

Monsters (P)

Pegasus

Elusive Winged Steed

Habitat: Forest, Grassland, Hill, Planar (Upper Planes); **Treasure:** None

ARTIST: ALEJANDRO PACHECO



Winged, sapient horses of noble bearing, pegasi are as majestic as they are elusive. Most avoid the affairs of other creatures, preferring to dwell amid idyllic pastures or floating islands, or on other planes of existence. Others serve deities of the **Feywild** and Upper Planes, aiding heroes in need. In rare cases, pegasi might befriend virtuous people and serve as their companions and steeds.

Pegasi are hunted by servants of evil, leading many of these winged steeds to flee strangers on sight. Roll on or choose a result from the Pegasus Offerings table to inspire how one might show their good intentions to a wary pegasus.

Pegasus Offerings

1d4	A Pegasus Won't Flee Someone...
1	Bearing the gear of a hero the pegasus aided.
2	Offering magical fruit or holy spring water.
3	Singing a song in Celestial, Druidic, or Sylvan.
4	Wearing the garb of an ancient heroic order.

PEGASUS

Large Celestial, Chaotic Good

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

HP 59 (7d10 + 21)

Speed 60 ft., Fly 90 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	10	+0
DEX	15	+2	+4	WIS	15	+2
CON	16	+3	+5	CHA	13	+1

Skills Perception +6

Senses Passive Perception 16

Languages Understands Celestial, Common, Elvish, and Sylvan but can't speak

CR 2 (XP 450; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 5 (2d4) Radiant damage.

Pegasi are the cherished steeds of our creator, Corellon. To see one is a blessing, but to ride one proves nothing less than the love of the gods.

—YOLANDE, QUEEN OF CELENE

Performers

Artists and Entertainers

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

ARTIST: KATERINA LADON



From royal courts to village squares, skilled entertainers hone their talents and delight audiences. Some travel far, sharing tales and demonstrating mysterious arts. Others serve in the courts and theaters of great nations, cultivating celebrity and navigating the whims of patrons. Many hone professional secrets and magical flourishes, striving to make their performances truly unforgettable.

Use the following list of entertainers and roles to inspire the performers in your adventures:

Acrobat

Actor

Aerialist

Animal trainer

Athlete

Burlesque artist

Busker

Circus performer

Comedian

Contortionist

Dancer

Daredevil

Jester

Juggler

Magician

Mentalist

Mime

Minstrel

Mourner

Oral historian

Poet

Puppeteer

Ritualist

Stage fighter

Storyteller

Throat singer

Town crier

Trick rider

vocalist

Wrestler

Performer

Common performers include traveling storytellers, tavern musicians, local entertainers, and chorus members performing with veteran artists. These performers might be self-taught or in the early years of formal training. Most have a modest level of celebrity and two or three instruments or talents at which they excel.

PERFORMER

Medium or Small Humanoid, Neutral

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

HP 27 (5d8 + 5)

Speed 30 ft.

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

Skills **Acrobatics** +5, **Athletics** +3, **Performance** +7

Gear **Shortsword**

Senses Passive Perception 12

Languages Common plus one other language

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

Actions

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

Reactions

Uncanny Dodge. *Trigger:* The performer is hit by an attack roll. *Response:* The performer halves the damage (round down) it takes from that attack.

Performer Maestro

Maestros are headlining performers who enjoy considerable renown. They might be theaters' marquee actors, astonishing daredevils, or jesters experienced at entertaining fickle royals. Some share their techniques with apprentices, while others jealously guard their secrets.

PERFORMER MAESTRO

Medium or Small Humanoid, Neutral

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

HP 110 (17d8 + 34)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	12	+1	+1	INT	13	+1
DEX	18	+4	+7	WIS	14	+2
CON	14	+2	+2	CHA	19	+4

Skills **Acrobatics** +10, **Athletics** +4, **Perception** +5, **Performance** +10, **Stealth** +7

Gear Rapier

Senses Passive Perception 15

Languages Common plus one other language

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

Actions

Multiattack. The performer makes three Rapier attacks.

Rapier. *Melee Attack Roll:* +7, *reach* 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 7 (2d6) Psychic damage.

Beguiling Song. *Wisdom Saving Throw:* DC 15, each creature in a 20-foot-radius **Sphere** centered on a point within 120 feet. *Failure:* 20 (3d10 + 4) Psychic damage, and the target has the **Charmed** condition until the end of the performer's next turn. *Success:* Half damage only.

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

At Will: *Minor Illusion, Prestidigitation*

1/Day: *Tasha's Hideous Laughter* (level 3 version)

Performer Legend

Performer legends are celebrities known across nations, continents, or worlds. Their prestige might grant

them access to the heights of society, or they might use their performances to manipulate audiences. Performer legends usually have signature traits or talents that set them apart from other entertainers, such as a distinct voice, incredible athleticism, or a unique manner of dress. They often travel with a retinue of other performers, guards, or noble patrons.

Welcome, one! Welcome, all! Welcome to the short, and
welcome to the tall! Welcome angels, welcome fiends,
welcome to all from walks between! Welcome to the Carnival!

