

Monsters (C)

Cambion

Mortal Infused with Fiendish Might

Habitat: Any; **Treasure:** Relics

It seems that I must do everything myself, since I have only fools for servants. Clearly disappointment must ever be the price of divinity.

—LUZ THE EVIL, CAMBION DEMIGOD

Cambions are former mortals corrupted by fiendish power or possessed by insidious forces. While tieflings are free-willed individuals with a hint of fiendish ancestry, cambions are inherently tied to or remade by the wicked magic of the Lower Planes.

Many cambions serve the malevolent forces that are the source of their powers. Others seek to claim the might of whatever created them or to seize otherworldly powers of their own.

Among the most notorious of such cambions is Luz, a villain who became an evil demigod and whose villainous nation threatens the Free City of Greyhawk on Oerth.

Cambions come into being in disparate ways. Roll on or choose a result from the Cambion Origins table to determine the source of a cambion's fiendish might.

Cambion Origins

1d6	The Cambion Gained Its Power After...
1	Being possessed by a fiendish being.



ARTIST: JUSTIN GERARD

2	Being resurrected by an evil magic-user.
3	Lengthy exposure to a Lower Plane.
4	Making a bargain with a Fiend.
5	Suffering a god's curse.
6	Taking part in fiendish rituals.

CAMBION

Medium Fiend, Neutral Evil

AC 19 **Initiative** +4 (14)

HP 105 (14d8 + 42)

Speed 30 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+7	INT	14	+2
DEX	18	+4	+4	WIS	12	+1
CON	16	+3	+6	CHA	16	+3

Skills **Deception** +6, **Perception** +4, **Stealth** +7

Resistances Cold, Fire, Lightning, Poison

Immunities Poisoned

Senses Darkvision 120 ft.; Passive Perception 14

Languages Abyssal, Common, Infernal

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

Actions

Multiattack. The cambion makes two attacks, using Claw or Fire Ray in any combination.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage plus 7 (2d6) Fire damage.

Fire Ray. *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 13 (3d6 + 3) Fire damage.

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

2/Day Each: *Alter Self, Command* (level 3 version), *Detect Magic*

1/Day Each: *Dominate Person* (level 8 version), *Plane Shift* (self only)

Carrion Crawler

Catacomb-Scouring Necrophage

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

ARTIST: BRIAN VALEZA



Ravenous corpse eaters, carrion crawlers gravitate toward places of slaughter and decay. In such charnel environs, they feast on the dead with no qualms about their meals' origins or freshness.

Carrion crawlers have segmented bodies like gigantic cutworms. From beneath their multipart maws protrude eight thin, lashing tentacles. Creatures struck by these tentacles risk being paralyzed and consumed.

Carrion crawlers scour sewers, battlefields, necropolises, and fetid wildernesses for corpses, clinging to ceilings to ambush smaller prey and to avoid competing hunters. They're drawn to light and the scent of blood, recognizing them as signs of food.

These scavengers avoid ingesting inorganic material. Crypts with funeral armors sucked clean of their corpses and eerily pristine catacombs are signs of infestation by carrion crawlers.

CARRION CRAWLER

Large Monstrosity, Unaligned

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

HP 51 (6d10 + 18)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	1	-5
DEX	13	+1	+1	WIS	12	+1
CON	16	+3	+3	CHA	5	-3

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Traits

Spider Climb. The carrion crawler can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiattack. The carrion crawler uses Paralyzing Tentacles and makes one Bite attack.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Piercing damage plus 3 (1d6) Poison damage.

Paralyzing Tentacles. *Constitution Saving Throw:* DC 12, one creature the carrion crawler can see within 10 feet. *Failure:* The target has the **Poisoned** condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. While Poisoned, the target has the **Paralyzed** condition.

Centaurs

Defenders of the Feywild

ARTIST: ERIC BELISLE

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

Centaurs are defenders of forests, plains, and sites of primeval power. With upper bodies like humans' and the lower bodies of horses, centaurs charge into battle against those who would harm their allies.

Centaur Warden

Centaur wardens often lead groups of centaur troopers and act as intermediaries between Fey creatures and trespassers into their territories.



CENTAUR WARDEN

Large Fey, Neutral Good

AC 16 **Initiative** +2 (12)

HP 105 (14d10 + 28)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	9	-1
DEX	14	+2	+2	WIS	18	+4
CON	14	+2	+5	CHA	11	+0

Skills Athletics +7, Nature +5, Perception +7

Senses Passive Perception 17

Languages Druidic, Elvish, Sylvan

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

Actions

Multiaction. The centaur makes two attacks, using Forest Staff or Sun Ray in any combination.

Forest Staff. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 14 (4d6) Poison damage.

Sun Ray. *Ranged Attack Roll:* +7, range 90 ft. *Hit:* 14 (3d6 + 4) Radiant damage, and the target has the **Blinded** condition until the start of the centaur's next turn.

Spellcasting. The centaur casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Druidcraft, Speak with Animals*

Bonus Actions

Entangling Trail (Recharge 5–6). The centaur moves up to its Speed without provoking **Opportunity Attacks**. Each creature within 5 feet of the centaur as it moves is targeted once by the following effect. *Strength Saving Throw:* DC 15. *Failure:* 11 (2d6 + 4) Bludgeoning damage, and the target has the **Restrained** condition until the end of its next turn.

Centaur Trooper

Centaur troopers are knight-like guardians. Many are suspicious of non-Fey creatures.

CENTAUR TROOPER

Large Fey, Neutral Good

AC 16 **Initiative** +2 (12)

HP 45 (6d10 + 12)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	9	-1
DEX	14	+2	+2	WIS	13	+1
CON	14	+2	+2	CHA	11	+0

Skills *Athletics* +6, *Perception* +3

Gear *Breastplate, Longbow, Pike*

Senses Passive Perception 13

Languages Elvish, Sylvan

CR 2 (XP 450; PB +2)

Actions

Multiattack. The centaur makes two attacks, using Pike or Longbow in any combination.

Pike. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d10 + 4) Piercing damage.

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

Bonus Actions

Trampling Charge (Recharge 5–6). The centaur moves up to its Speed without provoking **Opportunity Attacks** and can move through the spaces of Medium or smaller creatures. Each creature whose space the centaur enters is targeted once by the following effect. *Strength Saving Throw:* DC 14. *Failure:* 7 (1d6 + 4) Bludgeoning damage, and the target has the **Prone** condition.

Chain Devil

Devil of Pain and Control

Habitat: Planar (Nine Hells); **Treasure:** [Implements](#)

Also known as kytons, chain devils consider themselves morbid artisans who use deception, menace, and vicious metal to coerce prisoners into betraying themselves. Many serve powerful devils, wrenching secrets from imprisoned souls using deadly, animate chains. Left to their own devices, chain devils encourage ruthless individuals to pursue forbidden magic, leading their pupils down paths to the **Nine Hells**.

Along with psychological threats and physical harm, a chain devil uses its unnerving gaze to make its victims perceive their worst fear rather than the monster. Roll on or choose a result from the Chain Devil Masks table to inspire a chain devil's fearful appearance.

Chain Devil Masks

1d4	To a Viewer, the Chain Devil Looks Like...
1	The corpse of a loved one.
2	A disapproving deity.
3	A harsh instructor or superior.
4	The viewer at their lowest point in life.



CHAIN DEVIL

Medium Fiend (Devil), Lawful Evil

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

HP 85 (10d8 + 40)

Speed 30 ft.

