

Monsters (M)

Mages

Magical Scholars and Spellcasters

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

ARTIST: VIKO MENEZES



Mages are magical wonder-workers, ranging from spellcasting overlords to reclusive witches. They study mystical secrets and possess insight into monsters, legends, omens, and other lore. Mages often gather allies or hire assistants to aid them in their research or to attain magical might.

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

Mage Roles

1d10	The Mage Is...
1	An astronomer who draws magic from stars.
2	An author who writes about the occult.

3	A magical engineer who creates wonders.
4	An oracle who interprets omens.
5	A prodigy with a remarkable magical heritage.
6	A psion whose powers manifest as spells.
7	A scholar investigating ancient lore.
8	A soothsayer who advises rulers.
9	A war mage who aids soldiers in battle.
10	A witch who shares secret wisdom.

Mage Apprentice

Mage apprentices are spellcasters of humble skill. Some are students of accomplished mages, while others have innate powers.

MAGE APPRENTICE

Medium or Small Humanoid (Wizard), Neutral

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

HP 49 (9d8 + 9)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	8	-1	-1	INT	16	+3
DEX	14	+2	+2	WIS	13	+1
CON	12	+1	+1	CHA	10	+0

Skills Arcana +5, Perception +3

Gear Component Pouch

Senses Passive Perception 13

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Actions

Arcane Burst. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. *Hit:* 14 (2d10 + 3) Force damage.

Spellcasting. The mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At Will: *Mage Hand, Prestidigitation*

1/Day Each: *Disguise Self, Ice Knife, Mage Armor* (included in AC), *Thunderwave*

Mage

Mages are accomplished spellcasters whose lives have been shaped by magic. They can use their powers to defend or dominate other creatures, or they could focus on magical research and unlocking mystical secrets.

MAGE

Medium or Small Humanoid (Wizard), Neutral

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

HP 81 (18d8)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	9	-1	-1	INT	17	+3
DEX	14	+2	+2	WIS	12	+1
CON	11	+0	+0	CHA	11	+0

Skills *Arcana +6, History +6, Perception +4*

Gear Wand

Senses Passive Perception 14

Languages Common plus three other languages

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

Actions

Multiattack. The mage makes three Arcane Burst attacks.

Arcane Burst. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 16 (3d8 + 3) Force damage.

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

At Will: *Detect Magic, Light, Mage Armor* (included in AC), *Mage Hand, Prestidigitation*

2/Day Each: *Fireball* (level 4 version), *Invisibility*

1/Day Each: *Cone of Cold, Fly*

Bonus Actions

Misty Step (3/Day). The mage casts *Misty Step*, using the same spellcasting ability as Spellcasting.

Reactions

Protective Magic (3/Day). The mage casts *Counterspell* or *Shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Archmage

Archmages have mastered incredible magical power. While some use their magic to protect the world, others become tyrants or pursue forbidden secrets. Many archmages retain magical servants and collect magic items and occult lore.

Have you gazed on the Runes of Chaos, held the Death Moon Orb in your trembling hands, entered the Devouring Portal and walked the Paths of the Doomed, or sat at the left hand of Szass Tam during the Ritual of Twin Burnings? No? Then speak not to me of wizards. Speak not to me of Thay.

—NATHOR, THAYAN REFUGEE

ARCHMAGE

Medium or Small Humanoid (Wizard), Neutral

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

HP 170 (31d8 + 31)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	20	+5
DEX	14	+2	+2	WIS	15	+2
CON	12	+1	+1	CHA	16	+3

Skills Arcana +13, History +9, Perception +6

Immunities Psychic; Charmed (with *Mind Blank*)

Gear Wand

Senses Passive Perception 16

Languages Common plus five other languages

CR 12 (XP 8,000; PB +4)

Traits

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

Actions

Multiattack. The archmage makes four Arcane Burst attacks.

Arcane Burst. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 150 ft. *Hit:* 27 (4d10 + 5) Force damage.

Challenging. The archmage casts one of the following spells, using Intelligence as the challenging ability (spell save DC

Spellcasting. The archmage casts one or more of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At Will: *Detect Magic, Detect Thoughts, Disguise Self, Invisibility, Light, Mage Armor* (included in AC), *Mage Hand, Prestidigitation*

2/Day Each: *Fly, Lightning Bolt* (level 7 version)

1/Day Each: *Cone of Cold* (level 9 version), *Mind Blank* (cast before combat), *Scrying, Teleport*

Bonus Actions

Misty Step (3/Day). The mage casts *Misty Step*, using the same spellcasting ability as Spellcasting.

Reactions

Protective Magic (3/Day). The archmage casts *Counterspell* or *Shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Magmin

Reckless Elemental Arsonist

Habitat: Planar (Elemental Plane of Fire); **Treasure:** None

ARTIST: HINCHEL OR



Magmins divide all things into two categories: things that are on fire and things that should be on fire. With bodies of

flame and magmatic rock, these halfling-size creatures delight in setting fires. They do so not out of malice but out of enthusiasm for primal fire. They don't consider that objects have value beyond kindling or that creatures can be harmed by flames. If such concepts are explained to them, they find the ideas difficult to grasp and don't remember them for long. Rather, they relish every opportunity to set flammable things alight, delighting in igniting paper, wooden structures, and explosives. Magmins are dangerous even in death, since they explode when they're destroyed, their flames igniting combustible materials nearby.

Magmins might be conjured by magic-users to harry foes or might escape the **Elemental Plane of Fire** through portals or rifts that lead to other realms. They're attracted to places of intense heat, such as volcanoes and rivers of magma. If they can't find such favored conditions, magmins eagerly burn structures or start wildfires to entertain themselves.

MAGMIN

Small Elemental, Chaotic Neutral

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

HP 13 (3d6 + 3)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	7	-2	-2	INT	8	-1
DEX	15	+2	+2	WIS	11	+0
CON	12	+1	+1	CHA	10	+0

Immunities Fire

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Ignan)

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

Traits

Death Burst. The magmin explodes when it dies. *Dexterity Saving Throw:* DC 11, each creature in a 10-foot **Emanation** originating from the magmin. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Actions

Touch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Fire damage. If the target is a creature or a flammable object that isn't being worn or carried, it starts burning.

Bonus Actions

Ignited Illumination. The magmin sets itself ablaze or extinguishes its flames. While ablaze, the magmin sheds **Bright Light** in a 10-foot radius and **Dim Light** for an additional 10 feet.

Manes

Demons of Panic and Frenzy

Habitat: Planar (Abyss); **Treasure:** None

The lowest form of demons, manes appear when truly loathsome souls are condemned to the **Abyss**. These misshapen demons have distorted features and bodies that crawl with Abyssal parasites. Overwhelmed by demonic urges and constant terror, manes know only shock and frenzied outbursts.

Manes

Manes lash out at creatures that appear weaker than themselves—or that react to them with fear—and strive to avoid more powerful demons. When manes escape from the Abyss, they go on reckless rampages and inflict as much harm as possible.

MANES

Small Fiend (Demon), Chaotic Evil

AC 9 **Initiative** -1 (9)

HP 9 (2d6 + 2)

Speed 20 ft.

	MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	3
DEX	9	-1	-1	WIS	8
CON	13	+1	+1	CHA	4

Resistances Cold, Fire, Lightning

Immunities Poison; **Charmed, Frightened, Poisoned**

Senses Darkvision 60 ft.; Passive Perception 9

Languages Understands Abyssal but can't speak

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

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 5 (2d4) Slashing damage.

ARTIST: TARAS SUSAK



Manes Vaporspawn

Vaporspawn arise from evil souls shattered by unspeakable torments or the depredations of more powerful demons.

These distorted manes undergo endless, painful contortions, and they share their torment with whatever creatures they encounter.

MANES VAPORSPAWN

Medium Fiend (Demon), Chaotic Evil

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

HP 19 (3d8 + 6)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	14	+2	+2	INT	5	-3
DEX	12	+1	+1	WIS	8	-1
CON	15	+2	+2	CHA	3	-4

Resistances Cold, Fire, Lightning

Immunities Poison; **Charmed**, **Exhaustion**, **Frightened**, **Grappled**, **Poisoned**, **Restrained**

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

Languages Understands Abyssal but can't speak

CR 1 (XP 200; PB +2)

Traits

Contortionist. The manes can move through a space as narrow as 1 inch without expending extra movement to do so.

