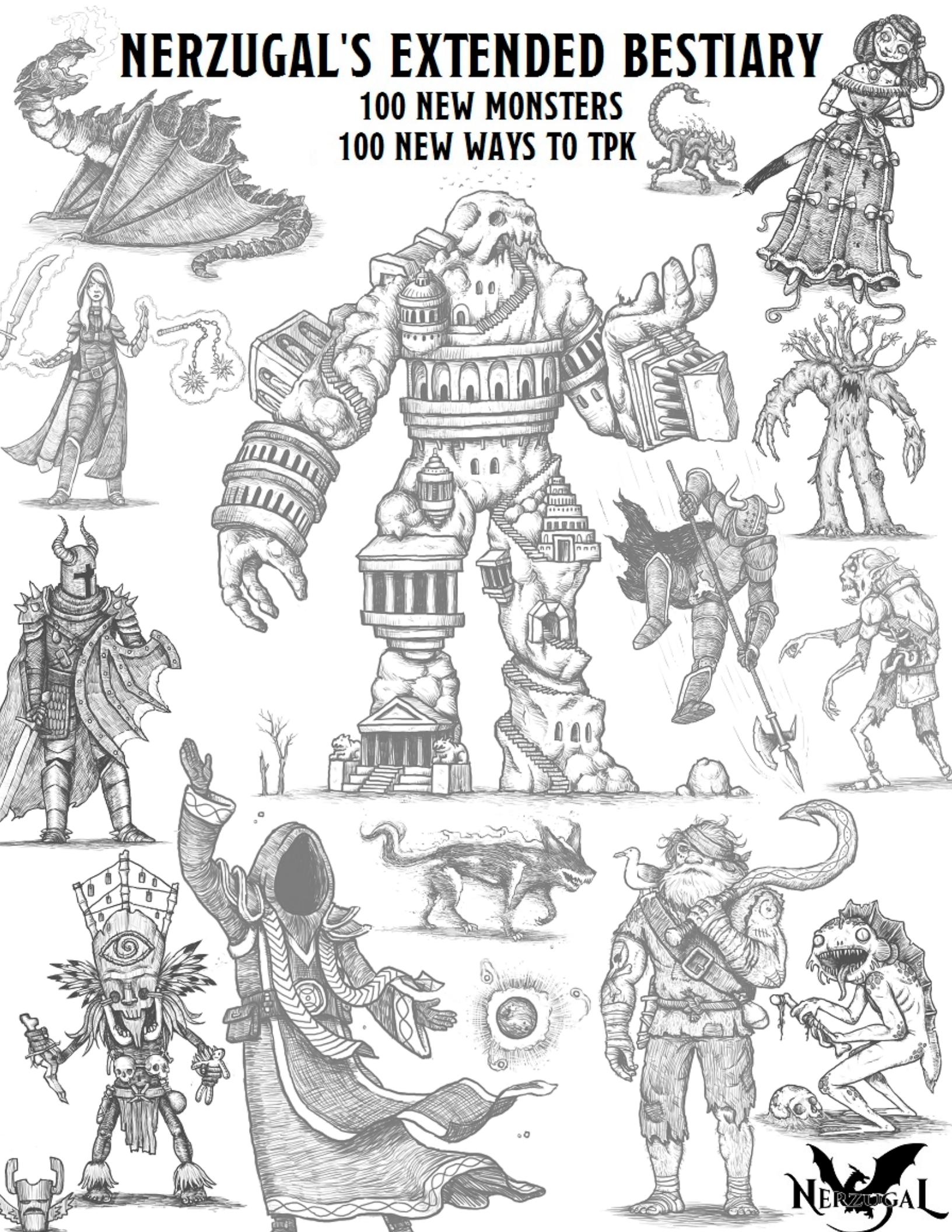


NERZUGAL'S EXTENDED BESTIARY

100 NEW MONSTERS
100 NEW WAYS TO TPK



LINKS TO CONTENTS

Nerzugal's Extended Bestiary

Abomination From The Deep
Alchemists
Alpha War Eagle
Ancient Fisherman
Aquatic Strider
Arcane Entity
Arcane Wyrm
Azer
Bullywug
Centaur
Crabstrosity
Cube of Anomalies
Cursed Cat
Deadly Hunter
Demons
Dragon Knight
Dragoon
Drakes
Elementals
Elemental Defender
Fan Dancer
Festerling Tick
Flame Hydra
Giant Feymoth
Giant Wasp
Glacial Raptor
Goblin
Grim Puppeteer / Grinning Marionette
Haste Devil
Hellhound

Nerzugal's Extended Bestiary Cont.

Herald of Lightning
Kobolds
Leaf Sorcerer
Light Devourer
Living Temple
Maiden of Ice
Mammoth Beetle
Mephits
Merfolk Hydromancer
Molten Spider
Monk of the Scattered Sands
Mysterious Starcaller
Mystic Spellblade
Necromancer
Ninja
Noxious Savageclaw
Obsidian Golem
Ogres
Orcs
Overgrowth Ghoul
Pyrefly
Radiant Stalker
Storm Raven
Temple Scarab
Terror Beast
The Emerald Queen
Timeless Chronomancer
Witch Doctor
Woodwraith
Zombies and Zoblins

Appendices

Appendix A: Monsters By CR
Appendix B: Monsters By Creature Type

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ABOMINATION FROM THE DEEP

Standing at nearly six feet tall, the abomination has a head that resembles that of a frog but a mouth filled with razor sharp teeth. Its build is that of a humanoid, but it has skin that is dark, slick, and smooth. It typically walks on two legs, but when it charges after a victim it will go down on all fours, digging into the ground and launching itself forward with its powerful legs. Its webbed hands and feet both end in vicious claws that can tear through flesh and even metal. These combined with the guiding fin on its back allow the abomination to swim at incredible speeds. Being in the water with one of these entities is certain death.

Toxic Bite. The abomination produces a potent neurotoxin that it delivers via its bite, paralyzing victims so that it can drag them back to its lair far beneath the surface of the water. The lucky ones drown helplessly as the abomination pulls them down into the depths. The unlucky ones are feasted upon while still alive, unable to move their vocal chords enough to call out for help or even cry out in pain. When especially hungry, the abomination has been known to bury victims up to their neck in mud and allow them to call for help. The abomination will then devour those that come to the rescue.

Manifestation of Nature. Many believe these abominations are the result of nature retaliating against the misuse of its resources. A human corpse left to decay in the lake is claimed by a wrathful nature spirit, infused with the sinful waste of the villagers, and unleashed back upon them. There is only ever one abomination living in a single body of water at a time and it is always in fresh water that has been heavily polluted. Some villagers will attempt to make things right by cleaning up these bodies of water and imploring others to do the same.

These villagers are typically the first to disappear.



ABOMINATION FROM THE DEEP

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	13 (+1)	12 (+1)	7 (-2)

Skills Athletics +7, Perception +4, Stealth +5, Survival +4

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal

Challenge 6 (2,300 XP)

Amphibious. The abomination can breathe air and water.

Natural Camouflage. The abomination has advantage on stealth checks in aquatic environments.

Actions

Multiaction. The abomination makes three attacks: two with its claws and one with its bite.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw against being paralyzed. On a failed save, the creature's body begins to go numb and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is paralyzed for 1 hour.

Putrid Water Spray (Recharge 5-6). The abomination unleashes a spray of foul water in a 30-foot line. Each creature in that area must make a DC 14 Dexterity saving throw, taking 16 (3d10) necrotic damage and 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. The abomination can track any creature affected by this ability up to 5 miles away for the next 24 hours.

ALCHEMISTS

Alchemists are often considered to be some of the smartest individuals around, requiring years and sometimes decades of study and practice to create magical potions far beyond the reach of ordinary citizens. An alchemy lab is a dangerous place, however. There are accidents, and the worst amongst these accidents cause the alchemists themselves to become bound to their own ingredients and tools. When this happens, the formerly advanced mind is reduced to that of a feral beast with physical manifestations not ever meant to occur in the eyes of the gods.

CAUSTIC ALCHEMIST

These alchemists work amongst heavily acidic potions or in areas of ingredient disposal. When corruption occurs, the acid combines with their physicality and causes their blood to turn to become caustic. Most of their body adapts to this acid, but other parts are melted and drip corrosive liquids from open wounds. Every moment of life is agony for these creatures and they seek to inflict this same pain on others. They will tear at enemies with hands that have melted away to bone and will lob balls of acidic bile to melt away their flesh as their own has been melted.

CONSTRUCT ALCHEMIST

The construct alchemist is the most powerful of all transformed former laboratory workers. When the accident occurred, these alchemists were in proximity to a golem or similar creation which fused with their body to create a half-man, half-machine monstrosity that maintains some small scrap of sanity. They are given the strength of a machine, with tubes twisting and writhing between flesh and metal and pumping both blood, oil, and other fluids to somehow keep the creature alive.

A Conflicted Mind. This alchemist alone maintains a portion of its conscious mind, but these instances of clarity come in incredibly painful waves of occurrence. Because of this, the alchemist's mind is susceptible to mind altering magics. It may seem like this alchemist could be saved and redeemed, but any attempts to remove the metals latched onto its brain would result in certain death.

Both Man and Machine. Most of the right half of the body has been replaced by metal and wiring - from foot to skull. The left half remains relatively untouched except for a few wires that dig into its skin. Blood flows through a clear plastic tube that juts out just below the lungs and curves up to connect to its brain. Most of its jaw is still human, but some of its teeth have been replaced by jagged metal shards and screws. One of its eyes is a glowing red sensor while the other remains ordinary, though horribly bloodshot. It is the portions where the metal and flesh combine that is truly unsettling though. Metal burrows into flesh with sharpened hooks that pulls and stretches the flesh but doesn't tear it. In other parts, the skin grows over the metal, turning it a deep purple color similar to a bruise. In some portions, the job was not done perfectly and bits of organs are exposed. Bone ribs jut out through the metal panel on the right side of its chest.

It is nightmarish to behold.

ELEMENTAL ALCHEMISTS

Elemental alchemists were those working on making heavily volatile potions involving the use of fire, lightning, and ice. The Scorched Alchemists burn with every step they take and can launch power blasts of flame from their hands. Various parts of their body are constantly ignited, but their skin does not seem to be burnt. Sparking alchemists are infused with lightning. They glow brightly, especially from out of their eyes. These were former casters and can tap into their spellcasting abilities, but they use them seemingly at random, targeting no particular creature but knowing how to defend itself from lingering instinct. The Frost Alchemists are frozen to their core; so cold in fact that it is painful to even touch their skin as the cold will reach out and bite their attackers. The ground freezes with each step they take and water turns to ice in their vicinity.

GLASS-INFUSED AND IRON-INFUSED ALCHEMIST

The glass and iron infused alchemists were those working amongst the alchemy equipment when the accident occurred. As they felt the infection take hold, they began to go wild, smashing vials and throwing their bodies against laboratory equipment... but some of these items took hold. Even as glass and iron dug into their exposed flesh, it became part of them. The Glass Alchemists have bits of broken glass stabbed all through their body making their attacks slice and slash at opponents, while also making them more difficult to target with spells. The Iron Alchemists have portions of their skin replaced with thick sheets of iron, making them highly resistant to weapon attacks.

Greater Entities. Some alchemists took on a more extreme transformation. Those fused with iron having all of their skin replaced with flexible metal. Their weight increases to over five hundred pounds and they become nearly indestructible. They launch shards of sharp iron from their body and can crush opponents with their immense strength. The glass alchemists have their skin take on a shimmering, reflective effect that causes most spells to glance off of them harmlessly. They also have the ability to spray out a blast of shattered glass and slice their opponents to ribbons with deadly claws.

CAUSTIC ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	9 (-1)

Damage Immunities acid

Senses passive Perception 10

Languages ---

Challenge 2 (450 XP)

Acidic Flesh. Ranged projectiles that hit the alchemist are dissolved and cannot be recovered.

Actions

Multiaction. The alchemist makes two attacks with its claws or one with its caustic burst.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) acid damage.

Caustic Bile. *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one target. *Hit:* The target must make a DC 13 Dexterity saving throw, taking 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

CONSTRUCT ALCHEMIST

Medium humanoid, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	17 (+3)	10 (+0)	15 (+2)

Saving Throws Str +8, Int +7

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 30 ft., passive Perception 10

Languages Common

Challenge 7 (2,900 XP)

Weakened Mind. The alchemist has disadvantage on Charisma, Intelligence, and Wisdom saving throws.

Advanced scanners. The alchemist uses his mechanical eye to take in intricate details of his environment hidden to the human eye. It has truesight up to 30 ft.

Actions

Multiaction. The alchemist makes three attacks: two with its servo-enhanced strike and one with its poison vial.

Servo-Enhanced Strike. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Poison Vial. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* The target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw by 5 or more is poisoned until the end of their next turn.

Poison Canister (Recharge 5-6). The alchemist launches a canister filled with deadly poisonous gas at a point within 30 feet. Each creature in a 10-foot-radius sphere centered on that point must make a DC 15 Constitution saving throw, taking 38 (7d10) poison damage on a failed save, or half as much damage on a successful one. Creatures that failed the save are also poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Reactions

Automated Reflexes. The alchemist adds 3 to its AC against one melee attack that would hit it. To use this feature, the alchemist must see the attacker.

Legendary Actions

The alchemist can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The alchemist regains spent legendary actions at the start of its turn.

Strike. The alchemist makes a servo-enhanced strike.

Poison Burst (Costs 2 Actions). The alchemist opens up a side compartment and unleashes a blast of poisonous gas against each creature within 10 feet. Each creature in this area must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage.

Rapid Repair (Costs 3 Actions). The alchemist performs a swift operation on its damaged component and regains 30 hit points.

CONSTRUCT ALCHEMIST



FROST ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 16 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	8 (-1)

Damage Immunities cold

Senses passive Perception 11

Languages ---

Challenge 2 (450 XP)

Frozen Flesh. A creature that touches the alchemist or hits it with a melee attack while within 5 feet of it takes 4 (1d8) cold damage.

Actions

Multiattack. The alchemist makes two freezing strike attacks.

Freezing Strike. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 5 (2d4) cold damage and the target's movement speed is reduced by 10 on its next turn. If the alchemist hits the same target with both of its freezing strike attacks in a single round, the target is restrained until the end of their next turn instead.

GLASS-INFUSED ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 12

Hit Points 27 (6d6 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	8 (-1)

Damage Vulnerabilities bludgeoning, thunder

Senses passive Perception 10

Languages ---

Challenge 1 (200 XP)

Shattering Blast. When the alchemist dies, it explodes in a burst of sharp glass. Each creature within 5 feet of it must make a make a DC 11 Dexterity saving throw, taking 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one.

Reflective Skin. The alchemist has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The alchemist makes two attacks with its slashing strike

Slashing Strike. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

GREATER GLASS-INFUSED ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	8 (-1)

Saving Throws Dex +6, Int +4

Damage Vulnerabilities bludgeoning, thunder

Senses passive Perception 10

Languages ---

Challenge 3 (700 XP)

Shattering Blast. When the alchemist dies, it explodes in a burst of sharp glass. Each creature within 5 feet of it must make a make a DC 13 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much on a successful one.

Reflective Skin. The alchemist has resistance to damage from spells (except for thunder damage) and has advantage on saving throws against spells and other magical effects.

Vicious Cuts. If the alchemist hits the same target with both slashing strikes on the same round of combat, the target takes an additional 11 (2d10) piercing damage as glass shards cut deeply into flesh.

Actions

Multiattack. The alchemist makes two attacks with its slashing strike

Slashing Strike. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Rain of Glass (Recharge 5-6). The alchemist holds out its hands and unleashes a blast of glass shards in a 15 foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) slashing damage on a failed save, or have as much damage on a successful one.

GREATER IRON-INFUSED ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 17 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	8 (-1)

Saving Throws Con +4, Str +6

Damage Resistance piercing, bludgeoning, and slashing damage from nonmagical weapons

Senses passive Perception 11

Languages ---

Challenge 3 (700 XP)

Tough as Nails. The alchemist cannot be critically hit.

Actions

Multiattack. The alchemist makes two attacks with its pummeling strike or two with its iron shard attack.

Pummeling Strike. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Iron Shard. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

IRON-INFUSED ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	10 (+0)	8 (-1)

Damage Resistance bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses passive Perception 10

Languages ---

Challenge 1 (200 XP)

Actions

Pummeling Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and the target must succeed on a DC 11 Strength saving throw or be knocked prone.