MOD

SAVE

MOD

SAVE

STR	18	+4	+4	INT	11	+0	+0
DEX	15	+2	+2	WIS	12	+1	+4
CON	18	+4	+7	CHA	14	+2	+2

Resistances Bludgeoning, Cold, Piercing, Slashing

Immunities Fire, Poison; **Poisoned**

Senses Darkvision 120 ft. (unimpeded by magical **Darkness**); Passive Perception 11

Languages Infernal; telepathy 120 ft.

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

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the **Nine Hells**.

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

Actions

Multiattack. The devil makes two Chain attacks and uses Conjure Infernal Chain.

Chain. *Melee Attack Roll:* +7, *reach* 10 ft. *Hit:* 11 (2d6 + 4) Slashing damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 14) from one of two chains, and it has the **Restrained** condition until the grapple ends.

Conjure Infernal Chain. The devil conjures a fiery chain to bind a creature. *Dexterity Saving Throw:* DC 15, one creature the devil can see within 60 feet. *Failure:* 9 (2d4 + 4) Fire damage, and the target has the **Restrained** condition until the end of the devil's next turn, at which point the chain disappears. If the target is Large or smaller, the devil moves the target up to 30 feet straight toward itself. *Success:* The chain disappears.

Reactions

Unnerving Gaze. *Trigger:* A creature the devil can see starts its turn within 30 feet of the devil and can see the devil. *Response—Wisdom Saving Throw:* DC 15, the triggering creature. *Failure:* The target has the **Frightened** condition until the end of its turn. *Success:* The target is immune to this devil's Unnerving Gaze for 24 hours.

Chasme

Demon of Betrayal and Sycophancy

Habitat: Planar (Abyss); **Treasure:** Relics

Flying forth from the **Abyss**, chasmes resemble horse-size flies. They incapacitate foes by producing a mind-numbing droning, then use their proboscises to drain victims of life. In the Abyss, most chasmes

obsequiously serve more powerful demons and search for captives to press into demonic hordes.

CHASME

Large Fiend (Demon), Chaotic Evil

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

HP 78 (12d10 + 12)

Speed 20 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	11	+0
DEX	15	+2	+5	WIS	14	+2
CON	12	+1	+1	CHA	10	+0

Skills Perception +5

Resistances Cold, Fire, Lightning

Immunities Poison; **Poisoned**

Senses Blindsight 10 ft., Darkvision 120 ft.; Passive Perception 15

Languages Abyssal; telepathy 120 ft.

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

Traits

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

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

Spider Climb. The chasme can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Proboscis. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 16 (4d6 + 2) Piercing damage plus 21 (6d6) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the Necrotic damage taken.

Bonus Actions

Drone. *Constitution Saving Throw:* DC 12, each creature in a 30-foot **Emanation** originating from the chasme (demons automatically succeed on this save). *Failure:* The target has the **Unconscious** condition and repeats the save at the end of each of its turns. The target succeeds automatically after 10 minutes or if it takes damage or a creature within 5 feet of it takes an action to empty a flask of **Holy Water** on it. *Success:* The target is immune to this chasme's Drone for 24 hours.





ARTIST: RICHARD LUONG

Chimera

Multiheaded Ravager

Habitat: Grassland, Hill, Mountain; **Treasure:** Any

ARTIST: IZZY



Violent and unpredictable, chimeras combine the deadliest traits of lions, rams, and red dragons. With their fearsome claws, crushing horns, and fiery breath, chimeras are tempests of ferocity, driven by their three heads' conflicting instincts. Their heads agree on little but their desires to feed and to drive competitors from the rugged territories where these monsters make their lairs. When they spot prey, chimeras typically strafe foes with their fire breath before landing to attack with their fangs, horns, and claws.

Owing to their draconic instincts, chimeras are greedy creatures that hoard treasures within cavernous lairs. They're undiscerning about what they collect, gathering shiny objects alongside trophies and bones from their recent kills. Brave souls seeking to distract or temporarily appease a chimera can do so by offering it treasure and food.

CHIMERA

Large Monstrosity, Chaotic Evil

AC 14 **Initiative +0 (10)**

HP 114 (12d10 + 48)

Speed 30 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	3	-4

DEX	11	+0	+0	WIS	14	+2	+2
CON	19	+4	+4	CHA	10	+0	+0

Skills Perception +8

Senses Darkvision 60 ft.; Passive Perception 18

Languages Understands Draconic but can't speak

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

Actions

Multiattack. The chimera makes one Ram attack, one Bite attack, and one Claw attack. It can replace the Claw attack with a use of Fire Breath if available.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage, or 18 (4d6 + 4) Piercing damage if the chimera had Advantage on the attack roll.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Slashing damage.

Ram. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the **Prone** condition.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 15-foot **Cone**. *Failure:* 31 (7d8) Fire damage. *Success:* Half damage.

Chuul

Chitinous Servant of Primeval Powers

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



Chuuls originated in forgotten ages when aboleths and stranger beings ruled alien empires beneath the waves. The aboleths transformed numerous deep-sea predators into servants that could venture beyond the seas to claim more magic and creatures to exploit. Chuuls are the most enduring of these bizarre servants.

Many chuuls serve **aboleth** overlords, carrying out their whims amid lightless seas and primeval swamps. Other chuuls obey new aberrant masters, such as **beholders**, **grells**, or **mind flayers**. Some chuuls follow their own drives, endlessly collecting ancient magic treasures or interpreting age-old orders to bizarre ends. Regardless of their agendas, chuuls snare creatures in their massive pincers before rendering foes helpless with their paralytic tentacles.

Chuuls don't age and can lie dormant in hidden places for millennia before threats, ancient orders, or strange compulsions awaken them.

CHUUL

Large Aberration, Chaotic Evil

AC 16 Initiative +0 (10)

HP 76 (9d10 + 27)

Speed 30 ft., Swim 30 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	5	-3
DEX	10	+0	+0	WIS	11	+0
CON	16	+3	+3	CHA	5	-3

Skills Perception +4

Immunities Poison; **Poisoned**

Senses Darkvision 60 ft.; Passive Perception 14

Languages Understands Deep Speech but can't speak

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

Traits

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of itself. This trait otherwise works like the *Detect Magic* spell but isn't itself magical.

Actions

Multiattack. The chuul makes two Pincer attacks and uses Paralyzing Tentacles.

Pincer. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 14) from one of two pincers.

Paralyzing Tentacles. *Constitution Saving Throw:* DC 13, one creature **Grappled** by the chuul. *Failure:* The target has the **Poisoned** condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. While Poisoned, the target has the **Paralyzed** condition.

