted it after the spell ends.

CLEANSING WEAPON

Tier 2, priest

Duration: 5 rounds

Range: Close

One weapon you touch is wreathed in purifying flames. It deals an additional 1d4 damage (1d6 vs. undead) for the duration.

CLOUDKILL

Tier 4, wizard

Duration: 5 rounds

Range: Far

A putrid cloud of yellow poison fills a near-sized cube within range. It spreads around corners.

Creatures inside the cloud are blinded and take 2d6 damage at the beginning of their turns. A creature of LV 9 or less that ends its turn fully inside the cloud dies.

COMMAND

Tier 3, priest

Duration: Focus

Range: Far

You issue a verbal command to one creature in range who can understand you. The command must be one word, such as “kneel.” The target obeys the command for as long as you focus.

If your command is ever directly harmful to the creature, it may make a CHA check vs. your last spellcasting check. On a success, the spell ends.

COMMUNE

Tier 4, priest

Duration: Instant

Range: Self

You seek your god’s counsel. Ask the GM up to three yes or no questions. The GM truthfully answers “yes” or “no” to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.

CONFUSION

Tier 4, wizard

Duration: Focus

Range: Near

You mesmerize one creature you can see in range. The target can’t take actions, and it moves in a random direction on its turn. If the target is LV 9+, it may make a WIS check vs. your last spellcasting check at the start of its turn to end the spell.

CONTROL WATER

Tier 4, priest, wizard

Duration: Focus

Range: Far

You move and shape water. You can cause a section of water up to 100 feet in width and depth to change shape, defy gravity, or flow in a different direction.

CREATE UNDEAD

Tier 5, wizard

Duration: 1 day

Range: Close

You conjure a vengeful undead creature to do your bidding.

When you cast this spell, you choose to summon either a wight or wraith. It appears next to you and is under your control.

The undead creature acts on your turn. After 1 day, it melts away into smoke.

CURE WOUNDS

Tier 1, priest

Duration: Instant

Range: Close

Your touch restores ebbing life.

Roll a number of d6s equal to 1 + half your level (rounded down). One target you touch regains that many hit points.

DETECT MAGIC

Tier 1, wizard

Duration: Focus

Range: Near

You can sense the presence of magic within near range for the spell's duration. If you focus for two rounds, you discern its general properties. Full barriers block this spell.

DETECT THOUGHTS

Tier 2, wizard

Duration: Focus

Range: Near

You peer into the mind of one creature you can see within range. Each round, you learn the target's immediate thoughts.

On its turn, the target makes a Wisdom check vs. your last spell-casting check. If the target succeeds, it notices your presence in its mind and the spell ends.

DIMENSION DOOR

Tier 4, wizard

Duration: Instant

Range: Self

You teleport yourself and up to one other willing creature within close to any point you can see.

DISINTEGRATE

Tier 5, wizard

Duration: Instant

Range: Far

A green ray shoots from your finger and turns a creature or object into ash.

A target creature of LV 5 or less instantly dies. If it is LV 6+, it takes 3d8 damage instead.

A non-magical object up to the size of a large tree is destroyed.

DISPEL MAGIC

Tier 3, wizard

Duration: Instant

Range: Near

End one spell that affects one target you can see in range.

DIVINATION

Tier 4, wizard

Duration: Instant

Range: Self

You throw the divining bones or peer into the blackness between the stars, seeking a portent.

You can ask the GM one yes or no question. The GM truthfully answers “yes” or “no.”

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.

DIVINE VENGEANCE

Tier 5, priest

Duration: 10 rounds

Range: Self

You become the divine avatar of your god's wrath, wreathed in holy flames or a black aura of smoldering corruption. For the spell's duration, you can fly a near distance, your weapons are magical, and you have a +4 bonus to your weapon attacks and damage.

DOMINION

Tier 5, priest

Duration: 10 rounds

Range: Near

Mighty beings come to your aid.

The beings must have a combined total of 16 levels or less. Chaotic PCs summon demons/devils, and lawful or neutral PCs summon angels.

The beings act of free will to aid you on your turn. After 10 rounds, they return to their realms.

You cannot cast this spell again until you complete penance.

FABRICATE

Tier 3, wizard

Duration: 10 rounds

Range: Near

This spell can't target creatures. You turn a tree-sized collection of raw materials into a finished work. For example, you convert a pile of bricks or rocks into a bridge. The finished work converts back to raw materials when the spell ends.

FEATHER FALL

Tier 1, wizard

Duration: Instant

Range: Self

You may make an attempt to cast this spell when you fall.

Your rate of descent slows so that you land safely on your feet.

FIREBALL

Tier 3, wizard

Duration: Instant

Range: Far

You hurl a small flame that erupts into a fiery blast. All creatures in a near-sized cube around where the flame lands take 4d6 damage.

FIXED OBJECT

Tier 2, wizard

Duration: 5 rounds

Range: Close

An object you touch that weighs no more than 5 pounds becomes fixed in its current location. It can support up to 5,000 pounds of weight for the duration of the spell.

FLAME STRIKE

Tier 4, priest

Duration: Instant

Range: Far

You call down a holy pillar of fire, immolating one creature you can see within range. The target takes 2d6 damage.

FLOATING DISK

Tier 1, wizard

Duration: 10 rounds

Range: Near

You create a floating, circular disk of force with a concave center. It can carry up to 20 gear slots. It hovers at waist level and automatically stays within near of you. It can't cross over drop-offs or pits taller than a human.