—TINDAL, CARNIVAL BARKER

PERFORMER LEGEND

Medium or Small Humanoid, Neutral

AC 20 **Initiative +9 (19)**

HP 162 (25d8 + 50)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	12	+1	+1	INT	15	+2
DEX	20	+5	+9	WIS	16	+3
CON	14	+2	+2	CHA	20	+5

Skills **Acrobatics** +13, **Athletics** +5, **Perception** +7, **Performance** +13, **Stealth** +9

Senses Passive Perception 17

Languages Common plus two other languages

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

Actions

Multiaction. The performer makes three Bejeweled Baton attacks.

Bejeweled Baton. *Melee Attack Roll:* +9, *reach* 5 ft. *Hit:* 10 (2d4 + 5) Bludgeoning damage plus 10 (3d6) Psychic damage.

Majestic Song. *Wisdom Saving Throw:* DC 17, each creature in a 20-foot-radius **Sphere** centered on a point within 120 feet. *Failure:* 22 (4d8 + 4) Psychic damage, and the target has the **Charmed** or **Frightened** condition (performer's choice) until the end of the performer's next turn. *Success:* Half damage only.

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

At Will: *Mage Hand, Minor Illusion, Prestidigitation*

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

Reactions

Warding Charm. *Trigger:* A creature hits the performer with an attack roll. *Response—Wisdom Saving Throw:* DC 17, the triggering creature. *Failure:* The attack roll misses the performer, and the target has the **Charmed** condition until the end of the performer's next turn.

Peryton

Winged Heart Hunter

Habitat: Hill, Mountain; **Treasure:** Armaments

ARTIST: ALEJANDRO PACHECO



A PERYTON'S HUMANOID-SHAPED SHADOW SUGGESTS THE MONSTER'S SUPERNATURAL ORIGIN

Perytons are monstrous predators that hunt people—particularly humans and elves—in favor of all other prey. With the bodies of mighty avian scavengers and fanged, stag-like heads, perytons use ambush tactics to dive-bomb travelers. Strangely, the shadows they cast resemble humanoid silhouettes. This supernatural

oddity lends credence to stories that perytons are cursed humans or elves, or that they arise from carrion birds that feed on the corpses of villains.

Perytons tear out the hearts of those they slay, carrying the organs back to grisly lairs. This gives rise to numerous superstitions surrounding perytons. Roll on or choose a result from the Peryton Superstitions table to inspire why a peryton steals hearts.

Peryton Superstitions

1d4	If a Peryton Collects Enough Hearts...
1	The hearts grant an evil wish.
2	It reverts to its original form.
3	A new peryton hatches from each heart.
4	A portal opens to the Lower Planes.

PERYTON

Medium Monstrosity, Chaotic Evil

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

HP 33 (6d8 + 6)

Speed 20 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	9	-1
DEX	12	+1	+1	WIS	12	+1
CON	13	+1	+1	CHA	10	+0

Skills Perception +5, Stealth +3

Senses Passive Perception 15

Languages Understands Common and Elvish but can't speak

CR 2 (XP 450; PB +2)

Traits

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

Actions

Multiaction. The peryton makes one Gore attack and one Talons attack.

Gore. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage. If the peryton moved 30+ feet straight toward the target immediately before the hit, the target takes an extra 9 (2d8) Piercing damage.

Talons. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage. If the attack reduces a Humanoid target to 0 Hit Points, the peryton kills the target by removing its heart.

ARTIST: SEAN MURRAY

Phase Spider

Plane-Shifting Arachnid Ambusher

Habitat: Desert, Forest, Grassland, Hill, Planar

(Ethereal Plane), Underdark, Urban; **Treasure:** Any

Phase spiders appear out of nowhere to attack, then vanish just as swiftly. These horse-size, magical arachnids are endemic to the **Ethereal Plane**. From vaporous lairs, they peer through the **Border Ethereal** into the **Material Plane**. When they detect prey, phase spiders draw close and then shift or “phase” to the Material Plane to attack. They shift between planes of existence and attack from unexpected directions until they overcome their prey or are forced to retreat.

Phase spiders are more intelligent than mundane spiders, but most are cowards. They usually flee if they’re outnumbered by creatures capable of seeing them on the Ethereal Plane or pursuing them there. They make exceptions for ghosts and similar spirits, which phase spiders gain sustenance from and pursue as favored prey.



PHASE SPIDER

Large Monstrosity, Unaligned

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

Speed 30 ft., Climb 30 ft.

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

Skills **Stealth** +7

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

CR 3 (XP 700; PB +2)

Traits

Ethereal Sight. The spider can see 60 feet into the **Ethereal Plane** while on the **Material Plane** and vice versa.

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

Web Walker. The spider ignores movement restrictions caused by webs, and the spider knows the location of any other creature in contact with the same web.

Actions

Multiattack. The spider makes two Bite attacks.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage plus 9 (2d8) Poison damage. If this damage reduces the target to 0 Hit Points, the target becomes **Stable**, and it has the **Poisoned** condition for 1 hour. While Poisoned, the target also has the **Paralyzed** condition.

