

# Monsters (A)

## Aarakocra

*Winged Guardians of the Sky*

**Habitat:** Mountain, Planar (Elemental Plane of Air); **Treasure:** Implements, Individual

Aarakocra are birdlike folk who soar the skies of countless worlds and the endless expanses of the **Elemental Plane of Air**. They often resemble avians common to the lands where they dwell; some resemble hawks or condors, while others appear similar to hummingbirds or archaeopteryxes. In many lands, aarakocra tell of their ancient heroics resisting the wicked Queen of Chaos alongside the mysterious Wind Dukes of Aaqa.

### › Aarakocra Aeromancer

Aarakocra aeromancers control magical winds from the endless storms of the **Elemental Plane of Air**.

#### AARAKOCRA AEROMANCER

*Medium Elemental, Neutral*

**AC** 16      **Initiative** +3 (13)

**HP** 66 (12d8 + 12)

**Speed** 20 ft., Fly 50 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	10	+0	+0	<b>INT</b>	13	+1
<b>DEX</b>	16	+3	+5	<b>WIS</b>	17	+3
<b>CON</b>	12	+1	+1	<b>CHA</b>	12	+1

**Skills** Arcana +3, Nature +5, Perception +7

**Senses** Passive Perception 17

**Languages** Aarakocra, Primordial (Auran)

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

**Actions**

**Multiattack.** The aarakocra makes two Wind Staff attacks, and it can use Spellcasting to cast *Gust of Wind*.

**Wind Staff.** *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 11 (2d10) Lightning damage.

**Spellcasting.** The aarakocra casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

**At Will:** *Elementalism, Gust of Wind, Mage Hand, Message*

**1/Day:** *Lightning Bolt*

## Reactions

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**Feather Fall (1/Day).** The aarakocra casts *Feather Fall* in response to that spell's trigger, using the same spellcasting ability as Spellcasting.

## Aarakocra Skirmisher

Aarakocra skirmishers are adept at fighting aerial foes amid the clouds. They often attack land-bound threats with diving strikes from above.

## AARAKOCRA SKIRMISHER

Medium Elemental, Neutral

AC 12      Initiative +2 (12)

HP 11 (2d8 + 2)

Speed 20 ft., Fly 50 ft.

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

**Skills** Perception +5

**Senses** Passive Perception 15

**Languages** Aarakocra, Primordial (Auran)

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

### Actions

**Talons.** *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage, or 9 (3d4 + 2) Slashing damage if the aarakocra moved 30+ feet straight toward the target immediately before the hit.

**Wind Javelin.** *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 30/120 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 2 (1d4) Thunder damage. *Hit or Miss:* The javelin magically returns to the aarakocra's hand immediately after a ranged attack.



## Aboleth

Ageless Alien Mastermind

**Habitat:** Underdark, Underwater; **Treasure:** Relics



#### **A GNOME CULTIST CONSULTS AN ALL-KNOWING ABOLETH**

In aquatic abysses, aboleths dream of dead empires and orchestrate plots that unfold across ages. These elusive, amphibious immortals physically and mentally overwhelm their victims and transform creatures with a slimy, aberrant infection, reshaping other beings to serve them beneath the waves.

Aboleths possess terrifying intellects and have alien mindsets. These creatures possess perfect memories of proto-worlds and incomprehensible dominions from the multiverse's earliest eons. Their secrets are innumerable and unfathomable. Aboleths lurk in places awash in primordial mysteries: the ruins of aquatic empires, hidden magical nexuses, or weak places between planes of existence. In these lairs, aboleths dream of epochs past, collect throngs of psychically dominated servants, consume the minds of unwitting victims, and prepare for their return to power.

Aboleths' alien goals and methods are often mysterious to other creatures. Roll on or choose a result from the Aboleth Schemes table to inspire an aboleth's schemes.

#### **Aboleth Schemes**

**1d6**

**The Aboleth Seeks To...**

1	Accomplish incomprehensible plans that lead it to act in seemingly random ways.
2	Learn more of the world by kidnapping people and consuming their minds.
3	Manipulate innocents into worshiping it as a god by using its telepathy from hiding.
4	Open a gate to the distant past or future, releasing an invasion from another time.
5	Rouse a dragon turtle, a kraken, or another sea monster to flood a coastal city.
6	Trick treasure hunters into recovering relics from its long-fallen empire.

## Aboleth Lairs

Aboleths usually dwell in submerged ruins and caverns. They keep air-filled spaces for their terrestrial servants and to hold treasures that would be damaged by water.

The region containing an aboleth's lair is warped by it, creating the following effects:

**Foul Water.** Water sources within 1 mile of the lair are supernaturally fouled. Creatures other than the aboleth and its allies that drink such water must succeed on a DC 15 Constitution saving throw or have the **Poisoned** condition for 1 hour.

**Psionic Projection.** While in its lair, the aboleth can cast *Project Image*, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 16). When casting the spell this way, the spell's range is 1 mile, and the aboleth can use its telepathy as if it were in the illusion's space.

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

"The lies we call reason are fragile things, vulnerable and raw  
on the shores of eons. But in the dream-vaults of dread  
ancients roil seas of terrifying truth. Our age is an island, and  
the ebb of primordial tides avows the Stygian wave."

—EVARD, SIGHTS OF THE ALL-SEEING WORM

## ABOLETH

*Large Aberration, Lawful Evil*

**AC 17      Initiative +7 (17)**

**HP** 150 (20d10 + 40)

**Speed** 10 ft., **Swim** 40 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	21	+5	+5	<b>INT</b>	18	+4
<b>DEX</b>	9	-1	+3	<b>WIS</b>	15	+2
<b>CON</b>	15	+2	+6	<b>CHA</b>	18	+4

**Skills** **History** +12, **Perception** +10

**Senses** **Darkvision** 120 ft.; Passive Perception 20

**Languages** Deep Speech; telepathy 120 ft.

**CR** 10 (XP 5,900, or 7,200 in lair; PB +4)

## Traits

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**Amphibious.** The aboleth can breathe air and water.

**Eldritch Restoration.** If destroyed, the aboleth gains a new body in 5d10 days, reviving with all its Hit Points in the Far Realm or another location chosen by the DM.