FLY

Tier 3, wizard

Duration: 5 rounds

Range: Self

Your feet lift from the ground, and you take to the air like a hummingbird. You can fly near for the

spell's duration and are able to hover in place.

GASEOUS FORM

Tier 3, wizard

Duration: 10 rounds

Range: Self

You and your gear turn into a cloud of smoke for the spell's duration.

You can fly and pass through any gap that smoke could. You can sense the terrain and any movement around you out to a near distance.

You can't cast spells while in this form.

HEAL

Tier 5, priest

Duration: Instant

Range: Close

One creature you touch is healed to full hit points. You cannot cast this spell again until you complete a rest.

HOLD MONSTER

Tier 5, wizard

Duration: Focus

Range: Near

You paralyze one creature you can see within range. If the target is LV 9+, it may make a STR check vs. your last spellcasting check at the start of its turn to end the spell.

HOLD PERSON

Tier 2, wizard

Duration: Focus

Range: Near

You magically paralyze one humanoid creature of LV 4 or less you can see within range.

HOLD PORTAL

Tier 1, wizard

Duration: 10 rounds

Range: Near

You magically hold a portal closed for the duration. A creature must make a successful STR check vs. your spellcasting check to

open the portal. The knock spell ends this spell.

HOLY WEAPON

Tier 1, priest

Duration: 5 rounds

Range: Close

One weapon you touch is imbued with a sacred blessing. The weapon becomes magical and has +1 to attack and damage rolls for the duration.

ILLUSION

Tier 3, wizard

Duration: Focus

Range: Far

You create a convincing visible and audible illusion that fills up to a near-sized cube in range.

The illusion cannot cause harm, but creatures who believe the illusion is real react to it as though it were.

A creature who inspects the illusion from afar must pass a WIS check vs. your last spellcasting check to perceive the false nature of the illusion. Touching the illusion also reveals its false nature.

INVISIBILITY

Tier 2, wizard

Duration: 10 rounds

Range: Close

A creature you touch becomes invisible for the spell's duration. The spell ends if the target attacks or casts a spell.

JUDGEMENT

Tier 5, priest

Duration: 5 rounds

Range: Close

You instantly banish a creature you touch, sending it and all possessions it carries to face the judgment of your god.

You can banish an intelligent creature of LV 10 or less.

When the creature returns in 5 rounds, it has been healed to full hit points if its deeds pleased your god. It has been reduced to 1 hit point if its deeds angered your god. If your god can't judge its actions, it is unchanged.

KNOCK

Tier 2, wizard

Duration: Instant

Range: Near

A door, window, gate, chest, or portal you can see within range instantly opens, defeating all mundane locks and barriers. This spell creates a loud knock audible to all within earshot.

LAY TO REST

Tier 3, priest

Duration: Instant

Range: Close

You instantly send an undead creature you touch to its final afterlife, destroying it utterly.

You can target an undead creature of LV 9 or less.

LEVITATE

Tier 2, wizard

Duration: Focus

Range: Self

You can float a near distance vertically per round on your turn. You

can also push against solid objects to move horizontally.

LIGHT

Tier 1, priest, wizard

Duration: 1 hour real time

Range: Close

One object you touch glows with bright, heatless light, illuminating out to a near distance for 1 hour of real time.

LIGHTNING BOLT

Tier 3, wizard

Duration: Instant

Range: Far

You shoot a blue-white ray of lightning from your hands, hitting all creatures in a straight line out to a far distance.

Creatures struck by the lightning take 3d6 damage.

MAGE ARMOR

Tier 1, wizard

Duration: 10 rounds

Range: Self

An invisible layer of magical force protects your vitals. Your armor class becomes 14 (18 on a critical spellcasting check) for the spell's duration.

MAGIC CIRCLE

Tier 3, wizard

Duration: Focus

Range: Near

You conjure a circle of runes out to near-sized cube centered on yourself and name a type of creature (for example, demons).

For the spell's duration, creatures of the chosen type cannot attack or cast a hostile spell on anyone inside the circle. The chosen creatures also can't possess, compel, or beguile anyone inside the circle.

MAGIC MISSILE

Tier 1, wizard

Duration: Instant

Range: Far

You have advantage on your check to cast this spell.

A glowing bolt of force streaks from your open hand, dealing 1d4 damage to one target.

MASS CURE

Tier 3, priest

Duration: Instant

Range: Near

All allies within near range of you regain 2d6 hit points.

MIRROR IMAGE

Tier 2, wizard

Duration: 5 rounds

Range: Self

You create a number of illusory duplicates of yourself equal to half your level rounded down (minimum 1). The duplicates surround you and mimic you.

Each time a creature attacks you, the attack misses and causes one of the duplicates to evaporate. If all of the illusions have disappeared, the spell ends.

MISTY STEP

Tier 2, wizard

Duration: Instant

Range: Self

In a puff of smoke, you teleport a near distance to an area you can see.

PASSWALL

Tier 4, wizard

Duration: 5 rounds

Range: Close

A tunnel of your height opens in a barrier you touch and lasts for the duration.

The passage can be up to near distance in length and must be in a straight line.

PILLAR OF SALT

Tier 4, priest

Duration: Focus

Range: Near

A creature you target turns into a statue made of hardened salt.

You can target a creature you can see of LV 5 or less. If you successfully focus on this spell for 3 rounds in a row, the transformation becomes permanent.

PLANE SHIFT

Tier 5, priest, wizard

Duration: Instant

Range: Close

You fold space and time, transporting yourself and all willing creatures within close range to a location on another plane of your choice. Unless you have been to your intended location before, you appear in a random place on the destination plane.