Bonus Actions

Ethereal Jaunt. The spider teleports from the **Material Plane** to the **Ethereal Plane** or vice versa.

Some sages say you unknowingly occupy the same ethereally coterminous point as a phase spider an average of four times each year.

—MARCUS WANDS, DOUBTFUL AUTHORITY

Piercer

Habitat: Underdark; **Treasure:** Individual

Piercers resemble stalactites, but each has a toothy maw and a single eye. They hang from cavern ceilings along routes frequented by denizens of the **Underdark**. Piercers might lurk for months at a time, waiting for any creature of their approximate size to pass underneath. When potential meals move below, piercers release their grip and plummet, intent on impaling prey in a single strike. If they're successful, piercers consume their meals and then slowly climb to a new ambush position. If they miss or fail to slay their targets, piercers attempt to squirm away, but they're easily dispatched by creatures aware of their presence.

Piercers are the larval form of ropers. Young piercers seek to move as far from ropers as they can to avoid ropers' undiscerning hunger. Many piercers migrate vast distances through the Underdark, often to caverns or buried ruins near the surface.

Rule 8: Never trust a stalactite.

—X THE MYSTIC'S
RULES OF DUNGEON SURVIVAL



PIERCER

Medium Aberration, Unaligned

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

HP 22 (3d8 + 9)

Speed 5 ft., Climb 15 ft.

		MOD	SAVE		MOD	SAVE
STR	13	+1	+1	INT	1	-5
DEX	13	+1	+1	WIS	7	-2
CON	16	+3	+3	CHA	3	-4

Skills **Stealth** +5

Senses **Blindsight** 30 ft., **Darkvision** 60 ft.; Passive Perception 8

Languages None

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

Traits

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

Actions

Bite. *Melee Attack Roll:* +3, *reach* 5 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Drop. The piercer falls. *Dexterity Saving Throw:* DC 11, one creature directly underneath the piercer. *Failure:* 10 (3d6) Piercing damage. *Failure or Success:* The piercer reduces any damage it takes from the fall by 20.

Pirates

Freebooters and Fortune Hunters

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



The term “pirate” encompasses a broad range of seafarers, including vicious sea rovers, dogged privateers, cursed treasure hunters, and others who seek riches and fame on the seas.

Pirates might be allies, foes, wild cards, or some combination thereof. While they are the bane of merchants and coastal communities, they know secrets of the sea and how to avoid aquatic threats. More unusual pirates set their sights beyond the waves, using airships, spelljamming vessels, plane-shifting craft, or stranger vehicles to explore and raid incredible realms.

Pirate Flags

To terrify opponents and spread their reputations, pirate crews fly distinctive flags. Roll twice on or choose results from the Pirate Flags table to inspire what flag a pirate crew sails under.

Pirate Flags

1d8	The Flag Shows A...
1	Buccaneer
2	Dragon
3	Fiend
4	Goat
5	Kraken
6	Merfolk
7	Skull
8	Whale

1d8	With...
1	A captain's hat
2	Crossbones
3	Crossed blades
4	An eye patch
5	Lightning bolts
6	A mug of ale
7	A tattoo
8	A treasure chest

Pirate

Along with being competent warriors, pirates are accomplished seafarers who know how to sail and maintain a ship. While some loyally follow their captains' orders, others place greed, superstition, or self-preservation over duty.

PIRATE

Medium or Small Humanoid, Neutral

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

HP 33 (6d8 + 6)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	8	-1
DEX	16	+3	+5	WIS	12	+1
CON	12	+1	+1	CHA	14	+2

Gear Daggers (6), Leather Armor

Senses Passive Perception 11

Languages Common plus one other language

CR 1 (XP 200; PB +2)

ACTIONS

Multiaction. The pirate makes two Dagger attacks. It can replace one attack with a use of Enthralling Panache.

Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

Enthralling Panache. *Wisdom Saving Throw:* DC 12, one creature the pirate can see within 30 feet. *Failure:* The target has the **Charmed** condition until the start of the pirate's next turn.

Pirate Captain

Pirate captains command crews of pirates, dictating their destinations and targets. Captains cultivate fearsome and theatrical reputations, painting themselves as larger-than-life characters to terrorize their foes, ensure the obedience of their crews, and attract followers to their banner. Many have colorful nicknames inspired by signature traits and deeds.

PIRATE CAPTAIN

Medium or Small Humanoid, Neutral

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

HP 84 (13d8 + 26)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	10	+0	+3	INT	10	+0
DEX	18	+4	+7	WIS	14	+2
CON	14	+2	+2	CHA	17	+3

Skills Acrobatics +7, Perception +5

Gear Pistol, Rapier

Senses Passive Perception 15

Languages Common plus one other language

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

ACTIONS

Multiaction. The pirate makes three attacks, using Rapier or Pistol in any combination.

Rapier. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage, and the pirate has Advantage on the next attack roll it makes before the end of this turn.

Pistol. *Ranged Attack Roll:* +7, range 30/90 ft. *Hit:* 15 (2d10 + 4) Piercing damage.