Iron Shard. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SCORCHED ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 11

Hit Points 42 (5d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	15 (+2)	10 (+0)	7 (-2)

Damage Immunities fire

Senses passive Perception 10

Languages ---

Challenge 2 (450 XP)

Actions

Multiattack. The alchemist makes two attacks: one with its punch and one with its bite.

Flaming Punch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 3 (1d6) fire damage.

Scorching Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) fire damage.

Flicker of Flames (1/Day). The alchemist launches a stream of fire at a target within 30 feet. This flame leaps to up to two other targets, each of which must be within 10 feet of the first target. A target can be a creature or an object and can only be targeted by one leap of flame.

Each target must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

SPARKING ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	12 (+1)	6 (-2)

Damage Immunities lightning

Senses passive Perception 11

Languages none

Challenge 2 (450 XP)

Spellcasting. The alchemist is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following Wizard spells prepared:

Cantrips (at will): *mage hand, shocking grasp*

1st level (4 slots): *chromatic orb, magic missile, witch bolt*

2nd level (3 slots): *mirror image, shatter*

Actions

Multiattack. The alchemist makes two attacks with its sparking strike.

Sparking Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 3 (1d6) lightning damage.

ALPHA WAR EAGLE

Atop the highest peaks, all creatures fear the powerful giants which can hurl massive boulders with relative ease. Adventurers come prepared with armor and weaponry to protect themselves from these foes as well as the harsh weathers that accompany high altitudes. What many do not account for, however, is the possibility of an Alpha War Eagle protecting its lands and fellow eagles from intruders.

These alphas have proven themselves above all others in their convocation. They are considered guardians of entire mountain ranges and will dispatch anyone they see as a threat to their kin. These eagles are ancient and wise, often living over three hundred years. Typically the only threat one of these eagles has is a particularly deadly giant or a younger eagle attempting to rise up and take its place in the hierarchy.

Giant Hunters. While giants have been known to train and use eagles as tools for hunting and scouting, the alpha is known for hunting giants and other large creatures of the mountain. In order for a giant eagle to be considered an alpha, it is required that it kill a giant as a proof of its strength. Most eagles do not survive an attempt, which is why there are no alphas or only one alpha in an entire mountain range.

Masters of Wind. The eagle and its massive wings have full control of the dangerous winds that shriek through the mountain tops and can bend them to its will with a single flap. The eagle uses this primarily to assert its dominance over other eagles, preventing them from flying too close by creating a sphere of chaotic gusts. It also uses these winds for combat, especially against giants. These winds are strong enough to toss aside even the largest of hurled boulders, allowing the eagle to move in close and begin its assault. The eldest of these eagles have even been known to conjure up destructive tornadoes capable of tearing through an entire army, but eagles this powerful are quite rare.

Magical Feathers. Being around these innate magics for so long gives the eagle's feathers magical properties. The eagles can use them to disable foes, sending off a single feather that will attach to a target and rattle their mind with a psychic assault. This attack also causes the victim to become immobile, allowing for the eagle to easily pick them up and drop them off a tall cliff if necessary. These feathers are sought after by rare collectors and can be used to make arrows of incredible strength. A single alpha has enough feathers to make a hundred arrows and is worth upwards of ten thousand gold to the right buyer.

ALPHA WAR EAGLE

Large beast, neutral good

Armor Class 15

Hit Points 120 (16d10 + 32)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	15 (+2)	8 (-1)	17 (+3)	12 (+1)

Saving Throws Dex +9, Wis +7

Skills Athletics +8, Perception +11

Senses passive Perception 21

Languages Giant Eagle, understands Common and Auran but can't speak them

Challenge 9 (5,000 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Flyby Attack. The eagle doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Master of Winds. The eagle has perfect control of the air around its body. At the beginning of each of its turns the eagle can choose to gain one of the following benefits until its next turn:

- Ranged attacks against the eagle are made with disadvantage.
- The area in a 20 foot radius sphere centered on the eagle is considered difficult terrain for other creatures.
- All creatures that start their turn within 20 feet of the eagle or enters that area for the first time on a turn must succeed on a DC 15 Strength saving throw or be pushed 15 feet directly away from the eagle and knocked prone.

Actions

Multiaction. The eagle makes three attacks: one with its beak and two with its talons.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Talon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Enchanted Feather (Recharge 5-6). The eagle flaps its wing and releases a cluster of feathers that seek out up to three targets within 90 feet. The targets must make a DC 16 Wisdom save, taking 27 (5d10) psychic damage and becoming restrained until the end of their next turn on a failed save, or half as much damage and not restrained on a successful one.

Create Tornado (1/Day). The eagle gives a powerful flap of its wings that conjures up a 10-foot-radius, 100-foot-high tornado at a point within 120 feet. This tornado travels along a straight line, moving 30 feet a turn, for 1 minute. The area within the tornado is heavily obscured. The tornado sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a DC 16 Dexterity saving throw the first time on a turn that it enters the tornado or that the tornado enters its space, including when the tornado first appears. A creature takes 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a DC 16 Strength saving throw or become restrained in the tornado until it disperses. When a creature starts its turn restrained within the tornado, the creature is pulled 10 feet higher inside of it, unless a creature is at the top.

A restrained creature moves with the whirlwind and falls when the spell ends, unless a creature has some means to stay aloft. A restrained creature can use an action to make a DC 16 Strength or Dexterity check. If successful, the creature is no longer restrained by the tornado and is hurled 3d6 x 10 feet away from it in a random direction.

ANCIENT FISHERMAN

Sometimes a man spends so much time at sea that stepping on land is a foreign and unnatural endeavor. Often this is by choice - a sailor who spends months at a time out at sea to provide for their family. Other times it is by misfortune. Ships are not safe from destruction and when the strongest of storms roll through entire crews may end up on the bottom of the ocean. On rare occasions, a small group or even a lone survivor will make it through such an incident, doomed to drift at sea until they die from malnutrition or until they happen upon another ship, but typically the former.

On even rarer occasions, one of these survivors forms a bond with the ocean itself and embraces its power, viewing it in the same way a cleric does their deity. The sailor and the sea come to an understanding - the sea shall provide if the sailor shows it the greatest of respect - the respect such a powerful entity deserves. These sailors become masters of swimming, of fishing, and even receive the power of spellcasting to help them through their endeavors.

Call of the Sea. Even when given the option to return to civilization - their debt to the sea repaid - most choose to stay on tropical islands, far from the rest of the world. Those who do return are never the same. They are often considered mad men as they will spend hours at a time simply staring out at the water, speaking to the waves as one would a lover. If the fisherman is ever taken away from the ocean permanently, they go mad and will either kill the ones who try to keep them from their love or die themselves from the anguish.

Zealous Believers. The fishermen that choose to stay out away from civilization are the most dangerous. Upon meeting them, they seem almost druidic in their respect for nature, constantly speaking of the sea's grace and power. They thank the sea for each and every thing they are given and if anyone questions their convictions... the wrath of the fisherman will be upon them swiftly. For those that support the fisherman, they may be rewarded with the locations of long forgotten shipwrecks or buried treasure, but often these treasures are guarded by creatures of the deep even more dangerous than the fisherman.

ANCIENT FISHERMAN

Medium humanoid, unaligned

Armor Class 16 (mithril chainmail)

Hit Points 110 (13d10 + 39)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	10 (+0)	16 (+3)	12 (+1)	16 (+3)	12 (+1)
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Saving Throws Str +6, Wis +6

Skills Athletics +6, Nature +4, Perception +9, Survival +6

Senses passive Perception 19

Languages any three languages

Challenge 5 (1,800 XP)

Aquatic Expert. The fisherman can hold his breath for up to 10 minutes and his abilities are unimpeded when engaging in underwater combat.

Innate Spellcasting. The fisherman's innate spellcasting ability is Wisdom (spell save DC 14). The fisherman can innately cast the following spells, requiring no material components:

At will: *dancing lights, shape water*

1/day each: *control water, tidal wave, wall of water, water sphere*

Actions

Multiattack. The fisherman makes three attacks: one with his harpoon and two with his hook.

Giant Hook. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Harpoon. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target is grappled (escape DC 14). The fisherman may use his bonus action to pull the target up to 30 feet towards him, dealing an additional 9 (2d8) piercing damage. If the fisherman uses this attack with a target already grappled, the target is pulled up to an additional 30 feet and takes 9 (2d8) piercing damage. Whenever the grappled creature attempts to break free of the grapple, they immediately take 9 (2d8) piercing damage at the harpoon tears at them.

Catch and Release (Recharge 5-6). The fisherman performs a vicious attack on a target grappled by his harpoon within 5 feet. He makes an attack roll with advantage using his giant hook. On a hit, he pierces through the target with the hook, then rips it from their body, dealing an additional 33 (6d10) piercing damage with the attack.

ANCIENT FISHERMAN



AQUATIC STRIDER

One of the leading issues with constructs is their permanence of form... well at least for most constructs. The aquatic strider is crafted from several lightweight metal components that are bound together by enchanted waters. These waters are constantly flowing and give the strider not only its form but also the ability to shift this form when needed. These are typically created as part of a team effort of tinkerer and wizard, though sometimes a particularly bright and skilled gnome will be able to craft such a mechanical wonder alone. Like any other construct, they serve their master's will the best they can and are not afraid to be destroyed upholding these orders.

Best Form for the Job. The strider's typical form is small and quite quick. It has four incredibly thin metal legs that are nearly four feet long and allow the strider to move through the roughest of terrains with ease. These legs hold up a large cylindrical body with a central glowing core that provides the construct its power. While in this form, it will charge at enemies and impale them with a massive spike attached to the front of its body, but normally this form is only used to catch foes escaping the strider's other form - that of a tank. When the strider changes into its tank form, the slender legs come together to form a long cannon that can fire burst of ice cold water at short range. Its maneuverability is reduced drastically as it no longer has its flexible legs, but the strider's stopping power is increased immensely.

Limitless Flexibility. While the strider's two primary forms are strider and tank, it is capable of transforming to many other tasks. It can bring its legs together to form a scoop instead of a barrel to scoop debris, it can combine legs to allow it to reach across large gaps, or even take the form of a small boat and pursue enemies in the water at high speeds while firing a cannon. The adaptability of the strider is restricted only by the mind of its creator.

AQUATIC STRIDER

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages understands Common and Aquan but can't speak.

Challenge 2 (450 XP)

Shapeshifter. The strider can use its bonus action to transform its body into a tall, swift, four-legged construct held together by streams of water, or into a tough, slow-moving, cannon construct. While in the cannon form, the strider has its AC increased to 16 and its movement speed reduced to 20 ft. The strider falls to pieces when it dies, regardless of its current form.

Actions

Multiattack. The strider makes two attacks with its impale ability.

Impale (Strider Form Only). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Water Orb (Cannon Form Only). *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 18 (4d8) cold damage and the target's speed is reduced by 10 feet on their next turn.

Aqua Cannon (Cannon Form Only) (Recharge 6). The strider unleashes a torrent of powerful water from its cannon in a 60-foot line. Any creature in this area must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage and 7 (2d6) cold damage and be pushed 15 feet on a failed save, or half as much damage and not pushed on a successful one. Any creatures behind the initial target hit by this ability have advantage on this saving throw.

ARCANE ENTITY

Arcane magics are often considered to be the most dangerous of the magical elements due to its chaotic and unpredictable nature. Many wizards and scholars spend lifetimes attempting to unlock one more secret, to reveal to the world one more spark of power that has never been discovered in the massive expanse of arcane magic. Some of these scholars unfortunately take this a step too far and pay for their hubris with their lives.

A Failed Experiment. When one attempts to tap into the seemingly limitless pool of arcane magics the world has to offer and does not exercise appropriate precautions, the result may end with death in a simultaneously beautiful and horrifying manner. But there is a small chance that these unleashed arcane magics take hold of the creature rather than destroying it utterly, infesting its body and transforming it into a conduit of magic. These creatures become arcane entities.

Hunger for Power. The entity knows only one feeling - hunger. It craves additional arcane energy above everything else. It will seek out powerful magic and attempt to consume it. The creature floats along, a massive sphere of white, blue, and purple light with the dark silhouette of a humanoid hidden within. It will strike down any who would attempt to stop it from finding more power, using claws and whips formed from arcane energy to lash out at foes. Their most powerful offensive measure involves unleashing a massive surge of energy in a deadly torrent of arcane missiles.

ARCANE ENTITY

Large elemental, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	14 (+2)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Int +7, Wis +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 11

Languages Primordial

Challenge 7 (2,900 XP)

Magic Resistance. The entity has advantage on saving throws against spell and other magical effects.

Magic Weapons. The entity's weapons are magical.

Magical Parasites. Once an entity has found a location it deems suitable, often beneath the streets of an elven city or a local wizard's tower, it will go into a trance as it slowly saps magics away from everything in a three hundred foot radius. Arcane casters within this area take no notice at first, but as time goes on they will develop headaches, lethargy, and sometimes have their attempts to use magic fail entirely. Magically lit torches will cease to burn, magical locks crumble away, and protective runes become useless. This often leads to much larger problems than the entity itself, for this failing magic can cause powerful creatures to break free from their prisons, will cause unrest amongst spellcasters as they make accusations as to the cause of these anomalies, or allow enemies to assault the area uninhibited.

A Mobile Breach. As an entity grows stronger, its influence begins to pierce into other planes, draining from them as well. Sometimes this will draw over enemies from those planes, but more often it calls over creatures similar in nature to the entity, such as arcane wyrms. These tiny arcane elementals will circle around the entity, offering additional protection in exchange for leeching off some of the energies pulled in by the entity. If these breaches dig too far into other planes, a Mysterious Starcaller may be dispatched to deal with the problem first hand.

Arcane Aura. The entity sheds bright light in a 15-foot radius and dim light for an additional 15 feet. Any magical items that are within this area become mundane. This effect wears off when the entity dies or when the item is taken out of the aura. Enemies that end their turn in the bright light take 5 (1d10) force damage.

Actions

Multiaction. The entity makes two attacks with its claws or two attacks with its whip.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 9 (2d8) force damage.

Arcane Whip. *Melee Weapon Attack:* +6 to hit, reach 15ft., one target. *Hit:* 7 (2d4 + 3) slashing damage plus 13 (3d8) force damage.

Arcane Barrage (Recharge 5-6) The entity unleashes 10 (4d4) missiles of arcane power at randomly selected enemies within 120 feet. The missiles automatically hit and deal 6 (1d4 + 4) damage each.

ARCANE ENTITY



ARCANE WYRM

These little creatures resemble tiny wingless dragons. They glide along effortlessly atop of a bed of invisible magic that follows them constantly. Their bodies are mostly translucent, allowing them to hide in just about any environment as only those with the sharpest of eyes take notice of their presence. They are composed of pure arcane energy and can also travel by instantaneous reallocation of this energy to another location rather than standard flight. They can call forth blasts of arcane energy to track down and strike enemies, despite any attempts their target may make to hide. They are typically neutral creatures, living long and uninteresting lives until someone comes along and threatens to disturb their home or until it becomes part of a larger cluster of arcane wyrms.

Drawn to Power. Arcane wyrms travel in clusters of 4 to 6 and will always reside near areas of magical significance. This might be an ancient weapon filled with magic from a long-dead wizard, an area scorched from an ancient magical war, or perhaps an arcane entity that leeches on the magics of an entire city. The entities are their favorite place to reside, but not all are willing to accept wyrms as followers and will sometimes slaughter the entire cluster.

Raw Magical Power. Sometimes a cluster of wyrms grows particularly large and become brave enough as a collective to explore the elemental planes. The wyrms will travel and feed, slowly changing their arcane makeup to incorporate these new elements. As they do, the cluster grows stronger and form powerful bonds - eventually developing a hivemind. If this cluster survives for long enough, this bond continues to develop and wyrms will begin to fuse together, changing color and growing larger. Eventually, when enough energy has been gathered, these wyrms will come together in a powerful explosion that is known as Elemental Confluence, destroying everything within three hundred feet. The result is a single entity of devastating power - a Conflux Elemental.

ARCANE WYRM

Tiny elemental, unaligned

Armor Class 12

Hit Points 14 (4d6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	15 (+2)	10 (+0)	7 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages understands Primordial but can't speak
Challenge 1/2 (100 XP)

Arcane Flicker. Instead of flying, the wyrm can teleports between locations by expending that much movement.

Translucent Body. The wyrm has advantage on Stealth checks.

Actions

Arcane Volley. The wyrm unleashes 2 jolts of arcane energy at one or two targets within 120 feet. These jolts automatically hit and deal 3 (1d4 + 1) force damage.