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

**Mucus Cloud.** While underwater, the aboleth is surrounded by mucus. *Constitution Saving Throw:* DC 14, each creature in a 5-foot **Emanation** originating from the aboleth at the end of the aboleth's turn. *Failure:* The target is **cursed**. Until the curse ends, the target's skin becomes slimy, the target can breathe air and water, and it can't regain Hit Points unless it is underwater.

While the cursed creature is outside a body of water, the creature takes 6 (1d12) Acid damage at the end of every 10 minutes unless moisture is applied to its skin before those minutes have passed.

**Probing Telepathy.** If a creature the aboleth can see communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires.

## Actions

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**Multiattack.** The aboleth makes two Tentacle attacks and uses either Consume Memories or Dominate Mind if available.

**Tentacle.** *Melee Attack Roll:* +9, *reach* 15 ft. *Hit:* 12 (2d6 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 14) from one of four tentacles.

**Consume Memories.** *Intelligence Saving Throw:* DC 16, one creature within 30 feet that is **Charmed** or **Grappled** by the aboleth. *Failure:* 10 (3d6) Psychic damage. *Success:* Half damage. *Failure or Success:* The aboleth gains the target's memories if the target is a Humanoid and is reduced to 0 Hit Points by this action.

**Dominate Mind (2/Day).** *Wisdom Saving Throw:* DC 16, one creature the aboleth can see within 30 feet. *Failure:* The target has the **Charmed** condition until the aboleth dies or is on a different plane of existence from the target. While Charmed, the target acts as an ally to the aboleth and is under its control while within 60 feet of it.

In addition, the aboleth and the target can communicate telepathically with each other over any distance.

The target repeats the save whenever it takes damage as well as after every 24 hours it spends at least 1 mile away from the aboleth, ending the effect on itself on a success.

## Legendary Actions

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

**Lash.** The aboleth makes one Tentacle attack.

**Psychic Drain.** If the aboleth has at least one creature Charmed or Grappled, it uses Consume Memories and regains 5 (1d10) Hit Points.

# Air Elemental

*Primal Spirit of Wind and Storm*

**Habitat:** Desert, Mountain, Planar (Elemental Plane of Air); **Treasure:** None

ARTIST: CHRIS COLD



Energetic spirits from the **Elemental Plane of Air**, air elementals gather clouds and winds into ever-changing bodies with indistinct limbs and vague features.

Beyond their home plane, these elementals might serve magic-users who conjure them, or they might congregate around nexuses of unbridled planar energy, such as wind-scoured mountain peaks or endless storms. In battle, air elementals batter enemies with powerful gusts or transform into whirlwinds to fling away foes.

Air elementals often have distinctive compositions. Roll on or choose a result from the Air Elemental Compositions table to inspire the elemental's appearance.

## Air Elemental Compositions

1d6	The Air Elemental's Body Features...
1	Cumulus or cirrus clouds.
2	A mixture of vibrantly colored gases.

<b>3</b>	A pungent, sour-looking miasma
<b>4</b>	Shifting cloud clusters that resemble animals and simple shapes.
<b>5</b>	Sinister features obscured in a misty mass.
<b>6</b>	Swirling storm clouds.

## AIR ELEMENTAL

*Large Elemental, Neutral*

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

**HP 90 (12d10 + 24)**

**Speed** 10 ft., Fly 90 ft. (hover)

		MOD	SAVE		MOD	SAVE
<b>STR</b>	14	+2	+2	<b>INT</b>	6	-2
<b>DEX</b>	20	+5	+5	<b>WIS</b>	10	+0
<b>CON</b>	14	+2	+2	<b>CHA</b>	6	-2

**Resistances** Bludgeoning, Lightning, Piercing, Slashing

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

**Senses** Darkvision 60 ft.; Passive Perception 10

**Languages** Primordial (Auran)

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

### Traits

**Air Form.** The elemental can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

### Actions

**Multiattack.** The elemental makes two Thunderous Slam attacks.

**Thunderous Slam.** *Melee Attack Roll:* +8, *reach:* 10 ft. *Hit:* 14 (2d8 + 5) Thunder damage.

**Whirlwind (Recharge 4–6).** *Strength Saving Throw:* DC 13, one Medium or smaller creature in the elemental's space. *Failure:* 24 (4d10 + 2) Thunder damage, and the target is pushed up to 20 feet straight away from the elemental and has the **Prone** condition. *Success:* Half damage only.

What can withstand the storms? The lightning's spear?  
The want of sweet breath? Air is the mightiest of elements—  
respect its power.

—HUSAM, SON OF THE BREEZES, RULER OF DJINN

## Animal Lord

*Immortal Regent of the Wild*

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

While I don't deny the compliment, I assure you, I'm more akin to a god than a "pretty kitty."

—BROTHER OF SHADOWS, CAT LORD

Animal lords are the immortal spirits of legendary animals. They serve as the divine protectors of animals of their kind, and they appear as hybrids of humanoids and the animals they defend. They frequently change into giant, idealized versions of the animals they're associated with—albeit with glowing eyes. When contending with people, they sometimes appear as humanlike beings with subtle, animal-like features. No matter their appearance, animal lords exhibit the instincts and predilections of the animals they represent, tempered by their intellect and experience.

Most animal lords make their homes in the Beastlands, but they occasionally journey to the Feywild or other idyllic realms. They rarely travel to the Material Plane, making exceptions only when a world faces environmental disaster or droves of animals are otherwise in jeopardy.

Among the best-known animal lords are those that represent cats, hawks, lizards, and wolves, but animal lords exist for beasts of all types. Some animal lords even embody creatures that are rare or extinct on

ARTIST: VALERA LUTFULLINA



Material Plane worlds, like megafauna or dinosaurs. Using their divine might, animal lords can summon spectral animals, channel spiritual energy, and exhibit powers associated with one of three broad groups: foragers, hunters, or sages. These powers are tied to an animal lord's personality and traits associated with the creature it resembles. Roll on or choose results from the relevant Animal Lord Appearances table to inspire what creature an animal lord resembles.