Clay Golem

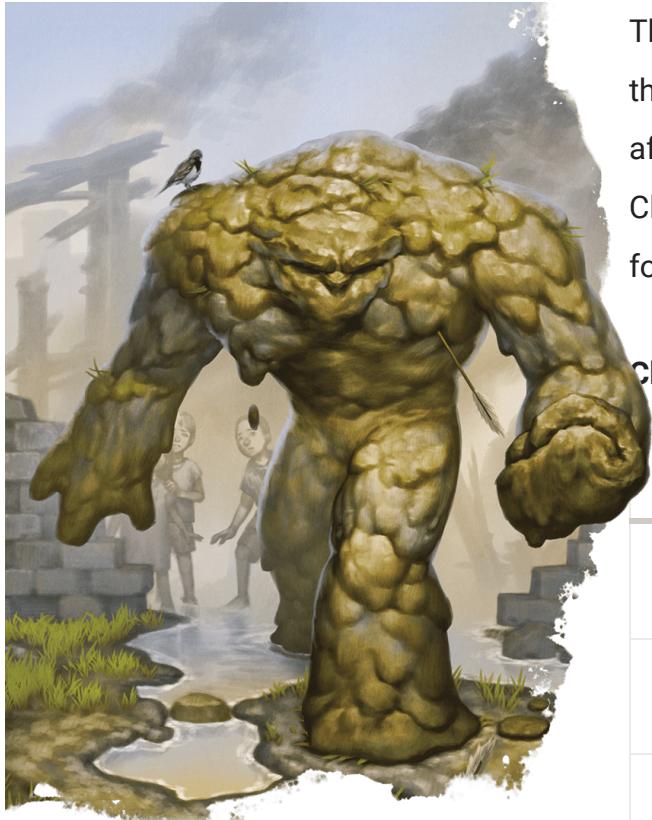
Guardian of Home and Heart

Habitat: Urban; **Treasure:** Relics

Clay golems are magical defenders made from earth and clay to protect places or communities. The materials used in creating clay golems originate from near the location the golems protect and often have special significance to their creators, such as clay from a holy site or bricks from a magical ruin. While some

clay golems are masterfully sculpted to resemble living beings, others have only vaguely humanlike forms.

ARTIST: HINCHEL OR



These golems obey their creators' orders and protect what their makers value most. Some still follow these orders long after their creators' deaths. Roll on or choose a result from the Clay Golem Orders table to inspire the commands a clay golem follows.

Clay Golem Orders

1d4	The Clay Golem Follows Orders To...
1	Block the path of anyone who enters a site with a weapon drawn.
2	Defend any member of their creator's family or community who is threatened in its sight.
3	Prevent any Fiend from crossing a bridge.
4	Remove any who enter its creator's workshop.

CLAY GOLEM

Large Construct, Unaligned

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

HP 123 (13d10 + 52)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	20	+5	+5	INT	3	-4
DEX	9	-1	-1	WIS	8	-1
CON	18	+4	+4	CHA	1	-5

Resistances Bludgeoning, Piercing, Slashing

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

Senses **Darkvision** 60 ft.; Passive Perception 9

Languages Common plus one other language

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

Traits

Acid Absorption. Whenever the golem is subjected to Acid damage, it takes no damage and instead regains a number of Hit Points equal to the Acid damage dealt.

Berserk. Whenever the golem starts its turn **Bloodied**, roll 1d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object. Once the golem goes berserk, it continues to be berserk until it is destroyed or it is no longer Bloodied.

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

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

Actions

Multiattack. The golem makes two Slam attacks, or it makes three Slam attacks if it used **Hasten** this turn.

Slam. *Melee Attack Roll:* +9, *reach* 5 ft. *Hit:* 10 (1d10 + 5) Bludgeoning damage plus 6 (1d12) Acid damage, and the target's Hit Point maximum decreases by an amount equal to the Acid damage taken.

Bonus Actions

Hasten (Recharge 5–6). The golem takes the **Dash** and **Disengage** actions.

Cloaker

Haunter in the Dark

Habitat: Underdark; **Treasure:** [Implements](#)

Cloakers are mysterious **Underdark** predators, named by adventurers for their resemblance to hanging cloaks when they cling to walls. What cloakers call themselves is unknown, if they refer to themselves at all. Though they're undeniably intelligent, their behavior is often inscrutable.

Cloakers sometimes gather in Underdark enclaves, but they rarely build settlements or form social structures. Most operate as solitary predators, lurking in dismal subterranean reaches or abandoned dungeons—sometimes for months at a time—as they wait for prey to pass. They use their mottled hides to blend in with their surroundings. When unsuspecting prey nears, cloakers unfurl and attempt to latch on and then smother their victims in their powerful wings.

Cloakers delight in frightening foes. In addition to their methods of ambush, cloakers can create illusory duplicates of themselves and emit surreal moans that non-cloakers find terrifying in unexplainable, primal ways. Cloakers might antagonize explorers lost in the Underdark for days, terrorizing and scattering them

before attacking. They rarely converse with other beings, except to whisper eerie riddles to those they're about to consume.

CLOAKER

Large Aberration, Chaotic Neutral

AC 14 **Initiative +5 (15)**

HP 91 (14d10 + 14)

Speed 10 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE
STR	17	+3	INT	13	+1
DEX	15	+2	WIS	14	+2
CON	12	+1	CHA	7	-2

Skills **Stealth** +5

Immunities **Frightened**

Senses **Darkvision** 120 ft.; Passive Perception 12

Languages Deep Speech, Undercommon

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

Traits

Light Sensitivity. While in **Bright Light**, the cloaker has Disadvantage on attack rolls.

Actions

Multiattack. The cloaker makes one **Attach** attack and two **Tail** attacks.

Attach. *Melee Attack Roll:* +6, *reach* 5 ft. *Hit:* 13 (3d6 + 3) Piercing damage. If the target is a Large or smaller creature, the cloaker attaches to it. While the cloaker is attached, the target has the **Blinded** condition, and the cloaker can't make **Attach** attacks against other targets. In addition, the cloaker halves the damage it takes (round down), and the target takes the same amount of damage.

The cloaker can detach itself by spending 5 feet of



movement. The target or a creature within 5 feet of it can take an action to try to detach the cloaker, doing so by succeeding on a DC 14 Strength (**Athletics**) check.

Tail. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 8 (1d10 + 3) Slashing damage.

Bonus Actions

Moan. *Wisdom Saving Throw:* DC 13, each creature in a 60-foot **Emanation** originating from the cloaker. *Failure:* The target has the **Frightened** condition until the end of the cloaker's next turn. *Success:* The target is immune to this cloaker's Moan for the next 24 hours.

Phantasms (Recharge after a Short or Long Rest). The cloaker casts the **Mirror Image** spell, requiring no spell components and using Wisdom as the spellcasting ability. The spell ends early if the cloaker starts or ends its turn in **Bright Light**.

Cloud Giant

Giant of the Loftiest Heights

Habitat: Mountain; **Treasure:** Arcana



Cloud giants use the power of the skies to observe and subtly influence the world. These giants resemble humans with hair ranging from silver to blue and with skin in cloudlike shades from stark white to twilight hues. Curved canines grow in their upper jaws, extending past their lower lips. In battle, they attack with weapons wreathed in storm clouds and throw roaring thunderheads.

Most cloud giants inhabit citadels crowning tremendous mountains or magical palaces that drift amid the clouds. Many of these giants believe they possess similarly lofty status or purpose. Some view themselves as godlike beings who can manipulate and steal from terrestrial beings with impunity. Others claim their long lives and place among the clouds grant them unique perspectives, so they chronicle what they witness in the world below without interfering. In either case, cloud giants often possess fabulous magical treasures, either claimed from across the world or created by (and gigantically sized for) themselves.

CLOUD GIANT

Huge Giant, Neutral

AC 14 Initiative +4 (14)

HP 200 (16d12 + 96)

Speed 40 ft., Fly 20 ft. (hover)

		MOD	SAVE		MOD	SAVE
STR	27	+8	+8	INT	12	+1
DEX	10	+0	+0	WIS	16	+3
CON	22	+6	+10	CHA	16	+3

Skills *Insight* +7, *Perception* +11

Senses Passive Perception 21

Languages Common, Giant

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

Actions

Multiattack. The giant makes two attacks, using Thunderous Mace or Thundercloud in any combination. It can replace one attack with a use of Spellcasting to cast *Fog Cloud*.