Sickening Vapors. *Constitution Saving Throw:* DC 12, each creature in a 5-foot **Emanation** originating from the manes at the end of the manes's turn. *Failure:* The target has the **Incapacitated** condition until the end of its next turn. *Success:* The target is immune to this manes's Sickening Vapors for 24 hours.

Actions

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage plus 5 (2d4) Necrotic damage.

Bonus Actions

Shadow Stealth. While in **Dim Light** or Darkness, the manes takes the **Hide** action.

Manticore

Winged, Leonine People-Eater

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



With lionlike claws, leathery wings, and broad jaws filled with rows of sharp teeth, manticores ambush travelers from above and devour them. Manticores crave the taste of humans, but lacking their favored prey, they eagerly consume other peoples and livestock.

Manticores have tails bristling with detachable spikes. These monsters launch their tail spikes at their prey, skewering those on the ground or knocking flying creatures from the air.

Despite their ravenous tendencies, manticores enjoy speaking with those they're about to devour. Sometimes they make agreements with their prey. Roll on or choose a result from the Manticore Negotiations table to inspire what a manticore might offer in exchange for a more tempting meal.

Manticore Negotiations

1d8	The Manticore Agrees To...
1	Attack a particular foe.

2	Create a distraction.
3	Give up a captive or corpse.
4	Let a group navigate its territory unharmed.
5	Let someone pretend to slay it in battle.
6	Scare or threaten someone.
7	Serve a creature as a steed until the sun sets.
8	Try to locate something from its vantage point in the sky.

MANTICORE

Large Monstrosity, Lawful Evil

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

HP 68 (8d10 + 24)

Speed 30 ft., Fly 50 ft.

		MOD	SAVE		MOD	SAVE
STR	17	+3	+3	INT	7	-2
DEX	16	+3	+3	WIS	12	+1
CON	17	+3	+3	CHA	8	-1

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

Languages Common

CR 3 (XP 700; PB +2)

Actions

Multiattack. The manticore makes three attacks, using Rend or Tail Spike in any combination.

Rend. *Melee Attack Roll:* +5, *reach* 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Tail Spike. *Ranged Attack Roll:* +5, *range* 100/200 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

Marid

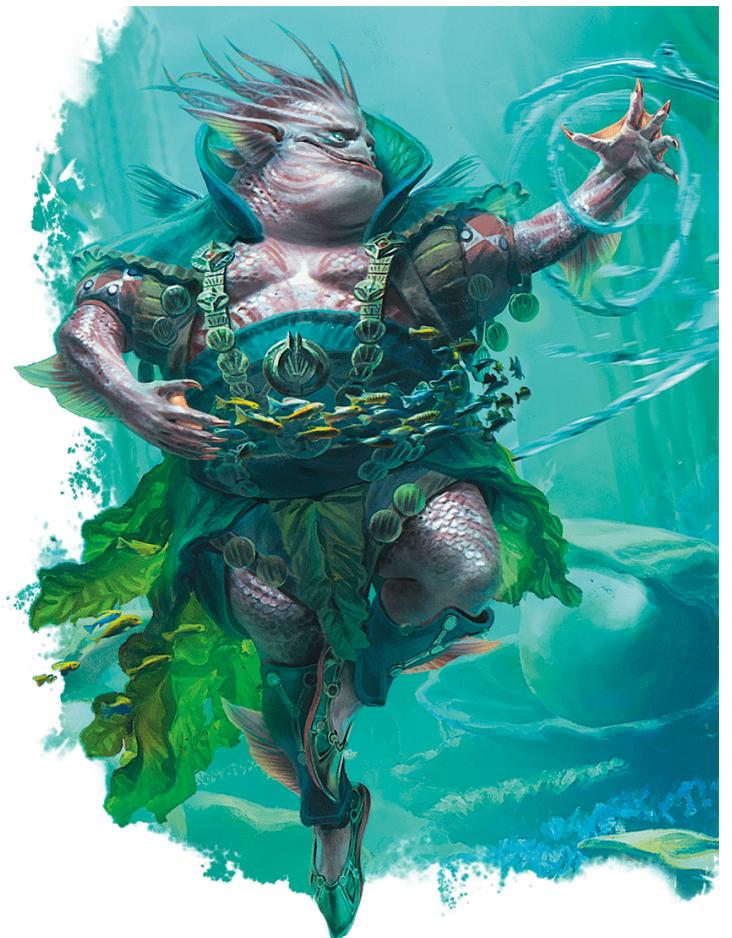
Genie of the Water

Habitat: Coastal, Planar (Elemental Plane of Water), Underwater; **Treasure:** [Relics](#)

Marids surge with the power of the seas, using it to manipulate the waves or create water. These genies typically dwell in or near bodies of water. While gentle marids make homes amid springs, oases, and serene pools,

tempestuous marids inhabit sea stacks, whirlpools, and treacherous coasts. Marids vary in appearance, their bodies reflecting the colors of the waves while distinctive fins and scales accent their features. Marids lend their powers and knowledge of the seas to those who defend the marids' watery realms or who offer them pleasing gifts. Marids appreciate rare aquatic treasures, such as colorful pearls, shell instruments, or delicacies from distant seas.

Marids hail from the **Elemental Plane of Water**, where they live in wondrous homes drifting amid the endless ocean. Among these is the Citadel of Ten Thousand Pearls—a coral sphere studded with dozens of domed theaters and libraries—and the air-filled, cosmopolitan City of Glass.



MARID

Large Elemental (Genie), Chaotic Neutral

AC 17 **Initiative +5 (15)**

HP 229 (17d10 + 136)

Speed 30 ft., Fly 60 ft., Swim 90 ft.

	MOD	SAVE		MOD	SAVE		
STR	22	+6	+6	INT	18	+4	+4
DEX	12	+1	+5	WIS	17	+3	+3
CON	26	+8	+8	CHA	18	+4	+8

Resistances Acid, Cold, Lightning

Senses **Blindsight** 30 ft., **Darkvision** 120 ft.; Passive Perception 13

Languages Primordial (Aquan)

CR 11 (XP 7,200; PB +4)

Traits

Amphibious. The marid can breathe air and water.

Elemental Restoration. If the marid dies outside the Elemental Plane of Water, its body dissolves into brine, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the **Plane of Water**.

Wishes The marid has a 30 percent chance of knowing the

Wish spell. If the marid knows it, the marid can cast it only on behalf of a non-genie creature who communicates a wish in a way the marid can understand. If the marid casts the spell for the creature, the marid suffers none of the spell's stress. Once the marid has cast it three times, the marid can't do so again for 365 days.

Actions

Multiattack. The marid makes three Aquatic Lash attacks.

Aquatic Lash. *Melee Attack Roll:* +10, *reach* 15 ft. *Hit:* 15 (2d8 + 6) Slashing damage plus 9 (2d8) Cold damage.

Water Jet. *Dexterity Saving Throw:* DC 18, each creature in a 60-foot-long, 10-foot-wide **Line**. *Failure:* 31 (9d6) Cold damage. If the target is a Huge or smaller creature, it is pushed up to 20 feet straight away from the marid and has the **Prone** condition. *Success:* Half damage only.

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

At Will: *Create or Destroy Water, Detect Evil and Good, Detect Magic, Purify Food and Drink*

1/Day Each: *Control Water, Gaseous Form, Invisibility, Plane Shift, Tongues*

Bonus Actions

Misty Veil (Recharge 5–6). The marid casts **Fog Cloud**, using the same spellcasting ability as Spellcasting.

Marilith

Demon of Cruelty and Viciousness

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

Mariliths are six-armed, serpentlike demons that wield lethal, Abyss-forged blades. With these cursed weapons and experience from countless battles, they lead other demons to slaughter virtuous souls. They often command droves of weaker demons.

MARILITH

Large Fiend (Demon), Chaotic Evil

AC 16 **Initiative** +10 (20)

HP 220 (21d10 + 105)

Speed 40 ft., Climb 40 ft.

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

Skills Perception +8

Resistances Cold, Fire, Lightning

Immunities Poison; **Poisoned**

Senses Truesight 120 ft.; Passive Perception 18

Languages Abyssal; telepathy 120 ft.

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

Traits

Demonic Restoration. If the marilith 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 marilith has Advantage on saving throws against spells and other magical effects.

Reactive. The marilith can take one Reaction on every turn of combat.