POLYMORPH

Tier 4, wizard

Duration: 10 rounds

Range: Close

You transform a creature you touch into another natural creature you choose of equal or smaller size. Any gear the target carries melds into its new form.

The target gains the creature's physical stats and features, but it

retains its non-physical stats and features.

If the target goes to 0 hit points, it reverts to its true form at half its prior hit points.

You can target any willing creature with this spell, or an unwilling creature whose level is less than or equal to half your level rounded down (min. 1).

POWER WORD KILL

Tier 5, wizard

Duration: Instant

Range: Near

You utter the Word of Doom. One creature you target of LV 9 or less dies if it hears you.

Treat a failed spellcasting check for this spell as a critical failure, and roll the mishap with disadvantage.

PRISMATIC ORB

Tier 5, wizard

Duration: Instant

Range: Far

You send a strobing orb of energy streaking toward a target within range.

Choose an energy type from fire, cold, or electricity. The orb deals 3d8 damage and delivers a concussive blast of the chosen energy type. If the energy type is anathema to the target's existence (for example, cold energy against a fire elemental), the orb deals double damage to it instead.

PROPHECY

Tier 5, priest

Duration: Instant

Range: Self

You commune directly with your god for guidance. Ask the GM one question. The GM answers the question truthfully using the knowledge your god possesses. Deities are mighty, but not omniscient.

You cannot cast this spell again until you complete penance.

PROTECTION FROM ENERGY

Tier 3, wizard

Duration: Focus

Range: Close

One creature you touch becomes impervious to the wild fury of the elements. Choose fire, cold, or electricity. For the spell's duration, the target is immune to harm from energy of the chosen type.

PROTECTION FROM EVIL

Tier 1, priest, wizard

Duration: Focus

Range: Close

For the spell's duration, chaotic beings have disadvantage on attack rolls and hostile spellcasting checks against the target. These beings also can't possess, compel, or beguile it.

When cast on an already-possessed target, the possessing entity makes a CHA check vs. the

last spellcasting check. On a failure, the entity is expelled.

REBUKE UNHOLY

Tier 3, priest

Duration: Instant

Range: Near

You rebuke creatures who oppose your alignment, forcing them to flee. You must present a holy symbol to cast this spell.

If you are lawful or neutral, this spell affects demons, devils, and outsiders. If you are chaotic, this spell affects angels and natural creatures of the wild. Affected creatures within near of you must make a CHA check vs. your spellcasting check. If a creature fails by 10+ points and is equal to or less than your level, it is destroyed. Otherwise, on a fail, it flees from you for 5 rounds.

REGENERATE

Tier 4, priest

Duration: Focus

Range: Close

A creature you touch regains 1d4 hit points on your turn for the duration. This spell also regrows lost body parts.

RESILIENT SPHERE

Tier 4, wizard

Duration: 5 rounds

Range: Close

You conjure a weightless, glassy sphere around you that extends out to close range.

For the spell's duration, nothing can pass through or crush the sphere.

You can roll the sphere a near distance on your turn.

RESTORATION

Tier 3, priest

Duration: Instant

Range: Close

With the touch of your hands, you expunge curses and illnesses. One curse, illness, or affliction of your choice affecting the target creature ends.

SCRYING

Tier 5, wizard

Duration: Focus

Range: Self

You look into a crystal ball or reflecting pool, calling up images of a distant place.

For the spell's duration, you can see and hear a creature or location you choose that is on the same plane.

This spell is DC 18 to cast if you try to scry on a creature or location that is unfamiliar to you.

Each round, creatures you view may make a WIS check vs. your last spellcasting check. On a success, they become aware of your magical observation.

SENDING

Tier 3, wizard

Duration: Instant

Range: Unlimited

You send a brief, mental message to any creature with whom you are familiar who is on the same plane.

SHAPECHANGE

Tier 5, wizard

Duration: Focus

Range: Self

You transform yourself and any gear you carry into another natural creature you've seen of level 10 or less. You assume the creature's physical stats and features, but you retain your non-physical stats and features (including INT, WIS, and CHA).

If you go to 0 HP while under the effects of this spell, you revert to your true form at 1 HP.

SHIELD OF FAITH

Tier 1, priest

Duration: 5 rounds

Range: Self

A protective force wrought of your holy conviction surrounds you. You gain a +2 bonus to your armor class for the duration.

SILENCE

Tier 2, wizard

Duration: Focus

Range: Far

You magically mute sound in a near cube within the spell's range. Creatures inside the area are deafened, and any sounds they create cannot be heard.

SLEEP

Tier 1, wizard

Duration: Instant

Range: Near

You weave a lulling spell that fills a near-sized cube extending from you. Living creatures in the area of effect fall into a deep sleep if they are LV 2 or less.

Vigorous shaking or being injured wakes them.

SMITE

Tier 2, priest

Duration: Instant

Range: Near

You call down punishing flames on a creature you can see within range. It takes 1d6 damage.

SPEAK WITH DEAD

Tier 3, priest, wizard

Duration: Instant

Range: Close

A dead body you touch answers your questions in a distant, wheezing voice.

You can ask the dead body up to three yes or no questions (one at a time). The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.

STONESKIN

Tier 4, wizard

Duration: 10 rounds

Range: Self

Your skin becomes like granite. For the spell's duration, your armor class becomes 17 (20 on a critical spellcasting check).

SUMMON EXTRAPLANAR

Tier 5, wizard

Duration: Focus

Range: Near

You reach into the outer planes, summoning forth a creature. You summon an elemental or outsider of LV 7 or less. The creature is under your control and acts on your turn.