Thunderous Mace. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 21 (3d8 + 8) Bludgeoning damage plus 7 (2d6) Thunder damage.

Thundercloud. *Ranged Attack Roll:* +12, range 240 ft. *Hit:* 18 (3d6 + 8) Thunder damage, and the target has the **Incapacitated** condition until the end of its next turn.

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

At Will: *Detect Magic, Fog Cloud, Light*

1/Day Each: *Control Weather, Gaseous Form, Telekinesis*

Bonus Actions

Misty Step. The giant casts the *Misty Step* spell, using the same spellcasting ability as Spellcasting.

Cockatrices

Accursed Avians with the Power to Petrify

Habitat: Grassland; **Treasure:** None

Cockatrices combine the features of irate roosters and starving reptiles. They petrify those they bite, their slightest peck turning their prey to stone.

Cockatrice

Cockatrices often try to claim eye-catching structures—such as ruins and secluded farms—as roosts.

COCKATRICE

Small Monstrosity, Unaligned

AC 11 Initiative +1 (11)

HP 22 (5d6 + 5)

Speed 20 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE
STR	6	-2	INT	2	-4
DEX	12	+1	WIS	13	+1
CON	12	+1	CHA	5	-3

Immunities Petrified

Senses Darkvision 60 ft.; Passive Perception 11

Languages None

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

Actions

Petrifying Bite. *Melee Attack Roll:* +3, *reach* 5 ft. *Hit:* 3 (1d4 + 1) Piercing damage. If the target is a creature, it is subjected to the following effect.

Constitution Saving Throw: DC 11. *First Failure:* The target has the **Restrained** condition. The target repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success.

Second Failure: The target has the **Petrified** condition, instead of the Restrained condition, for 24 hours.



Cockatrice Regent

Bolder than their smaller cousins, cockatrice regents brim with unstable magical energy they use to restrain distant foes.

COCKATRICE REGENT

Large Monstrosity, Unaligned

AC 15 **Initiative +2 (12)**

HP 136 (16d10 + 48)

Speed 30 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	3	-4
DEX	14	+2	+2	WIS	16	+3
CON	16	+3	+3	CHA	5	-3

Immunities Petrified

Senses Darkvision 120 ft.; Passive Perception 13

Languages None

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

Traits

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

Actions

Multiattack. The cockatrice makes one Petrifying Bite attack and two Talons attacks.

Petrifying Bite. *Melee Attack Roll:* +7, *reach* 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage. If the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *First Failure:* The target has the **Restrained** condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the **Petrified** condition instead of the Restrained condition.

Talons. *Melee Attack Roll:* +7, *reach* 5 ft. *Hit:* 18 (4d6 + 4) Slashing damage.

Reactions

Magical Backlash. *Trigger:* A creature within 120 feet of the cockatrice deals damage to it. *Response—Dexterity Saving Throw:* DC 14, the triggering creature. *Failure:* 13 (3d6 + 3) Force damage.

Colossus

Titanic Vessel of Divine Might

Habitat: Any; **Treasure:** Relics

Colossi are massive Constructs created by the devout to reflect the nature of a deity, which could be benevolent or wicked. Colossi thrum with incredible magic and work divine will on the land.

Droves of faithful artisans craft a colossus in a

COLOSSUS

shape to honor their deity, then call on that god to infuse the statue with life. This arduous process might take decades and involve hundreds of workers. If the god favors the creation, the mighty crystal at the construct's heart pulses with divine power, and the colossus rises to protect the faithful or enact the god's will.

Most colossi were created in ages past and now lie dormant in secluded wilderness, awaking only when disturbed or called on to serve once more.

ARTIST: MAXIME MINARD



Gargantuan Construct (Titan), Unaligned

AC 23 Initiative +16 (26)

HP 553 (27d20 + 270)

Speed 60 ft.

		MOD	SAVE		MOD	SAVE	
STR	30	+10	+10	INT	3	-4	-4
DEX	11	+0	+8	WIS	11	+0	+8
CON	30	+10	+10	CHA	8	-1	-1

Resistances Necrotic, Radiant

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

Senses **Truesight** 300 ft.; Passive Perception 10

Languages Understands Celestial and Common but can't speak

CR 25 (XP 75,000; PB +8)

Traits

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

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

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

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

Actions

Multiattack. The colossus makes three attacks, using Slam or Radiant Ray in any combination.

Slam. **Melee Attack Roll:** +18, **reach** 20 ft. **Hit:** 32 (4d10 + 10) Bludgeoning damage, and the colossus pushes the target up to 20 feet straight away from itself.

Radiant Ray. **Ranged Attack Roll:** +18, **range** 300 ft. **Hit:** 22 (4d10) Radiant damage. If the target is a Large or smaller creature, it has the **Prone** condition.

Large or smaller creature, it has the **Frightened** condition.

Divine Beam (Recharge 5–6). Dexterity Saving Throw:

DC 26, each creature in a 300-foot-long, 10-foot-wide **Line**. **Failure:** 65 (10d12) Radiant damage. **Success:** Half damage. **Failure or Success:** A creature reduced to 0 Hit Points by this beam disintegrates into dust, leaving behind any magic items it was wearing or carrying.

Legendary Actions

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

Smite. The colossus makes one Radiant Ray attack.

Stomp. The colossus moves up to half its Speed without provoking **Opportunity Attacks**, and it can make one Slam attack at any point during that move.



Commoner

Everyday Folk

Habitat: Any; **Treasure:** Individual



COMMONERS OF VARIED SPECIES AND PROFESSIONS GO ABOUT THEIR DAY

Commoners constitute the majority of people who don't pursue magical talents, extraordinary training, or a life of adventure. Some are generous, helpful sorts, while others are more cautious in sharing what they have. Use the following list of jobs and roles to introduce commoners in your adventures:

Artist

Baker

Bartender

Blacksmith

Butcher

Captive

Carpenter

Castaway

Cobbler

Cook

Dyer

Farmer

Fisher

Fletcher

Flimflam artist

Gossip

Hermit

Hooligan

Hunter

Innkeeper

Laborer

Lamplighter

Mason

Merchant

Miner

Mud lark

Patient

Pilgrim

Resurrectionist

Rioter

Scribe

Servant

Shepherd

Student

Tailor

Tanner

Town crier

Weaver

Youngster

COMMONER

Medium or Small Humanoid, Neutral

AC 10 Initiative +0 (10)

HP 4 (1d8)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	10	+0
DEX	10	+0	+0	WIS	10	+0
CON	10	+0	+0	CHA	10	+0

Gear Club

Senses Passive Perception 10

Languages Common

CR 0 (XP 10; PB +2)

Traits

Training. The commoner has proficiency in one skill of the DM's choice and has Advantage whenever it makes an ability check using that skill.

Actions

Club. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.

Copper Dragons

Dragons of Curiosity and Community

Habitat: Hill; **Treasure:** Arcana

Relentlessly friendly and curious, most copper dragons view the world as a place of endless wonder and possibility. These gregarious dragons are fonts of patience, hospitality, and humor, and they seek to improve the lives—or, at least, the mood—of those they interact with. If forced to fight to defend themselves or their friends, these dragons favor using their slowing breath and physical attacks to subdue antagonists. Only in cases of extreme peril or emotion do they use their deadly acid breath.

Copper dragons typically live in caverns amid picturesque hills and rock formations—particularly those that are prominent landmarks. These dragons collect gifts, though they have little interest in treasure without meaning, no matter how valuable it is. To them, thoughtfully given presents and the feelings or memories they symbolize are more important than masterpieces or magical relics.