### Forager Animal Lord Appearances

1d10	Bestial Shape
1	Bear
2	Bee
3	Bison
4	Capybara
5	Carp

1d10	Bestial Shape
6	Rabbit
7	Rooster
8	Sloth
9	Stag
10	Vulture

### Hunter Animal Lord Appearances

1d10	Bestial Shape
1	Alligator
2	Badger
3	Bat
4	Cat
5	Hawk

1d10	Bestial Shape
6	Mongoose
7	Praying mantis
8	Shark
9	Snake
10	Wolf

### Sage Animal Lord Appearances

1d10	Bestial Shape
1	Coyote
2	Crow
3	Elephant
4	Lizard
5	Mouse

1d10	Bestial Shape
6	Owl
7	Salmon
8	Spider
9	Turtle
10	Whale

## ANIMAL LORD

Medium Celestial, Neutral

AC 19    Initiative +19 (29)

HP 323 (34d8 + 170)

Speed 60 ft., Fly 60 ft. (hover), Swim 60 ft.

		MOD	SAVE		MOD	SAVE
STR	24	+7	+7	INT	19	+4
DEX	25	+7	+7	WIS	23	+6
CON	20	+5	+11	CHA	22	+6

Skills **Acrobatics** +13, **Athletics** +13, **Perception** +18, **Stealth** +13

Resistances Cold, Fire, Necrotic, Psychic, Radiant

Immunities **Charmed**, **Frightened**, **Stunned**

Senses **Truesight** 120 ft.; Passive Perception 28

Languages All

CR 20 (XP 25,000; PB +6)

### Traits

**Animal Lordship.** An animal lord represents a Forager, Hunter, or Sage (DM's choice), which determines certain traits in this stat block.

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

**Lordly Presence.** *Wisdom Saving Throw:* DC 20, any enemy that starts its turn in a 30-foot **Emanation** originating from the animal lord. *Failure:* The target suffers one of the following effects:

**Captivated (Forager Only).** The target has the **Charmed** condition until the end of its next turn. While Charmed, the target has the **Incapacitated** condition.

**Fearful (Hunter Only).** The target has the **Frightened** condition until the end of its next turn.

**Mired (Sage Only).** The target takes 10 (3d6) Psychic damage, and the target is magically bewildered until the end of its next turn. While bewildered, the target subtracts 1d4 from its saving throws.

**Magic Resistance.** The animal lord has Advantage on saving throws against spells and other magical effects.

## Actions

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**Multiattack.** The animal lord makes two attacks, using Rend or Radiant Ray in any combination, and uses Animal Spirit.

**Rend.** *Melee Attack Roll:* +13, reach 5 ft. *Hit:* 14 (2d6 + 7) Slashing damage plus 7 (2d6) Force damage.

**Radiant Ray.** *Ranged Attack Roll:* +12, range 120 ft. *Hit:* 20 (4d6 + 6) Radiant damage.

**Animal Spirit.** The animal lord conjures an animal spirit that strikes at a creature and then disappears. *Dexterity Saving Throw:* DC 20, one creature the animal lord can see within 120 feet. *Failure:* 28 (4d10 + 6) Radiant damage. *Success:* Half damage. *Failure or Success:* One of the following effects occurs:

**Fortify (Forager Only).** The animal lord gains 20 **Temporary Hit Points**.

**Marked as Prey (Hunter Only).** The animal lord has Advantage on attack rolls against the target until the start of the animal lord's next turn.

**Pesky Swarm (Sage Only).** The target has Disadvantage on attack rolls and ability checks until the end of its next turn.

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

**At Will:** *Animal Friendship, Animal Messenger, Speak with Animals*

**2/Day Each:** *Awaken, Greater Restoration*

**1/Day Each (Sage Only):** *Animal Shapes, Sunburst*

## Bonus Actions

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**Shape-Shift.** The animal lord shape-shifts into a Huge or smaller version of the animal it represents or a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

## Legendary Actions

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

**Feral Strike.** The animal lord moves up to its Speed without provoking **Opportunity Attacks**, and it makes one Rend attack.

**Radiant Strike.** The animal lord makes one Radiant Ray attack.

prey.