If you lose focus on this spell, you lose control of the creature and it becomes hostile toward you and your allies.

You must pass a spellcasting check on your turn to return the creature to the outer planes.

TELEKINESIS

Tier 4, wizard

Duration: Focus

Range: Far

You lift a creature or object with your mind. Choose a target that weighs 1,000 pounds or less.

You can move it a near distance in any direction and hold it in place.

TELEPORT

Tier 5, wizard

Duration: Instant

Range: Close

You and any willing creatures you choose within close range teleport to a location you specify on your same plane.

You can travel to a known teleportation sigil or to a location you've been before. Otherwise, you have a 50% chance of arriving off-target.

TURN UNDEAD

Tier 1, priest

Duration: Instant

Range: Near

You rebuke undead creatures, forcing them to flee. You must present a holy symbol to cast this spell. Undead creatures within near of you must make a CHA check vs. your spellcasting check. If a creature fails by 10+ points and is equal to or less than your level, it is destroyed. Otherwise, on a fail, it flees from you for 5 rounds.

WALL OF FORCE

Tier 4, wizard

Duration: 5 rounds

Range: Near

You lift your hands, conjuring a transparent wall of force.

The thin wall must be contiguous and can cover a near-sized area in width and length. You choose its shape. Nothing on the same plane can physically pass through the wall.

WEB

Tier 2, wizard

Duration: 5 rounds

Range: Far

You create a near-sized cube of sticky, dense spider web within the spell's range. A creature stuck in the web can't move and must succeed on a STR check vs. your spellcasting check to free itself.

WISH

Tier 5, wizard

Duration: Instant

Range: Self

This mighty spell alters reality.

Make a single wish, stating it as exactly as possible. Your wish occurs, as interpreted by the GM.

Treat a failed spellcasting check for this spell as a critical failure, and roll the mishap with disadvantage.

WRATH

Tier 4, priest

Duration: 10 rounds

Range: Self

Your weapons become magical +2 and deal an additional d8 damage for the spell's duration.

ZONE OF TRUTH

Tier 2, priest

Duration: Focus

Range: Near

You compel a creature you can see to speak truth. It can't utter a deliberate lie while within range.

Magic Items

ALABASTER DESTRIER

A smooth, pearly statuette of a running horse.

Benefit. Once per day, the wielder can speak the command word to turn the statuette into a pegasus that accepts neutral or lawful riders. The statuette remains in this form for 1 hour.

AMULET OF SECRECY

A heavy, flat pendant carved with a lidded eye.

Benefit. You can't be detected by divination magic such as the *scrying* spell or a *Crystal Ball* while wearing this amulet.

Curse. You constantly have the sensation of being watched.

AMULET OF VITALITY

A gold amulet with a red ruby teardrop at its center.

Benefit. Your Constitution stat becomes 18 (+4) while wearing this amulet.

ARMOR OF SAINT TERRAGNIS

Golden plate mail carved from head to toe with warrior angels.

Bonus. +3 plate mail. Only a lawful worshipper of Saint Terragnis can wear this armor.

Benefit. Hostile spells that target you are DC 18 to cast. Once per month, you can summon an Avatar of Saint Terragnis (treat as an archangel) to fight by your side for 10 rounds.

ARMOR OF THE ONI

Black plate mail of lacquered, ironwood panels. The helm's visor is the face of a snarling oni.

Bonus. +1 plate mail.

Benefit. You can speak and understand Diabolic. Your melee weapon attacks deal +1 damage.

Curse. You have disadvantage on attacks and spellcasting checks against demons.

BAG OF BADGERS

A gray, fraying sack matted with white, bristly hair.

Benefit. Once per day, you can reach inside the bag and pull out an angry badger. You can throw the badger up to a near distance. The badger attacks the nearest creature for 3 rounds before waddling away.

BAG OF DEVOURING

A worn, leather pouch with tight drawstrings.

Curse. This bag devours and destroys anything placed inside it in 1d6 rounds.

BAG OF HOLDING

A worn, leather pouch with tight drawstrings.

Benefit. This bag has an interdimensional space inside that can hold up to 10 gear slots.

Curse. Placing this item inside another *Bag of Holding* or a *Portable Hole* destroys both items and all held inside them.

BEAD OF FORCE

A marble with a blue ring of light glowing softly inside it.

Benefit. You can throw this bead at one target up to a near distance. If you hit, the target becomes caught in a *resilient sphere* spell.

BLADE OF VENGEANCE

A gray blade with a diamondcut ruby in the pommel. It whistles sharply with each slice.

Bonus. +2 bastard sword. Cannot be wielded by undead.

Benefit. You have advantage on attacks against undead creatures with this sword. You can use the sword to cast *turn undead* once per day (+4 bonus).

Personality. Lawful. Grim, suspicious. Forged as a failsafe against the Witch-Kings if they should fall to darkness, which they did. Demands they be slain.

BOOTS OF DANCING

Fine, supple boots of sheepskin.

Curse. As soon as you don these boots, you begin uncontrollably cavorting and dancing. You move randomly each turn and must pass a DC 15 Dexterity check to remove the boots.

BOOTS OF HOVERING

Brown, sturdy boots polished to a sheen. Small, silver wings adorn the heels.

Benefit. You can walk on an insubstantial surface for 1 turn at a time. You fall through the surface if you end your turn on it.

BOOTS OF THE CAT

Gray, doeskin boots as thin and soft as slippers.