Actions

Multiattack. The marilith makes six Pact Blade attacks and uses Constrict.

Pact Blade. *Melee Attack Roll:* +10, *reach* 5 ft. *Hit:* 10 (1d10 + 5) Slashing damage plus 7 (2d6) Necrotic damage.

Constrict. *Strength Saving Throw:* DC 17, one Medium or smaller creature the marilith can see within 5 feet. *Failure:* 15 (2d10 + 4) Bludgeoning damage. The target has the **Grappled** condition (escape DC 14), and it has the **Restrained** condition until the grapple ends.

Bonus Actions

Teleport (Recharge 5–6). The marilith teleports up to 120 feet to an unoccupied space it can see.

Reactions

Parry. *Trigger:* The marilith is hit by a melee attack roll while holding a weapon. *Response:* The marilith adds 5 to its AC against that attack, possibly causing it to miss.





ARTIST: JUSTIN GERARD

Medusa

Snake-Haired Recluse with a Petrifying Gaze

Habitat: Desert; **Treasure:** Any

With their hair of living snakes and their infamous petrifying gazes, medusas are hubristic creatures that inhabit sites of fallen glory. They often dwell beyond the fringes of civilization or travel in disguise, leaving trails of petrified victims. Some medusas dominate groups of monsters or criminals, controlling them with threats of petrified doom, while others recruit servants that are immune to being petrified, such as **gargoyles** and **gorgons**.

ARTIST: AARON J. RILEY

Medusas are born or created through preternatural circumstances.

Roll on or choose a result from the Medusa Fates table to inspire what led to a medusa's creation.

Medusa Fates

1d6	The Medusa Was...
1	Born a medusa and lives unaware of whatever curse or circumstances afflicted its ancestor.
2	Created by a god and tasked with guarding a treasure or secret.
3	A cultist who made a fiendish bargain and enjoyed rewards that have since faded.
4	An explorer transformed and compelled to defend a cursed ruin.
5	A vain noble whose magical attempt to gain eternal beauty backfired.
6	The victim of a bite from a magical serpent or reptilian god in disguise.



MEDUSA

Medium Monstrosity, Lawful Evil

AC 15 **Initiative +6 (16)**

HP 127 (17d8 + 51)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	12
DEX	17	+3	+3	WIS	13
CON	16	+3	+3	CHA	15

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

Senses **Darkvision** 150 ft.; Passive Perception 14

Languages Common plus one other language

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

Actions

Multiattack. The medusa makes two Claw attacks and one Snake Hair attack, or it makes three Poison Ray attacks.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Snake Hair. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 14 (4d6) Poison damage.

Poison Ray. *Ranged Attack Roll:* +5, range 150 ft. *Hit:* 11 (2d8 + 2) Poison damage.

Bonus Actions

Petrifying Gaze (Recharge 5–6). *Constitution Saving Throw:* DC 13, each creature in a 30-foot **Cone**. If the medusa sees its reflection in the **Cone**, the medusa must make this save. *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.

Mephits

Malicious Elemental Hooligans

Habitat: Planar (Elemental Planes); **Treasure:** None

ARTIST: ANDREW MAR



Mephits are mean-spirited tricksters that dwell on the Elemental Planes. The six most prominent types of mephits resemble halfling-size gargoyles with wings, exaggerated features, and bodies composed of two elements. Most live self-interested existences, indulging their warped senses of humor or overblown egos on their home planes of

existence. Some serve as messengers or spies for genies or magic-users.

Mephits resent leaving the elemental extremes where they make their homes. If loosed on the Material Plane or other realms, they lash out with nasty pranks or by tormenting weaker creatures. When destroyed, mephits explode in a burst of elemental magic.

Dust Mephit

Dust mephits are composed of air and fine earth. They are drawn to forsaken places, and they think everything associated with death is hilarious.

DUST MEPHIT

Small Elemental, Neutral Evil

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

HP 17 (5d6)

Speed 30 ft., Fly 30 ft.

		MOD	SAVE		MOD	SAVE
STR	5	-3	-3	INT	9	-1
DEX	14	+2	+2	WIS	11	+0
CON	10	+0	+0	CHA	10	+0

Skills Perception +2, Stealth +4

Vulnerabilities Fire

Immunities Poison; **Exhaustion, Poisoned**

Senses Darkvision 60 ft.; Passive Perception 12

Languages Primordial (Auran, Terran)

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

Traits

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 10, each creature in a 5-foot **Emanation** originating from the mephit. *Failure:* 5 (2d4) Bludgeoning damage. *Success:* Half damage.

Actions

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

Blinding Breath (Recharge 6). *Dexterity Saving Throw:* DC 10, each creature in a 15-foot **Cone**. *Failure:* The target has the **Blinded** condition until the end of the mephit's next turn.

Sleep (1/Day). The mephit casts the **Sleep** spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 10).

Ice Mephit

Ice mephits have bodies made of frigid air and frozen water. They delight in freezing things and dropping ice into peoples' clothes.

ICE MEPHIT

Small Elemental, Neutral Evil

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

HP 21 (6d6)

Speed 30 ft., Fly 30 ft.

		MOD	SAVE		MOD	SAVE
STR	7	-2	-2	INT	9	-1
DEX	13	+1	+1	WIS	11	+0
CON	10	+0	+0	CHA	12	+1

Skills Perception +2, Stealth +3

Vulnerabilities Fire

Immunities Cold, Poison; **Exhaustion, Poisoned**

Senses Darkvision 60 ft.; Passive Perception 12

Languages Primordial (Aquan, Auran)

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

Traits

Death Burst. The mephit explodes when it dies. *Constitution Saving Throw:* DC 10, each creature in a 5-foot **Emanation** originating from the mephit. *Failure:* 5 (2d4) Cold damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage plus 2 (1d4) Cold damage.

Fog Cloud (1/Day). The mephit casts **Fog Cloud**, requiring no spell components and using Charisma as the spellcasting ability.

Frost Breath (Recharge 6). *Constitution Saving Throw:* DC 10, each creature in a 15-foot **Cone**. *Failure:* 7 (3d4) Cold damage. *Success:* Half damage.

Magma Mephit

These mephits embody the merging of earth and fire as glowing magma. They love melting things, but they loathe magmins and attack them on sight.

MAGMA MEPHIT

Small Elemental, Neutral Evil

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

HP 18 (4d6 + 4)

Speed 30 ft., Fly 30 ft.

		MOD	SAVE		MOD	SAVE
STR	8	-1	-1	INT	7	-2
DEX	12	+1	+1	WIS	10	+0
CON	12	+1	+1	CHA	10	+0

Skills **Stealth** +3

Vulnerabilities Cold

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

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

Languages Primordial (Ignan, Terran)

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

Traits

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 11, each creature in a 5-foot **Emanation** originating from the mephit. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 6). *Dexterity Saving Throw:* DC 11, each creature in a 15-foot **Cone**. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Mud Mephit

A combination of earth and water, mud mephits are crude, disgusting creatures. They take every opportunity to ruin objects and pollute food with muck.

MUD MEPHIT

Small Elemental, Neutral Evil

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

HP 13 (3d6 + 3)

Speed 20 ft., Fly 20 ft., Swim 20 ft.

		MOD	SAVE		MOD	SAVE
STR	8	-1	-1	INT	9	-1
DEX	12	+1	+1	WIS	11	+0
CON	12	+1	+1	CHA	7	-2

Skills **Stealth** +3

Immunities Poison; **Exhaustion, Poisoned**

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

Languages Primordial (Aquan, Terran)

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

Traits

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 11, each creature in a 5-foot **Emanation** originating from the mephit. *Failure:* The target has the **Restrained** condition until the end of its next turn.

Actions

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage.

Mud Breath (Recharge 6). *Dexterity Saving Throw:* DC 11, one creature the mephit can see within 15 feet. *Failure:* The target has the **Restrained** condition until the end of the mephit's next turn.

Smoke Mephit

Smoke mephits are elusive beings formed of fiery cinders and hot air. They love misleading creatures and then mocking them for their gullibility.



I am Seamusxanthuszenus, Slayer of Fiends, Merchant Most Excellent, Purveyor of Death!

—SEAMUSXANTHUSZENUS, SMOKE MEPHIT WITH A TYPICALLY INFLATED IMPRESSION OF ITSELF

Steam Meph it

These arrogant mephits are made of heat and vaporous water. They often trick creatures into doing them favors, then renege on promised rewards.