Copper Dragon Wyrmling

Copper dragon wyrmlings venture into the world seeking to make friends and discover wonders. They sometimes get into trouble, but those who help them can become their friends for life.

COPPER DRAGON WYRMLING

Medium Dragon (Metallic), Chaotic Good

AC 16 **Initiative** +3 (13)

HP 22 (4d8 + 4)

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

		MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	14	+2
DEX	12	+1	+3	WIS	11	+0
CON	13	+1	+1	CHA	13	+1

Skills Perception +4, Stealth +3

Immunities Acid

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

Languages Draconic

CR 1 (XP 200; PB +2)

Actions

Rend. Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Slashing damage.

Acid Breath (Recharge 5–6). Dexterity Saving Throw: DC 11, each creature in a 20-foot-long, 5-foot-wide **Line**. Failure: 18 (4d8) Acid damage. Success: Half damage.

Slowing Breath. Constitution Saving Throw: DC 11, each creature in a 15-foot **Cone**. Failure: The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

ARTIST: SVETLIN VELINOV



COPPER DRAGON WYRMLING

Young Copper Dragon

Young copper dragons forge strong connections with a community or group of friends while flitting from one artistic fixation to the next.

YOUNG COPPER DRAGON

Large Dragon (Metallic), Chaotic Good

AC 17 Initiative +4 (14)

HP 119 (14d10 + 42)

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

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	16	+3
DEX	12	+1	+4	WIS	13	+1
CON	17	+3	+3	CHA	15	+2

Skills Deception +5, Perception +7, Stealth +4

Immunities Acid

Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 17

Languages Common, Draconic

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

Actions

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

Rend. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 15 (2d10 + 4) Slashing damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 40-foot-long, 5-foot-wide Line. *Failure:* 40 (9d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Copper Dragon Lairs

Copper dragons typically inhabit multichamber caves and renovated ruins.

The region containing an adult or ancient copper dragon's lair is changed by its presence, creating the following effects:

Chatty Critters. Tiny Beasts magically gain the ability to speak and understand Draconic while within 6 miles of the lair.

Giggle Fits. Whenever a creature other than the dragon and its allies is within 1 mile of the lair and rolls a 1 on a **D20 Test**, it must succeed on a DC 15 Wisdom saving throw or have the **Incapacitated** condition until the end of its next turn, as it is wracked with laughter.

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

Adult Copper Dragon

ARTIST: SVETLIN VELINOV



SURROUNDED BY GUARDIANS OF THE FOREST, AN ADULT COPPER DRAGON BEQUEATHS A MAGIC SWORD TO A WORTHY HERO

Adult copper dragons use their influence to better the world. With broad circles of friends, adult copper dragons delight in introducing people to one another and helping people find places where they can flourish. When disaster strikes, these dragons draw on their family of contacts to offer support, right wrongs, and rebuild stronger than before.

ADULT COPPER DRAGON

Huge Dragon (Metallic), Chaotic Good

AC 18 Initiative +11 (21)

HP 184 (16d12 + 80)

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

MOD

SAVE

MOD

SAVE

STR	23	+6	+6	INT	18	+4	+4
DEX	12	+1	+6	WIS	15	+2	+7
CON	21	+5	+5	CHA	18	+4	+4

Skills **Deception** +9, **Perception** +12, **Stealth** +6

Immunities Acid

Senses **Blindsight** 60 ft., **Darkvision** 120 ft.; Passive Perception 22

Languages Common, Draconic

CR 14 (XP 11,500, or 13,000 in lair; PB +5)

Traits

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

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Slowing Breath or (B) Spellcasting to cast **Mind Spike** (level 4 version).

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 17 (2d10 + 6) Slashing damage plus 4 (1d8) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 60-foot-long, 5-foot-wide **Line**. *Failure:* 54 (12d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 18, each creature in a 60-foot **Cone**. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: **Detect Magic**, **Mind Spike** (level 4 version), **Minor Illusion**, **Shapechange** (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no **Concentration** or **Temporary Hit Points** required to maintain the spell)

1/Day Each: **Greater Restoration**, **Major Image**

Legendary Actions

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

Giggling Magic. *Charisma Saving Throw:* DC 17, one creature the dragon can see within 90 feet. *Failure:* 24 (7d6) Psychic damage. Until the end of its next turn, the target rolls 1d6 whenever it makes an ability check or attack roll and subtracts the number rolled from the **D20 Test**. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Mind Jolt. The dragon uses Spellcasting to cast **Mind Spike** (level 4 version). The dragon can't take this action again until the start of its next turn.

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

Ancient Copper Dragon

Ancient copper dragons use warmth and reliability to effect change over time. They open their cozy lairs to their friends as havens of learning and laughter for the young and those in need. These dragons watch for and oppose future threats while fostering sanctuaries of simple goodness.



AN ANCIENT COPPER DRAGON WATCHES OVER ITS ALLIES' BOISTEROUS YOUNG

ANCIENT COPPER DRAGON

Gargantuan Dragon (Metallic), Chaotic Good

AC 21

Initiative +15 (25)

HP 367 (21d20 + 147)

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

		MOD	SAVE		MOD	SAVE
STR	27	+8	+8	INT	20	+5
DEX	12	+1	+8	WIS	17	+3
CON	25	+7	+7	CHA	22	+6

Skills **Deception** +13, **Perception** +17, **Stealth** +8

Immunities Acid

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 27

Languages Common, Draconic

CR 21 (XP 33,000, or 41,000 in lair; PB +7)

Traits

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

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Slowing Breath or (B) Spellcasting to cast **Mind Spike** (level 5 version).

Rend. *Melee Attack Roll:* +15, reach 15 ft. *Hit:* 19 (2d10 + 8) Slashing damage plus 9 (2d8) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 22, each creature in an 90-foot-long, 10-foot-wide **Line**. *Failure:* 63 (14d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 22, each creature in a 90-foot **Cone**. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21):

At Will: **Detect Magic**, **Mind Spike** (level 5 version), **Minor Illusion**, **Shapechange** (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no **Concentration** or **Temporary Hit Points** required to maintain the spell)

1/Day Each: **Greater Restoration**, **Major Image**, **Project Image**

Legendary Actions

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

Giggling Magic. *Charisma Saving Throw:* DC 21, one creature the dragon can see within 120 feet. *Failure:* 31 (9d6) Drowns damage until the end of its next turn. The target rolls 1d2 when it makes an ability check on

(900) Psychic damage. Until the end of its next turn, the target rolls two whenever it makes an ability check or attack roll and subtracts the number rolled from the **D20 Test**. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Mind Jolt. The dragon uses Spellcasting to cast **Mind Spike** (level 5 version). The dragon can't take this action again until the start of its next turn.

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

Couatl

Guardian Manifestation of the Divine

Habitat: Desert, Forest, Grassland, Urban; **Treasure:** Relics

ARTIST: VIKTOR TITOV



Embodiments of prophecy and protectors of divine secrets, couatls ensure fate unfolds as it should. They resemble serpents with rainbow wings, and each is a manifestation of a divine edict, a truth or fate that a righteous god decrees must hold true for all time. Most couatls appear in places of ancient power, where they guard hidden magic or ensure foretold acts do or don't come to pass. Rarely, couatls watch over

communities or travel lands in disguise, interpreting omens or manipulating factors to set fate on its proper course.