Benefit. You can jump up to a near distance from a standstill. Your checks to move silently are always easy (DC 9).

BRACERS OF ARCHERY

Leather bracers embossed with soaring hawks.

Benefit. You deal +1 damage with ranged weapons.

BRACERS OF DEFENSE

Steel bracers traced with dwarvish runes of protection.

Benefit. You get a +1 bonus to your armor class.

BRAK'S BOOK OF MISPELLS

A tome bound in ratskin that bears a jagged, glowing rune.

Curse. This spellbook contains one scroll each of *acid arrow*, *fireball*, and *sleep*. When a wizard tries to cast or learn a spell from these scrolls, the spell targets the caster on a success.

BRAK'S CUBE OF PERFECTION

A tiny cube with paintings of goblins on each face, each one depicting transcendence in a physical or mental trait.

Benefit. Roll the cube by rolling a d6. Your corresponding stat permanently increases to 18 (+4). 1. Strength. 2. Dexterity. 3. Constitution. 4. Intelligence. 5. Wisdom. 6. Charisma.

CIRCLET OF WISDOM

A thin, silver circlet set with a shimmering, blue pearl.

Benefit. Your Wisdom stat becomes 18 (+4) while wearing this circlet.

CLOAK OF ELVENKIND

A hooded, billowing cloak that shifts colors to match its surroundings.

Benefit. Your checks to hide are always easy (DC 9). Once per day, you can become invisible for 5 rounds. The invisibility ends if you attack or cast a spell.

CLOAK OF THE BAT

A leathery, black cloak that has a ragged hem and a hood with pointed ears.

Benefit. You can fly a near distance as your movement while in a shadowy area.

Curse. Each time you use the cloak to fly, roll a d20. On a result of 1, you and your gear turn into a small bat for 3 rounds.

CRYSTAL BALL

A flawless glass orb with roiling images swirling inside it.

Benefit. Only wizards can use a *Crystal Ball*. You can use it to cast the *scrying* spell. If you fail the spellcasting check to cast *scrying*, the *Crystal Ball* ceases to function for a day.

DAGGER OF THE GOBLIN HERO

A curved dagger with a halfmoon notch at the blade's base.

Bonus. +1 dagger.

Benefit. You can speak Goblin. All goblinoid creatures react to you with a friendly attitude.

EGG OF THE COCKATRICE

A blue, hard egg as big as a coconut and heavy as a stone.

Benefit. Once per week, you can speak a command word that causes a cockatrice to hatch and follow your commands for 5 rounds before flying away. The egg repairs itself over one week.

FLYING CARPET

A richly woven, red carpet with gold tassels.

Benefit. The carpet fits two riders (one is the driver). It can fly double near on the driver's turn.

Personality. Neutral. Playful, mischievous. Enjoys visiting new places and gets restless without a frequent change in location.

GAUNTLETS OF MIGHT

Heavy, bronze gauntlets with engravings of Herculean giants.

Benefit. Your Strength stat becomes 18 (+4) while wearing these gauntlets.

GENIE LAMP

A tarnished, brass oil lamp.

Benefit. Rubbing the lamp causes its resident djinni (50% chance) or efreeti (50% chance) to emerge. A djinni grants its summoner one *wish* spell before disappearing. An efreeti does the same, but only after being defeated in combat.

GLOVES OF AGILITY

Thin, leather gloves that seem to meld with the wearer's hands.

Benefit. Your Dexterity stat becomes 18 (+4) while wearing these gloves.

GOBLIN BOMB

A preserved rat stuffed with an explosive charge and a fuse.

Benefit. You can light the bomb's fuse and throw it a near distance. It explodes in 1d4 rounds, dealing 2d8 damage to everything in near range.

GREATAXE OF THE HORDE

A jagged greataxe carved from a weighty dragon bone.

Bonus. +2 greataxe.

Benefit. Once per day, you can turn a regular hit with this weapon into a critical hit.

Curse. Each time you go below half your hit points, make a DC 12 Charisma check. On a failure, you enter a battle rage for 1d4 rounds and must attack the nearest creature.

HAT OF INTELLECT

A floppy, pointed hat with a wide brim.

Benefit. Your Intelligence stat becomes 18 (+4) while wearing this hat.

HAT OF THE HOUND

A rounded, jaunty bowler hat.

Benefit. You can transform into a mastiff each day for up to 10 rounds total. Your clothing and possessions transform with you.

HELM OF MIND READING

A helm carved with brain ridges, a spinal neck-guard, and octopus-like tentacles.

Benefit. You can cast the *detect thoughts* spell three times per day (+4 bonus).

HORNED HELM OF RAMLAAT

A bloodstained helm made of a ram's skull.

Benefit. This helm grants you a +1 bonus to your armor class. You

have advantage on any check you make to knock down creatures or objects.

Curse. You feel compelled to headbutt delicate objects.

HOURLASS OF THE BLACK SANDS

An ancient hourglass running with obsidian sand.

Benefit. Once per day, you can turn the hourglass when you cast a spell. The spell's effects last 1d4 rounds longer.

IMMOVABLE ROD

A short, iron rod with a button on one end.

Benefit. When you click the button, the rod becomes fixed in space (holds 5,000 lbs). Clicking the button again ends the effect.

JEWEL OF BARBALT

A coconut-sized ruby cut with a thousand facets.

Benefit. You roll a critical success on an 18-20.

Curse. You roll a critical failure on a 1-3.

KYTHERIAN COG

A coin-sized, toothed wheel buffed to a silvery shine.

Benefit. You start every session with a luck token.