AZER

This section expands upon the azer creature found in other publications. For more information about azer history, their creation, and their motivation please consult these other sources. As for these azer, they show that not all azer are created equally. Some are imbued with the ability to control fire and conjure lava, some have an internal flame that burns brighter and more powerfully than that of other azer, and some are given the ability to spark power in other azer in the midst of combat. These varieties give the azer a powerful and diverse fighting force capable of standing up to just about any foe. Hopefully you can use these additional creature types to make any azer encounters your players may face much more exciting and diverse.

AZER BERSERKER

Medium elemental, lawful neutral

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Athletics +5

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Ignan

Challenge 3 (700 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 4 (1d8) fire damage (included in the attack).

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 attacks with its maul.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 4 (1d8) fire damage.

Rampage (1/Day). The damage from heated weapons increases to 9 (2d8) this round and the azer immediately makes an attack against each enemy creature within 5 feet, making a separate attack roll for each attack.

AZER GUARD CAPTAIN

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	12 (+1)	10 (+0)

Skills Athletics +6, Arcana +3, Intimidation +2

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 11

Languages Ignan, Common

Challenge 4 (1,100 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Superheated Equipment. When the azer captain hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

Illumination. The azer captain sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Actions

Multiattack. The azer captain makes two attacks: one with its warhammer and one shield bash.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Ignition (1/Day). The azer captain lets out a powerful rallying cry that increases the internal flames within all allies within 120 feet that can see it or hear it. For the next minute, these azer have the damage of their Heated Body increased by one dice category to a maximum of 1d12 and gain 10 temporary hit points.

Reactions

Flame Barrier. The azer captain adds 3 to its AC against a ranged spell attack that would hit it by raising his shield and creating a protective barrier of flame. If the attack is still successful, the attacker takes 5 (1d10) fire damage as a spiral of flame tracks the spell back to its origin. To use this ability, the azer captain must see the attack and be wielding a shield.

AZER LAVASHAPER

Medium elemental, lawful neutral

Armor Class 13 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Ignan

Challenge 2 (450 XP)

Innate Spellcasting. The azer's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mending, produce flame, comprehend languages*

1/day each: *burning hands, scorching ray, enlarge/reduce, darkvision*

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

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 attacks with its warhammer.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

AZER MAGMA SHAMAN

Medium elemental, lawful neutral

Armor Class 13 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Cha +5, Con +3

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Ignan

Challenge 3 (700 XP)

Innate Spellcasting. The azer's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *mending, produce flame, comprehend languages, mold earth*

2/day each: *cure wounds (elementals only), shield, aganazzar's scorcher*

1/day each: *fireball, enhance ability, invisibility*

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attacks).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet. This feature does not activate while the azer is invisible.

Actions

Multiattack. The azer makes two attacks with its warhammer.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

AZER PROTOTYPE

Medium elemental, lawful neutral

Armor Class 15 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	10 (+0)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 1 (200 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 2 (1d4) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Multiattack. The azer makes one attack with its mace and one with its off-hand strike.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 2 (1d4) fire damage.

Off-hand Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 2 (1d4) fire damage.

LORD OF THE AZER

Large elemental, lawful evil

Armor Class 18 (platemail)

Hit Points 130 (16d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Str +8, Con +6

Skills Athletics +8, Arcana +4, Intimidation +5

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 10

Languages Ignan, Common

Challenge 8 (3,900 XP)

Legendary Resistance (1/Day). If the azer fails a saving throw, it can choose to succeed instead. This effect is granted by the Azer's crown, so if it somehow lost, this ability cannot be used.

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 6 (1d12) fire damage.

Heated Weapons. When the azer hits with a metal melee or ranged weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Actions

Multiattack. The azer makes two attacks with its maul or two with its throwing hammers.

Maul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, plus 7 (2d6) fire damage.

Throwing Hammer Ranged Weapon Attack: +8 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 7 (2d6) fire damage.

Molten Slam (Recharge 5-6) The azer slams his maul down with such devastating force that the ground itself cracks open in a 30-foot cone and releases lava. Each creature in that area must make a DC 15 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half as much damage on a successful one.

LORD OF THE AZER



BULLYWUG

This section expands upon the bullywug creature found in other publications. For more information about these frog-like creatures please consult these other sources. The creatures below include the powerful, bulky Bullywug Brute. He puts the bull in bullywug with his massive, intimidating form. Often this intimidating form is the result of a bullywug that has learned to inflate its body with air, but sometimes they are truly ferocious fighters. The tortoise knights are the mounted combatants of the bullywug army, charging into battle upon the back of ancient, sturdy tortoises at a blistering pace of 15 feet per round. They use lances carved from tree branches and shields made from large clam shells and are the bravest of all bullywugs.

BULLYWUG BRUTE

Medium humanoid (bullywug), neutral evil

Armor Class 12 (hide armor)

Hit Points 30 (4d8 + 12)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	10 (+0)	16 (+3)	7 (-2)	10 (+0)	6 (-2)
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Skills Athletics +5

Senses passive Perception 10

Languages Bullywug

Challenge 1 (200 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiaattack. The bullywug makes three attacks: one with its tongue and two with its punch.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target is grappled (escape DC 13) if it is a medium or smaller creature and the bullywug doesn't have a creature grappled. The target must then succeed on a DC 13 Strength saving throw or be pulled to a space within 5 feet of the bullywug.

Punch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

BULLYWUG TORTOISE KNIGHT

Medium humanoid (bullywug), neutral evil

Armor Class 13 (hide armor)
Hit Points 19 (3d8 + 6)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	7 (-2)	10 (+0)	6 (-2)

Skills Athletics +4
Senses passive Perception 10
Languages Bullywug
Challenge 1/2 (100 XP)

Amphibious. The bullywug can breathe air and water.

Mounted Combatant. The bullywug typically fights from the back of a tortoise. The tortoise and the bullywug share an initiative in combat. If the bullywug is hit for 10 points of damage or more from a single attack, it must succeed on an athletics check with DC equal to the damage of the attack or fall from its mount.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. If the bullywug is not riding a tortoise, this attack is made with disadvantage.

TORTOISE

Medium beast, unaligned

Armor Class 16 (natural armor)
Hit Points 25 (3d10 + 9)
Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	4 (-3)	16 (+3)	8 (-1)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages ---

Challenge 1/2 (100 XP)

Amphibious. The tortoise can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Reaction

Withdraw. The tortoise adds 2 to its AC against an attack that would hit it by quickly withdrawing into its shell.

CENTAUR

This section expands upon the centaur creature found in other publications. For more information about these powerful nomads please consult these other sources. The creatures included below give a few more options to your centaur encounters. The marauder charges into battle with a lance at the ready. Being half-horse and half-man, the lance is a natural weapon for a centaur and with it they can make quick work of even the strongest foes. Centaur mystics have harnessed the power of nature to create spells to heal their allies, protect themselves, and to weaken their enemies. The centaur scout is responsible for hunting down anyone that passes through their lands uninvited, using its superior speed and knowledge of the wilds to ensure only the stealthiest of groups can pass through without the permission of the centaur clan.

CENTAUR MARAUDER

Large monstrosity, neutral good

Armor Class 16 (scale mail)

Hit Points 68 (8d10 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	16 (+3)	9 (-1)	11 (+0)	7 (-2)

Skills Athletics +7, Perception +2

Senses passive Perception 12

Languages Elvish, Sylvan

Challenge 3 (700 XP)

Specialized Combatant. The centaur is considered mounted for the purposes of using a lance in combat.

Impaling Strike. If the centaur moves at least 30 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 10 (3d6) piercing damage and must succeed on a DC 12 Dexterity saving throw or become impaled by the centaur's lance. While impaled, the creature is considered grappled (escape DC 12) and takes an additional 10 (3d6) piercing damage at the end of each of its turns. While a creature is impaled, the centaur may not attack with its lance or longbow unless it chooses to end this effect.

Actions

Multiattack. The centaur makes two attacks: one with its lance and one with its hooves or two with its greatbow.

Lance *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Hooves *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Greatbow *Melee Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

CENTAUR MYSTIC

Large monstrosity, neutral good

Armor Class 12

Hit Points 39 (6d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	16 (+3)	10 (+0)

Skills Nature +2, Survival +5

Senses passive Perception 13

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Spellcasting. The centaur is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following Druid spells prepared:

Cantrips (at will): *druidcraft, thornwhip*

1st level (4 slots): *animal friendship, faerie fire, healing word*

2nd level (2 slots): *barkskin, moonbeam*

Actions

Multiattack. The centaur makes two attacks: one with its quarterstaff and one with its hooves or two with its longbow.

Quarterstaff *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Hooves *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Longbow *Melee Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

CENTAUR SCOUT

Large monstrosity, neutral good

Armor Class 12

Hit Points 22 (4d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4, Survival +4

Senses passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Skilled Tracker. The centaur has advantage on Wisdom (Survival) checks while in the forest.

Actions

Multiattack. The centaur makes two attacks: one with its longsword and one with its hooves or two with its longbow.

Longsword *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Hooves *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Longbow *Melee Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

CRABSTROSITY

These creatures appear exactly as you might expect given the name they were appointed from the first sailors that spotted one of these towering shellfish. Standing at nearly thirty feet tall and wider than a ship, the crabstrosity creates an intimidating presence that causes even the most powerful of creatures to maintain a healthy distance. These crabs are not inherently evil, but will protect their territory with ferocity.

Unparalleled Strength. There are few objects that can stand up to the crushing force of a crabstrosities claws. They have been known to cut a full grown whale in two with seemingly no effort. The same applies to elephants, giants, and even ships. In fact, a ship graveyard far from the water is often the best indication that a crabstrosity resides nearby.

A God Amongst Shellfish. Some creatures view a crabstrosity as a sort of god thanks to its menacing form and unparalleled strength. Certain merfolk tribes, kua-toa, and even some humans will pay tribute to the crabstrosity, thinking that it may protect them from other powerful creatures of the wild. The crabstrosity accepts their gifts, but lacks the intelligence to ever live up to the expectations of these followers.

A Feast For An Army. When the first crabstrosity was destroyed, it was discovered that eating its meat gives a powerful boost to strength and endurance. Since that discovery, they are often hunted in times of war. A man that has feasted on the flesh of the crabstrosity is as powerful as three ordinary men in combat, making it a worthy investment to lose a few dozen (or hundred) men to defeat one. A single crabstrosity can feed five hundred adult men with ease.

Any creature that feasts upon crabstrosity meat has its Strength and Constitution scores increased by 4 for 24 hours. Once a creature has received this benefit, it cannot receive it from eating meat of the same crabstrosity and can only regain this Strength and Constitution bonus if they hunt down yet another of these rare and powerful beasts.



CRABSTROSITY

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	2 (-4)

Saving Throws Str +10, Con +9

Skills Athletics +10, Perception +4

Condition Immunities grappled, prone, restrained

Senses passive Perception 14

Languages ---

Challenge 10 (5,900 XP)

Vicegrip. The crabstrosity can have the same target grappled by both claws. When a creature makes a check to break free of the crabstrosity's grapple, it is freed from both claws on a success. A target grappled by both claws is considered restrained.

Powerful Claws. Creatures may target the crabstrosities claws individually. The large claw has 75 hit points and AC 15 while the small claw has 50 hit points and AC 13. If either claw takes more than 25 points of damage in a single round, it will release any creature it is currently grappling. When the claw is reduced to 0 hit points, it falls limply to the ground and can no longer attack.

Actions

Multiattack. The crabstrosity makes three attacks: one with its big claw, one with its small claw, and one with its stomp.

Big Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage and the target is grappled (escape DC 18) if it is Huge or smaller and the crabstrosity doesn't have another creature grappled in its big claw.

Small Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage and the target is grappled (escape DC 18) if it is Huge or smaller and the crabstrosity doesn't have another creature grappled in its small claw.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Eviscerate. The crabstrosity attempts to eviscerate a target grappled by both of its claws. The grappled creature takes 52 (8d12) piercing damage. If a creature is reduced to 0 hit points from this attack, their body is brutally torn to pieces.

CUBE OF ANOMALIES

The Cube of Anomalies was formed when a deep gnome by the name of Durmekk attempted to recreate the properties of the terrifying multi-eyed entities that live deep underground within a construct. He sought to create a floating, all-knowing guardian that could defend against any assault. The primary intent of the cube was for the destruction of drow, a task for which he received a great deal of support from his fellow deep gnome.

The cube is roughly four feet wide on each side and made of a blend of mithril and iron. The center two feet of each side of the cube is covered by a thick, nearly indestructible tinted glass. Behind this glass are glowing orbs of power that give the cube its capabilities. The colors of these sides are red, blue, yellow, purple, green, and orange. Each color uses a unique ability - conjuring prisons of water, teleporting creatures against their will, or simply unleashing devastating psychic attacks.

Obedient Guardian. The cube obeys the orders of its master; its master being the one that wears a pendant around their neck that matches the design of the cube itself. The cube sees all with its advanced sensors, can interpret any language, and is quite smart in its own right. It is not charming, however. The cube is brutally honest in all responses - calculating and precise as you might expect from a machine. It will let intruders know that they will be killed and then do so without hesitation should they press their luck.

Suppressed Evil. If the pendant that gives a creature control over the cube is ever destroyed, it will become free to act on its own will. Seeing that its life up until this point has been servitude and destruction, it continues down this path but unbounded, annihilating anything and everything in its path - cleansing the world one inferior entity at a time. The cube shows no preferences in race, shows no mercy to the weak or the elderly, and has no remorse for the action it takes.

Susceptibility to Paradox. The cube has incredibly intelligence, but is still a machine at the end of the day. Its actions are black and white and made with complete confidence and certainty. One of the only weaknesses the cube knows is in the face of a paradoxical statement. These give the cube pause as it attempts to determine the proper response, leaving it paralyzed with indecision. Sometimes this will leave the cube in stasis for entire minutes at a time, but if the cube is ever attacked while stuck in this loop, it will break free and begin to defend itself as normal and become immune to such mental attacks for a short period of time.



CUBE OF ANOMALIES

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	18 (+4)	18 (+4)	5 (-3)	1 (-5)

Saving Throws Con +7, Int +7,
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses truesight 60 ft., passive Perception 7
Languages All
Challenge 8 (3,900 XP)

Legendary Resistance (2/Day). If the cube fails a saving throw, it can choose to succeed instead.

Actions

Cubic Assault. The anomaly shifts itself around and unleashes two effects at random (reroll duplicates), choosing one to two targets it can see within 120 feet of it.

Red. Locational Displacement. The target must succeed on a DC 15 Charisma saving throw or be teleported 50 feet into the air and launched downward. They smash into the ground at the end of their next turn, taking 35 (10d6) bludgeoning damage as they do so.

Blue. Aquatic Prison. The target is surrounded by 10 foot cube of water and is considered grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. At the start of each of the grappled creature's turns, it takes 14 (2d8 + 5) cold damage as freezing cold water churns around them.

Another creature within 5 feet of the prison can attempt to pull the trapped creature free by taking an action to make a DC 15 Athletics check. On a success, they free the target from the prison. On a natural 1, they are pulled into the prison as well.

Yellow. Blinding Beam. The targeted creature must succeed on a DC 15 Constitution saving throw, taking 27 (6d8) radiant damage and being blinded until the end of their next turn on a failed save, or half as much damage and not blinded on a success.

Purple. Mental Onslaught. The targeted creature must make a DC 15 Intelligence saving throw, taking 27 (6d8) psychic damage and rolling their first attack on their next turn with disadvantage on a failed save, or half as much damage and not given disadvantage on a successful one.

Green. Ability Reassessment. The targeted creature must succeed on a DC 15 Charisma saving throw. On a failed save, the target's highest and lowest ability scores are swapped. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Orange. Barbed Bindings. Tendrils of barbed wire burst into existence and attempt to surround the targeted creature. The target must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) piercing damage and become restrained. At the start of the restrained creature's turns it takes an additional 14 (4d6) damage. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BOSS ENCOUNTER

If your players are facing off against a Cube on its own, give it the following Legendary Actions and increase its challenge rating to 9.

LEGENDARY ACTIONS

The cube can take 3 legendary actions, choosing the Continued Assault option below. It can only take one legendary action at a time and only at the end of another creature's turn. The cube regains spent legendary actions at the start of its turn.

Continued Assault. The cube uses one random ability of its Cubic Assault.

CURSED CAT

There is lore going back as long as anyone can remember that warns of black cats being a symbol of bad luck. In most cases, this is merely superstition... but not always. Sometimes a cat is born with a unique disposition for causing misfortune in others. The cat is aware of the effect it has and will wander around in public areas to watch others fail, relishing in their struggle (as you might expect from a cat). If the cat is ever killed, it will even leave a curse behind on the person that took its life, causing them to have bad luck in everything they do for a short period of time.