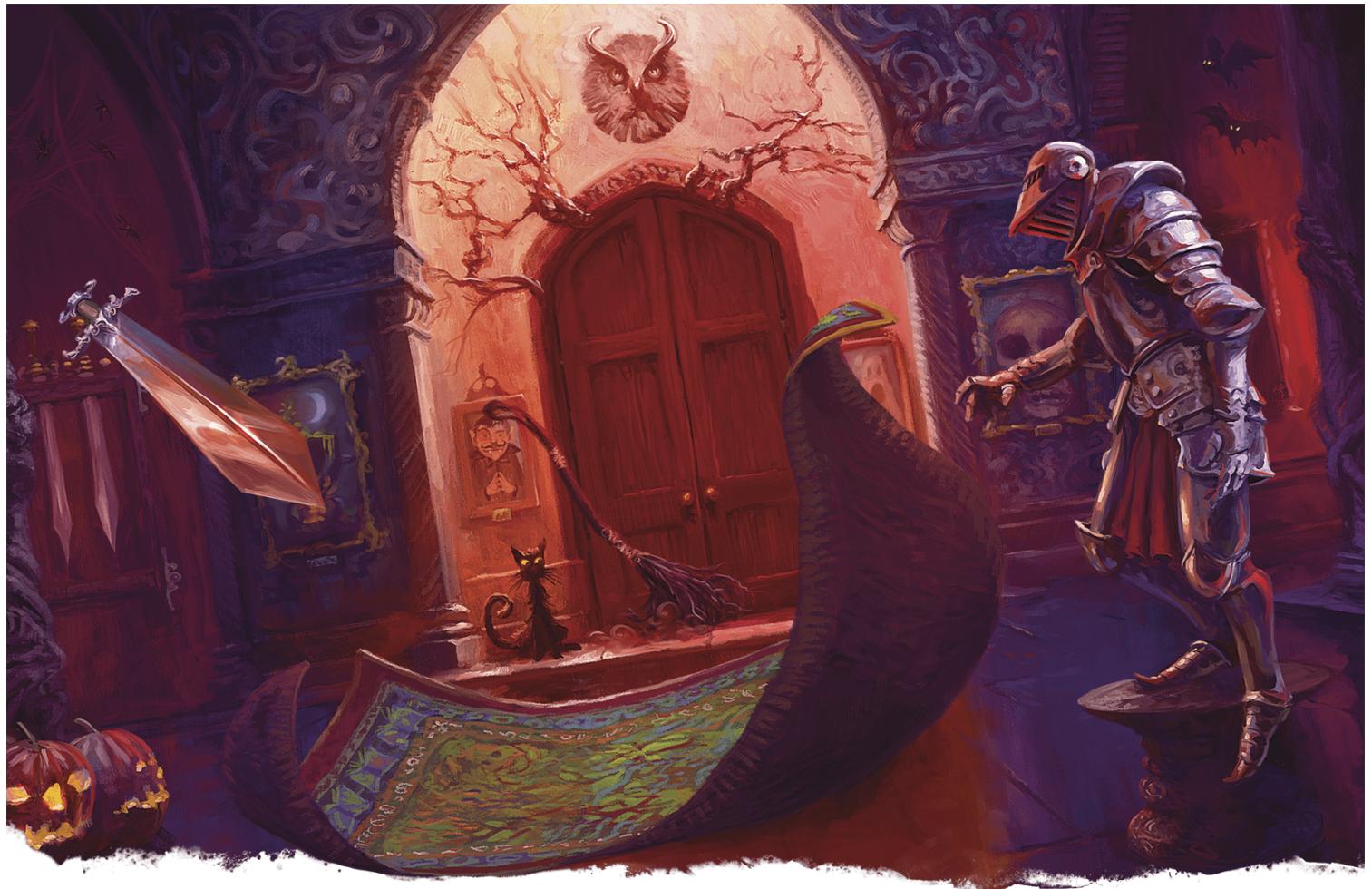
—WIND AND MOON, WOLF LORD

## Animated Objects

*Mundane Objects Come to Life*

**Habitat:** Urban; **Treasure:** None

ARTIST: SIMON DOMINIC



Magic can manipulate mundane items, compelling them to perform simple tasks. Such animate objects might be unassuming tools or decorations that can defend their creator. These objects follow simple instructions from whatever force or magic-user created them. If left unattended, they might defend an area for ages or repeat a task until they wear out.

Roll on or choose a result from the Animated Object Catalysts table to inspire what sort of magic motivates an ambulatory item.

## Animated Object Catalysts

1d10	The Object Was Animated By...
1	A Celestial or Fiend using the object to protect or torment a mortal.
2	A combination of magic and technology, such as alchemy or alien science.
3	The essence of someone transformed by a supernatural trickster.
4	Fey as part of their games or wiles.
5	Happenstance, with the item gaining a semblance of life after a hundred years of use.
6	A magic-user in need of a guardian or servant.
7	The song of a magical instrument.
8	A spirit possessing the object.
9	Wild magic, a spell that went awry, or a chaotic Artifact.
10	The will of a powerful psychic being.

## Animated Armor

Animated suits of armor might move with steady deliberateness or awkward gaits. They're often constructed from plate armor, making them easy to mistake for soldiers or helmed horrors. Other types of armor or even metal statuary might also become animated armor.

### ANIMATED ARMOR

*Medium Construct, Unaligned*

**AC 18**    **Initiative +2 (12)**

**HP 33 (6d8 + 6)**

**Speed** 25 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	14	+2	+2	<b>INT</b>	1	-5
<b>DEX</b>	11	+0	+0	<b>WIS</b>	3	-4
<b>CON</b>	13	+1	+1	<b>CHA</b>	1	-5

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

**Senses** **Blindsight** 60 ft., Passive Perception 7

**Languages** None

**CR** 1 (XP 200; PB +2)

## Actions

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**Multiattack.** The armor makes two Slam attacks.

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

## Animated Broom

Animated brooms keep their surroundings tidy and defend them when necessary. Launching into the air, these brooms dart about, attacking foes from unexpected angles. Other flying objects, like animated tools or staffs, might also use this stat block.

## ANIMATED BROOM

*Small Construct, Unaligned*

**AC** 15    **Initiative** +5 (15)

**HP** 14 (4d6)

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

		MOD	SAVE		MOD	SAVE
<b>STR</b>	10	+0	+0	<b>INT</b>	1	-5
<b>DEX</b>	17	+3	+3	<b>WIS</b>	5	-3
<b>CON</b>	10	+0	+0	<b>CHA</b>	1	-5

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

**Senses** **Blindsight** 60 ft.; Passive Perception 7

**Languages** None

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

## Traits

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

## Actions

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**Slam.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage.

## Animated Flying Sword

Animated flying swords move as if wielded by unseen warriors. Whether an animated blade is newly forged or a constellation of broken fragments, the object behaves the same. Other weapons from the *Player's Handbook* can also be animated and use game statistics similar to those here.

### ANIMATED FLYING SWORD

*Small Construct, Unaligned*

**AC** 17    **Initiative** +4 (14)

**HP** 14 (4d6)

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

		MOD	SAVE		MOD	SAVE
<b>STR</b>	12	+1	+1	<b>INT</b>	1	-5
<b>DEX</b>	15	+2	+4	<b>WIS</b>	5	-3
<b>CON</b>	11	+0	+0	<b>CHA</b>	1	-5

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

**Senses** **Blindsight** 60 ft.; Passive Perception 7

**Languages** None

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

#### Actions

**Slash.** *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage.

Lyin' next to the chest were the bones of Cap'n Scornblade himself, still clutchin' his rusty sword. Imagine my surprise when the blade flew from his bony grasp! Still got the scar.

—LEVITY QUICKSTITCH, ROGUE

## Animated Rug of Smothering

Animated rugs of smothering might attack any creature that steps on them, or they might be passed off as superficially similar magic items, such as *Carpets of Flying*, and attack those who speak a supposed command word. Deadly tapestries, furs, and similar items also use this stat block.

## ANIMATED RUG OF SMOOTHERING

*Large Construct, Unaligned*

**AC 12**    **Initiative +4 (14)**

**HP 27 (5d10)**

**Speed** 10 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	17	+3	+3	<b>INT</b>	1	-5
<b>DEX</b>	14	+2	+2	<b>WIS</b>	3	-4
<b>CON</b>	10	+0	+0	<b>CHA</b>	1	-5

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

**Senses** **Blindsight** 60 ft.; Passive Perception 6

**Languages** None

**CR 2** (XP 450; PB +2)

### Actions

**Smother.** *Melee Attack Roll:* +5, *reach* 5 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, the rug can give it the **Grappled** condition (escape DC 13) instead of dealing damage. Until the grapple ends, the target has the **Blinded** and **Restrained** conditions, is **suffocating**, and takes 10 (2d6 + 3) Bludgeoning damage at the start of each of its turns. The rug can smother only one creature at a time.

While grappling the target, the rug can't take this action, the rug halves the damage it takes (round down), and the target takes the same amount of damage.