Longbow of the Elven Kings

A deeply curved longbow with deer antler reinforcements.

Bonus. +1 longbow.

Benefit. You have advantage on attacks with this bow against unnatural aberrations and outsiders.

Personality. Neutral. Proud, timeless. Believes protecting the natural order is the highest calling. Demands all aberrations be found and slain.

MAGIC INK

A pot of glossy, black ink that disappears as it dries.

Benefit. The ink's writing is invisible when cool and can only be seen when warmed up by a nearby source of strong heat. There's enough for 1d4 uses.

MEMNON'S BLAZING JAVELIN

This golden javelin occasionally blinks and wavers, briefly turning into a bolt of lightning.

Bonus. +1 javelin. Can only be wielded by a chaotic being. If you also wield *Memnon's Discordant Blade* and *Memnon's Entropic Armor*, it becomes a +3 javelin.

Benefit. The javelin always returns to your hand after being thrown. Once per day, when you throw this javelin, you can turn it into lightning as per the *lightning bolt* spell (you do not have to make a spellcasting check).

MEMNON'S DISCORDANT BLADE

This barbed greatsword's red blade trails a shower of sparks when swung to strike.

Bonus. +1 greatsword. Can only be wielded by a chaotic being. If you also wield *Memnon's Entropic Armor* and *Memnon's Blazing Javelin*, it becomes a +3 greatsword.

Benefit. Once per day, you can utterly annihilate one creature of level 9 or less that you damage with this blade. The creature can pass a DC 18 Constitution check to take 3d8 damage instead.

Curse. You cannot relinquish ownership of this blade unless it is taken from you by a creature that defeats you in combat.

MEMNON'S ENTROPIC ARMOR

Deep blue plate mail traced with gold lightning motifs and red gems arrayed into the shape of flames.

Bonus. +1 plate mail. Can only be worn by a chaotic being. If you also wield *Memnon's Discordant Blade* and *Memnon's Blazing Javelin*, it becomes +3 plate mail.

Benefit. Once per day, you can speak the armor's command word. Until your next turn, all non-magical weapons that strike you are instantly unmade, shattering into dust. You take no damage from them.

MIRROR OF MISCHIEF

A full-length mirror polished to a gleaming shine. Grinning, silver demons grasp the mirror, their claws forming its frame.

Curse. The first time a humanoid creature looks into this mirror, the mirror creates an evil and malicious duplicate of them.

MOONWROUGHT CHAINMAIL

A luminous jacket of chainmail as lightweight as a silk shirt.

Bonus. +1 mithral chainmail.

Benefit. Once per day, you can speak the armor's command word. You gain a +1 bonus to your next spellcasting check or ranged attack.

NECKLACE OF CHARM

A gold, fishbone chain that shimmers with subtle beauty.

Benefit. Your Charisma stat becomes 18 (+4) while wearing this necklace.

NECROTIC MACE OF WITHERING

A wrought iron mace tipped with a heavy, screaming skull. Black ichor runs from the skull's eyes when the mace is used to channel necrotic energy.

Bonus. +1 mace. Can only be wielded by a chaotic priest.

Benefit. While holding the mace, you can turn *cure wounds* spells you cast into harmful magic that instead inflicts the same amount of damage it would heal.

Curse. If you use the mace to cast an inverted *cure wounds* spell, you are haunted by nightmares that night. You must pass a DC 12 Wisdom check during your next rest or gain no benefit from resting.

NIGHTCLOAK ARMOR

Matte black leathers enchanted to deepen and darken shadows.

Bonus. +1 leather armor.

Benefit. Once per day, you may choose to automatically pass a Dexterity check to hide.

OBSIDIAN WITCHKNIFE

A glinting, obsidian blade that trails black smoke in thin curls.

Bonus. +2 dagger. Cannot be wielded by a lawful being.

Benefit. When you cast a spell while holding this dagger, you may wound yourself with it. Add the amount of damage you take to your spellcasting check.

ONYX DESTRIER

A polished, ebony statuette of a running horse.

Benefit. Once per day, the wielder can speak the command word to turn the statuette into a nightmare that accepts neutral or chaotic riders. The statuette remains in this form for 1 hour.

OPHIDIAN ARMOR

Glistening, smooth leather of dappled emerald scales.

Bonus. +1 leather armor.

Benefit. You have advantage on checks to avoid the effects of poison.

PEARL OF POWER

A fat, opalescent pearl glowing with an inner radiance.

Benefit. Once per day, you may regain the ability to cast a spell you have lost. This cannot restore a spell lost due to a critical spell-casting failure.

PIPE OF THE ROLLING HILLS

A long, curved pipe that smells of cloves and resin.

Benefit. Up to three times per day, regain 1d4 hit points when you smoke this pipe.

PIPES OF THE SEWERS

A set of tarnished, brass pan pipes with seven cylinders.

Benefit. Once per day, you can play these pipes to summon 2d6 giant rats. The rats obey you for d6 rounds, and then they scatter and flee.

Curse. If you stop playing while the rats are present, they turn on you and attack.

PORTABLE HOLE

A black, velvet square of cloth that unfolds into a wide circle.

Benefit. The *Portable Hole* folds open on a flat surface into a 6-foot wide, 6-foot deep hole. It has 20 gear slots of storage. The hole closes when you fold the cloth into a small square.

Curse. Placing this item inside a *Bag of Holding* or another *Portable Hole* destroys both items and all held inside them.

POTION OF EXTIRPATION

An acrid, tarry substance in an iron flask with a lead stopper.