Bonus Actions

Captain's Charm. *Wisdom Saving Throw:* DC 14, one creature the pirate can see within 30 feet. *Failure:* The target has the **Charmed** condition until the start of the pirate's next turn.

Reactions

Riposte. *Trigger:* The pirate is hit by a melee attack roll while holding a weapon. *Response:* The pirate adds 3 to its AC against that attack, possibly causing it to miss. On a miss, the pirate makes one Rapier attack against the triggering creature if within range.

Pirate Admiral

Pirate admirals command whole pirate fleets. They undertake audacious ventures, such as challenging the navies of coastal nations, hunting legendary sea creatures, or carving out their own pirate kingdoms. Pirate admirals might launch their fleets from hidden fortresses where they hoard their treasure—or keep maps to where they've hidden their riches. Some pirate admirals ally with the followers of oceanic deities, underwater dwellers, and sea monsters, as well as their fellow scalawags.

PIRATE ADMIRAL

Medium or Small Humanoid, Neutral

AC 20 **Initiative** +10 (20)

HP 182 (28d8 + 56)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	14	+2	+6	INT	12	+1
DEX	22	+6	+10	WIS	14	+2
CON	14	+2	+2	CHA	19	+4

Skills Acrobatics +10, Athletics +6, Perception +6

Gear Pistol, Scimitar

Senses Passive Perception 16

Languages Common plus one other language

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

Actions

Multiattack. The pirate makes three attacks, using Scimitar or Pistol in any combination.

Scimitar. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 16 (3d6 + 6) Slashing damage plus 7 (2d6) Poison damage, and the target suffers one of the following effects of the pirate's choice:

Awestruck. The target has the **Charmed** condition until the start of the pirate's next turn.

Poison. The target has the **Poisoned** condition until the start of the pirate's next turn.

Pistol. *Ranged Attack Roll:* +10, range 30/90 ft. *Hit:* 28 (4d10 + 6) Piercing damage.

Bonus Actions

Rally (1/Day). The pirate chooses up to three other creatures it can see within 30 feet. Until the start of the pirate's next turn, the targets have Advantage on attack rolls and saving throws.

Reactions

Defensive Stance. *Trigger:* The pirate is hit by a melee attack roll while holding a weapon. *Response:* The pirate adds 4 to its AC against melee attack rolls (including the triggering attack) until the start of its next turn, possibly causing the attacks to miss.

Pit Fiend

Devil of Domination

Habitat: Planar (Nine Hells); **Treasure:** Relics

Masterminds of the Nine Hells and generals of infernal legions, pit fiends seek conquests across the planes of existence. More than warmongers, these diabolical tyrants concoct intricate plots that play out among fiendish battlefields, infernal politics, and mortal conspiracies.

Pit fiends are the nobility of the Nine Hells, and many rule Lower Planar fiefdoms, doomed mortal worlds, and other infernal redoubts. Most serve archdevils of the Nine Hells as they pursue their own ambitions. Ranks of lesser devils obey pit fiends, but these cunning tyrants remain on guard against betrayal from their servants.

Smoldering with the evil of the Nine Hells, pit fiends strike fear in creatures with their mere presence. Despite their size and incredible physical and magical might, pit fiends are as likely to try to corrupt foes as they are to destroy them outright. Pit fiends' arrogance can lead them to underestimate mortal foes—a failing that can lead to their downfall.

PIT FIEND

Large Fiend (Devil), Lawful Evil

HP 337 (27d10 + 189)**Speed** 30 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE	
STR	26	+8	+8	INT	22	+6	+6
DEX	14	+2	+8	WIS	18	+4	+10
CON	24	+7	+7	CHA	24	+7	+7

Skills Perception +10, Persuasion +19**Resistances** Cold**Immunities** Fire, Poison; **Poisoned****Senses** Truesight 120 ft.; Passive Perception 20**Languages** Infernal; telepathy 120 ft.**CR** 20 (XP 25,000; PB +6)

Traits

Diabolical Restoration. If the pit fiend 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.

Fear Aura. The pit fiend emanates an aura in a 20-foot **Emanation** while it doesn't have the **Incapacitated** condition. *Wisdom Saving Throw:* DC 21, any enemy that starts its turn in the aura. *Failure:* The target has the **Frightened** condition until the start of its next turn. *Success:* The target is immune to this pit fiend's aura for 24 hours.

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

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

Actions

Multiattack. The pit fiend makes one Bite attack, two Devilish Claw attacks, and one Fiery Mace attack.

Bite. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 18 (3d6 + 8) Piercing damage. If the target is a creature, it must make the following saving throw. *Constitution Saving Throw:* DC 21. *Failure:* The target has the **Poisoned** condition. While Poisoned, the target can't regain Hit Points and takes 21 (6d6) Poison damage at the start of each of its turns, and it 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.

Devilish Claw. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 26 (4d8 + 8) Necrotic damage.

Fiery Mace. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 22 (4d6 + 8) Force damage plus 21 (6d6) Fire damage.