SMOKE MEPHIT

Small Elemental, Neutral Evil

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

HP 13 (3d6 + 3)

Speed 30 ft., Fly 30 ft.

	MOD	SAVE		MOD	SAVE		
STR	6	-2	-2	INT	10	+0	+0
DEX	14	+2	+2	WIS	10	+0	+0
CON	12	+1	+1	CHA	11	+0	+0

Skills Perception +2, Stealth +4

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

Senses Darkvision 60 ft.; Passive Perception 12

Languages Primordial (Auran, Ignan)

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

Traits

Death Burst. The meph it explodes when it dies.

Constitution Saving Throw: DC 11, each creature in a 5-foot **Emanation** originating from the meph it. *Failure:* The target has the **Poisoned** condition until the end of its next turn.

Actions

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

Cinder Breath (Recharge 6). *Dexterity Saving Throw:* DC 11, one creature the meph it can see within 15 feet. *Failure:* The target has the **Blinded** condition until the end of the meph it's next turn.

STEAM MEPHIT

Small Elemental, Neutral Evil

ACTION **INITIATIVE +0 (10)**

HP 17 (5d6)

Speed 30 ft., Fly 30 ft.

		MOD	SAVE		MOD	SAVE
STR	5	-3	-3	INT	11	+0
DEX	11	+0	+0	WIS	10	+0
CON	10	+0	+0	CHA	12	+1

Skills **Stealth** +2

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

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

Languages Primordial (Aquan, Ignan)

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

Traits

Blurred Form. Attack rolls against the mephit are made with Disadvantage unless the mephit has the **Incapacitated** condition.

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 10, each creature in a 5-foot **Emanation** originating from the mephit. *Failure:* 5 (2d4) Fire damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Slashing damage plus 2 (1d4) Fire damage.

Steam Breath (Recharge 6). *Constitution Saving Throw:* DC 10, each creature in a 15-foot **Cone**. *Failure:* 5 (2d4) Fire damage, and the target's Speed decreases by 10 feet until the end of the mephit's next turn. *Success:* Half damage only. *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

Merfolk

Protectors and Explorers of the Seas

Habitat: Coastal, Underwater; **Treasure:** **Individual**

Beneath the waves dwell merfolk, mysterious creatures that merge the features of humans and sea creatures. Some are curious about land dwellers, while others view them with suspicion.

Merfolk Skirmisher

Merfolk skirmishers defend their homes from aquatic monsters and invaders from the surface.



MERFOLK SKIRMISHER

Medium Elemental, Neutral

AC 11 Initiative +1 (11)

HP 11 (2d8 + 2)

Speed 10 ft., Swim 40 ft.

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

Senses Passive Perception 12

Languages Common, Primordial (Aquan)

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

Traits

Amphibious. The merfolk can breathe air and water.

Actions

Ocean Spear. *Melee or Ranged Attack Roll:* +2, *reach* 5 ft. or *range* 20/60 ft. *Hit:* 3 (1d6) Piercing damage plus 2 (1d4) Cold damage. If the target is a creature, its Speed decreases by 10 feet until the end of its next turn. *Hit or Miss:* The spear magically returns to the merfolk's hand immediately after a ranged attack.

Merfolk Wavebender

These merfolk mages use magic to manipulate water, storms, and sea creatures to aid them.

MERFOLK WAVEBENDER

Medium Elemental, Neutral

AC 14 Initiative +4 (14)

HP 97 (15d8 + 30)

Speed 10 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE
STR	10	+0	+0	INT	13	+1	+1
DEX	18	+4	+7	WIS	19	+4	+7

CON

14

+2

+5

CHA

15

+2

+5

Skills Perception +7**Resistances** Cold**Senses** Passive Perception 17**Languages** Common, Primordial (Aquan)**CR** 6 (XP 2,300; PB +3)**Traits****Amphibious.** The merfolk can breathe air and water.**Actions****Multiattack.** The merfolk makes two Aquatic Burst attacks.**Aquatic Burst.** *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 60 ft. *Hit:* 20 (3d10 + 4) Cold damage. If the target is a Large or smaller creature, it has the **Prone** condition.**Spellcasting.** The merfolk casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 15):**At Will:** *Elementalism, Light***1/Day Each:** *Control Water, Create or Destroy Water***Reactions****Watery Rebuke.** *Trigger:* An enemy the merfolk can see enters a space within 5 feet of the merfolk. *Response—Strength Saving Throw:* DC 15, the triggering enemy. *Failure:* 14 (4d6) Cold damage. If the target is Large or smaller, it is pushed up to 30 feet straight away from the merfolk by conjured water.

Merrow

*Ogreish Undersea Abductor***Habitat:** Coastal, Underwater; **Treasure:** Any

Vicious aquatic hunters, merrow combine the features of ogres with those of primeval, predatory fish. They lurk in coastal waters, hoping to snare unsuspecting prey by bursting from the water and grabbing their quarry or by skewering victims with deadly harpoons. These hunters then drag land dwellers back to dismal undersea lairs.

Merrow often keep prisoners in their larders as future meals.

Merrow raid coastal settlements and merfolk communities to steal weapons and treasure. This leads to conflicts between merfolk and merrow, but it also provokes misunderstandings with surface dwellers who blame merfolk for merrow attacks.

merfolk, and worse. Such broad theories reveal little about these monsters but overmuch of the dread lurking beyond our certain shores.

—LEOMUND

ARTIST: DAVID AUDEN NASH



MERROW

Large Monstrosity, Chaotic Evil

AC 13 **Initiative +2 (12)**

HP 45 (6d10 + 12)

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

		MOD	SAVE		MOD	SAVE	
STR	18	+4	+4	INT	8	-1	-1
DEX	15	+2	+2	WIS	10	+0	+0
CON	15	+2	+2	CHA	9	-1	-1

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

Languages Abyssal, Primordial (Aquan)

CR 2 (XP 450; PB +2)

Traits

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two attacks, using Bite, Claw, or Harpoon in any combination.

Bite. *Melee Attack Roll:* +6, *reach* 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage, and the target has the **Poisoned** condition until the end of the merrow's next turn.

Claw. *Melee Attack Roll:* +6, *reach* 5 ft. *Hit:* 9 (2d4 + 4) Slashing damage.

Harpoon. *Melee or Ranged Attack Roll:* +6, *reach* 5 ft. or *range* 20/60 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature, the merrow pulls the target up to 15 feet straight toward itself.

Mezzloth

Yugoloth of Tenacity and Want

Habitat: Planar (Gehenna); **Treasure:** Armaments

Mezzoloths are insectile yugoloths that seek power and souls in the service of fiendish lords. These greedy, violent yugoloths are more direct than most of their scheming brethren, but what they lack in guile they make up for in persistence and numbers.

Mezzoloths typically form mercenary bands with others of their kind. These forces serve more powerful yugoloths, other fiends, sinister mages, or anyone who provides them with tempting rewards. Mezzoloths obediently adhere to the bargains they strike, potentially serving their patrons for centuries, but once those terms expire, yesterday's client could become today's target. Roll on or choose a result from the Mezzoloth Payments table to inspire a mezzoloth's price for its services.

ARTIST: LARS GRANT-WEST



Mezzoloth Payments

1d6	The Mezzoloth Agrees to Serve For...
1	Access to a planar portal.
2	Information valued by its true master.
3	A lair where it can bring others of its kind.
4	Magic weapons or armor.
5	The right to loot holy sites in places it conquers.
6	Souls, whether as larvae or captured spirits.

If a mezzoloth's after ya, just pay it off with whatever's in your pack. While it's rooting around looking for a good deal, you hightail it, Chief!

—MORTE

MEZZOLOTH

Medium Fiend (Yugoloth), Neutral Evil

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

HP 75 (10d8 + 30)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE
STR	18	+4	INT	7	-2

DEX	11	+0	+0	WIS	14	+2	+2
CON	16	+3	+3	CHA	10	+0	+0

Skills Perception +5

Resistances Cold, Fire, Lightning

Immunities Acid, Poison; **Poisoned**

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

Languages Abyssal, Infernal; telepathy 60 ft.

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

Traits

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

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

Actions

Multiattack. The mezzoloth makes two attacks, using Claws or Mercurial Trident in any combination.