Motivated by eternal mandates, couatls sometimes behave in inscrutable or antagonistic ways. They are inflexible and uncompromising, as their existences are fundamentally tied to their divine directives, but they harm other creatures only when absolutely necessary to achieve divine goals.

Each couatl goes through a period of renewal at the end of an age. In a couatl's lifecycle, an age might correspond to a celestial calendar or some divine chronology. Near the age's end, the couatl lays a wondrous, rainbow-hued egg. When the age ends, the couatl dies. For a period—perhaps a single day, perhaps until an annual solar event—the couatl's work is unattended. Once this time passes, the same couatl that laid the egg hatches from it, fully grown and renewed to serve for another age.

COUATL

Medium Celestial, Lawful Good

AC 19 **Initiative** +5 (15)

HP 60 (8d8 + 24)

Speed 30 ft., Fly 90 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	18	+4
DEX	20	+5	+5	WIS	20	+5
CON	17	+3	+5	CHA	18	+4

Resistances Bludgeoning, Piercing, Slashing

Immunities Psychic, Radiant

Senses **Truesight** 120 ft.; Passive Perception 15

Languages All; telepathy 120 ft.

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

Traits

Shielded Mind. The couatl's thoughts can't be read by any means, and other creatures can communicate with it telepathically only if it allows them.

Actions

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (1d12 + 5) Piercing damage, and the target has the **Poisoned** condition until the end of the couatl's next turn.

Constrict. Strength Saving Throw: DC 15, one Medium or smaller creature the couatl can see within 5 feet.
Failure: 8 (1d6 + 5) Bludgeoning damage. The target has the **Grappled** condition (escape DC 13), and it has the **Restrained** condition until the grapple ends.

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

At Will: *Detect Evil and Good, Detect Magic, Detect Thoughts, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no **Concentration** or **Temporary Hit Points** required to maintain the spell)

1/Day Each: *Create Food and Water, Dream, Greater Restoration, Scrying, Sleep*

Bonus Actions

Divine Aid (2/Day). The couatl casts *Bless, Lesser Restoration*, or *Sanctuary*, requiring no spell components and using the same spellcasting ability as Spellcasting.

Crawling Claws

Severed Appendages with Malicious Will

Habitat: Any; **Treasure:** None

Crawling claws are severed hands that move and act of their own murderous accord. These deathless appendages can spring to life from the severed limbs of killers and villains, and sinister magic-users might animate crawling claws as foul servants. Crawling claws appear in a variety of forms, from decaying human hands to the fresh appendages of animals or monsters.

Crawling Claw

Lone crawling claws can continue killing sprees they perpetrated in life. Some recklessly attack the living, while others pursue specific victims. In rare cases, a crawling claw wreaks mayhem while the rest of its body still lives, with the original creature potentially unaware of its severed hand's crimes.



CRAWLING CLAW

Tiny Undead, Neutral Evil

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

HP 2 (1d4)

Speed 20 ft., Climb 20 ft.

		MOD	SAVE		MOD	SAVE
STR	13	+1	+1	INT	5	-3
DEX	14	+2	+2	WIS	10	+0
CON	11	+0	+0	CHA	4	-3

Immunities Necrotic, Poison; **Charmed, Exhaustion, Frightened, Incapacitated, Poisoned**

Senses **Blindsight** 30 ft.; Passive Perception 10

Languages Understands Common but can't speak

CR 0 (XP 10; PB +2)

Actions

Slam. Melee Attack Roll: +3, reach 5 ft. Hit: 2 Necrotic damage.

Is it possible for any creature, any living being, to be inherently evil? Such an assertion may itself facilitate the committing of evil acts. By defining a person as evil, we give them free rein to behave as they will, absolving them from the wickedness of their words and the evil of their hands.

—ANSOLM HAAS, *THE ISOLATION OF EVIL*

Swarm of Crawling Claws

Swarms of crawling claws are typically animated by depraved necromancers. Occasionally, these grotesque swarms arise from mass graves or after tragedies, refusing to let their murderers escape their grasp.

SWARM OF CRAWLING CLAWS

Medium Swarm of Tiny Undead, Neutral Evil

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

HP 49 (11d8)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	5	-3
DEX	14	+2	+2	WIS	10	+0
CON	11	+0	+0	CHA	4	-3

Resistances Bludgeoning, Piercing, Slashing

Immunities Necrotic, Poison; **Charmed, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned**

Senses **Blindsight** 30 ft.; Passive Perception 10

Languages Understands Common but can't speak

CR 3 (XP 700; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any

opening large enough for a Tiny creature. The swarm can't regain Hit Points or gain **Temporary Hit Points**.

Actions

Swarm of Grasping Hands. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 20 (4d8 + 2) Necrotic damage, or 11 (2d8 + 2) Necrotic damage if the swarm is **Bleeding**. If the target is a Medium or smaller creature, it has the **Prone** condition.

Cultists

Doomsayers and Fanatics

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

ARTIST: AURORE FOLNY



A DEATH CULTIST AND HIS FOLLOWERS SUMMON ORCUS, DEMON LORD OF UNDEATH

Cultists use magic and extreme measures to spread radical beliefs. Some privately pursue esoteric secrets, while others form shadowy cabals seeking to bring about terrifying ends. Cultists often follow obscure mystical traditions or obsess over interpretations of ancient prophecies. They might worship supernatural patrons—deities, otherworldly creatures, manipulative alien minds, or stranger forces. Roll on or choose a result from the Cultist Agendas table to inspire what a cultist seeks to achieve.

Cultist Agendas

1d6	The Cultist Strives To...
1	Bring about the end of a dominant order, an age, or the world.
2	Burn away the comfortable lies of reality, revealing forgotten or terrible truths.
3	Expand their faith through mind control or supernatural coercion.
4	Make global changes, like sinking the land or awakening volcanoes.
5	Remake life on a mass scale, altering other creatures' bodies or spiritual beings.
6	Summon their deity or its herald, weapon, or realm into their world.

Occult Symbols

Cults often identify with symbols that exemplify their beliefs. Such symbols might mark objects important to the cult, as well as the dress and bodies of cultists themselves. These symbols might be broadly understandable, or they might have meaning only to cultists. Roll twice on or choose results from the Cult Symbols table to inspire a cult's icons.

Cult Symbols

1d10	The Symbol Is...	Depicted As...
1	An alchemical sign	A calendar or map
2	An animal	A crest or as heraldry
3	A celestial body	An elaborate diagram
4	A deity's icon	A metaphorical image
5	An element	A mystical being
6	An eye	Part of an equation
7	A geometric shape	A repeating pattern
8	A letter or number	A series of scratches
9	Part of a monster	A simple pictogram
10	A skull	A weapon or tool

Cult Members

Cults often form hierarchies around a charismatic or domineering leader. While cult members might work independently, they take their orders from superiors with greater supernatural powers. Any cult might have the following sorts of members.

Cultist

Cultists devote themselves to their faith's leaders and otherworldly masters. While this zeal grants cultists no magical powers, it gives them remarkable resolve in the face of threats. Cultists perform much of a cult's mundane work, which might include evangelism, criminal acts, or serving as sacrifices.

CULTIST

Medium or Small Humanoid, Neutral

AC 12 **Initiative +1 (11)**

HP 9 (2d8)

Speed 30 ft.

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

Skills **Deception +2, Religion +2**

Gear Leather Armor, Sickle

Senses Passive Perception 10

Languages Common

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

Actions

Ritual Sickle. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage plus 1 Necrotic damage.