## Ankhег

*Burrowing Insectile Predator*

**Habitat:** Forest, Grassland; **Treasure:** None

Oversize insects, ankhegs burrow close to the surface, creating sprawling underground labyrinths. From these tunnels, they burst forth to dissolve and devour smaller creatures using their acid-dripping mandibles

and sprays of digestive enzymes.

Ankhegs are the bane of farmers whose grazing livestock are easy prey for these monsters. Many ankhegs hunt alone, but those in places with ample food might collect in nests of several dozen and threaten whole towns. Ankheg nests can be challenging to wipe out unless the monsters' tunnels are cleared out and their eggs destroyed.

Ankheg tunnels are roughly cylindrical and are often littered with the remains of ankhegs' meals and subterranean treasures. Roll on or choose a result from the Ankheg Tunnel Discoveries table to inspire what might be found in an ankheg's tunnel.

Though they feed on things under the soil, ankhegs prefer live meat—your cattle, your dogs, or you.

—FEIL JENKINS, SAGE OF KIRWAK

ARTIST: DOMENICO CAVA



## Ankheg Tunnel Discoveries

1d8	Inside the Ankheg Tunnel Is...
1	Another tunnel (either natural or of worked stone) that extends into the <b>Underdark</b> .
2	A buried ruin or grave exposed by the tunnel.
3	A cluster of 1d4 fresh ankheg eggs that can be broken and used as vials of <b>Acid</b> .
4	A dead ankheg and evidence of a deadlier subterranean predator.
5	A piece of ankheg carapace usable as a <b>Shield</b> .
6	A pouch with 2d6 GP near a puddle of acid.
7	A stray farm or woodland animal.
8	A viciously mauled scarecrow.

*Large Monstrosity, Unaligned*

**AC 14**    **Initiative +0 (10)**

**HP 45** (6d10 + 12)

**Speed** 30 ft., Burrow 10 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	17	+3	+3	<b>INT</b>	1	-5
<b>DEX</b>	11	+0	+0	<b>WIS</b>	13	+1
<b>CON</b>	14	+2	+2	<b>CHA</b>	6	-2

**Senses** Darkvision 60 ft., Tremorsense 60 ft.; Passive Perception 11

**Languages** None

**CR 2** (XP 450; PB +2)

## Traits

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

## Actions

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**Bite.** *Melee Attack Roll:* +5 (with Advantage if the target is **Grappled** by the ankheg), reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 3 (1d6) Acid damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 13).

**Acid Spray (Recharge 6).** *Dexterity Saving Throw:* DC 12, each creature in a 30-foot-long, 5-foot-wide **Line**. *Failure:* 14 (4d6) Acid damage. *Success:* Half damage.



# Arcanaloth

*Yugoloth of Magical Manipulation*

**Habitat:** Planar (Lower Planes); **Treasure:** Arcana

While all yugoloths are fiendish manifestations of wickedness and greed, arcanaloths bend their considerable intellects toward hoarding and exploiting secrets. They then deploy these secrets to ensnare countless victims and lesser villains, beguiling foes with false promises and powerful magic.

Arcanaloths possess considerable spellcasting prowess and frequently disguise themselves with magic. While they prefer to let magical servants or other yugoloths do their fighting for them, arcanaloths can defend themselves with arcane might, banishing opponents into the pages of their magic tomes.

## ARCANALOTH

Medium Fiend (*Yugoloth*), Neutral Evil

**AC** 18      **Initiative** +5 (15)

**HP** 175 (27d8 + 54)

**Speed** 30 ft., Fly 30 ft. (hover)

		MOD	SAVE		MOD	SAVE
<b>STR</b>	17	+3	+3	<b>INT</b>	20	+5
<b>DEX</b>	12	+1	+5	<b>WIS</b>	16	+3
<b>CON</b>	14	+2	+6	<b>CHA</b>	17	+3

**Skills** Arcana +9, Deception +7, Insight +7, Perception +7

**Resistances** Cold, Fire, Lightning

**Immunities** Acid, Poison; **Charmed, Poisoned**

**Senses** Truesight 120 ft.; Passive Perception 17

**Languages** All; telepathy 120 ft.

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

## Traits

---

**Fiendish Restoration.** If the arcanaloth dies outside Gehenna, its body dissolves into ichor, and it gains a new body instantly and revives with all its Hit Points in **Gehenna**.

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

**Soul Tome.** The arcanaloth has a magic tome. While holding or carrying the tome, the arcanaloth can use its Banishing Claw action.

The tome has AC 17; HP 35; and Immunity to Necrotic, Poison, and Psychic damage. The tome regains all its Hit Points at the end of every turn, but it turns to dust if reduced to 0 Hit Points or when the arcanaloth dies. If the tome is destroyed, the arcanaloth can create a new one when it finishes a Short or Long Rest.

## Actions

---

**Multiattack.** The arcanaloth makes three Fiendish Burst attacks. It can replace one attack with a Banishing Claw attack.

**Fiendish Burst.** *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 120 ft. *Hit:* 31 (4d12 + 5) Necrotic damage.

**Banishing Claw (Requires Soul Tome).** *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 10 (2d4 + 5) Slashing damage plus 19 (3d12) Psychic damage. If the target is a creature, it is subjected to the following effect. *Charisma Saving Throw:* DC 17. *Failure:* The target is trapped in a demiplane inside the Soul Tome. While trapped there, the target has the **Incapacitated** condition. At the end of each of its turns, the target repeats the save, escaping the tome on a success. When the target escapes, it appears in the space it left or, if that space is occupied, the nearest unoccupied space.

If the target fails three of these saves while in the demiplane, it becomes bound to the tome and can escape only if the tome is reduced to 0 Hit Points.

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

**At Will:** *Alter Self, Detect Magic, Identify, Mage Hand, Prestidigitation*

**1/Day Each:** *Contact Other Plane, Detect Thoughts, Dimension Door, Mind Blank*

## Bonus Actions

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**Teleport.** The arcanaloth teleports up to 30 feet to an unoccupied space it can see.

## Reactions

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

# Arch-hag

*Hag of Forbidden Secrets and Magical Malice*

---

**Habitat:** Any; **Treasure:** Arcana



Immortal and unpredictable, arch-hags hoard secrets and strike magical bargains, altering fate to indulge their fickle whims. These timeless schemers pursue the secrets of the multiverse and work strange magic in pursuit of their inscrutable goals.