Claws. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (2d4 + 4) Slashing damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 14) from two of four claws, and it has the **Restrained** condition until the grapple ends.

Mercurial Trident. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 10 (3d6) Force damage. *Hit or Miss:* The trident magically returns to the mezzoloth's claw immediately after a ranged attack.

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

1/Day Each: *Cloudkill, Darkness, Dispel Magic*

Bonus Actions

Teleport (Recharge 5–6). The mezzoloth teleports up to 60 feet to an unoccupied space it can see. It can teleport one creature it is grappling to an unoccupied space within 5 feet of its destination space.

Mimic

Shape-Shifter Disguised as an Unassuming Object

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



In their natural forms, mimics are little more than roaming stomachs, their blobby bodies covered with alien eyes and teeth. They can alter their color, texture, and dimensions to duplicate inanimate objects of their approximate size. Mimics use their disguises as both camouflage and bait. Once victims draw close, mimics strike, lashing out with their sticky pseudopods and toothy mouths. After consuming victims, mimics usually relocate, change form, and await their next meal.

Use the following list to inspire mimics' shapes:

Altar

Bell

Boulder

Cauldron

Chair

Chandelier

Chest

Cot

Door

Floor mat

Giant gemstone

Gravestone

Heap of leaves

Keg

Ladder

Lectern

Mannequin

Mirror

Obelisk

Oversize cake

Panel of levers

Pile of bones

Potted plant

Row of books

Sarcophagus

Sculpture

Ship's wheel

Sign

Stalagmite

Stump

Table

Tapestry

Taxidermy

Throne

Topiary

Weapon rack

MIMIC

Medium Monstrosity, Neutral

AC 12 **Initiative +3 (13)**

HP 58 (9d8 + 18)

Speed 20 ft.

		MOD	SAVE		MOD	SAVE
STR	17	+3	+3	INT	5	-3
DEX	12	+1	+1	WIS	13	+1
CON	15	+2	+2	CHA	8	-1

Skills **Stealth** +5

Immunities Acid; **Prone**

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

Languages None

CR 2 (XP 450; PB +2)

Traits

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic has the **Grappled** condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

Actions

Bite. *Melee Attack Roll:* +5 (with Advantage if the target is **Grappled** by the mimic), reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage—or 12 (2d8 + 3) Piercing damage if the target is Grappled by the mimic—plus 4 (1d8) Acid damage.

Pseudopod. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 4 (1d8) Acid damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

Bonus Actions

Shape-Shift. The mimic **shape-shifts** to resemble a Medium or Small object while retaining its game statistics, or it

returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

Mind Flayers

Brain-Eating Underdark Tyrants

Habitat: Underdark; **Treasure:** Arcana

Scattered survivors of a world-ruining, multiversal empire, mind flayers lurk in secret conclaves hidden deep within Material Plane worlds. Within their alien sanctuaries, these wicked masterminds—also known as illithids—reshape the **Underdark** and its inhabitants to serve their unfathomable whims. Mind flayers are feared for their psionic powers, which allow them to stun and control other creatures, and for their horrific method of feeding: using their four slimy tentacles to extract the brains of their victims.

Mind flayers are infamous plotters and manipulators, concocting plans that reach beyond their subterranean realms. Aside from using their psionic powers to control others, mind flayers often experiment with their own bizarre life cycles, implanting other creatures with illithid young to create unnatural servants. Creatures such as **grimlocks** and **intellect devourers** result from mind flayers' biological tampering, while other Underdark-dwelling monsters—including **kuo-toa**, **quaggoths**, and **troglodytes**—often serve illithid masters. **Githyanki** and **githzerai** have a long adversarial history with mind flayers and bear the scars of illithid manipulation.

Mind Flayer Colonies

Mind flayers work as lone schemers, in mysterious cabals, or as part of worlds-spanning illithid conspiracies. In groups, mind flayers work toward bizarre agendas organized by an **elder brain**—a massive, brain-like being with incredible psionic powers. Without such a leader, groups of mind flayers fall to self-destructive squabbling. Roll on or choose a result from the Mind Flayer Machinations table to inspire an illithid conclave's plots.

Mind Flayer Machinations

1d6	The Mind Flayer Colony Seeks To...
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1	Blot out the sun so their Underdark-dwelling servants can invade the surface.
2	Create a new monstrous fusion between mind flayers and a legendary monster.
3	Forge a psionic network uniting illithid colonies.
4	Replace world leaders with intellect devourers .
5	Restore a vessel to travel through Wildspace.
6	Sacrifice the mental energy of a planet's populace to take control of a githyanki bastion.

Mind Flayer

A mind flayer's hunger for brains is outmeasured only by its thirst for dominance, and it embraces any plot that allows it to indulge both.

MIND FLAYER

Medium Aberration, Lawful Evil

AC 15 Initiative +4 (14)

HP 99 (18d8 + 18)

Speed 30 ft., Fly 15 ft. (hover)

		MOD	SAVE		MOD	SAVE
STR	11	+0	+0	INT	19	+4
DEX	12	+1	+4	WIS	17	+3
CON	12	+1	+1	CHA	17	+3

Skills Arcana +7, Insight +6, Perception +6, Stealth +4

Resistances Psychic

Gear Breastplate

Senses Darkvision 120 ft.; Passive Perception 16

Languages Deep Speech, Undercommon; telepathy 120 ft.

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

Traits

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

Actions

Tentacles. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 22 (4d8 + 4) Psychic damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 14) from all the mind flayer's tentacles, and the target has the **Stunned** condition until the grapple ends.

Extract Brain. Constitution Saving Throw: DC 15, one creature that is Grappled by the mind flayer's tentacles. Failure: 55 (10d10) Piercing damage. Success: Half damage. Failure or Success: If this damage reduces the target to 0 Hit Points, the mind flayer kills it and devours its brain.

Mind Blast (Recharge 5–6). Intelligence Saving Throw: DC 15, each creature in a 60-foot Cone. Failure: 31 (6d8 + 4) Psychic damage, and the target has the Stunned condition until the end of the mind flayer's next turn. Success: Half damage only.

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

At Will: Detect Thoughts

1/Day Each: Dominate Monster, Plane Shift (self only)

Mind Flayer Arcanist

Mind flayer arcanists enhance their psionic abilities with magic. Other mind flayers view those that undertake such experiments with disgust and fear.

MIND FLAYER ARCANIST

Medium Aberration, Lawful Evil

AC 16 Initiative +6 (16)

HP 143 (26d8 + 26)

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

		MOD	SAVE		MOD	SAVE
STR	11	+0	+0	INT	20	+5
DEX	14	+2	+6	WIS	17	+3
CON	13	+1	+1	CHA	17	+3

Skills Arcana +13, Insight +7, Perception +7, Stealth +6

Immunities Psychic; Charmed, Frightened

Gear Breastplate

Senses Darkvision 120 ft.; Passive Perception 17

Languages Deep Speech, Undercommon; telepathy 120 ft.

CR 11 (XP 7,200; PB +4)

Traits

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

Actions

Multiattack. The mind flayer makes three Arcane Tentacles attacks.

Arcane Lentacles. Melee or Ranged Attack Roll. +9, reach 5 ft. or range 120 ft. Hit. 2/ (4d10 + 5) Psychic damage, and the mind flayer can teleport the target up to 30 feet to an unoccupied space the mind flayer can see on a surface or liquid large enough to support the target. If this damage reduces the target to 0 Hit Points, the mind flayer kills it and magically devours its brain.

Mind Burst (Recharge 5–6). Intelligence Saving Throw: DC 17, each creature in a 40-foot **Emanation** originating from the mind flayer. Failure: 41 (8d8 + 5) Psychic damage, and the target has the **Stunned** condition until the end of the mind flayer's next turn. Success: Half damage only.

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

At Will: *Detect Magic, Detect Thoughts, Disguise Self, Mage Hand* (the hand is **Invisible**)

1/Day Each: *Clairvoyance, Dimension Door, Fireball* (level 5 version), *Lightning Bolt* (level 5 version), *Plane Shift* (self only), *Sending*

Reactions

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

Minotaur of Baphomet

Berserker of the Demon Lord of Beasts

Habitat: Underdark; **Treasure:** Armaments



Baphomet, Demon Lord of Beasts, claims to have created minotaurs and demands their worship. While most minotaurs live free of the demon lord's bonds, those that serve him become minotaurs of Baphomet. These brutes resemble the hulking, horned demon lord more than others of their kind, and they wreak havoc in that foul immortal's name. Rarely, non-minotaurs cursed by magic-users or spiteful deities might transform into these monsters.