A Hag's Best Friend. Hags often seek out these cursed cats and keep them as pets. The cat's aura of misfortune only affects good creatures, so the hag is unaffected while most of her guests will be left uncomfortable and demoralized. The cat is typically pleased with this arrangement, being left to cause misfortune and given plenty of rats to eat in the filthy lairs of these hags.

CURSED CAT

Tiny beast, neutral evil

Armor Class 12

Hit Points 5 (2d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	10 (+0)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages ---

Challenge 1/8 (25 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Aura of Misfortune. Whenever a non-evil creature within 15 feet of the cat makes a skill check, they subtract a d4 from the result. Whenever the cat is killed, the creature that killed it must succeed on a DC 9 Charisma saving throw or be affected by the *Bane* spell for the next 10 minutes.

Actions

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 2 (1d4) slashing damage.

DEADLY HUNTER

Wanderers, bodyguards for hire, or perhaps members of a adventuring party, these rangers are skilled in the use of bow and arrow and have some unique capabilities. They specialize in striking from the shadows, hiding in foliage and behind boulders to make enemies wonder where they will fire from next. Their most powerful ability infuses a single arrow with incredible power. By firing it into the sky, they can rain down death in a massive area as the single arrow explodes into a thousand and forms a wave of death so dense that it blocks out vision of the sky for those cause within its destruction.

DEADLY HUNTER

Medium humanoid, unaligned

Armor Class 16 (studded leather)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	18 (+4)	16 (+3)	11 (+0)	17 (+3)	7 (-2)
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Saving Throws Dex +7, Wis +6

Skills Animal Handling +6, Perception +6, Stealth +7, Survival +6

Senses passive Perception 16

Languages any four languages

Challenge 5 (1,800 XP)

Vital Strikes. When the hunter hits a creature with a weapon attack, the creature takes an extra 4 (1d8) damage if it is below its hit point maximum.

One With Nature. While outdoors, the hunter can take the Hide action as a bonus action on each of its turns.

Strike From The Shadows. When the hunter starts its turn with no one aware of its presence, if the hunter takes the Attack action this turn it may make one additional attack with its longbow or shortsword as a bonus action.

Actions

Multiattack. The hunter makes two attacks with its shortsword or two with its longbow.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Rain of Arrows (Recharge 5-6). The hunter fires a magical arrow at a point within 150 feet. When the arrow reaches its destination, it explodes into hundreds of individual arrows that rain down and coat the battlefield in a 30 foot cone directly beneath the initial arrow's location. Each creature in this area must make a DC 14 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save, or half as much damage on a successful one.

Hunt Them Down (1/Day). All creatures within 300 feet of the hunter come under the effects of the Hunter's Mark spell for the next 24 hours. After the hunter uses this ability, it makes a longbow attack against each enemy it can see within 150 feet, making a separate attack roll for each attack.

DEMONS

This section expands upon the demon creatures found in other publications. Full details of demons and demon lords are detailed in these other sources, so please use it as reference if you wish to expand your demonic knowledge. This section gives a few new options for demons your party may encounter in their adventures.

GRAVIGAS

Known by most adventurers as a gravity demon, the Gravigas crushes the bones of lesser creatures with its mere presence. It is constantly surrounded by a field of intense gravity that prevents non-evil creatures from moving quickly or even jumping, while the demon continues to move unhindered. Those who attempt to strike from a distance with projectiles are left disappointed as their arrows and bolts quickly fall to the ground far short of their mark.

Gravigas are used on the front lines of battles, as their Gravity Well leaves archers ineffective and forces all but the strongest of melee fighters to their knees. It starts off a battle by ripping in all nearby foes and striking them down in one swift motion. This alone would be enough to intimidate most, but the demon's form is also horrific.

It stands at nearly ten feet tall with massive, webbed wings and a tail lined with jagged spikes. Its claws and tail are imbued with gravitational forces, causing its strikes to be even deadlier than expected. It has horns that are nearly two feet long and from them the demon hangs trophies of his defeated foes. Its skin color ranges from dark purple to black and it bulges with muscle from head to toe. Few are brave enough to go up against a Gravigas.

GRAVIGAS

Large fiend(demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	7 (-2)

Saving Throws Str +8, Dex +7, Con +7

Skills Arcana +5, Athletics +8, Intimidation +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal, Abyssal

Challenge 9 (5,000 XP)

Gravity Well. The demon exudes a powerful gravity field in a 30-foot radius around itself. This area is considered difficult terrain for all non-evil creatures. Other creatures within this field cannot jump or fly and have disadvantage on Strength and Dexterity checks. Additionally, all ranged weapon attacks against the demon are made with disadvantage.

Actions

Multiaattack. The demon makes three attacks: two with its claws and one with its tail.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage plus 9 (2d8) force damage.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 15 (2d10 + 4) slashing damage plus 9 (2d8) force damage.

Crushing Forces (Recharge 6). The demon causes the power of the gravitational field to increase tenfold for a moment. Each creature in the area of the gravity well must make a DC 15 Strength saving throw, taking 44 (8d10) bludgeoning damage and being knocked prone on a failed save, or half as much damage and not knocked prone on a successful one.

Gravity Surge (3/Day). The demon causes the gravitational forces around it to surge with power. Each creature in the area of the gravity well must succeed on a DC 15 Strength saving throw or be pulled to an unoccupied space adjacent to the demon. Afterwards, the demon makes a claw attack against each enemy pulled, making a separate attack roll for each attack.

SOUL HARVESTER

Though the body beneath its armor may seem frail and withered, this demon is certainly not one to be taken lightly. The harvester crafts small black orbs that it uses to capture the souls of good creatures. It then consumes these souls to give itself power in the heat of battle, destroying any possibility of a resurrection beyond the use of a wish spell. The soul harvest will have a maximum of thirteen of these orbs constantly swirling around it, growing more powerful with each.

While many demons are fueled by hatred and rage, the harvester is much more sinister in nature. It will often capture souls of powerful figures and hold them ransom or claim slaves in exchange for releasing the soul of a loved one. In combat it can dispatch orbs to pluck the soul from a creature even as they attempt to fight the harvester. Once a soul has been captured, the harvester will attempt to end the conflict in exchange for the freeing of their soul (with some sort of expected payment of course) and if its enemies refuse, the soul will be swiftly consumed to give renewed vitality to this entity fueled by suffering.



SOUL HARVESTER

Huge fiend (demon), chaotic evil

Armor Class 19 (soul shielding)

Hit Points 240 (23d10 + 114)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+4)	20 (+5)	15 (+2)	14 (+2)

Saving Throws Str + 12, Con + 10, Int + 11, Wis + 8

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Conditional Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Challenge 17 (18,000 XP)

Magic Resistance. The soul harvester has advantage on saving throws against spells and other magical effects.

Soul Collector. The soul harvester has a collection of 13 souls trapped within 4-inch diameter blood red orbs that spiral around its body and make it stronger. It consumes these souls to empower its abilities. Each orb has 25 hit points and AC 15. These orbs are immune to all damage except that from magical weapons or direct damage spells. If an orb is destroyed, the soul trapped within is freed and returns to its owner's body (if it is still alive) where they will awake after 1d4 hours. The soul harvester may recreate one destroyed orb every 24 hours, but must harvest a new soul to fill them.

Soul Shielding. The soul harvester's AC is increased by 1 for every 2 captured souls (rounded down).

Actions

Multiattack. The soul harvester makes two attacks with its greatsword and one with its soul strike, or makes three soul blast attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus necrotic damage equal to the number of captured souls.

Soul Strike Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage and the target must succeed on a DC 19 Constitution or have their maximum hit points reduced by that amount. This effect lasts until the creature finishes a long rest. The soul harvester may consume 1 soul when this attack hits to cause the target to make this saving throw with disadvantage.

Soul Burst. Ranges Spell Attack: +11 to hit, range 120 ft., one target. *Hit:* 14 (3d8) necrotic damage plus necrotic damage equal to the number of captured souls. The soul harvester may choose to consume 1 soul when this attack hits to deal an additional 27 (6d8) necrotic damage.

Soul Tap. The soul harvest consumes 2 souls and regains 70 hit points.

Capture Soul. The soul harvester sends an empty soul orb to drain the soul from a non-evil creature it can see. The orb hovers in a 10 foot circle around that creature. At the start of that creature's turn, it is affected by this orb based on how many turns the capture soul effect has been active. If a creature under the effects of this ability is reduced to 0 hit points for any reason, their soul is immediately captured. The only way to end this effect is to destroy the orb or travel to another plane.

- 1st Turn - The creature must make a DC 19 Wisdom saving throw, taking 44 (8d10) psychic damage on a failed save, or half as much damage on a successful one.
- 2nd Turn - The creature must make succeed on a DC 19 Constitution saving throw or become paralyzed until the soul orb is destroyed.
- 3rd Turn - The creature's soul is ripped from its body and trapped within the soul orb. They are unconscious, but stable, until the soul orb is destroyed. If the soul harvester consumes their soul to cast a spell or enhance an ability, the creature is instantly killed.

Legendary Actions

The soul harvester can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The soul harvester regains spent legendary actions at the start of its turn.

Soul Assault. The soul harvester makes one soul burst attack or one soul strike attack.

Scatter Explosive Runes (Costs 2 Actions). The soul harvester creates explosive runes on 3 unoccupied spaces within 120 feet. If a creature steps on one of these runes they must make a DC 19 Dexterity saving throw, taking 39 (6d12) fire damage on a failed save, or half as much damage on a successful one. The soul harvester may consume 2 souls to make these runes invisible.

Harvest (Costs 3 Actions). The soul harvester uses its Capture Soul ability.

DRAGON KNIGHT

Typically when one hears of a creature that worships dragons, their mind turns to kobolds or to cultists who tease the line between sanity and insanity. Dragon knights are humanoids that worship dragons out of respect for their immense strength. They admire the power of dragons and hope to achieve that same strength and wisdom, studying them for years on end as they hone their skills to resemble that of a dragon itself.

Walking Shrines. A dragon knight's armor gleams the color of the dragon it worships, always well polished and pristine as a symbol of their dedication and status. They are draped in colored cloaks, have dragonscales incorporated into their armor, and speak draconic as fluently as their native tongue. They often wield shields in the shape of a dragon wing and wear a helmet with large metal horns attached, the shape of these horns unique to each knight. After many years of dedication the knight's eyes will change color to match that of the dragons they worship and they gain the ability to unleash powerful bursts of elemental magic out of their shields.

Good and Evil. Dragon knights represent both metallic and chromatic dragons, the good dragon knights almost exclusively emulating the traits of metallic dragons and evil knights following the ideals of chromatic dragons. Even an evil dragon knight is rarely found accompanying cultists or other such organizations. They are primarily greedy individuals who value power and wealth over the happiness of others - incredibly selfish and lacking of vision beyond their own goals. They would gladly sacrifice the life of another to save their own life, but do not go out on the hunt for blood unless absolutely necessary.



DRAGON KNIGHT

Medium humanoid, lawful evil (50%) or lawful good (50%)

Armor Class 19 (splintmail, shield)

Hit Points 128 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +7, Con +6

Skills Athletics +7, Insight +4, Intimidation +5, Perception +4

Damage Resistance see *Draconic Worship*

Senses passive Perception 14

Languages Common, Draconic, and the language of the race of the knight

Challenge 6 (2,300 XP)

Draconic Worship. The dragon knight worships a metallic or chromatic dragon and uses abilities that correspond to the dragon's breath weapon damage. The knight also has resistance to that type of damage. This worship is made obvious in the knight's armor and weaponry.

Draconic Insight. The knight automatically succeeds on saving throws against breath weapons.

Actions

Multiattack. The knight makes three attacks: two with its longsword and one with its shield slam.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Shield Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be pushed 5 ft.

Shield Flare (Recharge 5-6). The knight holds up its shield and channels magical energy through it to release a burst of power in a 15 foot cone. Each enemy in that area must make a DC 14 Dexterity saving throw, taking 27 (6d8) damage (*corresponding to the type of dragon the knight worships*).

Dragon's Fury (1/Day). The knight makes four longsword attacks this turn and the attacks are considered magical.



DRAGOON

A spellcaster probably thinks themselves safe from melee attacks when they sprout thick, magical plantlife between themselves and their enemies. They may also feel this way when they use their magics to take flight and soar above the battlefield, just out of weapon's reach. The first time these spellcaster's encounter a dragoon they learn the foolishness of their ways and rarely make the same mistake a second time (assuming they survive).

Masters of the Sky. While the dragoon cannot fly, they often give this illusion to their enemies. Their training gives them the uncanny ability to leap high in the air and traverse great distances with ease, performing powerful strikes as they come crashing back to the ground with the full weight of their armor behind them. The dragoons are limited to light or medium armor or heavy armor made of mithril because of this. All dragoons use polearms as their weapons of choice, allowing them to strike an enemy without fear of retaliation from an ordinary melee weapon.

Honorable Warriors. The sheer amount of discipline and training required to become a dragoon leads them to typically them down a path of good and of honor. They are often members of a kingsguard or of a specialized task force thanks to their unique capabilities. They observe the law and uphold it much the same as a paladin and the two are usually paired together because of this. Most criminals know to simply turn themselves in when staring down the duo of paladin and dragoon.

Years of Dedication. Dragoons are far more rare than knights, as it takes three times as long to master both a weapon and the art of leaping with pinpoint accuracy. Few are willing to dedicate such a significant portion of their life to a discipline with the risk of failing and never becoming a fully initiated dragoon. On rare occasions, a student who failed their training and was sent away to become an ordinary knight will turn to a life of crime. These false dragoons still possess great skill, but cannot match the skills of one that has been recognized as ready for combat and to serve their kingdoms.

DRAGOON

Medium humanoid, lawful good

Armor Class 15 (chain shirt)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 12 (+1) 10 (+0) 10 (+0)

Skills Athletics +5, Acrobatics +4, Performance +2

Senses passive Perception 10

Languages Common and the language of the race of the dragoon

Challenge 3 (700 XP)

Unnatural Athletics. As a bonus action, the Dragoon expends half of its total movement to leap 20 feet vertically and move up to 10 feet horizontally before returning to the ground in an unoccupied space. If the dragoon moves away from an enemy when using this feature, attacks of opportunity against it are made with disadvantage.

Actions

Multiattack. The dragoon makes two attacks with its halberd, or uses its skystrike and attacks once with its halberd.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Skystrike (3/Day). As the dragoon returns to the ground after using its Unnatural Athletics, it performs a special weapon attack using the pointed end of its halberd against an enemy within 10 ft. of the space it landed. On a hit, the target takes 15 (1d10 + 2d6 + 3) piercing damage and must succeed on a DC 13 Strength saving throw or be knocked prone.

DRAKES

OBSIDIAN DRAKE

Using the craters of active volcanoes as its home, the obsidian drake is a creature that embraces the inferno from the moment it is born. Their eggs are laid within the lava itself, the midnight black shells absorbing energy from the molten stone and giving it to the developing drake. Unlike dragons with four distinct legs and a set of wings that fold along their back, the drake's wings have powerful muscles and a large claw attached to them that the drake uses to walk.

When full grown, a drake is only slightly smaller than an adult dragon. Its skin resembles overlapped layers of smooth, black stone rather than the scales of a normal lizard or dragon and is incredible durable. It can withstand the greatest of heat and the sharpest of blades. The drake's eyes are black as dark as its skin, often obscuring exactly where it is looking which works to its advantage as its victims may not even realize it is aware of their presence until a wave of lava is being unleashed upon them.

Lavashapers. The drake has spent so much time in and around lava that it can bend the molten material to its will. Not only can it breath entire waves of this substance on command, but it can even summon a volcano out of stone in an instant. Its claws are constantly dripping with lava, causing each attack it delivers to potential burn its victims alive.

God Complex. Obsidian drakes see themselves as a greater beings than all others - including dragons. They will sometimes hunt for other large, powerful creatures simply to prove their strength, traveling far from their homes to do so. Unfortunately for civilized folk, a moderately well defended town is the perfect target for a drake wishing to assert its dominance. It will melt their watch towers with a single breath, tear through livestock, and wipe out entire armies. Often all that is left after such attacks are a heap of burning rubble and a small handful of desperate survivors. The largest blow is the fact that these creatures do not even take and hoard treasures as dragons do, they simply wish to be feared and destroy without restraint.