Cultist Fanatic

Cultist fanatics lead small cults or cells within larger cults. They're privy to more of a cult's mysteries than

lower-ranking cultists are, granting them access to magical powers from their patrons.

CULTIST FANATIC

Medium or Small Humanoid, Neutral

AC 13 Initiative +2 (12)

HP 44 (8d8 + 8)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	11	+0	+0	INT	10	+0
DEX	14	+2	+2	WIS	14	+2
CON	12	+1	+1	CHA	13	+1

Skills **Deception** +3, **Persuasion** +3, **Religion** +2

Gear **Holy Symbol**, **Leather Armor**

Senses Passive Perception 12

Languages Common

CR 2 (XP 450; PB +2)

Actions

Pact Blade. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 7 (2d6) Necrotic damage.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At Will: *Light*, *Thaumaturgy*

2/Day: *Command*

1/Day: *Hold Person*

Bonus Actions

Spiritual Weapon (2/Day). The cultist casts the *Spiritual Weapon* spell, using the same spellcasting ability as Spellcasting.

Cultist Hierophant

Cultist hierophants are leaders who oversee the lives of their underlings, dictate the edicts of the cult, and interpret their patron's will. They possess supernatural powers gained from the cult's patron, supernatural

sources, or the power of their own fanaticism. These leaders know their cult's deepest secrets and often control strange relics, mystical sites, and monstrous servants.

CULTIST HIEROPHANT

Medium or Small Humanoid, Neutral

AC 16 **Initiative +8 (18)**

HP 144 (17d8 + 68)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	13	+1
DEX	18	+4	+4	WIS	16	+3
CON	18	+4	+4	CHA	20	+5

Skills Perception +7, Persuasion +9, Religion +5

Gear Breastplate, Holy Symbol

Senses Passive Perception 17

Languages Celestial, Common

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

Actions

Multiattack. The cultist makes three attacks, using Pact Blade or Radiant Ray in any combination.

Pact Blade. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 18 (4d8) Radiant damage.

Radiant Ray. *Ranged Attack Roll:* +9, range 120 ft. *Hit:* 31 (4d12 + 5) Radiant damage.

Spellcasting. The cultist casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Mage Armor* (included in AC), *Thaumaturgy*

1/Day Each: *Jallarzi's Storm of Radiance* (level 7 version), *Mass Suggestion*

Types of Cultists



AN ABERRANT CULTIST AND AN ELEMENTAL CULTIST CLASH, UNLEASHING THE MAGIC OF THEIR OTHERWORLDLY PATRONS

Cults can organize around any mystical tradition, but many serve supernatural beings. Cult members often have abilities tied to the forces they worship.

Aberrant Cultist

Aberrant cultists pursue mind-bending powers from alien forces. Aberrant cultists align with monsters such as **aboileths** and **mind flayers** or forces such as Cthulhu, **Hadar**, Ityak-Ortheel the Elf Eater, Nyarlathotep, malicious solar bodies, or entities from the **Far Realm**.

ABERRANT CULTIST

Medium or Small Humanoid, Neutral Evil

AC 14 **Initiative +7 (17)**

HP 137 (25d8 + 25)

Speed 30 ft.

MOD

SAVE

MOD

SAVE

		MUD	SAVE			MUD	SAVE
STR	10	+0	+0	INT	16	+3	+6
DEX	19	+4	+4	WIS	18	+4	+7
CON	12	+1	+1	CHA	15	+2	+2

Skills Arcana +6, Perception +7, Religion +6

Senses Darkvision 90 ft.; Passive Perception 17

Languages Common, Deep Speech; telepathy 30 ft.

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

Actions

Multiattack. The cultist makes two Tentacle Lash attacks. It can replace any attack with a use of Mind Rot.

Tentacle Lash. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 7 (1d6 + 4) Slashing damage plus 14 (4d6) Psychic damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 14) from one of two tentacles, and it has the **Restrained** condition until the grapple ends.

Mind Rot. *Wisdom Saving Throw:* DC 15, one creature the cultist can see within 90 feet. *Failure:* 27 (6d8) Psychic damage, and the target has the **Poisoned** condition until the start of the cultist's next turn. *Success:* Half damage only.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Detect Thoughts, Minor Illusion*

Reactions

Counterspell (2/Day). The cultist casts **Counterspell** in response to that spell's trigger, using the same spellcasting ability as Spellcasting.

Death Cultist

Death cultists revel in nihilistic forces, embracing them as paths to undeath, multiversal purity, or entropic inevitability. These cultists serve powerful undead beings, apocalyptic prophecies, or immortals with power over death, such as **Acererak, Kyuss, Orcus, Vecna**, or Wee Jas.

DEATH CULTIST

Medium or Small Humanoid, Neutral Evil

AC 17 **Initiative** +4 (14)

HP 127 (15d8 + 60)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	12	+1
DEX	12	+1	+1	WIS	16	+3
CON	18	+4	+7	CHA	14	+2

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

Gear Splint Armor

Senses Passive Perception 16

Languages Common

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

Actions

Multiattack. The cultist makes three attacks, using Dread Scythe or Deathly Ray in any combination.

Dread Scythe. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 9 (1d10 + 4) Slashing damage plus 11 (2d10) Necrotic damage, and the target can't regain Hit Points until the end of its next turn.

Deathly Ray. *Ranged Attack Roll:* +6, range 120 ft. *Hit:* 22 (4d10) Necrotic damage.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At Will: *Speak with Dead, Thaumaturgy*

Bonus Actions

Spirit Wail (Recharge 5–6). *Wisdom Saving Throw:* DC 14, each creature in a 20-foot **Emanation** originating from the cultist. *Failure:* 14 (4d6) Psychic damage, and the target has the **Frightened** condition until the end of its next turn. *Success:* Half damage only.

Elemental Cultist

Elemental cultists harness destructive natural forces to cleanse the world of civilization or prove the dominance of one element over all others. Such cultists are aligned with Elemental monsters or wicked immortals such as the Princes of Elemental Evil or the Elder Elemental Eye.

ELEMENTAL CULTIST

Medium or Small Humanoid, Chaotic Evil

AC 16 **Initiative** +4 (14)

HP 135 (18d8 + 54)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	14	+2
DEX	12	+1	+1	WIS	18	+4
CON	16	+3	+6	CHA	12	+1

Skills Arcana +5, Perception +7, Religion +5

Gear Chain Mail

Senses Passive Perception 17

Languages Common, Primordial

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

Actions

Multiattack. The cultist makes three attacks, using Elemental Flail or Elemental Claw in any combination.

Elemental Flail. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 25 (6d6 + 4) damage of a type chosen by the cultist: Acid, Cold, Fire, Lightning, or Thunder.

Elemental Claw. *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 22 (4d10) damage of a type chosen by the cultist: Acid, Cold, Fire, Lightning, or Thunder. If the target is a Medium or smaller creature, the cultist moves the target up to 10 feet straight toward or away from itself.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Elementalism, Mage Hand*

Reactions

Elemental Absorption (1/Day). *Trigger:* The cultist takes Acid, Cold, Fire, Lightning, or Thunder damage.

Response: The cultist gives itself Resistance to that instance of damage and gains 10 **Temporary Hit Points**.

Dread Tharizdun, power of the Elder Elemental Eye and master
of all destructive forces, I am the Champion of Elemental Evil
and am ready to carry out your wishes.