Minotaurs of Baphomet often dwell in mazes, leading their allies to hidden destinations and stalking trespassers. Roll on or choose a result from the Minotaur Mazes table to inspire the shape of a minotaur's dwelling.

Minotaur Mazes

1d4	The Minotaur of Baphomet Lurks In...
1	A multilevel mine or sewer.
2	Multiple mazes connected by magic portals.
3	A poisonous swamp with labyrinthine paths.
4	The ruins of a buried palace or temple.

MINOTAUR OF BAPHOMET

Large Monstrosity, Chaotic Evil

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

HP 85 (10d10 + 30)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	6	-2
DEX	11	+0	+0	WIS	16	+3
CON	16	+3	+3	CHA	9	-1

Skills Perception +7, Survival +7

Senses Darkvision 60 ft.; Passive Perception 17

Languages Abyssal

CR 3 (XP 700; PB +2)

Actions

Abyssal Glaive. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 10 (1d12 + 4) Slashing damage plus 10 (3d6) Necrotic damage.

Gore (Recharge 5–6). *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 18 (4d6 + 4) Piercing damage. If the target is a Large or smaller creature and the minotaur moved 10+ feet straight toward it immediately before the hit, the target takes an extra 10 (3d6) Piercing damage and has the **Prone** condition.

Modrons

Mechanized Caretakers of Multiversal Law

Habitat: Planar (Mechanus); **Treasure:** None

Beings of magic and machinery, modrons embody absolute law. These inhabitants of the clockwork plane of

Mechanus tend to the incredible mechanisms of their orderly home and oppose chaotic forces across the multiverse.

Modrons are parts of a vast hierarchy, spanning from quirky monodrones to the leader of their kind, the godlike Primus. Every modron carries out tasks assigned to it by higher-ranking modrons, doing so without question. Generally, modrons communicate only with other modrons of their own rank or the ranks immediately above and below them. Those more than one rank away tend to be either too advanced or too simple for them to understand.

Modrons excel at tasks that require patience and precision, but they have little understanding of nonliteral concepts such as art or humor. They have no egos; they have only their work and the certainty that multiversal law depends on their efficacy.

In rare cases, a modron goes rogue and develops its own will. In these cases, other modrons are sent to recover or

destroy their malfunctioning kin.

The guide swore “beep boop” meant “hello, friend.” I don’t know why they’re after us!

—A PLANAR EXPLORER LEARNING
MODRONS HAVE NO SENSE OF HUMOR

Modron Marches

Whether in service to lawful deities or as part of the Great Modron March, modrons travel from Mechanus to spread their vision of law to other planes of existence. Roll on or choose a result from the Modron Operations table to inspire what effort leads a group of modrons to other realms.

Modron Operations

1d8	The Modrons Work To...
1	Create a clockwork outpost to monitor the balance of obscure planar forces.
2	Ensure neither side gains the upper hand in a conflict between good and evil.
3	Excavate a portal to another plane.
4	Find a lost contingent of modrons.
5	Reactivate a titanic but lost modron device.
6	Remove a forest, mountain, or city before the arrival of a modron procession.
7	Seal off a planar rift or wild magic zone.
8	Wage war with demons, slaadi, or chaotic Fey.

Modron Monodrone

The most numerous modrons, monodrones can perform one simple task at a time. They believe anything they're told that isn't logically or mathematically false. When faced with unexpected situations, they're quick to seek duodrones for help.

ARTIST: JULIE DILLON



MODRON MONODRONE

Medium Construct, Lawful Neutral

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

HP 5 (1d8 + 1)

Speed 30 ft., Fly 30 ft.

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

Immunities Charmed

Senses **Truesight** 120 ft.; Passive Perception 10

Languages Modron

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

Traits

Disintegration. If the modron dies, it disintegrates into dust, leaving behind anything it was wearing or carrying.

Actions

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

Gear Flinger. *Ranged Attack Roll:* +4, range 120 ft. *Hit:* 6 (1d8 + 2) Force damage.

Modron Duodrone

Duodrones can perform two tasks at once and often oversee monodrone work groups. They are slightly more skeptical of strangers than monodrones are.

MODRON DUODRONE

Medium Construct, Lawful Neutral

AC 15 **Initiative +1 (11)**

HP 11 (2d8 + 2)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	11	+0	INT	6	-2

DEX	13	+1	+1	WIS	10	+0	+0
CON	12	+1	+1	CHA	7	-2	-2

Immunities Charmed

Senses Truesight 120 ft.; Passive Perception 10

Languages Modron

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

Traits

Disintegration. If the modron dies, it disintegrates into dust, leaving behind anything it was wearing or carrying.

Actions

Multiattack. The modron makes two Clockwork Blade attacks.

Clockwork Blade. *Melee or Ranged Attack Roll:* +3, *reach* 5 ft. or *range* 30 ft. *Hit:* 4 (1d6 + 1) Force damage. *Hit or Miss:* The blade magically returns to the modron's hand immediately after a ranged attack.



ARTIST: JULIE DILLON

Modron Tridrone

Tridrones oversee lesser modrons and lead them in battle. They're suspicious of any data provided by non-modrons.

MODRON TRIDRONE

Medium Construct, Lawful Neutral

AC 15 **Initiative +1 (11)**

HP 16 (3d8 + 3)

Speed 30 ft.

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

Immunities Charmed

Senses **Truesight** 120 ft.; Passive Perception 10

Languages Modron

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

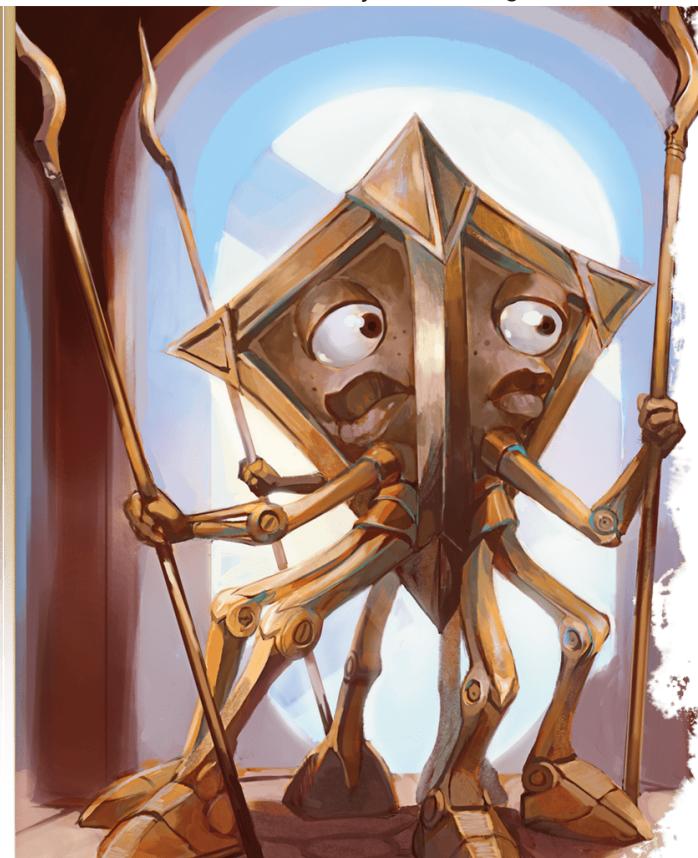
Traits

Disintegration. If the modron dies, it disintegrates into dust, leaving behind anything it was wearing or carrying.

Actions

Multiattack. The modron makes three Clockwork Spear attacks.

Clockwork Spear. *Melee or Ranged Attack Roll:* +3, *reach* 5 ft. or *range* 120 ft. *Hit:* 4 (1d6 + 1) Force damage. *Hit or Miss:* The spear magically returns to the modron's hand immediately after a ranged attack.



Modron Quadrone

Quadrones are among the most relatable modrons—and those most likely to go rogue.

MODRON QUADROME

Medium Construct, Lawful Neutral

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

HP 22 (4d8 + 4)

Speed 30 ft., Fly 30 ft.