A Valuable Target. Taking down an obsidian drake is a lucrative endeavor. Not only is there typically a reward involved since the creatures ravage cities in a five-hundred mile radius, but their skin, while not actually made of obsidian, is even more valuable for the crafting of protective equipment. It is tough, light, and intimidating - the perfect material to be used in medium and heavy armors. Its fangs and claws have elemental properties and can be used to forge magical weapons that sling flame and lava. Their bones can be used in a number of magical enchantments. Their blood can be used in potent potions. While they may not have a hoard of treasure as a dragon does, they still provide anyone who slays them a great deal of wealth.

WIND DRAKE

The wind drake is much smaller and weaker than its obsidian cousin, but is still a threat in its own right. As they reach adulthood, the drake is roughly the size of a full grown cow with a wingspan of roughly 16 feet. These creatures spends most of their time aloft, using subtle magics and its large scaled wings to control the wind around itself. They are grey in color, have a twin set of spikes that run down their back all the way to their tail, and have their front claws attached directly to their wings as with all drakes.

Power Hierarchy. Drakes tend to travel in packs, but always follow the drake that has proven itself strongest in aerial combat. They may be challenged by a new rival at any time and thus remain on alert at all times, for if a single moment of weakness or carelessness is displayed it will mean their death. These alphas are first to feast when there is a kill, has first choice of mate, and chooses where the brood will travel. These drakes are also impossible to train as mounts for they know they are too powerful to serve another creature.

Stubborn Mounts. Some bands of warriors use these drakes as their mounts, but not without much difficulty. The drake is smart enough to know it can likely kill the creature trying to ride on its back and will only engage in this subservient relationship with a great deal of friendship and bribing in the form of meat. The alternative is to kill the alpha in the drake brood and show dominance. This causes an instinctive respect and fear to be formed for these potential riders and makes the training process much easier.

OBSIDIAN DRAKE



OBSIDIAN DRAKE

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	16 (+3)	14 (+2)	15 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Deception +8, Insight +7, Perception +7,

Persuasion +8, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 17

Languages Common, Draconic

Challenge 13 (10,000 XP)

Molten Core. The drake's melee attacks have a chance to set their target ablaze (included in the attacks below).

Actions

Multiattack. The drake makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 16 (2d10 + 5) piercing damage and the target must succeed on a DC 18 Constitution saving throw or be set ablaze. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage and the target must succeed on a DC 18 Constitution saving throw or be set ablaze. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Lava Breath. The drake exhales lava in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. This area becomes coated in lava and is considered difficult terrain. Creatures that move through an area covered in lava take 5 (1d10) fire damage for every 5 feet they move. A creature that ends its turn in this area takes 16 (3d10) fire damage.

Ashen Breath. The drake exhales a blast of hot ash and flame in a 60-foot cone. Each creature in this area must make a DC 18 Strength saving throw, taking 28 (8d6) fire damage and being pushed 15 feet on a failed save, or half as much damage and not pushed on a successful one. Each creature that failed this save must also succeed on a DC 18 Constitution saving throw or be blinded until the end of their next turn.

Molten Obsidian (3/Day). The drake attempts to turn a burning target it can see to obsidian. That creature must succeed on a DC 18 Constitution saving throw against being magically petrified. On a failed save, the fire on their body turns to lava and begins to envelop them. The creature is considered restrained and takes 55 (10d10) fire damage. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified as they turn to obsidian. The petrification lasts until the creature is healed by the greater restoration spell or other such magic.

Create Volcano (1/Day). The drake slams a claw in the ground and causes a volcano to rise up at a target location within 120 ft. This volcano is 30 ft. high with a 5 foot radius mouth and a 20 foot radius base. The volcano begins to erupt, going dormant after 1 minute. While the volcano is erupting, on initiative count 20 (losing ties), the following effects occur:

- Lava flows out 10 feet in every direction from the mouth of the volcano. This area is considered difficult terrain. Creatures that move through an area covered in lava take 11 (2d10) fire damage for every 5 feet they move.
- Boulders erupt from the volcano and into the sky. One of these boulders flies towards a random creature within 120 feet of the volcano (including the drake). That creature must succeed on a DC 10 Dexterity saving throw or take 44 (8d10) bludgeoning damage.

Legendary Actions

The drake can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The drake regains spent legendary actions at the start of its turn.

Claw or Bite. The drake makes one claw or bite attack.

Detect. The drake makes a Wisdom (Perception) check.

Molten Obsidian (Costs 2 Actions). The drake uses its Molten Obsidian ability.

WIND DRAKE

Medium dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 20 ft., fly 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Draconic

Challenge 2 (450 XP)

Wind Barrier. The drake has half-cover against all ranged attacks due to the powerful winds that constantly flow around it.

Actions

Multiaction. The drake makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Imprisoning Winds (Recharge 6). The drake conjures up a storm of powerful winds around a creature within 60 ft. The target must succeed on a DC 11 Strength saving throw or takes 10 (3d6) bludgeoning damage become grappled (escape DC 11) for 1 minute by these winds. Pass or fail, any open flames being held by the target are immediately extinguished.

ELEMENTALS

This section expands upon the elemental creatures creature found in other publications. For more information about their homelands, their origins, and their usage please consult these other sources. This section adds an additional type of elemental - ice, and adds small versions of each of the five types of elementals, allowing you to give your players some encounters with the elements at a much lower level.

ICE ELEMENTAL

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities thunder, fire

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison, cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Frozen Form. The ground within a 15ft. radius sphere centered on the elemental is considered difficult terrain as it becomes lightly frozen. Whenever a creature enters or moves within this area for the first time on a turn, they must succeed on a DC 14 Dexterity saving throw or fall prone.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Ice Shard. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and 9 (2d8) cold damage.

Frost Explosion (Recharge 4-6). The elemental sends out a flurry of frozen shards and snow. Each creature within the area of the elemental's Frozen Form feature must make a DC 14 Constitution saving throw. On a failure, a target takes 22 (5d8) cold damage and its movement speed is reduced to 0 until the end of its next turn. If the saving throw is a success, the target takes no damage and has its speed halved until the end of its next turn.

SMALL AIR ELEMENTAL

Small elemental, neutral

Armor Class 13

Hit Points 19 (3d8 + 6)

Speed 0 ft., 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities poison, cold

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 1/2 (100 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Whirlwind. (Recharge 6) Each creature in the elemental's space must make a DC 11 Strength saving throw. On a failure, a target takes 5 (1d8 + 1) bludgeoning damage and is flung up 10 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 11 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

SMALL EARTH ELEMENTAL

Small elemental, neutral

Armor Class 16 (natural armor)

Hit Points 25 (3d10 + 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft.

Languages Terran

Challenge 1/2 (100 XP)

Earth Glide. The elemental can burrow through non magical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Fling Pebble. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

SMALL FIRE ELEMENTAL

Small elemental, neutral

Armor Class 13 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	5 (-3)	12 (+1)	6 (-2)

Damage Immunities poison, fire

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Ignan

Challenge 1/2 (100 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 1 fire damage.

Illumination. The elemental sheds bright light in a 10-foot radius and dim light in an additional 10 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns.

Blaze. *Ranged Spell Attack:* +3 to hit, range 30 ft., one target. *Hit:* 5 (1d10) fire damage.

SMALL ICE ELEMENTAL

Small elemental, neutral

Armor Class 12 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities thunder, fire

Damage Immunities poison, cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 1/2 (100 XP)

Frozen Form. The ground within 10 ft. of the elemental is considered difficult terrain as it becomes lightly frozen. When a creature enters this area for the first time, they must succeed on a DC 10 Dexterity saving throw or fall prone.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Ice Shard. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 1 cold damage.

SMALL WATER ELEMENTAL

Small elemental, neutral

Armor Class 13 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	8 (-1)

Damage Resistances poison

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 1/2 (100 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Water Blast. *Ranged Spell Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 2 (1d4) cold damage.

ELEMENTAL DEFENDER

Crafted of various metals and given life via powerful crystals, elemental defenders are the ideal guardian for most situations. The crystals are infused with elemental energies and allows the construct to adapt to its enemies even as it fights them. They will gain resistance to specific element types and deal additional damage of that type as well. They stand at roughly six feet tall and from a distance resemble a warrior equipped in full armor wielding a shield and longsword. It is only when they begin to move that it becomes apparent that it is not a human behind the helmet.

Temporary Guardians. Unlike everlasting defenders such as a golem, the defender eventually has its elemental crystal drained and must be replaced to continue functioning. This typically occurs every three years, but will happen much more rapidly if the defender engages in combat frequently. While active, they will only obey commands from the creature that gave them power and creatures specifically given permission by their master. Like a golem, they exhibit blind obedience, having no will of their own. If left without orders, the defender expends the crystal, but remains motionless until it runs out of power. It is possible to create a permanently powering crystal, but the spellcasters who craft the crystals keep that a secret to maintain a constant flow of income.

Affordable. A defender is typically crafted simply from a set of platemail, a greatsword, and a power crystal. There are a few other components at play, but in general the cost is substantially lower than most other construct servants. The crystals themselves cost around 200 gold to craft and requires a spellcaster to perform the ritual to charge it with elemental power. In total, an elemental defender costs around 1750 gold - a small price to pay for most guilds or aristocrats.

ELEMENTAL DEFENDER

Medium construct, unaligned

Armor Class 16 (natural armor, shield)

Hit Points 65 (7d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	1 (-5)	10 (+0)	4 (-3)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Damage Resistances poison, See *Elemental Infusion*

Senses passive Perception 10

Languages understands the languages of its creator but can't speak.

Challenge 3 (700 XP)

Elemental Adaptation. Each defender is given life from a crystal charged with elemental power. They start off with resistance to either cold, fire, or lightning damage and deal additional damage of the same type. Whenever the defender is damaged by another of these elements, it may use its reaction to shift its elemental properties, changing its resistance and extra damage to the new type instead as well as gaining 10 temporary hit points. The crystal in its chest changes color to reflect this shift.

Panic Mode. When the defender is reduced below 15 hit points, it enters a panic mode. While in this mode, the defender makes an additional longsword attack on each of its turns. The defender must also make a DC 10 Constitution saving throw at the end of each of its turns. On a failure, the crystal in its chest cannot handle the extra stress and explodes, shutting down the defender.

Actions

Multiattack. The defender makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if being wielded with two hands, plus 3 (1d6) elemental damage.

FAN DANCER

Decorated in fine garments, the fan dancer appears a perfect lady to an ordinary citizen. Those with an expertise in combat might notice how her eyes flicker around the room and take in all relevant information, how she carries herself light as a feather but with great confidence, that her fans are made of sharpened metal rather than wood and paper. She infiltrates using her charm and deception to gain access to areas off limits to most assassins. Then, when the time is right, she strikes.

Assassin for Hire. Fan dancers are an elite form of assassin. While this is how they are referred to most often, they do not always use a fan as their weapon of choice. Some choose to use a parasol with a hidden blade, a long scarf that folds over into a whip, or even a weaponized hair pin. When the target is hidden behind walls and waves of guards, the best way to get the kill is to get them alone, which is why seduction is a fan dancer's primary tool. Of course, the more dangerous the mission, the more money they require.

Artistic Combatant. When the fan dancer fights in any extended bout it is as if one is watching a battle play out in the theatre. She moves with perfect grace and elegance, dodging attacks and making strikes as if they were choreographed. She uses her fans to slice through the air itself and launch bursts of slicing wind at foes. She leaps onto rooftops with cat-like grace. Most men fall in love with her even as she takes their life.



FAN DANCER

Medium humanoid, unaligned

Armor Class 15 (leather)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	17 (+3)
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Saving Throws Dex +7, Cha +6

Skills Acrobatics +7, Perception +7, Performance +6, Persuasion +9, Sleight of Hand +7, Stealth +10

Senses passive Perception 13

Languages any three languages

Challenge 5 (1,800 XP)

Swift Repositioning. The dancer can disengage as a bonus action.

Dancing Leap. The dancer uses wind from her fans to aid her in jumping. Her long jump is up to 20 feet and her high jump is up to 15 feet, with or without a running start.

Sneak Attack. Once per turn, whenever the dancer attacks, she can deal an extra 17 (5d6) damage to one creature hit with an attack if she had advantage on the attack roll or if it has an ally within 5 feet of its target that isn't incapacitated.

Actions

Multiattack. The dancer makes two attacks with her bladed fans or with her wind strike.

Bladed Fan. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Wind Strike. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Dance of a Ninety-Nine Slashes. (Recharge 5-6). The dancer performs an elaborate display with her fans, throwing violent winds at all creatures within a 15-foot radius sphere centered on the dancer. Creatures in this area must make a DC 14 Dexterity saving throw, taking 25 (10d4) slashing damage on a failed save, or half as much damage on a successful one. Creatures who failed this saving throw are also pushed to the edge of the dance's radius.

FESTERING TICK

Most consider ticks to be revolting creatures. The thought that a creature would drink in their blood is enough to turn stomachs, but some ticks are far worse than others. The festering tick is one such creature that has grown to an unnatural size, upwards of four inches in diameter across its blood gorged belly. The blood in its stomach becomes boiling hot and takes on aspects of decay, causing awful pain and boils if it is ever exposed to bare flesh.

Patient Hunters. The tick is happy to sit in a tree and wait for a suitable creature to walk by for it to fall upon. It will look for creatures wearing nothing on their heads and attempt to latch on as soon as they land, for unlike smaller ticks, a creature is very likely to notice when one of these falls upon them. It will take hold, attempting to kill the creature with its deadly necrotic bite before feasting on their body and growing even further engorged. Sometimes they burst merely from over consumption. Hats are advised when these ticks are in the area.

A PUTRID PROJECTILE

If you want to give your players an extra turn of the stomach, have a creature in the wilds use these as a ranged attack, launching ticks at your players that will latch on with a successful attack and explode and deal necrotic damage in an area on a miss.

FESTERING TICK

Tiny beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	1 (-5)	9 (-1)	1 (-5)

Senses darkvision 60 ft., passive Perception 9

Languages ---

Challenge 1/4 (50 XP)

Explosive Death. When the tick dies, it explodes in a shower of blood. Each creature within 5 feet of it must succeed on a DC 10 Dexterity saving throw or take 5 (2d4) necrotic damage.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and the tick attaches to the target. While attached, the tick doesn't attack. Instead, at the start of each of the tick's turns, the creature it is attached to takes 3 (1d6) necrotic damage and the tick gains the same amount of temporary hit points. While the tick is attached, a creature may use its action to make a DC 10 Athletics check, prying the tick loose on a success.

FLAME HYDRA

A traditional hydra has a weakness to fire and therefore fears it, but the flame hydra embraces the flame and instead fears the cold. This creature is similar in almost every regard to an ordinary hydra, regenerating heads as they are lost and plagued by an everlasting hunger, but a flame hydra is much more capable of dealing with enemies that would strike from a distance by lobbing blasts of flame.

A Terrible Experiment. The flame hydra was created when an necromancer decided to see what would happen if he imbued a severed hydra head with the blood of an adult red dragon. He expected that perhaps a color change would occur, that the skin would become resistant to flame, or maybe nothing would occur. What happened was that the head regrew a body and escaped the laboratory. It burnt most of the town to the ground before escaping to the wilds. Since then, flame hydras have continued to spread as an entire hydra can form from a single severed head, similar to a troll.

Draconic Nature. Not only does a flame hydra constantly hunger for food, but the red dragon blood that flows through it also gives it an insatiable need to find wealth. These two needs constantly drive a hydra back to civilization where it is unleash destruction to satisfy these overpowering needs. The hydra's life is in constant agony, for even when resting upon a mountain of gold, it hungers for more.

Always more.

FLAME HYDRA

Huge monstrosity, neutral good

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +9

Senses darkvision 60 ft., passive Perception 19

Damage Immunities fire

Languages ---

Challenge 9 (5,000 XP)

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken cold damage since its last turn. The hydra regains 10 hit points for each head regrown in this way and when a head grows it releases a burst of flame. Each creature within 10 feet of the hydra when a head regrows must succeed on a DC 16 Dexterity saving throw or take 11 (2d10) fire damage.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite or fire blast attacks as it has heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Fire Blast. *Ranged Spell Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 9 (2d8) fire damage.

Inferno (Recharge 5-6). The hydra exhales fiery breath from all of its heads, creating a 30 foot cone of flame. Each creature in this area must make a DC 16 Dexterity saving throw, taking 7 (2d6) fire damage for each living head on a failed save, or half as much damage on a successful one.