Arch-hags are unpredictable, self-interested, and greedy, with bizarre fascinations and affectations. Nevertheless, they often make deals to further their plots. These hags are fonts of secret knowledge, particularly lore regarding forbidden magic and multiversal secrets. They might share their knowledge, but their secrets always have a price. In trade for their secrets, arch-hags might request peculiar errands, valuable magic items, or preternatural currency, like one's memories, a year of one's life, or the ability to cry.

Most arch-hags avoid battle, but if forced to fight, they unleash dangerous magic, such as spectral claws, arcing lightning, and mind-bending spells. An arch-hag can curse other magic-users, confounding the spellcasters' incantations and forcing the spellcasters to say the opposite of what they mean. Even if an arch-hag is brought low, its preparations allow it to magically slip away and begin plotting its revenge.

Every arch-hag has a unique weakness tied to a fateful encounter the hag had in the past or something that embodies the antithesis of the hag's magic. A hag goes out of its way to keep this vulnerability secret. Although an arch-hag isn't physically harmed by its weakness, it can be destroyed only while its weakness is

nearby. Roll on or choose a result from the Arch-hag Anathemas table to inspire an arch-hag's weakness.

## Arch-hag Anathemas

1d10	The Arch-hag's Weakness Is...
1	The bones of the arch-hag's first love.
2	A devil's tear.
3	An egg with a miniature castle inside.
4	A flower that blooms only when time stops.
5	A gift from the hag's twin.
6	The multiverse's worst pun.
7	One of the hag's missing teeth.
8	Snow from the top of <b>Mount Celestia</b> .
9	A star pulled from the sky.
10	A thread from the <b>Lady of Pain's</b> robes.

## Arch-hag Lairs

Each arch-hag creates a magical home, such as a hidden demiplane, a mansion atop a storm cloud, or—in the case of the arch-hag **Baba Yaga**—a hut atop giant chicken legs. The interiors of these lairs frequently change or exhibit bewildering features.

The region containing an arch-hag's lair is altered by its presence, creating the following effects:

**Lapsus Linguae.** Creatures (excluding the hag and its allies) within 1 mile of the lair subtract 1d10 from any ability checks they make when they take the **Influence** action.

**Meddlesome Magic.** Whenever a creature other than the hag or its allies finishes a Long Rest while within 1 mile of the lair, the next time that creature casts a spell using a spell slot, it also casts **Confusion** centered on itself. The spell uses the creature's spellcasting ability and doesn't require **Concentration**.

If the arch-hag is destroyed or moves its lair elsewhere, these effects end immediately.

Heh! People who know too much grow old before their time.

Ask me your questions, but be certain that every secret has its cost.

—BABA YAGA, MOTHER OF WITCHES

## ARCH-HAG

*Large Fey, Neutral Evil*

**AC 20**    **Initiative +16 (26)**

**HP 333 (29d10 + 174)**

**Speed** 40 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	24	+7	+7	<b>INT</b>	19	+4
<b>DEX</b>	15	+2	+9	<b>WIS</b>	19	+4
<b>CON</b>	23	+6	+6	<b>CHA</b>	25	+7

**Skills** **Deception** +14, **Perception** +11, **Persuasion** +21

**Resistances** Cold, Fire, Psychic

**Immunities** Charmed, Exhaustion, Frightened

**Senses** **Truesight** 60 ft.; Passive Perception 21

**Languages** All

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

### Traits

**Coven Magic.** While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 19): *Augury*, *Find Familiar*, *Identify*, *Locate Object*, *Scrying*, or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

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

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

**Spiteful Escape.** When the hag drops to 0 Hit Points, it dies only if it is within 30 feet of its anathema (a thing the DM chooses as the hag's most hated thing). Otherwise, the hag drops to 1 Hit Point and teleports to a harmless demiplane, and it can't return to the plane it left for 2d6 days. When the hag teleports away, each creature within 60 feet of the space it left is **cursed**. Until the curse ends, a creature has Disadvantage on ability checks and saving throws, and the hag knows its location anywhere in the multiverse.

### Actions

**Multiattack.** The hag makes two Spectral Claw attacks and uses Crackling Wave.

**Spectral Claw.** *Melee or Ranged Attack Roll:* +14, reach 10 ft. or range 60 ft. *Hit:* 17 (3d6 + 7) Force damage. If the target is a Large or smaller creature, it has the **Prone** condition.

**Crackling Wave.** *Dexterity Saving Throw:* DC 22, each creature in a 60-foot **Cone**. *Failure:* 32 (5d12) Lightning damage. *Success:* Half damage. *Failure or Success:* The target is **cursed** until the end of the hag's next turn. The target can't take Reactions until the curse ends.

**Spellcasting.** The hag casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 22):

**At Will:** *Detect Thoughts, Dimension Door, Dispel Magic, Hypnotic Pattern*

**2/Day Each:** *Mass Suggestion, Modify Memory, Plane Shift*

## Bonus Actions

**Witch Strike.** Each creature cursed by the hag and within 60 feet of it takes 14 (4d6) Lightning damage.

## Reactions

**Tongue Twister.** The hag casts **Counterspell** in response to that spell's trigger, using the same spellcasting ability as Spellcasting. If the target fails its saving throw, it is **cursed** until the end of its next turn. Until the curse ends, the target can't cast spells with a Verbal component, and when it speaks, it says the opposite of what it means.

## Legendary Actions

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

**Hag's Swipe.** The hag makes one Spectral Claw attack.

**Malicious Magic.** The hag uses Spellcasting to cast *Dimension Door* or *Hypnotic Pattern*. The hag can't take this action again until the start of its next turn.

# Assassin

*Contract Killer*

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



Assassins are professional killers skilled at stealthily approaching their victims and striking unseen. Most assassins kill for a reason, perhaps hiring themselves out to wealthy patrons or slaying for an unscrupulous cause. They use poisons and other deadly tools, and they might carry equipment to help them break into secure areas or avoid capture.

Many assassins adhere to a professional code or exhibit some signature quirk. Roll on or choose a result from the Assassin Modus Operandi table to inspire an assassin's distinctive habits.

### Assassin Modus Operandi

1d6	The Assassin Is Infamous For...
1	Arranging their victims in artful tableaux.
2	Hiding within large objects, such as suits of armor or hollow furnishings.
3	Leaving behind a signature item, such as a calling card, flower, seashell, or tooth.
4	Posing as celebrities, holy people, or servants.
5	Taking trophies from their victims.