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

Skills Perception +2

Immunities Charmed

Senses Truesight 120 ft.; Passive Perception 12

Languages Modron

CR 1 (XP 200; PB +2)

Traits

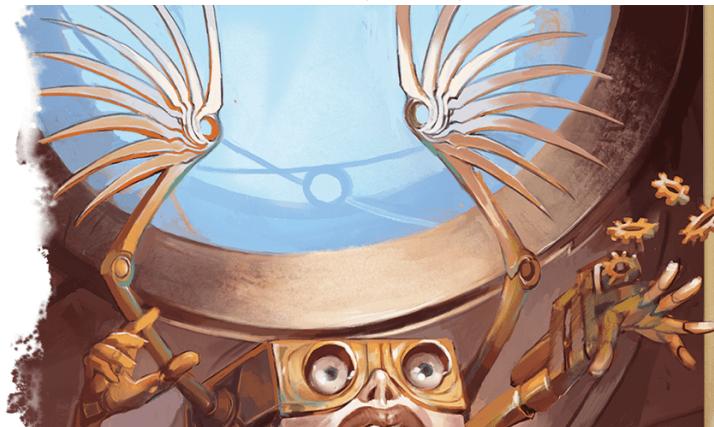
Disintegration. If the modron dies, it disintegrates into dust, leaving behind anything it was wearing or carrying.

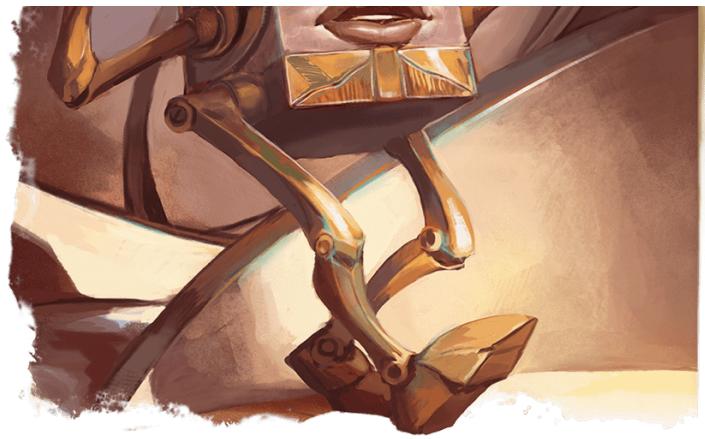
Actions

Multiattack. The modron makes four Slam attacks or four Gears Launcher attacks.

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

Gears Launcher. *Ranged Attack Roll:* +4, range 320 ft. *Hit:* 4 (1d4 + 2) Force damage.





ARTIST: JULIE DILLON

Modron Pentadrone

Pentadrone oversee and protect contingents of lesser modrons. They're quick to call lengthy meetings with other modrons when making decisions.

MODRON PENTADRONE

Large Construct, Lawful Neutral

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

HP 32 (5d10 + 5)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	10	+0
DEX	14	+2	+2	WIS	10	+0
CON	12	+1	+1	CHA	13	+1

Skills Perception +4

Immunities Charmed

Senses Truesight 120 ft.; Passive Perception 14

Languages Modron

CR 2 (XP 450; PB +2)

Traits

Disintegration. If the modron dies, it disintegrates into dust, leaving behind anything it was wearing or carrying.

Actions

Multiattack. The modron makes five Slam attacks or five Electrical Discharge attacks.

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

Electrical Discharge. *Ranged Attack Roll:* +4. *Range:* 120 ft. *Hit:* 5 (1d6 + 2) Lightning damage.

Paralysis Gas (Recharge 5–6). Constitution Saving Throw: DC 11, each creature in a 30-foot **Cone**. Failure: The target has the **Paralyzed** 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.



ARTIST: JULIE DILLON

Mummies

Deathless Ancients with Ageless Ambitions

Habitat: Desert, Swamp; **Treasure:** Relics

Mysterious rites and mighty faith can tie spirits to their corpses, binding them to their remains for all time. Should their resting places be violated, these beings, known as mummies, reanimate their deteriorating bodies to restore the sanctity of their tombs and punish those who disturbed their rest.

Mummies pursue those who offend them, typically mortals who desecrate their resting places, steal their burial treasures, or defile sites tied to their faith. With undying rage, these ancient corpses go to extreme lengths to avenge themselves and restore what they need to find peace.

A mummy might look frail, but its body possesses supernatural strength, and its gaze can strike fear in the bravest hearts. Those who escape a mummy's grasp might find themselves subject to a terrible curse. Victims of a mummy's curse gradually wither, their bodies rotting away until they're reduced to dust. This curse can be healed only by the **Remove Curse** spell or similar magic.

Rule 7: Before opening a sarcophagus, light a torch.

—X THE MYSTIC'S
RULES OF DUNGEON SURVIVAL

Mummy

Common mummies are the remains of priests, nobles, or champions of faith that underwent magical burial rites. Some are preserved through processes using linen wrappings or clay, but others are preserved by peat bogs, ice, magic, or other means.

Roll on or choose a result from the Mummy Resurrections table to determine why a mummy has returned from the dead.

Mummy Resurrections

1d8	The Mummy Reanimates To...
1	Defend a holy site it was created to protect.
2	Obey the summons of a mummy lord.
3	Oppose an enemy who has returned to life.
4	Protect its descendants from an ancient threat.
5	Punish the progeny of those who cursed it.
6	Reclaim treasures robbed from its crypt.
7	Serve whoever speaks the prayer on its tomb.
8	Slay anyone who sets eyes on it.



ARTIST: BRIAN VALEZA

MUMMY

Medium or Small Undead, Lawful Evil

AC 11 **Initiative** -1 (9)

HP 58 (9d8 + 18)

Speed 20 ft.

MOD

SAVE

MOD

SAVE

	Mod	Mod	Mod	Mod
STR	16	+3	+3	INT
DEX	8	-1	-1	WIS
CON	15	+2	+2	CHA

Vulnerabilities Fire

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

Senses Darkvision 60 ft.; Passive Perception 11

Languages Common plus two other languages

CR 3 (XP 700; PB +2)

Actions

Multiattack. The mummy makes two Rotting Fist attacks and uses Dreadful Glare.

Rotting Fist. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Bludgeoning damage plus 10 (3d6) Necrotic damage. If the target is a creature, it is **cursed**. While cursed, the target can't regain Hit Points, its Hit Point maximum doesn't return to normal when finishing a Long Rest, and its Hit Point maximum decreases by 10 (3d6) every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this attack.

Dreadful Glare. *Wisdom Saving Throw:* DC 11, one creature the mummy can see within 60 feet. *Failure:* The target has the **Frightened** condition until the end of the mummy's next turn. *Success:* The target is immune to this mummy's Dreadful Glare for 24 hours.

Mummy Lord



Those desperate to escape death sometimes make terrible bargains with wicked deities. Devoting their hearts to evil forces, these villains gain power over death and a cursed immortality that binds their minds and spirits within a desiccated corpse. Freed from mortal concerns, these mummy lords pursue their obsessions across ages.

Most mummy lords linger amid the ruins of ancient palaces or temples where they once held sway. Their age-old faith and ties to deathly forces grant them fearful magic, which they use to sow ruin and animate undead servants.

A mummy lord's heart embodies the pact that grants it immortality. Rather than bearing its heart within its corpse, a mummy lord removes and hides this accursed organ. As long as its heart isn't destroyed by fire, a mummy lord can return to unlife no matter what doom it meets.

Mummy lords are usually consumed by ageless plots. Roll on or choose a result from the Mummy Lord Plots table to determine a mummy lord's ancient agenda.

Mummy Lord Plots

1d8	The Mummy Lord Seeks To...
1	Open a portal to the past, when its power was at its height.
2	Perform a ritual that can be attempted only once every eight hundred years.

3	Reclaim and resurrect a loved one's corpse.
4	Reconquer the lands that once composed its empire.
5	Recover the pieces of its lost heart.
6	Replace its descendant as the ruler of a realm.
7	Sacrifice a thousand souls to its god in return for true life.
8	Transform the people of an entire nation into Undead servants.

Mummy Lord Lairs

Mummy lords typically lurk in the ruins of places they dwelled in life. Such sites have forbidding reputations, or they might be lost and forgotten.