Benefit. You can pour the potion on one object or creature filling up to a close area. The target is utterly removed from reality and cannot be returned by anything short of a *wish* spell.

Personality. Chaotic. Protests loudly while being used and never agrees that the target is the right choice for extirpation.

POTION OF FLYING

A sunny liquid with bubbles that flash and pop like tiny stars.

Benefit. You can fly a near distance for 10 rounds when you drink this potion.

POTION OF FORGETFULNESS

A pink draught that swirls with a counter-clockwise current.

Benefit. If you serve this potion to an intelligent being and that being drinks it, the imbiber permanently forgets one memory of your choosing.

POTION OF GIANT STRENGTH

A clay jar holding a stew of green, leafy sludge.

Benefit. Your Strength becomes 18 (+4) and you deal x2 damage on melee attacks for 10 rounds.

POTION OF HEALING

A glass bottle with a fizzy, lemon-vanilla liquid inside.

Benefit. The imbiber of this potion regains hit points based on its level.

- **LV 0-3:** 1d6 hit points.
- **LV 4-6:** 2d8 hit points.
- **LV 7-9:** 3d10 hit points.
- **LV 10+:** 4d12 hit points.

POTION OF INVISIBILITY

This glass vial appears to be empty, but a liquid audibly splashes around inside it.

Benefit. When you drink this potion, you become invisible for 10 rounds or until you attack or cast a spell.

POTION OF LEGENDARY DEEDS

A golden elixir that resonates with a faint, angelic chord.

Benefit. When you drink this potion, you gain one level and your XP total resets to zero.

POTION OF POLYMORPH

A pickled newt floats in this lavender flask of clear liquid.

Benefit. When you drink this potion, it casts the *polymorph* spell on you with a duration of 1 hour instead of 10 rounds.

POTION OF VITALITY

A crimson elixir that gently thumps with a heartbeat.

Benefit. When you drink this potion, roll your class's hit points die. You permanently gain that many HP.

Curse. If you drink more than one *Potion of Vitality* in your lifetime, you must pass a DC 18 Constitution check each time or die instantly.

RING OF FEATHER FALLING

A pearly ring carved in the likeness of an owl feather.

Benefit. Once per day, the ring can cast *feather fall* on you when you fall.

Personality. Neutral. Fearful of heights. Mentally hoots in an owl-like voice to stay away from the edge of cliffs and pits.

RING OF FIREBALLS

A bronze loop with claws holding a red marble. A fiery miasma swirls inside the glass.

Benefit. You can pluck the glass marble from the ring and throw it up to a far distance, causing a *fireball* spell to bloom at the site of impact.

RING OF INVISIBILITY

A simple, gold band polished to a warm shine.

Benefit. Once per day, the ring can cast the *invisibility* spell on you.

Curse. There is a cumulative 1% chance each time you rest that your sleep is ruined by apocalyptic nightmares, and you gain no benefit from resting. This resets to a 1% chance each time it triggers.

RING OF RAMLAAT

A bone-carved ring with a ram skull. Its horns twist forward and red lights glow in its eye sockets.

Benefit. Once per day, you can enter a rage where you deal double damage for 5 rounds. During the

rage, you can't cast spells and enemies have advantage on melee attacks against you.

Personality. Chaotic. Aggressive, overconfident. Seeks to provoke you and your enemies into battle.

ROBE OF THE ARCHMAGE

A red silk robe with a wide, gold-hemmed mantle. Golden eyes and moons dust its sleeves.

Benefit. Only a wizard with the Archmage title can wear this robe.

ROBE OF THE DRUID

A green velvet robe with a deep hood and hems embroidered with silver leaves and vines.

Benefit. Only a wizard with the Druid title can wear this robe.

ROBE OF THE SORCERER

A black leather robe with a shadowed cowl and clawed clasps on thin, mithral chains.

Benefit. Only a wizard with the Sorcerer title can wear this robe.

SCARAB OF PROTECTION

A brooch made from a horned scarab beetle dipped in gold.

Benefit. If you die, make a DC 18 Constitution check. If you succeed, you are unconscious instead of dead.

SCIMITAR OF THE ASH MOON

This wide, curved blade has a snarling efreeti head on the bronze pommel.

Bonus. +3 greatsword.

Benefit. If you roll a critical hit with this weapon, the target is beheaded. It dies instantly if decapitation would kill it.

SHIELD OF THE CRUSADER

A weighty kite shield painted with a faded, crimson cross.

Bonus. +1 shield. Can only be wielded by a lawful being.

Benefit. Once per day, you can speak a prayer to wreathe the

shield in holy flames, granting +2 to your AC for 3 rounds.

SHIELD OF THE LION

This shield is carved as a roaring lion's face with a flowing mane.

Bonus. +1 shield.

Benefit. Once per day, you can command the lion to animate and bellow a ferocious roar. All hostile creatures within near range must immediately make a morale check.

SHIELD OF THE WITCH-KING

A jagged triangle of black steel with spiny, armored plates.

Bonus. +2 shield. Can only be wielded by a chaotic being.

Benefit. You take half damage from undead creatures.

Curse. If you go to 0 HP, the spirit of Ix-Natheer tries to steal your body. He blocks healing magic from affecting you. If you die, Ix-Natheer possesses you.

Personality. Chaotic. The spirit of the witch-king Ix-Natheer animates this shield. He pounces on

opportunities to betray his wielder so he can try to take over their body and return to unlife.

SHORTSWORD OF THE THIEF

A stubby, gray blade riddled with notches and scars.