Giant Feymoth

The feymoth is eight feet long with a wingspan of nearly eighteen feet. It soars through the feywilds, constantly casting out magical spores beneath it as it does so. Creatures that see it fly overhead will stop what they are doing and simply watch in awe of the hypnotic pattern that covers its wings. Even fey creatures with their natural resistance to such allure have a difficult time turning away from its beauty. The moth has simple needs - eat, explore, and protect.

Guardians of the Forest. Feymoths live exclusively in dense forest environments. Each feymoth will claim a portion of this forest as their own to watch over and protect, no two moths ever overlapping in their territory. These areas are sometimes up to twenty square miles, but the feymoth always knows when there is a disturbance in its territory and come to defend its home with a wide array of magical abilities.

Givers of Life. The feymoth is naturally magical and possesses the capability to give sentience to trees, to summon woodland creatures to its aid, and to reinvigorate the injured. Typically the moth will only use these capabilities if it feels the forest is threatened, but when it does, the moth can create an entire army of creatures to fight against the unwanted entities. All creatures of the forest give respect to the moth and its position as their protector.

Giant Feymoth

Large fey, neutral good

Armor Class 16 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
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13 (+1)	14 (+2)	16 (+3)	12 (+1)	16 (+3)	8 (-1)
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Saving Throws Dex +5, Wis +6

Skills Nature +4, Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Sylvan, Celestial

Challenge 6 (2,300 XP)

Magic Resistance. The feymoth has advantage on saving throws against spells and other magical effects.

Enchanting Pattern. When a creature starts its turn within 30 feet of the feymoth and is able to see the feymoth's wings, the feymoth can magically force it to make a DC 14 Charisma saving throw, unless the feymoth is incapacitated.

On a failed saving throw, the creature makes all attacks rolls this turn with disadvantage as they are dazzled and confused by the vibrant display of the feymoth's wings.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the feymoth until the start of its next turn, when it can avert its eyes again. If the creature looks at the feymoth in the meantime, it must immediately make the save.

Innate Spellcasting. The feymoth's innate spellcasting ability is Wisdom (spell save DC 14). The feymoth can innately cast the following spells, requiring no material components:

At will: *dancing lights, druidcraft*

3/day each: *confusion, gust of wind, plant growth, sleep*

1/day each: *awaken, conjure woodland beings, hypnotic pattern, insect plague, mass cure wounds*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 14 Intelligence saving throw or take 27 (5d10) psychic damage on a failed save, or half as much on a successful one.

GIANT WASP

Even in a world populated with goblin, orcs, and dragons, these threats are out of sight and out of mind for the average peasant. Wasps, on the other hand, are creatures that just about everyone dislikes, especially when the wasp is the size of a chicken. Giant wasps live in groups much smaller than their ordinary wasp cousins, usually having only a few dozen total in a single massive nest. They do not go out of their way to cause harm, but if a nest is settled within a mile or two of a civilized area it will certainly cause citizens to go into a panic.

Life for the Queen. Giant wasps live to serve their queen. All wasps communicate constantly via telepathy and know when one of their own are under attack so they can move to rescue them, or flee if the threat is too large. The entire swarm obeys the will of the queen unquestioningly, gladly giving their lives if it keeps her safe.

Call for Help. If there is ever a scenario in which the queen comes under attack and is without support, she has the ability to magically teleport up to four other wasps to her side to defend her. This is draining even for the queen so she cannot do this frequently, but being near her children gives her strength far beyond what she has on her own. A queen without her swarm is only a bit more powerful than an ordinary wasp, but with a dozen allies at her side she can destroy even the most powerful foes with a single sting.

GIANT WASP

Small beast, unaligned

Armor Class 12

Hit Points 14 (4d6)

Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	3 (-4)	10 (+0)	4 (-3)

Senses passive Perception 10

Languages ---

Challenge 1/4 (50 XP)

Hivemind. All wasps within 10 miles of their queen are in constant communication via a telepathic bond.

Hive Tactics. The wasp has advantage on an attack roll against a creature if at least one of the wasp's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Sting. Melee Weapon Attack: +4 to hit, reach 5ft., one target. **Hit:** 1 piercing damage plus 4 (1d8) poison damage.

HIVE QUEEN

Small beast, unaligned

Armor Class 14

Hit Points 49 (9d8 + 9)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	6 (-2)	13 (+1)	13 (+1)

Senses passive Perception 11

Languages ---

Challenge 3 (700 XP)

Hivemind. All wasps within 10 miles of their queen are in constant communication via a telepathic bond.

Actions

Sting. Melee Weapon Attack: +6 to hit, reach 5ft., one target. **Hit:** 6 (1d4 + 4) piercing damage plus 2 poison damage for each giant wasp within 120 feet that isn't incapacitated, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. The target can repeat this saving throw at the end of their turn, ending the effect on a success.

Command the Hive (Recharge 5-6). The queen gives out a command to all wasps within 120 feet. They may use their reaction to immediately move up to half of their movement speed and attack a target if able.

Summon the Swarm (1/Day). The queen summons four giant wasps in unoccupied spaces within 60 feet. These wasps last for 1 day, until the wasps die, or until the queen dismisses them.

GLACIAL RAPTOR

As if raptors were not dangerous enough, this incarnation of the already deadly creatures are risen from the dead after being frozen in ice for ages. Many of these raptors have exposed bone and have portions of their body still frozen even as they stalk along looking for prey. Their eyes are a piercing blue that shine menacingly from the tunnels where these raptors lurk. Decades and centuries trapped beneath the ice has instilled these raptors with magical abilities.

Arisen by Proximity. It was never intended for these raptors to be awakened, they just happened to have their remains buried beneath the snow and ice where a necromancer was raising his army of the dead. These life-giving magics seeped down through the frozen soil, into the ice, and animated these half-decayed dinosaurs. Even after being revived, it took some time for these creatures to dig their way to the surface, the necromancer and his army long gone. Now, these creatures are free to roam the lands, reverting to their instincts to hunt as a pack and feed.

A Frozen Soul. These raptors see ice as a part of their being as much as their own flesh and bones. Their strikes instill a chilling cold into their foes and their gaze is enough to drain the life out of unworthy opponents. They will place their head low, lock eyes with their target, and then with a quick flash of light that creature will feel the ice set in. Breathing becomes difficult, extremities go numb, and vision becomes blurred as the gnawing cold spreads throughout. Moments later, dinner is served.

GLACIAL RAPTOR

Medium undead (beast), neutral evil

Armor Class 13

Hit Points 51 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	4 (-3)	10 (+0)	2 (-4)

Skills Acrobatics +5, Perception +2

Damage Resistances cold, piercing, slashing

Damage Vulnerabilities bludgeoning

Senses passive Perception 12

Languages ---

Challenge 2 (450 XP)

Frozen Ferocity. When the raptor hits with a melee attack, it deals an extra 2 (1d4) cold damage (included in the attack).

Pack Tactics. The raptor has advantage on an attack roll against a creature if at least one of the raptor's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The raptor makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) cold damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 2 (1d4) cold damage.

Frozen Gaze (Recharge 6). The raptor locks eyes with a creature and attempts to freeze it from the inside out. The target must make a DC 12 Constitution saving throw, taking 14 (4d6) cold damage and gaining one level of exhaustion on a failed save, or half as much damage and not exhausted on a successful one.

GOBLIN

This section expands upon the goblin creature found in other publications. For more information about goblin culture, their homes, and their motivations consult these other sources. This section contains stat blocks for cave goblins that have been out of daylight for so long that they can no longer stand it. They use natural weaponry to defend themselves in combat and have improved darkvision over a typical goblin. The war shaman is a goblin spellcaster that can call on some basic spells to give additional strength to its allies or to disable foes in combat.

CAVE GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 16 (natural armor)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	10 (+0)	11 (+0)	5 (-3)

Skills Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages Common, Goblin

Challenge 1/2 (100 XP)

Moss Covered. The goblin has advantage when on Dexterity (Stealth) checks made to hide in rocky or cavernous terrain.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Sunlight Sensitivity. While in sunlight, the goblin has disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

Actions

Sharpened Stalagmite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Javelin. *Melee Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GOBLIN WAR SHAMAN

Small humanoid (goblinoid), neutral evil

Armor Class 12

Hit Points 31 (9d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	10 (+0)	8 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Spellcasting. The shaman is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has the following Wizard spells prepared:

Cantrips (at will): *fire bolt, minor illusion*

1st level (4 slots): *color spray, grease, mage armor*

2nd level (2 slots): *blindness/deafness, enlarge/reduce*

Actions

Multiattack. The goblin makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

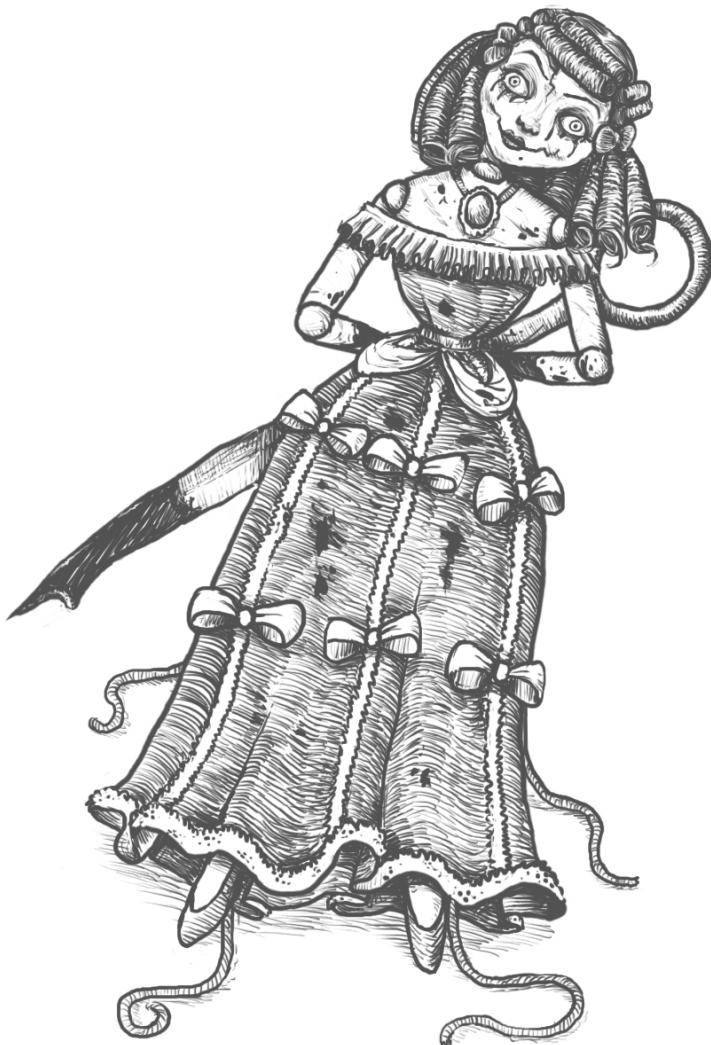
GRIM PUPPETEER/GRINNING MARIONETTE

With razor sharp teeth that are constantly locked into a horrifying grin, the grim puppeteer is a nightmare to behold first hand. Its physical appearance is almost a parody of the human body. Along with its grin, it has arms that are far too long that end in twisted, gnarled fingers. It uses needle and thread to sew up its wounds so the puppeteer eventually looks as if it is held together by stitches. The puppeteer is a master of manipulation, perfectly mimicking any voice with ease and casting mind altering magics at will.

A Legion of Spies. The puppeteer would not have received its name if it were not for the legion of horrific dolls that it controls. These grinning marionettes, as the puppeteer calls them, are placed in strategic locations all across the countryside, allowing the puppeteer to gather secrets, learn voices, and gain information to be used as blackmail. These marionettes are capable of fighting, but are left immobile until it is absolutely necessary that their true nature be revealed. They also follow the will of the puppeteer completely. It both literally and metaphorically pulls the strings of this spy network.

Ruling from the Shadows. An entire city may have their wealthy class fall under the control of the puppeteer without even knowing it. Through the use of its perfect mimicking, elaborate blackmail schemes, powerful domination magics, and sometimes a well-placed murder, the puppeteer can ensure he controls all decisions. This is where this particular fiend finds its only joy in the world, being in total control of a situation without anyone realizing. They all dance when the correct strings are pulled.

Near-Master Shapeshifter. The puppeteer could be any random peasant walking down the street, any shopkeeper, any lord. It has the ability to change appearance in a single moment and hold that form for as long as it is deemed necessary. The biggest tell for the puppeteer is that even when transformed into another humanoid its smile persists. For some, this behavior is deeply unnatural and is often how the puppeteer's presence is exposed. Unfortunately, anyone who questions the sanity of someone being impersonated usually ends up dead and is the next victim of identity theft.



GRINNING MARIONETTE

Tiny construct, chaotic evil

Armor Class 12
Hit Points 10 (4d6 - 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	8 (-1)	8 (-1)	8(-1)	12 (+1)

Skills Stealth +4

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Damage Immunity poison

Senses darkvision 60 ft., passive Perception 9

Languages Infernal, telepathy 120 ft.

Challenge 1/4 (50 XP)

Bound Servitude. All marionettes serve a Grim Puppeteer. This master can use its action to see through the marionette's eyes and the marionette can communicate with its master from anywhere. The marionette is forced to execute the orders of its master to the best of its abilities. The marionette becomes a mundane doll if its master is killed.

False Appearance. While the marionette remains motionless, it is indistinguishable from an ordinary doll.

Actions

Draining Touch. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target must succeed on a DC 11 Constitution saving throw or take an additional 2 (1d4) necrotic damage.



GRIM PUPPETEER

Medium fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 98 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	14 (+2)	10 (+0)	18 (+4)

Saving Throws Dex +7, Cha +6

Skills Deception +10, Performance +10, Persuasion +7, Sleight of Hand +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical, nonsilvered weapons

Senses darkvision 60 ft., passive Perception 10

Languages Common, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Legion of Puppets. The puppeteer crafts and distributes Grinning Marionettes. The puppeteer may use its action to see through the eyes of any of its marionettes. While seeing through the eyes of a marionette, the puppeteer is blind to everything happening around its body. The puppeteer is in constant telepathic communication with all of its puppets and they follow its will.

Innate Spellcasting. The puppeteer's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *alter self, charm person, crown of madness*

3/Day: *dominate person, hold person*

Master Ventriloquist. The puppeteer can cast spells without any somatic or verbal components and can perfectly mimic any voice it has ever heard.

Actions

Multiaction. The puppeteer makes three attacks with its razor strings.

Razor Strings. Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Strings Attached (Recharge 5-6). The puppeteer teleports to an unoccupied space within 120 feet and makes three attacks with its razor strings against a single target, then casts dominate person on them. If at least two of puppeteer's attacks hit, the target has disadvantage on their saving throw against the spell.

HASTE DEVIL

This haste devil moves with such incredible speed that often its opponents are dead before they are even aware they have been struck. It fights using only its fists, most weapons unable to withstand the speed at which the devil swings them. Fortunately, the devil has four arms so it can deal a substantial amount of damage in just a flash before moving on to its next victim. The devil can even move its body at such intense speeds that it creates powerful whirlwinds that launch creatures across the battlefield.

The devil is bipedal and slender, deriving the power of its blows from the speed at which they are delivered and not from raw strength. With a running start, a haste devil has been known to be capable of breaking through solid stone walls. They are often used as scouts, running past foes before they are able to react and snatching critical documents that might be left unattended out in the open. When sprinting at max speed, the haste devil appears to be a mere streak of black and red light with no discernable physical characteristics. By the time a creature realizes a haste devil just moved past, they may turn around and see half of their friends already lying dead on the ground.

HASTE DEVIL

Medium fiend (devil), chaotic evil

Armor Class 16

Hit Points 78 (12d8 + 24)

Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	22 (+6)	14 (+2)	10 (+0)	10 (+0)	9 (-1)
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Skills Acrobatics +9

Senses darkvision 60 ft., passive Perception 10

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities grappled, restrained, poisoned, paralyzed

Languages Infernal, Common

Challenge 5 (1,800 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Impossible Speed. The devil cannot have its speed reduced by any effect and can move triple its speed when it takes the dash action.

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

Numbing Strikes. Whenever the devil makes a melee attack against a creature, it doesn't provoke attacks of opportunity from that creature for the rest of the turn, whether it hits or not.

Actions

Multiattack. The devil uses its Whirlwind ability. It then makes three attacks with its unarmed strike.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage.