The region containing a mummy lord's lair is warped by its presence, creating the following effects:

Cursed Fate. Whenever a creature other than the mummy or one of its allies casts a Divination spell while within 1 mile of the lair, the creature makes a DC 15 Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast the spell is wasted, but any resources used to cast it aren't expended.

Soul Drain. Creatures within 1 mile of the lair have Disadvantage on Death Saving Throws.

If the mummy lord is destroyed or moves its lair elsewhere, these effects end immediately. The effects resume if the mummy lord gains a new body (see its Undead Restoration trait).

MUMMY LORD

Medium or Small Undead (Cleric), Lawful Evil

AC 17 **Initiative +10 (20)**

HP 187 (25d8 + 75)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	11	+0
DEX	10	+0	+0	WIS	19	+4
CON	17	+3	+3	CHA	16	+3

Skills **History +5, Perception +9, Religion +5**

Vulnerabilities Fire

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

Senses **Truesight** 60 ft.; Passive Perception 19

Languages Common plus three other languages

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

Traits

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

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

Undead Restoration. If destroyed, the mummy gains a new body in 24 hours if its heart is intact, reviving with all its Hit Points. The new body appears in an unoccupied space within the mummy's lair. The heart is a Tiny object that has AC 17, HP 10, and Immunity to all damage except Fire.

Actions

Multiattack. The mummy makes one Rotting Fist or Channel Negative Energy attack, and it uses Dreadful Glare.

Rotting Fist. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 15 (2d10 + 4) Bludgeoning damage plus 10 (3d6) Necrotic damage. If the target is a creature, it is **cursed**. While cursed, the target can't regain Hit Points, it gains no benefit from finishing a Long Rest, and its Hit Point maximum decreases by 10 (3d6) every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this attack.

Channel Negative Energy. *Ranged Attack Roll:* +9, range 60 ft. *Hit:* 25 (6d6 + 4) Necrotic damage.

Dreadful Glare. *Wisdom Saving Throw:* DC 17, one creature the mummy can see within 60 feet. *Failure:* 25 (6d6 + 4) Psychic damage, and the target has the **Paralyzed** condition until the end of the mummy's next turn.

Spellcasting. The mummy casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At Will: *Dispel Magic, Thaumaturgy*

1/Day Each: *Animate Dead, Harm, Insect Plague* (level 7 version)

Reactions

Whirlwind of Sand. *Trigger:* The mummy is hit by an attack roll. *Response:* The mummy adds 2 to its AC against the attack, possibly causing the attack to miss, and the mummy teleports up to 60 feet to an unoccupied space it can see. Each creature of its choice that it can see within 5 feet of its destination space has the **Blinded** condition until the end of the mummy's next turn.

Legendary Actions

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

Dread Command. The mummy casts **Command** (level 2 version), using the same spellcasting ability as Spellcasting. The mummy can't take this action again until the start of its next turn.

Glare. The mummy uses Dreadful Glare. The mummy can't take this action again until the start of its next turn.

Necrotic Strike. The mummy makes one Rotting Fist or Channel Negative Energy attack.

The scroll contained a foul ritual to raise one of the children of Ankhtepot. I tried to burn it, but the flames refused to touch the parchment. Forgive me, but I cannot destroy it... and I cannot

help myself.

—Isu, HIGH PRIEST OF MUHAR

Myconids

Keepers of the Spore

Habitat: Underdark; **Treasure:** Any

ARTIST: CAROLINE GARIBA



**MYCONIDS TEND TO THE FUNGI IN THEIR HIDDEN GARDENS, WHETHER
MYSTERIOUS MUSHROOMS OR THEIR OWN COMMUNITY MEMBERS**

Myconids dwell in remote **Underdark** reaches overgrown with molds and mushrooms. These ambulatory fungal creatures tend to their sanctuaries and avoid becoming embroiled in the conflicts of other creatures. They use specialized spores to communicate, to alert one another to danger, and to defend themselves. When myconids encounter other beings, they use mind-linking spores to allow nearby creatures to telepathically share thoughts. Nevertheless, myconids' goals remain mysterious to most non-fungal creatures.

Myconid Sprout

Myconid sprouts tend to their fungal homes and watch for trespassers.

MYCONID SPROUT

Small Plant, Lawful Neutral

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

HP 3 (1d6)

Speed 10 ft.

		MOD	SAVE		MOD	SAVE
STR	8	-1	-1	INT	8	-1
DEX	10	+0	+0	WIS	11	+0
CON	10	+0	+0	CHA	5	-3

Senses **Darkvision** 120 ft.; Passive Perception 10

Languages telepathy 240 ft.

CR 0 (XP 10; PB +2)

Traits

Sun Sickness. While in sunlight, the myconid has Disadvantage on **D20 Tests**. The myconid dies if it spends more than 1 hour in sunlight.

Actions

Slam. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 (1d4 - 1) Bludgeoning damage plus 2 (1d4) Poison damage.

Rapport Spores. The myconid expels spores in a 30-foot **Emanation** originating from itself. Creatures in that area with an Intelligence score of 2 or higher that aren't Constructs, Elementals, or Undead gain telepathy with a range of 30 feet for 1 hour.

Myconid Adult

Myconid adults defend their territories and other myconids from invaders.

MYCONID ADULT

Medium Plant, Lawful Neutral

AC 12 **Initiative +0 (10)**

HP 16 (3d8 + 3)

Speed 20 ft.

		MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	10	+0
DEX	10	+0	+0	WIS	13	+1
CON	12	+1	+1	CHA	7	-2

Senses Darkvision 120 ft.; Passive Perception 11

Languages telepathy 240 ft.

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

Traits

Sun Sickness. While in sunlight, the myconid has Disadvantage on **D20 Tests**. The myconid dies if it spends more than 1 hour in sunlight.

Actions

Slam. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 4 (1d8) Bludgeoning damage plus 3 (1d6) Poison damage.

Pacifying Spores (1/Day). *Constitution Saving Throw:* DC 11, one creature the myconid can see within 10 feet. *Failure:* The target has the **Stunned** 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.

Rapport Spores. The myconid expels spores in a 30-foot **Emanation** originating from itself. Creatures in that area with an Intelligence score of 2 or higher that aren't Constructs, Elementals, or Undead gain telepathy with a range of 30 feet for 1 hour.

Myconid Spore Servant

Spore servants are corpses that have been overgrown and reanimated by a myconid sovereign's spores. These fungus-infested bodies are extensions of a myconid sovereign and obey its will.

MYCONID SPORE SERVANT

Medium or Small Plant, Unaligned

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

HP 37 (5d8 + 15)

Speed 20 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	2	-4
DEX	12	+1	+1	WIS	6	-2
CON	16	+3	+3	CHA	1	-5

Immunities Poison; **Blinded, Charmed, Frightened, Paralyzed, Poisoned**

Senses **Blindsight** 30 ft.; Passive Perception 8

Languages telepathy 30 ft.

CR 1 (XP 200; PB +2)

Actions

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

Myconid Sovereign

Myconid sovereigns resemble towering myconid adults with elaborate fungal growths. They direct their lesser kin and see to the health and growth of vast fungal blooms.

MYCONID SOVEREIGN

Large Plant, Lawful Neutral

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

HP 45 (6d10 + 12)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	12	+1	+1	INT	13	+1
DEX	10	+0	+0	WIS	15	+2
CON	14	+2	+2	CHA	10	+0

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

Languages telepathy 240 ft.

CR 2 (XP 450; PB +2)

Traits

Sun Sickness. While in sunlight, the myconid has Disadvantage on **D20 Tests**. The myconid dies if it spends more than 1 hour in sunlight.

Actions

Multiattack. The myconid makes one Slam attack and uses Pacifying Spores.

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

Animating Spores (3/Day). The myconid releases spores at a Medium or Small corpse within 5 feet of it that wasn't a Construct or an Undead. In 24 hours, the corpse rises as a **Myconid Spore Servant**. The corpse stays animate for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Pacifying Spores. *Constitution Saving Throw:* DC 12, one creature the myconid can see within 10 feet. *Failure:* The target has the **Stunned** 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.

Rapport Spores. The myconid expels spores in a 30-foot **Emanation** originating from itself. Creatures in that area with an Intelligence score of 2 or higher that aren't Constructs, Elementals, or Undead gain telepathy with a range of 30 feet for 1 hour.



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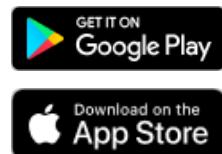
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