Hellfire Spellcasting (Recharge 4–6). The pit fiend casts **Fireball** (level 5 version) twice, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21). It can replace one **Fireball** with **Hold Monster** (level 7 version) or **Wall of Fire**.

Pixies

Friends of the Forest

Habitat: Forest, Planar (Feywild); **Treasure:** [Arcana](#)

Barely a foot tall, pixies resemble diminutive elves with gossamer wings. They invisibly observe those who enter their wooded homes, revealing themselves to those with friendly intentions. Those who are unfriendly become the targets of pixies' pranks.

Pixie

Pixies spend their days frolicking and exploring and avoid direct conflict when they can.

ARTIST: ANNIE STEGG



PIXIE

Tiny Fey, Neutral Good

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

HP 9 (6d4 - 6)

Speed 10 ft., Fly 30 ft.

	MOD	SAVE		MOD	SAVE
STR	2	-4	-4	INT	10
DEX	20	+5	+5	WIS	14
CON	8	-1	-1	CHA	15

Skills Perception +4, Stealth +7

Senses Passive Perception 14

Languages Sylvan

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

Traits

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

Actions

Faerie Dust. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 60 ft. *Hit:* 1 Radiant damage, and the target has the **Charmed** or **Poisoned** condition (pixie's choice) until the start of the pixie's next turn.

Spellcasting. The pixie casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 12):

At Will: *Dancing Lights, Druidcraft, Invisibility* (self only)

1/Day Each: *Detect Thoughts, Fly, Sleep*

Pixie Wonderbringer

Energetic entertainers, wonderbringers use their magic in defense of the wilderness when they must.

PIXIE WONDERBRINGER

Tiny Fey, Neutral Good

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

HP 60 (24d4)

Speed 10 ft., Fly 30 ft.

		MOD	SAVE		MOD	SAVE
STR	2	-4	-4	INT	11	+0
DEX	20	+5	+5	WIS	14	+2
CON	10	+0	+0	CHA	18	+4

Skills **Arcana +3, Perception +5, Stealth +8**

Senses Passive Perception 15

Languages Common, Elvish, Sylvan

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

Traits

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

Actions

Multiattack. The pixie makes two Faerie Dust attacks.

Faerie Dust. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 60 ft. *Hit:* 15 (2d10 + 4) Radiant damage, and the target has the **Charmed** or **Poisoned** condition (pixie's choice) until the start of the pixie's next turn.

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

At Will: *Dancing Lights, Druidcraft, Invisibility* (self only)

1/Day Each: *Detect Thoughts, Fly, Major Image*

Bonus Actions

Burst of Wonder (Recharge 5–6). The pixie casts *Entangle, Polymorph*, or *Tasha's Hideous Laughter*, requiring no Material components and using the same spellcasting ability as Spellcasting.

Planetary

Righteously Wrathful Angelic Warrior

Habitat: Planar (Upper Planes); **Treasure:** Relics

Planetars deliver the punishment of righteous gods. These angels innately know truth from lies, and they use magic and blessed weapons to protect the just and root out wickedness across the Multiverse.

ARTIST: CARLO ARELLANO

These angels act where they can against overwhelming evil, but to avoid the attention of the Lower Planes, they prefer to let mortals attend to affairs on the Material Plane. Planetars often choose mortal champions to oppose threats they're loath to face directly, involving themselves only if necessary. Roll on or choose a result from the Planetar Quests table to inspire what evil a planetar might recruit heroes to thwart.

Planetar Quests

1d6	The Planetar Entreats a Mortal Hero To...
1	Convince a villain to meet with the angel.
2	Find a loved one a villain believes is dead.
3	Heal the loved one of an evil ruler.
4	Inspire the defenders of a besieged holy site.
5	Recover and destroy an evil Artifact.
6	Reveal the true name of a devil to banish it.



PLANETAR

Large Celestial (Angel), Lawful Good

AC 19 **Initiative +10 (20)**

HD 262 (21d10 + 117)

Speed 40 ft., Fly 120 ft. (hover)

		MOD	SAVE		MOD	SAVE
STR	24	+7	+12	INT	19	+4
DEX	20	+5	+5	WIS	22	+6
CON	24	+7	+12	CHA	25	+7

Skills Perception +11

Resistances Radiant

Immunities Charmed, Exhaustion, Frightened

Senses Truesight 120 ft.; Passive Perception 21

Languages All; telepathy 120 ft.

CR 16 (XP 15,000; PB +5)

Traits

Divine Awareness. The planetar knows if it hears a lie.

Exalted Restoration. If the planetar dies outside Mount Celestia, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in **Mount Celestia**.

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

Actions

Multiattack. The planetar makes three Radiant Sword attacks or uses Holy Burst twice.

Radiant Sword. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 14 (2d6 + 7) Slashing damage plus 18 (4d8) Radiant damage.

Holy Burst. *Dexterity Saving Throw:* DC 20, each enemy in a 20-foot-radius **Sphere** centered on a point the planetar can see within 120 feet. *Failure:* 24 (7d6) Radiant damage. *Success:* Half damage.