Whirlwind. The devil performs a quick spin that generates a whirlwind in 10 ft. radius sphere centered on itself. All other creatures within this whirlwind must succeed on a DC 13 Strength saving throw or take 10 (3d6) bludgeoning damage and be flung up to 20 feet away from the whirlwind in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

HELLHOUND

This section expands upon the hellhound creature found in other publications. For more information about hellhound's history, their ferocity, and their motivations please consult these other sources. This section expands upon the possible hellhounds your players may encounter while out adventuring.

YOUNG HELLHOUND

Though pups, they are still just as evil and hateful as a fully developed hellhound. They do not yet have the capability to breath fire at their foes, but they know how to use effective hunting tactics - cornering their foes so the elder hellhounds can unleash powerful waves of flame at them. It is at this age that hellhounds are often given as gifts to fire giants and devils as a sign of good will.

YOUNG HELLHOUND

Medium fiend, lawful evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	5 (-3)

Skills Perception +3

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 13

Languages Understands Infernal and Ignan, but cannot speak

Challenge 1 (200 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the hound moves at least 10 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 2 (1d4) piercing damage and must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

HELLHOUND ALPHA

The hellhound alpha is the leader of a pack, instilling fear into victims with its howl and catching fire when it charges towards its victims for an attack. These hellhounds are a bit larger than an ordinary hellhound and often have glowing red patterns along their sides and back. There are even rumors of alphas that sprout an extra head, both working in conjunction to attack. A Twin-Headed Hellhound Alpha is a CR 5 creature, has a bite multiattack, and can use its Horrifying Howl twice per day.

HELLHOUND ALPHA

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (-1)	14 (+2)	6 (-2)

Skills Perception +6

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 16

Languages Understands Infernal and Ignan, but cannot speak

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Flame Charge. If the hound moves at least 10 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 13 (3d8) fire damage and must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 13 (3d8) fire damage.

Horrifying Howl (1/Day). Each creature of the hound's choice that is within 60 feet and is not deafened must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the fear on a success.

HERALD OF LIGHTNING

A celestial cousin of the powerful storm giant, the herald has a wide array of powers that harness lightning and uses it to quickly dispatch enemies. Smaller than a giant, the herald makes up for this fact with its superior wisdom and magical capabilities. They stand at roughly fourteen feet tall and wear a breastplate and shield into battle along with a massive scimitar that sparks with power. The herald can teleport short distances, lock opponents in place with magical shackles, and even turn creatures into conduits of lightning energy. They often work alone, but will sometimes pair up with other powerful humans to take out a threat if they cannot handle it themselves.

Unshakable Determination. A herald is dispatched whenever divine intervention is deemed necessary but the gods are not willing to send an angel to deal with the situation. Unlike the consistently lawful angels, the herald will sometimes stray from the planned course and take the necessary actions required to handle the situation, even if it may lead to some collateral damage. They will do whatever it takes, including giving their own life or sacrificing the lives of mortals, to ensure that their mission is completed successfully.

Master Blacksmiths. Heralds use the lightning they command to create powerful equipment from nearly any material. They craft sets of armor that are as sturdy as they are breathtaking and forge weapons of unparalleled strength. With a single glance at the person expected to wear this equipment, they can discern the exact specifications it will require. It is a gift that even the strongest of celestials looks upon with awe, for even to them it is unknown how such insight is possible.

HERALD OF LIGHTNING

Large celestial, chaotic good

Armor Class 18 (breastplate, shield)

Hit Points 152 (16d10 + 64)

Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	19 (+4)	11 (+0)	17 (+3)	14 (+2)

Saving Throws Dex +8, Wis +7, Cha +6

Skills Perception +7, Persuasion +6, Sleight of Hand +8

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial

Challenge 9 (5,000 XP)

Magic Resistance. The herald has advantage on saving throws against spells and other magical effects.

One With Lightning. The herald may choose to expend 50 feet of movement to teleport to an unoccupied space within 50 feet. When it does so, lightning streaks in a line between the herald's starting position and its new position. Any creature in that area must succeed on a DC 16 Dexterity saving throw or take 16 (3d10) lightning damage.

Actions

Multattack. The herald makes two attacks: one with its scimitar and one with its shield slam.

Sparking Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 16 (3d10) lightning damage.

Shield Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be stunned until the end of its next turn.

Jolting Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 28 (8d6) lightning damage and the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

Lightning Shackles. Target creature within 120 feet has their feet bound to the ground with chains of sparking metal. That creature may move freely, but takes 5 (1d10) lightning damage for every 5 feet they move. A creature may use their action to attempt to break the bindings. That creature makes a DC 16 Athletics check, smashing the bindings and freeing the bound creature on a success. On a fail, the creature attempting to break the bindings takes 11 (2d10) lightning damage.

Cone of Lightning (Recharge 5-6). The herald unleashes a blast of sparking energy in a 30-foot cone. All creatures in that area must make on a DC 16 Dexterity saving throw, taking 38 (7d10) lightning damage on a failed save, or half as much damage on a successful one.

Create Conduits (1/Day). The herald turns three creatures within 120 feet into conduits of lightning for 1 minute. If any of those creatures end their turn within 20 feet of another conduit, lightning arcs between them, dealing 16 (3d10) lightning damage to each of them. A creature between two conduits when this effect occurs must succeed on a DC 16 Dexterity saving throw or take 16 (3d10) lightning damage. Creatures are immediately aware of the fact they are a conduit when they become one, but are not aware of its effects.

HERALD OF LIGHTNING



KOBOLDS

This section expands upon the kobold creature found in other publications. For more information on kobold culture, their motivations, and their weaknesses please consult these other sources. In this section there are two new kobolds included, each of which has special characteristics based on the kind of dragon they worship. The dragon's blood kobold is a melee fighter that deals a bit of extra elemental damage with each attack as well as some resistances. Dragon shamans have a few spells that they can throw out, also dependant upon the color of dragon they worship.

DRAGON'S BLOOD KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 13

Damage Resistances See *Dragon's Blood*

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Dragon's Blood. This kobold is a servant of a chromatic dragon and has taken on some of its characteristics. It gains resistance to one type of damage and deals additional damage on each attack depending on the dragon's color as shown below.

Black: *Acid*

Blue: *Lightning*

Green: *Poison*

Red: *Fire*

White: *Cold*

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 2 (1d4) elemental damage (See *Dragon's Blood*).

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

KOBOLD DRAGON

SHAMAN

Small humanoid (kobold), lawful evil

Armor Class 11

Hit Points 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	8 (-1)	7 (-2)	12 (+1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Innate Spellcasting. The kobold's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast a number of spells, requiring no material components. The type of dragon the kobold worships determines the spells it has available, as shown below.

Black, 1/day each: *acid splash, fog cloud*

Blue, 1/day each: *shocking grasp, witch bolt*

Green, 1/day each: *poison spray, ray of sickness*

Red, 1/day each: *firebolt, burning hands*

White, 1/day each: *ray of frost, ice knife*

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

LEAF SORCERER

A leaf sorcerer is a tiny fairie creature that stands at roughly eight inches tall and is indistinguishable from a leaf when motionless. They are fun-loving creatures similar in nature to a pixie - friendly and inviting to those who are kind. Unlike a pixie, they will rarely play tricks on visitors unless they have proven themselves cruel. The sorcerers travel in large groups, sometimes up to two dozen and survive simply by being undetectable. Even the largest groups of leaf sorcerers are perfectly hidden if they can find a large enough tree.

Nomadic Tribes. A tribe of leaf sorcerers rarely stays in one place for long - a month or two at most. They enjoy seeing the world and all it has to offer and will travel for weeks at a time before they find another place they deem worthy of temporary settlement. Often the leaves in these new locations will be different than their last home, but it takes only ten minutes of sitting motionless amongst other leaves for their camouflage to update to match the new surroundings.

Riders of Beasts. Some leaf sorcerers prefer to ride on the backs of smaller woodland creatures rather than walk or fly. They will craft saddles and harnesses out of twigs, leaves, and vines and ride upon creatures such as rabbits, porcupines, and squirrels. These animals are treated as family and are well treated by the leaf sorcerers. They are happy to ride alongside their fey allies on their travels and sometimes even follow them into battle.

LEAF SORCERER

Tiny fey, chaotic good

Armor Class 15

Hit Points 10 (4d6 - 4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	8 (-1)	10 (+0)	10 (+0)	12 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan

Challenge 1/4 (50 XP)

Leaf Camouflage. While unmoving, the sorcerer is indistinguishable from an ordinary cluster of leaves.

Innate Spellcasting. The sorcerer's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no components:

1/day each: *animal friendship, color spray, fog cloud*

Actions

Razor Leaf. *Ranged Spell Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

LIGHT DEVOURER

Most humans start out with a fear of the dark. It is an understandable fear, for many threats only present themselves under the cover of darkness. The light devourer brings this shroud of protection along with it, absorbing all light in a large radius around its body. The devourer is a wolflike entity, but with wispy shadows in place of fur and flesh. It has no eyes, but its nose and ears are so heightened from living in constant darkness that it can effectively see regardless.

Eaters of Light. As their name suggests, a light devourer survives by consuming light. That being said, they rarely travel out into direct sunlight. The sun provides so much energy that they cannot filter out the power and risk exploding from being overcharged. Instead, they prefer to come out at dawn or dusk, when there is a bit of light bleeding over the horizon but not so much to cause any threat of over-indulgence.

Takers of Sight. A light devourer's aura is so strong that it can blind even creatures adapted to seeing in darkness. It prevents any and all light from finding their eyes, leaving them as ineffective as a human in the total darkness. Taking sight from a creature is a delicacy for the devourer - a sweet dessert that they constantly crave. They love to stalk up on unsuspecting adventuring camps in the night, remaining unseen as its form is completely obscured by its aura, and stealing the sight from an entire group before tearing them to shreds. It does not eat their bodies, however, for it does not require food to survive. Instead it will leave them out for scavengers and return the next night to steal their sight as well.

LIGHT DEVOURER

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)

Senses blindsight 90 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Shrouded in Darkness. The area in a 30 foot area around the devourer is shrouded in magical darkness and cannot be pierced by any light, magical or mundane.

Actions

Multiattack. The devourer makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be blinded until the end of their next turn.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Consume Sight (Recharge 5-6). The light devourer drains any and all light from within its shroud of darkness. All other creatures in that area must succeed on a DC 13 Constitution saving throw or be blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the blinded condition on itself on a success.



LIVING TEMPLE

One of the most terrifying and intricate constructs to ever be assembled is the Living Temple. A group of tribal warriors decided to hide their most valuable treasures in a place they knew without a doubt would be safe from ever being stolen. They assembled an elaborate temple, one filled with traps and stocked with creatures that would destroy all but the strongest and most determined thieves.

Still, their leader decided this would not be enough. They needed something more to ensure the protection of their sacred relics and so their most powerful shamans came together and discussed how they might go about using the gods and the elements to present additional difficulties. After weeks of debate and argument they decided on the best course of action - give life to the temple itself.

A Lifetime of Work. Even when the plans to give the temple of life were created and laid out, it would take a great deal of effort and investment to make their vision reality. Tens of thousands of gold worth of resources were poured into the project, hundreds of lives were lost to labor and experimentation, and years upon years were expended to research that led nowhere. In total, it took forty-six years to give life to the temple. Only a handful of the original designers were alive to see it in its full glory.

A Transforming Terror. The temple still functions as a full dungeon for all intents and purposes, even after being given the gift of life. The traps and creatures still remain within its walls. The decaying bodies of many attempted thieves still line its tunnels. But when the time comes, the entire temple shifts and twists as the grinding of stone roars through the halls. It rises from the ground, turning stone passageways into arms and legs, worship chambers into a chest cavity, and finally the treasure room as its head a full hundred feet off the ground. It looms with a shadow that can stretch for miles, a final challenge to anyone who wishes to claim the relics stored within.

Unparalleled Might. The temple has strength that can match even the strongest of giants. If required, it could ravage entire cities with relative ease, level mountains, or destroy the most powerful monstrosities. Only the strongest of combatants can hope to survive even a single blow from its fist that is literally the size of an elephant. It can fire beams of energy from the guardian orb that gives it life and turn an army to dust in an instant.

The Guardian Orb. Inside the head of the temple is both the sacred treasure it protects and the guardian orb that keeps it alive. This 3-foot diameter sphere glows bright green and can unleash devastating attacks in the form of beams of pure energy. While the beam gives great strength to the temple, it is also fragile. For this reason it is incredibly difficult to reach and the temple will go to any length to make sure no one reaches the chamber that holds it. As long as the orb survives, the temple can never truly be destroyed.

LIVING TEMPLE

Gargantuan construct, lawful neutral

Armor Class 19 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	6 (-2)	26 (+8)	4 (-3)	14 (+2)	3 (-4)

Saving Throws Str +14, Con +14, Wis +8

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses passive Perception 10

Languages ---

Challenge 20 (24,500 XP)

Change Shape. The temple magically transforms into a 100 foot tall humanoid structure, or back into its temple form. It reverts to temple form if it dies. Any creatures within the temple when it transforms into its humanoid form must succeed on a DC 16 Strength saving throw or fall down to the bottom of the temple, taking 3 (1d6) bludgeoning damage for every 10 feet they fall when doing so. On a success, they find something to grab hold of and do not fall.

Enchanted Structure. While unmoving, the temple is indistinguishable from an ordinary worn stone temple. It does not activate until a specific set of conditions, specified by its creator, are met.

Hollowed Body. The temple's body is filled with hollowed stone corridors and chambers. Creatures can ascend the inner portions of the temple by using their climb speed and moving along the thick overgrowth and worn stone within. The temple has vulnerability to bludgeoning and thunder damage from within its body.

Guardian Orb. The temple holds a large green orb that gives it life and power. If the temple would be reduced to 0 hit points, but the orb is not destroyed, the temple is instead reduced to 1 hit point. The orb has 15 AC and must be dealt 30 points of damage in a single round of combat to be destroyed. This orb is housed within a stone chamber 100 feet up that forms the temple's head. This orb exudes bright green light in a 20-foot radius and dim light for an additional 20 feet. The room containing the orb has a single 3 ft. by 3 ft. square entrance on the back of the temple's head.

Actions

Multiaction. The temple makes two attacks: one with its slam and one with its crush.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 34 (4d12 + 8) bludgeoning damage. Creatures within the temple's arms take 17 (2d12 + 4) bludgeoning damage from the impact.

Crush. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. Creatures within the temple's legs take 15 (2d10 + 4) bludgeoning damage from the impact.

Hurl Debris. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 47 (6d12) + 8 bludgeoning damage.

Leaping Smash (Recharge 5-6). The temple leaps into the air and slams down, creating a powerful shockwave in a 30-foot radius. Each creature in that area that is not within the temple, must make a DC 22 Dexterity saving throw, taking 55 (10d10) bludgeoning damage and being knocked prone on a failed save, or half as much damage and not knocked prone on a successful one. Creatures within the temple when it makes this attack must succeed on a DC 18 Strength saving throw or slide 20 ft. down the temple. Succeed or fail, all creatures within the temple take 22 (4d10) bludgeoning damage.

Guardian Beam (3/Day). The temple temporarily exposes the guardian orb in its head to unleash a deadly attack. A streak of brilliant green light flashes out from the orb in a 10-foot-wide, 150-foot-long line. The temple moves this beam up to 30 feet in a straight line before it runs out of energy. Each creature touched by the beam must make a DC 22 Constitution saving throw. On a failed save, the creature takes 54 (12d8) radiant damage and is blinded until the end of its next turn. On a successful save, it takes half as much damage and isn't blinded by the beam. The temple can't use this ability if the guardian orb has been destroyed.

Legendary Actions

The temple can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The temple regains spent legendary actions at the start of its turn.

Slam or Crush. The temple makes one slam or crush attack.

Trigger Interior Dart Traps (Costs 2 Actions). The temple activates a series of dart traps within its body. Anyone within the bounds of the temple must succeed on a DC 22 Dexterity saving throw or take 10 (1d4 + 8) piercing damage and 22 (4d10) poison damage.

Guardian Beam (Costs 3 Actions). The temple uses its guardian beam.

LIVING TEMPLE



MAIDEN OF ICE

Frost giants will seek strength wherever possible, knowing that their place in the hierarchy is decided by their raw power. Some giants will ascend to the top of a mountain and train at the bitter cold, snow covered peak in hopes that it will give them resilience beyond that of any other giant. A maiden is a female frost giant that succeeds in this trial of ice and is given newfound power by the elements themselves.

She wields a massive scythe, capable of carving through ice and flesh alike with her powerful strikes. When she walks, the ground freezes around her in an instant. When she wishes it, a spear of ice will form in her strong hands. When enraged, she can unleash devastation the likes of which few other giants thought possible, freezing every living thing in a massive area around her.