## ASSASSIN

*Medium or Small Humanoid, Neutral*

**AC 16**    **Initiative +10 (20)**

**HP 97 (15d8 + 30)**

**Speed** 30 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	11	+0	+0	<b>INT</b>	16	+3
<b>DEX</b>	18	+4	+7	<b>WIS</b>	11	+0
<b>CON</b>	14	+2	+2	<b>CHA</b>	10	+0

**Skills** Acrobatics +7, Perception +6, Stealth +10

**Resistances** Poison

**Gear** Light Crossbow, Shortsword, Studded Leather Armor

**Senses** Passive Perception 16

**Languages** Common, Thieves' Cant

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

### Traits

---

**Evasion.** If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it has the **Incapacitated** condition.

### Actions

---

**Multiattack.** The assassin makes three attacks, using Shortsword or Light Crossbow in any combination.

**Shortsword.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 17 (5d6) Poison damage, and the target has the **Poisoned** condition until the start of the assassin's next turn.

**Light Crossbow.** *Ranged Attack Roll:* +7, range 80/320 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 21 (6d6) Poison damage.

### Bonus Actions

---

**Cunning Action.** The assassin takes the **Dash**, **Disengage**, or **Hide** action.

# Awakened Plants

*Vegetation Given Magical Life*

ARTIST: VICKI PANGESTU

**Habitat:** Forest; **Treasure:** None

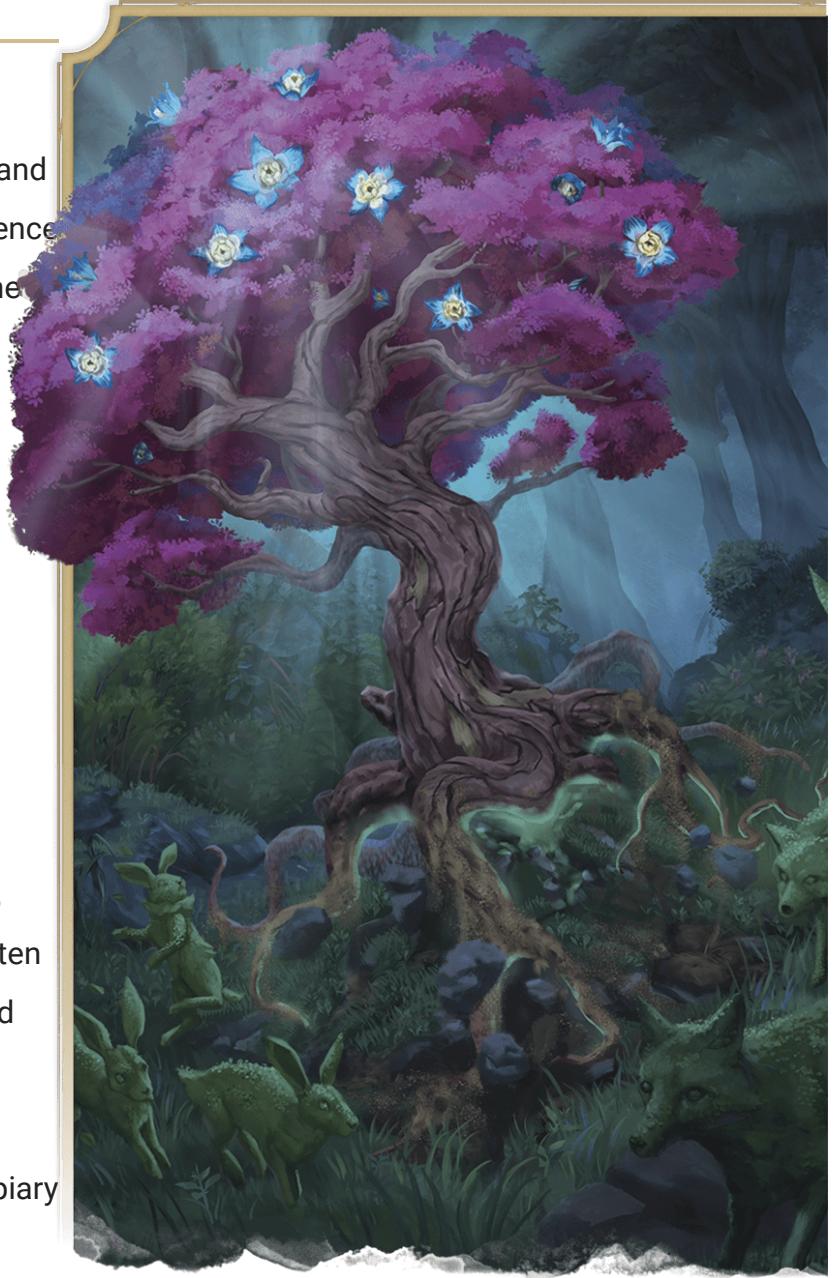
Magic can invest plants with mobility, sapience, and even a voice. Spells such as *Awaken* or the influence of other planes of existence might bring mundane vegetation to life, while other remarkable plants might naturally have these features.

Just because we protect the forest doesn't mean it's defenseless.

—RIVERGLEAM, PIXIE

## Awakened Shrub

Awakened shrubs can be any sort of small plant, from forest bushes to clustered flowers. They often appear near awakened trees or in regions imbued with primal magic. Some have whimsical appearances or foliage resembling rudimentary facial features, while others look like animate topiary creatures.



### AWAKENED SHRUB

*Small Plant, Neutral*

**AC 9      Initiative -1 (9)**

**HP 10 (3d6)**

**Speed** 20 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	3	-4	-4	<b>INT</b>	10	+0
<b>DEF</b>	2	-1	-1	<b>WIS</b>	10	+0

<b>CON</b>	11	+0	+0	<b>CHA</b>	6	-2	-2
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**Vulnerabilities** Fire

**Resistances** Piercing

**Senses** Passive Perception 10

**Languages** Common plus one other language

**CR** 0 (XP 10; PB +2)

## Actions

---

**Rake.** *Melee Attack Roll:* +1, *reach* 5 ft. *Hit:* 1 Slashing damage.

## Awakened Tree

Some awakened trees stand in still, meditative states for long periods, making them easy to mistake for normal plants, while others patrol regions of natural power. Awakened trees are sometimes brought to life by influences from the Feywild, which make them colorful and endlessly blooming, or by Shadowfell energy, which covers them with grotesque burls or makes them look lifeless.