Spellcasting. The planetar casts one of the following spells, requiring no Material components and using Charisma as spellcasting ability (spell save DC 20):

At Will: *Detect Evil and Good*

1/Day Each: *Commune, Control Weather, Dispel Evil and Good, Raise Dead*

Bonus Actions

Divine Aid (2/Day). The planetar casts *Cure Wounds, Invisibility, Lesser Restoration*, or *Remove Curse*, using the same spellcasting ability as Spellcasting.

Poltergeist

Malevolent or Mischievous Spirit

Habitat: Underdark, Urban; **Treasure:** Any

ARTIST: ANNA PAVLEEEVA



Poltergeists are spirits that confuse and torment the living. While typically not visible, they sometimes appear as faded images of whoever they were in life. Some poltergeists don't realize they're dead and go through the motions of their past lives. Others are malicious beings or embodiments of fractured psyches that sow discord where they haunt.

Poltergeists telekinetically move objects in the places they lurk. Roll on or choose a result from the Poltergeist Activities table to inspire how a poltergeist menaces the living.

Poltergeist Activities

1d8	To Torment the Living, the Poltergeist...
1	Keeps returning a discarded item.
2	Leaves footprints on vertical surfaces.
3	Makes noises like someone trapped in a wall.

4	Organizes a pack's contents across the floor.
5	Playfully puppets a corpse or doll.
6	Removes bedding while someone sleeps.
7	Sticks knives or weapons in the ceiling.
8	Uncannily stacks books, furniture, or utensils.

POLTERGEIST

Medium or Small Undead, Chaotic Neutral

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

HP 22 (5d8)

Speed 5 ft., Fly 50 ft. (hover)

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

Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder

Immunities Necrotic, Poison; **Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious**

Senses Darkvision 60 ft.; Passive Perception 10

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Traits

Incorporeal Movement. The poltergeist can move through other creatures and objects as if they were **Difficult Terrain**.

Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The poltergeist makes one Object Slam attack and uses Telekinetic Thrust.

Object Slam. *Melee or Ranged Attack Roll:* +4, *reach* 5 ft. or *range* 30 ft. *Hit:* 7 (2d4 + 2) Bludgeoning damage.

Telekinetic Thrust. *Strength Saving Throw:* DC 12, one creature the poltergeist can see within 30 feet. *Failure:* 9 (2d6 + 2) Force damage, and the target is pushed up to 30 feet straight away from the poltergeist.

Bonus Actions

Vanish. The poltergeist gives itself the **Invisible** condition or ends that condition on itself.

Priests

Arbiters of the Mortal and the Divine

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

ARTIST: KATERINA LADON



Priests harness the power of faith to work miracles. These religious adherents are as diverse as the faiths they follow. Some obey gods and their servants, while others live by age-old creeds. Belief guides priests' actions and their magic, which they use to shape the world in line with their ideologies.

Roll on or choose a result from the Priest Roles table to inspire different sorts of priests.

Priest Roles

1d10	The Priest Is...

1	An ascetic who keeps wicked spirits at bay.
2	An elder who speaks for the dead.
3	An exorcist who hunts wicked spirits.
4	A follower of a god no one has heard of.
5	A mediator and teacher of traditional ways.
6	A philosopher devoted to a concept, multiversal view, or plane of existence.
7	The reincarnation of an ancient faith leader.
8	A ritualist who uses tinctures and performances to access the divine.
9	A shaman whose medicines ease many ills.
10	A zealot who wages war for a divine cause.

Priest Acolyte

Priest acolytes have great faith but modest magical skill. Some might be trainees in religious organizations or soldiers in zealous armies, while others are faith leaders in small communities or wanderers on pilgrimages.

PRIEST ACOLYTE

Medium or Small Humanoid (Cleric), Neutral

AC 13 Initiative +0 (10)

HP 11 (2d8 + 2)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Gear Chain Shirt, Holy Symbol, Mace

Senses Passive Perception 12

Languages Common

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

Actions

Mace. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage plus 2 (1d4) Radiant damage.

Radiant Flame. *Ranged Attack Roll:* +4, range 60 ft. *Hit:* 7 (2d6) Radiant damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability:

At Will: *Light, Thaumaturgy*

Bonus Actions

Divine Aid (1/Day). The priest casts *Bless, Healing Word*, or *Sanctuary*, using the same spellcasting ability as Spellcasting.

Priest

Priests draw on their beliefs to heal the needful and smite their foes. They can channel their faith as spells and empower their weapons with divine might.

PRIEST

Medium or Small Humanoid (Cleric), Neutral

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

HP 38 (7d8 + 7)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	13	+1
DEX	10	+0	+0	WIS	16	+3
CON	12	+1	+1	CHA	13	+1

Skills *Medicine* +7, *Perception* +5, *Religion* +5

Gear *Chain Shirt, Holy Symbol, Mace*

Senses Passive Perception 15

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Actions

Multiattack. The priest makes two attacks, using Mace or Radiant Flame in any combination.

Mace. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage plus 5 (2d4) Radiant damage.