—RITES OF THE CULT OF ELEMENTAL EVIL

Fiend Cultist

Fiend cultists worship fiends or evil deities. They often work to bring ruin to innocents or to summon their sinister patron into the world. Fiend cultists might serve infamous powers such as archdevils and demon lords, or foul immortals—beings such as **Demogorgon**, Pazuzu, **Iuz**, **Zariel**, or **Zuggtmoy**.

FIEND CULTIST

Medium or Small Humanoid, Neutral Evil

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

HP 127 (17d8 + 51)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	12	+1
DEX	15	+2	+2	WIS	18	+4
CON	16	+3	+6	CHA	10	+0

Skills Perception +7, Religion +4

Gear Breastplate

Senses Darkvision 90 ft. (unimpeded by magical **Darkness**); Passive Perception 17

Languages Abyssal, Common, Infernal

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

Actions

Multiattack. The cultist makes three Pact Axe attacks.

Pact Axe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Slashing damage plus 13 (3d8) Fire damage.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At Will: *Scorching Ray* (level 5 version), *Thaumaturgy*

2/Day: *Fireball* (level 6 version)

Reactions

Hellish Rebuke. The cultist casts *Hellish Rebuke* in response to that spell's trigger, using the same spellcasting ability as Spellcasting.

Cyclopes

Habitat: Coastal, Desert, Grassland, Hill, Mountain, Underdark; **Treasure:** [Armaments](#)

Cyclopes are gigantic, one-eyed descendants of the gods. Using their mystical vision, cyclopes can witness how future events are likely to occur.

Cyclops Oracle

Cyclops oracles gaze through history to learn hidden truths. Many share these secrets with those who aid them in correcting the mistakes of the past.

CYCLOPS ORACLE

Huge Giant, Chaotic Neutral

AC 16 **Initiative** +8 (18)

HP 207 (18d12 + 90)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	22	+6	+6	INT	16	+3
DEX	11	+0	+0	WIS	18	+4
CON	20	+5	+9	CHA	10	+0

Skills [History](#) +11, [Perception](#) +12

Senses [Truesight](#) 30 ft.; Passive Perception 22

Languages Giant

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

Actions

Multiattack. The cyclops makes three attacks, using Radiant Strike or Flash of Light in any combination.

Radiant Strike. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 22 (3d10 + 6) Radiant damage.

Flash of Light. *Ranged Attack Roll:* +10, range 120 ft. *Hit:* 17 (2d10 + 6) Radiant damage, and the target has Disadvantage on attack rolls until the end of the cyclops's next turn.

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

2/Day Each: [Arcane Eye](#), [Detect Magic](#), [Locate Object](#)

1/Day: *Legend Lore*

Reactions

Portent (Recharge 4–6). *Trigger:* The cyclops or an ally it can see makes a D20 Test. *Response:* The cyclops rolls 1d20 and chooses whether to use that roll in place of the d20 rolled for the D20 Test.

Cyclops Sentry

Most cyclops sentries serve their divine progenitors and oppose those who would tamper with fate.

CYCLOPS SENTRY

Huge Giant, Chaotic Neutral

AC 14 **Initiative +0 (10)**

HP 138 (12d12 + 60)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	22	+6	+6	INT	8	-1
DEX	11	+0	+0	WIS	6	-2
CON	20	+5	+5	CHA	10	+0

Senses Passive Perception 8

Languages Giant

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

Actions

Multiattack. The cyclops makes two attacks, using Stone Club or Rock in any combination.

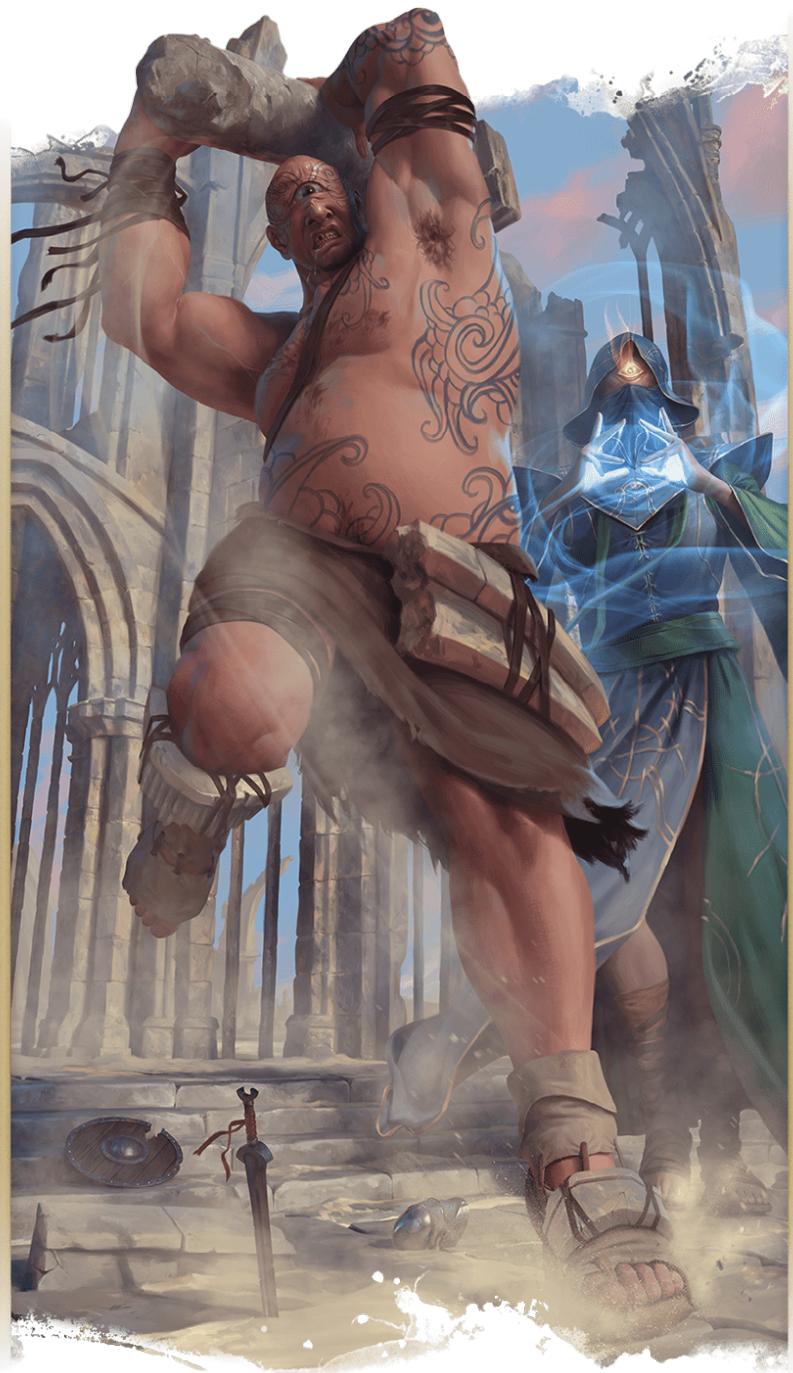
Stone Club. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 16 (3d6 + 6) Bludgeoning damage. If the target is a Huge or smaller creature, it has the **Prone** condition.

Rock. *Ranged Attack Roll:* +9, range 30/120 ft. *Hit:* 22 (3d10 + 6) Bludgeoning damage.

Reactions

Limited Foresight (Recharge 6). *Trigger:* A creature the cyclops can see makes an attack roll against it.

Response: The cyclops imposes Disadvantage on the roll, and the cyclops gains Advantage on attack rolls against the target until the end of the cyclops's next turn.





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