Bonus. +1 shortsword. +2 if wielded by a halfling or thief.

Benefit. Once per day, regain a luck token you just spent.

SILVER MACE OF WRATH

A tarnished, silver mace with seven flanges in the shape of crescent moons.

Bonus. +1 mace.

Benefit. This weapon deals double damage against creatures with lycanthropy.

SPHERE OF ANNIHILATION

A three-foot, spherical void of pure darkness that hovers above the ground.

Benefit. This sphere utterly destroys all matter it touches.

SPYGLASS OF TRUE SIGHT

A brass, telescoping lens with magical runes carved on it.

Benefit. When you look through the spyglass, you can see invisible creatures and objects.

Curse. The wielder feels a compulsion to look at everything through the spyglass.

STAFF OF HEALING

A knotted, oak stave with a heavy knurl on one end.

Bonus. +1 staff.

Benefit. Once per day, you can touch a creature with the staff to heal it for 1d6 hit points.

STAFF OF ORD

A tapered, mithral staff that resonates with arcane power. The tip features an upward looking eye in a circle of runes.

Bonus. +3 staff. Can only be wielded by a wizard.

Benefit. Functions as a *wand of dimension door*, *fireball*, *sending*, and *telekinesis*.

STAFF OF THE COBRA

A curved scepter tipped with a ruby-eyed, flaring cobra head.

Bonus. +1 staff.

Benefit. All snakes regard you with a friendly attitude unless you do something to upset them.

Curse. You have disadvantage on attacks and casting hostile spells targeting snakes.

SWORD OF THE ANCIENTS

A chipped and rusting blade with an oiled leather grip.

Bonus. +2 longsword.

Benefit. The sword is unbreakable and can carve through any material.

THE KYTHERIAN MECHANISM

A towering, brass platform mounted with countless cogs and gears speckled in bluegreen rust.

Benefit. A handle turns *The Kytherian Mechanism's* mighty wheels, but it doesn't function until its seven missing *Kytherian Cogs* are replaced.

THE MALEDICTION INFERNAL

A black, leatherbound tome with a grinning demon face embossed on the cover.

Benefit. A chaotic being who reads this tome gains a level and learns the Diabolic language.

THRICE-BLESSED SWORD

A lustrous, golden-handled blade anointed with blessed tears, incense, and prayers.

Bonus. +3 longsword. Only a lawful priest who has achieved the Templar title or higher can wield this sword.

Benefit. You deal double damage against demons, devils, and undead.

Personality. Lawful. Virtuous, naive. Refuses to be wielded against worshippers of lawful gods, especially self-proclaimed converts. Demands each foe be given the chance to convert before being slain.

TOME MORDANTICUS

A hand-drawn bestiary of the multiverse's most notable creatures and people.

Benefit. When you read the tome, you learn three *True Names* of three beings you choose.

Personality. Neutral. Pedantic, fussy. The book constantly tries to escape its owner and can telepathically reach out a near distance to any creature.

TOME OF GEHEMNA

A sturdy, russet volume held by metal clasps. A golden eye in a circle adorns the cover.

Benefit. Each day, a random wizard spell scroll appears inside the tome, replacing the spell scroll from the prior day.

Personality. Neutral. Instructive, technical. Drones on about the obscure points of spellcasting and has an opinion on every wizard's technique.

TOME OF HADEBE

A brass-plated book with pages of etched copper leaf.

Benefit. The tome contains one each of the following scrolls: *burning hands*, *fireball*, and *prismatic orb*.

TRIDENT OF THE SEAS

A three-pronged, mithral harpoon studded with pearls.

Bonus. +2 spear.

Benefit. You can breathe underwater, as well as speak to and understand wild sea creatures.

TRUE NAME

The secret, unique name borne by a creature and documented in The Covenant. Few creatures know their own True Names.

Benefit. You have advantage on attack rolls and spellcasting checks targeting a creature whose *True Name* you utter.

WAND OF UNLIFE

The knobby bone-finger of a swamp troll steeped in acrid embalming fluid.

Benefit. This wand contains the spells *animate dead* and *create undead*.

Curse. Each time you use the wand to cast a spell, you temporarily lose 1d4 points of Constitution until you complete a rest. If you reach 0 Constitution from this effect, you die and turn into a zombie.

WAND OF WARDING

A thin, weighty rod of dark iron inscribed with spiraling runes.

Benefit. This wand contains the spells *dispel magic* and *protection from energy*.

Curse. Each time you fail a spellcasting check with this wand, you also lose the ability to cast a random spell you know until you complete a rest.

WAR HORN OF THE ANGELS

An opalescent ox horn capped with a golden mouthpiece.

Benefit. Only a lawful being can wield the horn. Once per day, you can blow the horn to cast *rebuke unholy* with a +4 bonus.

WARHAMMER OF THE DWARF LORDS

A boxy hammer with a stout handle and leather throwing strap. It hums with a baritone resonance when spun.

Bonus. +1 warhammer. +2 if wielded by a dwarf.

Benefit. This weapon has the thrown property to a near distance. It always returns to your hand after being thrown.

WELL OF MANY WORLDS

A dark circle of cloth that seems to create a tunnel through the surface it lies upon.

Benefit. The *Well of Many Worlds* folds open on a flat surface into a 6-foot wide hole. Creatures can jump into the hole once per day each to be transported to a random plane of existence.

WRAITH CHAIN

A chainmail shirt of black, mithral links that trails a long cloak of writhing shadows.

Bonus. +1 mithral chainmail.

Benefit. Once per day, you may cause an attack that hits you to miss instead.