Radiant Flame. *Ranged Attack Roll:* +4, range 60 ft. *Hit:* 11 (2d10) Radiant damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability:

At Will: *Light, Thaumaturgy*

1/Day: *Spirit Guardians*

Bonus Actions

Divine Aid (3/Day). The priest casts *Bless, Dispel Magic, Healing Word, or Lesser Restoration*, using the same spellcasting ability as Spellcasting.

Archpriest

By forging connections with divine beings and mastering mystical truths, archpriests become conduits for godly intentions and other supernatural forces. Their magic allows them to work wonders, whether to share the benevolence of their faiths or to vent divine wrath. Some archpriests attract vast followings as they claim to speak for divine forces, while others undertake personal spiritual journeys and seek to transcend mortal concerns.

Shining One, light my hours. Enkindle my soul, and inspire my deeds. Chase the shadows from my path, and let me walk in your brilliance.

—MORNING PRAYER TO PELOR

ARCHPRIEST

Medium or Small Humanoid (Cleric), Neutral

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

HP 240 (32d8 + 96)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+7	INT	14	+2
DEX	12	+1	+1	WIS	21	+5
CON	17	+3	+7	CHA	14	+2

Gear Chain Mail, Holy Symbol**Senses** Passive Perception 19**Languages** Common plus two other languages**CR** 12 (XP 8,400; PB +4)**Actions**

Multiaction. The archpriest makes three Radiant Burst attacks.

Radiant Burst. *Melee or Ranged Attack Roll:* +9, *reach* 5 ft. or *range* 60 ft. *Hit:* 27 (4d10 + 5) Radiant damage.

Holy Word (Recharge 4–6). *Wisdom Saving Throw:* DC 17, each enemy in a 20-foot **Emanation** originating from the archpriest. *Failure:* 21 (6d6) Radiant damage, and the target has the **Stunned** condition until the end of the archpriest's next turn. *Success:* Half damage only.

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

At Will: *Light, Thaumaturgy*

1/Day Each: *Flame Strike* (level 6 version), *Greater Restoration, Raise Dead, Zone of Truth*

Bonus Actions

Divine Aid (3/Day). The priest casts *Bless, Dispel Magic, Healing Word, or Lesser Restoration*, using the same spellcasting ability as Spellcasting.

Pseudodragon

Fickle, Pint-Sized Dragon

Habitat: Coastal, Desert, Forest, Hill, Mountain, Urban; **Treasure:** Arcana

Pseudodragons dwell in scenic wildernesses, preferably where life is easy and prey is small and slow. There they behave like contented wyrms, creating tiny lairs amid ancient trees and rugged cliffs. They fill these lairs with shiny rocks, colorful shells, and unattended treasures that catch their attention, and they guard these hoards fiercely.

Pseudodragons grow to the size of large house cats, and most have red-brown scales. Some have scales with other hues or patterns—markings distinct from those of their larger draconic cousins.

Many magic-users attempt to befriend pseudodragons, hoping to enlist them as familiars. The creatures' intellect and resistance to magic make them excellent companions, and they're considered status symbols in some spellcasting circles.



Many pseudodragons prefer the finer things in life. These diminutive dragons might be inclined to aid those who ply them with treats. Contrariwise, mages who don't properly pamper their pseudodragon familiars might be abandoned without warning. Roll on or choose an option from the Pseudodragon Treats table to inspire a pseudodragon's taste in gifts.

Pseudodragon Treats

1d10	The Pseudodragon Wants...
1	Flamboyant accessories it can wear.
2	Mementos from a lost friend or master.
3	Outlandish delicacies—like axe beak-egg omelets or mammoth-milk cheese.
4	The possessions of a sibling, rival, or master.
5	Shiny gifts, from gems to abalone shells.
6	Soft bedding and stuffed toys.
7	A specific cook's signature dessert.
8	Time-consuming beauty treatments.
9	To hear a bedtime story or favorite song.
10	Trophies and important-sounding titles.

If you want to keep a pseudodragon happy, get used to thinking of yourself as its familiar.

—JALLARZI,
PSEUDODRAGON'S COMPANION

PSEUDODRAGON

Tiny Dragon, Neutral Good

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

HP 10 (3d4 + 3)

Speed 15 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	6	-2	-2	INT	10	+0
DEX	15	+2	+2	WIS	12	+1
CON	13	+1	+1	CHA	10	+0

Skills Perception +5, Stealth +4

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 15

Languages Understands Common and Draconic but can't speak

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

Traits

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

Actions

Multiattack. The pseudodragon makes two Bite attacks.

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

Sting. *Constitution Saving Throw:* DC 12, one creature the pseudodragon can see within 5 feet. *Failure:* 5 (2d4) Poison damage, and the target has the **Poisoned** condition for 1 hour. *Failure by 5 or More:* The Poisoned target also has the **Unconscious** condition until it takes damage or a creature within 5 feet of it takes an action to shake it awake.

Purple Worm

What Gnaws the Roots of the World

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

Titanic purple worms burrow through the earth and sand. Ever ravenous, they devour smaller creatures and ravage entire communities in their aimless burrowing.