## AWAKENED TREE

*Huge Plant, Neutral*

**AC** 13    **Initiative** -2 (8)

**HP** 59 (7d12 + 14)

**Speed** 20 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	19	+4	+4	<b>INT</b>	10	+0
<b>DEX</b>	6	-2	-2	<b>WIS</b>	10	+0
<b>CON</b>	15	+2	+2	<b>CHA</b>	7	-2

**Vulnerabilities** Fire

**Resistances** Bludgeoning, Piercing

**Senses** Passive Perception 10

**Languages** Common plus one other language

**CR** 2 (XP 450; PB +2)

## Actions

**Slam.** Melee Attack Roll: +6, reach 10 ft. Hit: 14 (3d6 + 4) Bludgeoning damage.

# Axe Beaks

*Flightless Avian Predators*

**Habitat:** Arctic, Grassland, Hill; **Treasure:** None

Axe beaks are flightless, birdlike creatures with distinctive axe-shaped beaks. Swift predators, they chase down prey and use their beaks to hack through foliage protecting their quarry. Axe beaks live in varied environments. Colorfully plumed axe beaks race across tropical plains, while axe beaks with snowy feathers hunt the tundra.

Axe beaks are difficult to train, but those hatched and raised in captivity can become reliable mounts.

The thing's got an axe for a face and a giant, angry rooster for everything else—of course I want to ride it!

—BATLEY SUMMERFOOT, ADVENTURER

ARTIST: ALEX STONE



## Axe Beak

Alone or in small groups, axe beaks stalk prey to feed their flocks. When working together, axe beaks use rudimentary tactics, with some distracting threats while others strike vulnerable targets or rush young axe beaks to safety.

### AXE BEAK

*Large Monstrosity, Unaligned*

**AC 11**    **Initiative +1 (11)**

**HP 19 (3d10 + 3)**

**Speed** 50 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	14	+2	+2	<b>INT</b>	2	-4
<b>DEX</b>	12	+1	+1	<b>WIS</b>	10	+0
<b>CON</b>	12	+1	+1	<b>CHA</b>	5	-3

**Senses** Passive Perception 10

**Languages** None

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

### Actions

**Beak.** *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage.

## Giant Axe Beak

Giant axe beaks typically dwell in secluded, primeval realms, such as isolated islands or underground wildernesses. They often compete with dinosaurs and other giant beasts for territory.

## GIANT AXE BEAK

*Huge Monstrosity, Unaligned*

**AC** 15    **Initiative** +5 (15)

**HP** 84 (8d12 + 32)

**Speed** 50 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	21	+5	+5	<b>INT</b>	3	-4
<b>DEX</b>	14	+2	+2	<b>WIS</b>	12	+1
<b>CON</b>	19	+4	+4	<b>CHA</b>	5	-3

**Skills** Perception +4

**Senses** Passive Perception 14

**Languages** None

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

### Actions

**Multiaattack.** The axe beak makes one Sharpened Beak attack and one Talons attack.

**Sharpened Beak.** *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 18 (2d12 + 5) Slashing damage, and a creature within 5 feet of the target (axe beak's choice) takes 6 (1d12) Slashing damage.

**Talons.** *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage. If the target is a Large or smaller creature, it has the **Prone** condition.

## Azers

*Fiery Smiths of Living Metal*

**Habitat:** Mountain, Planar (Elemental Plane of Fire); **Treasure:** [Armaments, Individual](#)

Azers are living bronze folk who work the primal elements of creation to craft weapons and magical wonders among the multiverse's mightiest infernos.

### Azer Pyromancer

Azer pyromancers conjure flames from the Elemental Plane of Fire to defend themselves and stoke magical forges.

#### AZER PYROMANCER

*Medium Elemental, Lawful Neutral*

**AC 18**    **Initiative** +2 (12)

**HP 97** (13d8 + 39)

**Speed** 30 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	15	+2	+2	<b>INT</b>	12	+1
<b>DEX</b>	14	+2	+2	<b>WIS</b>	18	+4
<b>CON</b>	16	+3	+6	<b>CHA</b>	13	+1

**Skills** [Arcana](#) +4, [Perception](#) +7

**Immunities** Fire, Poison; **Poisoned**

**Senses** Passive Perception 17

**Languages** Primordial (Ignan)

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

## Traits

---

**Fire Aura.** At the end of each of the azer's turns, each creature of the azer's choice in a 5-foot **Emanation** originating from the azer takes 11 (2d10) Fire damage unless the azer has the **Incapacitated** condition.

**Illumination.** The azer sheds **Bright Light** in a 10-foot radius and **Dim Light** for an additional 10 feet.

## Actions

---

**Multiattack.** The azer makes two Flame Burst attacks.

**Flame Burst.** *Melee or Ranged Attack Roll:* +7, *reach* 5 ft. or *range* 120 ft. *Hit:* 15 (2d10 + 4) Fire damage.

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

**At Will:** *Elementalism, Mage Hand*

**1/Day:** *Fireball*

## Reactions

---

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

## Azer Sentinel

Azer sentinels defend their communities' smiths and channel their flames through their weapons.



## AZER SENTINEL

Medium Elemental, Lawful Neutral

AC 17      Initiative +1 (11)

HP 39 (6d8 + 12)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
<b>STR</b>	17	+3	<b>INT</b>	12	+1
<b>DEX</b>	12	+1	<b>WIS</b>	13	+1
<b>CON</b>	15	+2	<b>CHA</b>	10	+0

**Immunities** Fire, Poison; **Poisoned**

**Senses** Passive Perception 11

**Languages** Primordial (Ignan)

CR 2 (XP 450; PB +2)

### Traits

**Fire Aura.** At the end of each of the azer's turns, each creature of the azer's choice in a 5-foot **Emanation** originating from the azer takes 5 (1d10) Fire damage unless the azer has the **Incapacitated** condition.

**Illumination.** The azer sheds **Bright Light** in a 10-foot radius and **Dim Light** for an additional 10 feet.

### Actions

**Burning Hammer.** *Melee Attack Roll:* +5, *reach:* 5 ft. *Hit:* 8 (1d10 + 3) Bludgeoning damage plus 3 (1d6) Fire damage.



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