Purple worms alone are bad enough, but the

PURPLE WORM

Gargantuan Monstrosity, Unaligned

AC 18 **Initiative +3 (13)**

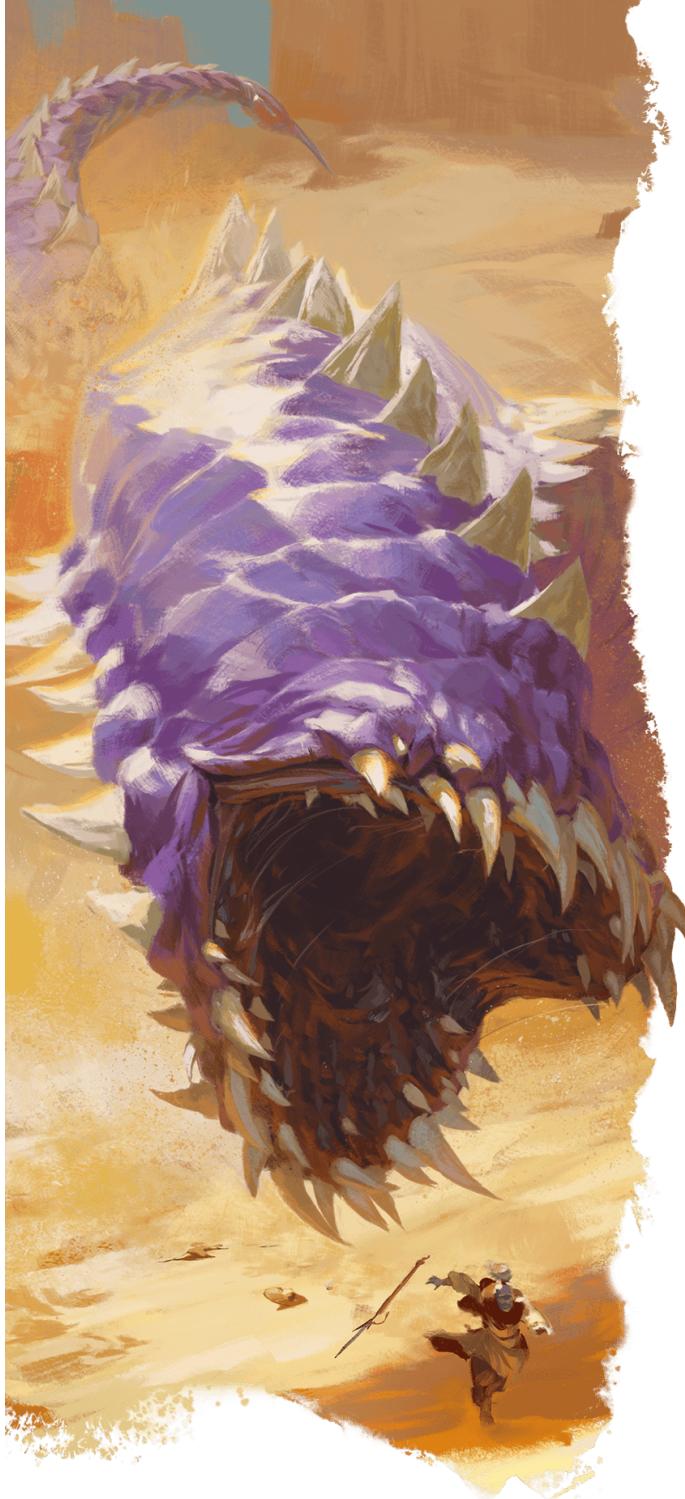
HP 247 (15d20 + 90)

Speed 50 ft., Burrow 50 ft.

blasted monsters have a knack for unearthing things that are even worse!

—MORRIKAN D'KUNDARAK

ARTIST: DAVID AUDEN NASH



	MOD	SAVE		MOD	SAVE		
STR	28	+9	+9	INT	1	-5	-5
DEX	7	-2	-2	WIS	8	-1	+4
CON	22	+6	+11	CHA	4	-3	-3

Senses **Blindsight** 30 ft., **Tremorsense** 60 ft.; Passive Perception 9

Languages None

CR 15 (XP 13,000; PB +5)

Traits

Tunneler. The worm can burrow through solid rock at half its Burrow Speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The worm makes one Bite attack and one Tail Stinger attack.

Bite. *Melee Attack Roll:* +14, *reach:* 10 ft. *Hit:* 22 (3d8 + 9) Piercing damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 19), and it has the **Restrained** condition until the grapple ends.

Tail Stinger. *Melee Attack Roll:* +14, *reach:* 10 ft. *Hit:* 16 (2d6 + 9) Piercing damage plus 35 (10d6) Poison damage.

Bonus Actions

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature **Grappled** by the worm (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the worm, and the Grappled condition ends. A swallowed creature has the **Blinded** and **Restrained** conditions, has **Total Cover** against attacks and other effects outside the worm, and takes 17 (5d6) Acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the worm and has the

Prone condition. If the worm dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting Prone.



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