She wears almost no armor, embracing the cold and feeding on its strength - her skin as tough as a block of solid ice. She does however wear a fearsome helmet adorned with the scales and fangs of a white dragon that she has no doubt bested in solo combat. Her eyes are pure white, piercing through even the most powerful of blizzard to give her opponents an omen of what is coming for them - the maiden, and likely, death.

MAIDEN OF ICE

Huge giant, neutral good

Armor Class 16 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	22 (+6)	15 (+2)	11 (+0)	10 (+0)

Saving Throws Str +9, Con +10, Int +6

Skills Athletics +9, Insight +4, Intimidation +4, Perception +4

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 14

Languages Common, Giant

Challenge 9 (5,000 XP)

Aura of Frost. The ground in a 15 foot radius circle around the maiden becomes coated in ice. A creature that steps on this ice begins to slide. They travel until they reach the end of the ice, collide with a solid object, or have gone 30 feet. The creature loses movement equal to the distance traveled while sliding. A creature may choose to move at half speed on the ice to avoid sliding. The ice melts after being outside of the aura for 1 minute.

Actions

Multiaction. The maiden makes two scythe attacks or two spear attacks.

Frozen Scythe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 11 (2d10) cold damage.

Frozen Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 30/90 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 11 (2d10) cold damage, or 9 (1d8 + 5) piercing damage plus 11 (2d10) cold damage if used with two hands to make a melee attack.

Harvest. The maiden swings her scythe in a powerful sweeping motion. All creatures within 15 feet of the maiden must succeed on a DC 16 Dexterity saving throw or take 16 (3d10) slashing damage and 16 (3d10) cold damage and be knocked back 15 feet. If the creature is knocked back onto ice, they slide for 30 feet, until they collide with a solid object, or until they reach the end of the ice.

Blades of Bitter Cold (Recharge 5-6). The maiden makes two powerful vertical sweeps with her scythe, launching arcs of frozen energy in two 5 foot wide, 120-foot long lines. A creature caught in one of these areas must make a DC 16 Dexterity saving throw, taking 27 (5d10) cold damage and gaining one level of exhaustion on a failed save, or half damage and no exhaustion on a successful one.

Cold Snap (1/Day). The maiden slams the head of her scythe into the ground and attempts to freeze everything within 60 feet. Creatures caught in this area must make on a DC 16 Constitution saving throw or take 33 (6d10) cold damage and be paralyzed for 1 minute as they are frozen on a failed save, or half as much damage and not paralyzed on a successful one. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the paralyzed condition on itself on a success. Any exposed liquids in the area are frozen and all fire is snuffed out as well.

MAIDEN OF ICE



MAMMOTH BEETLE

What is there really to say about a beetle the size of a small house other than it is in your best interests to stay away from it? These gigantic insects often lurk underground, but will occasionally pop up on the surface to hunt or if there are threats beneath ground. Their exterior shell is as strong (or stronger) than any set of armor and its only real point of weakness is its underside. The beetle's belly is soft and rather unprotected, and fortunately for anyone attacking by one of these creatures the beetle stands nearly 5 full feet off the ground, giving most enough room to move around beneath this beetle without much trouble. They are not evil creatures and will merely defend themselves or their homes from any potential threats.

MAMMOTH BEETLE

Huge beast, unaligned

Armor Class 20 (natural armor)

Hit Points 116 (11d12 + 44)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	19 (+4)	2 (-4)	10 (+0)	2 (-4)

Senses blindsight 30 ft., passive Perception 10

Languages ---

Challenge 5 (1,800 XP)

Soft Underbelly. The beetle's has AC 12 against attacks made from directly beneath it.

Acidic Blood. A creature that damages the beetle with a melee attack while within 5 feet of it takes 5 (1d10) acid damage.

Hulking Wings. The beetle has a flight speed of 20 ft. via a set of massive wings. This benefit works only in short bursts; the beetle falls at the end of its turn if it is in the air and nothing else is holding it aloft. Any creature under the beetle when it lands must make a DC 13 Dexterity saving throw or take 7 (2d6) bludgeoning damage for every 10 feet the beetle fell.

Actions

Multiattack. The beetle makes three attacks: two with its stomp and one with its mandibles.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) bludgeoning damage.

Mandibles. Melee Weapon Attack: +7 to hit, reach 5 ft., one target not underneath the beetle. **Hit:** 13 (2d8 + 4) piercing damage and the target is grappled (escape DC 15) if it is a larger or smaller creature and the beetle doesn't have a creature grappled.

MEPHITS

This section expands upon the mephit creature found in other publications. For more information about these devilish little elementals please consult these other sources. In this section, stats for a few more powerful mephits are included.

IMBUED MEPHITS

Imbued mephits are elementals that have been magically attuned to their particular composition and are stronger than a typical mephit. This can be done through prolonged exposure, through the help of more powerful creatures of the elemental planes who use the mephits as slaves, or simply through the mephit living a long enough life.

IMBUED MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 34 (8d6 + 8)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	10 (+0)

Skills Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Ignan, Terran

Challenge 2 (450 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Actions

Multiattack. The mephit makes two claw attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 5 (2d4) fire damage.

Magma Spout (Recharge 6). The mephit causes magma to burst forward from a point on a solid surface within 50 ft. All creatures along a 15-foot line in front of that point must make a DC 12 dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.

IMBUED STEAM MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 28 (8d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1 (200 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save.

Innate Spellcasting (1/Day). The mephit can innately cast *mirror image*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 2 (1d4) fire damage.

Steam Discharge (Recharge 6). The mephit causes steam to erupt from its body. Each creature in a 15-foot cube originating on the mephit must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

MAGMA MEPHIT KING

The magma mephitz king is far more powerful than the traditional mephitz. While at any given point dozens of mephitz will claim they are kings, only a very small amount of those actually have power beyond a traditional mephitz. A magma mephitz can only ascend to such power by feeding on the remains of a red dragon. Their essence fills the mephitz with power that they can use to become more than a mere pest, it can wield a power that rivals even larger creatures of the elemental planes.

MAGMA MEPHIT KING

Small elemental, neutral evil

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	16 (+3)	14 (+2)	9 (-1)	13 (+1)	14 (+2)
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Skills Stealth +5, Deception +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Ignan, Terran

Challenge 4 (1,100 XP)

Death Burst. When the mephitz dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephitz remains motionless, it is indistinguishable from an ordinary mound of magma.

Actions

Multiattack. The mephitz makes two attacks with its claws or with its bow.

Magma Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 5 (1d10) fire damage.

Magma Bow. *Melee Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 5 (1d10) fire damage.

Molten Caltrops. The mephitz scatters molten caltrops in a 15-foot square around itself. This area is considered difficult terrain and creatures take 7 (2d6) fire damage for every 5 feet they move through this terrain.

Lava Choke (Recharge 6). The mephitz causes a ball of lava to appear in the throat of a creature it can see within 90 ft. That creature must make a DC 13 Constitution saving throw, taking 27 (5d10) fire damage on a failed save and the creature is silenced as their throat is charred, or half as much damage and not silenced on a successful save. The silence lasts until the creature takes a short rest or is healed by lesser restoration or similar magic.

MERFOLK HYDROMANCER

This section expands upon the merfolk creature found in other publications. For more information on merfolk, their settlements, and their lifestyles, please consult these other sources. The hydromancer is far more powerful than a traditional merfolk, with the ability to conjure a constantly flowing wave of water to propel herself forward when she needs to travel on land. After decades of study and practice she has mastered the art of spellcasting as well, bending water to her will in almost any way imaginable. These merfolk are deadly on land and a nightmare when encountered at sea.

Scholars of the Deep. These merfolk learn many of their abilities by studying the creatures that lie along the bottom of the deepest trenches of the ocean. She will observe them almost obsessively, turning their unique adaptations into magic and sometimes even transforming her physical appearance to match these monstrous entities. The immense pressure of the depths also causes her skin to become incredibly tough and resistant to any attack.



MERFOLK HYDROMANCER

Medium humanoid (merfolk), neutral good

Armor Class 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	19 (+4)	17 (+3)	14 (+2)

Saving Throws Int +8, Wis +7, Cha +6

Skills Arcana +8, Nature +8, Persuasion +6

Senses darkvision 60 ft., passive Perception 13

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Languages Aquan, Common

Challenge 9 (5,000 XP)

Amphibious. The merfolk can breathe air and water.

Aquatic Travel. The merfolk uses surges of conjured water to propel its body forward when on land, allowing it to move rapidly despite its lack of standard ground travel.

Spellcasting. The merfolk is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): *dancing lights, frostbite, shape water*

1st level (4 slots): *comprehend languages, shield, silent image*

2nd level (3 slots): *blur, hold person*

3rd level (3 slots): *tidal wave, wall of water*

4th level (3 slots): *control water, greater invisibility, water sphere*

5th level (2 slots): *cone of cold, dominate person*

6th level (1 slots): *globe of invulnerability, otiluke's freezing sphere*

Actions

Multiattack. The merfolk makes two attacks with its staff.

Staff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 14 (3d8) cold damage.

Torrent of Water. Target creature within 60 feet must succeed on a DC 16 Dexterity saving throw or take 33 (6d10) cold damage as a powerful torrent of freezing water flows over them. If a creature fails this saving throw by 10 or more, its movement speed is reduced to 10 ft. on its next turn.

Tether of the Tides (Recharge 5-6). The merfolk binds two targets together with a stream of ice cold water. If either target tries to move more than 20 feet away from its bound partner, it must expend 2 feet of movement for every 1 foot traveled and it takes 11 (2d10) cold damage for every 5 feet traveled.

MOLTEN SPIDER

Born in the elemental plane of fire, these large spiders spin webs of molten silk. These webs both capture the victim and cook them alive, creating a delicious meal for the spider with minimal effort. They will line the walls of deep caverns with their webs, for even though the webs are molten hot they do not produce any additional light - a detail the spider uses to its advantage. The spider's bite causes their victim's blood to literally boil, inflicting excruciating pain that resonates through every part of their body. While their webs will never overlap, these spiders tend to live in small groups to aid each other if danger should threaten their home.

MOLTEN SPIDER

Medium beast, unaligned

Armor Class 12

Hit Points 45 (7d8 + 14)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	6 (-2)
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Skills Perception +5

Damage Immunities fire

Damage Vulnerabilities cold

Senses darkvision 60 ft., passive Perception 15

Languages ---

Challenge 2 (450 XP)

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

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one target. **Hit:** 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Molten Web (Recharge 6). The spider produces a mass of molten, sticky webbing at a point within 20 feet. The web fills a 10-foot cube from that point for the next minute. The web is difficult terrain and lightly obscures the area. Each creature that starts its turn in the webs or that enters them during its turn takes 5 (2d4) fire damage and must make a DC 11 Dexterity saving throw. On a failed saving throw the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a DC 11 Strength check, freeing itself on a success. The webs are vulnerable to water. Any 5-foot cube of webs exposed to water dissolve in 1 round.

MONK OF THE SCATTERED SANDS

Born and raised in a expansive desert or along the shores of the ocean, these monks have learned to control sand and use it as a weapon in combat. As with all monks, their hands, feet, and elbows are weapons in their own right, able to deal as much damage as a weapon forged from steel. They carry multiple pouches filled with sand that they use for both offensive and defensive maneuvers - blinding their opponents and even redirecting spells at other targets.

Tradition Above Victory. A monk holds their system of values above all else. A monk of the scattered sands is forbidden from using weapons or armor crafted of metal, similar to the restrictions most druids follow. They need to be able to defend themselves using only their influence over sand and their natural agility. This often is not a problem for monks, as their lives are free of temptation when living in their massive temples; but when they travel out into the world it can be a struggle knowing that a fight (and potentially their own life) may be lost merely because they refuse to pick up a blade.

A Chosen Path. Once these monks reach a certain age, they can choose between a few different paths for their future. These choices include staying at the temple permanently and teaching others the way of the scattered sands, taking up residence in a nearby town to act as a protector and to spread the word of their order, or to travel the world in search of holy relics to bring back to their temple to protect and worship. These monks often stand out in a room as they continue to wear traditional vibrant desert garb despite weather or culture. They will never raise their voice unless engaged in a battle and will maintain a calm demeanor up until the very moment combat begins.

MONK OF THE SCATTERED SANDS

Medium humanoid, neutral good

Armor Class 16 (unarmored defense)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 14 (+2) 10 (+0) 16 (+3) 11 (+0)

Saving Throws Dex +6, Wis +6

Skills Acrobatics +5, Medicine +5, Religion +2

Senses passive Perception 13

Languages any three languages

Challenge 4 (1,100 XP)

Sand Glide. The monk has a flight speed of 20 ft. as sands swirl to carry it. This benefit works only in short bursts; the monk falls at the end of its turn if it is in the air and nothing else is holding it aloft.

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The monk makes three attacks with its quarterstaff. It can also use Manipulate Sands once, either before or after one of the attacks.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Manipulate Sands. The monk sends a stream of sand at a target within 30 ft. The target must make a DC 13 Dexterity saving throw, taking 15 (6d4) bludgeoning damage and becoming blinded until the end of their next turn on a fail, or half as much damage and are not blinded on a success.

Reactions

Dancing Winds (2/Day). When the monk is targeted by a ranged spell attack with no other targets, it can quickly kick up a spiral of wind that alters its trajectory away from the monk. The monk takes no damage from this attack. As part of the same reaction, the monk makes a ranged spell attack against another creature within 60 ft. with a +5 bonus to the attack roll. On a hit, the spell strikes the new target instead.

MYSTERIOUS STARCALLER

These celestial beings stand at roughly the height of an average human, have a similar build and form as a human, and even have a voice that sounds human in nature... but their true appearance is a mystery to all but the gods. The starcallers wear black robes that seem to have a galaxy swimming across them, as if they are a scrying device to a far off location in the universe. Their hoods are always up, their hands covered by gloves, and their feet firmly secured in a pair of boots, leaving no physical portion of the starcaller's body visible.

Looking into these robes, even at a distance of 5 feet away and even for creatures with darkvision, is the same as looking into a void. There is clearly something beneath the robes to give it form - a mouth to speak words, hands to unleash spells and attacks, but even on the rare occasions when a starcaller is defeated when their hood is pulled back the robes immediately deflate and are left empty.

MYSTERIOUS STARCALLER

Medium celestial, chaotic neutral

Armor Class 17 (radiant armor)

Hit Points 114 (16d6 + 48)

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

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Int +8, Wis +5

Skills Arcana +8, Deception +6, Insight +5, Perception +5, Persuasion +6

Damage Immunities radiant

Senses passive Perception 15

Languages Common, Celestial, Draconic

Challenge 9 (5,000 XP)

Dancing Stars. Brilliant lights dance around the starcaller, exuding bright light in a 15-foot radius and dim light for an additional 15 feet.

Retaliating Energies. Whenever an enemy within 200 ft. hits the starcaller with a ranged attack, one of the stars dancing around it launches at the attacker, dealing 7 (2d4 + 2) radiant damage.

Radiant Armor. While the starcaller is wearing no armor and wielding no shield, its AC includes its Intelligence modifier.

Interplanar Travellers. The starcallers answer to no one. They show up whenever the balance between the planes is threatened, handle the situation, and disappear. They show no allegiance to good or evil, simply to the balance; though typically they are fighting against the forces of evil. A starcaller can step through any number of planes with each step. It uses this ability to travel massive distances in moments even without the use of true teleportation.

Celestial Heritage. While mortals are uncertain of their origin or their appearance, it is clear that the starcallers are celestial in nature. They speak the language of the gods with profound elegance and beauty, unleash powerful divine magics, and are resistant to radiant attacks. Many theorize that these entities have been around since the beginning of time, an unbiased protector of the multiverse. No one who has encountered a starcaller first hand disagree with this idea.

Actions

Multiaction. The starcaller makes three attacks with its radiant palm or two attacks with its shooting star.

Radiant Palm. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 9 (2d8) radiant damage.

Shooting Star. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 22 (5d8) radiant damage.

Starfall (Recharge 5-6). The starcaller summons a brilliant orb of radiant energy at a point in the sky within 150-feet, then brings it crashing into the ground in a 20-foot radius area. Each creature in that area must make a DC 16 Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one. Creatures that fail this save by 5 or more are also blinded until the end of their next turn.

Step Through The Stars (3/Day). The starcaller vanishes in a brilliant flash of light and reappears with an equally bright flash in an unoccupied space within 200 ft. Each creature within 10-feet of where the starcaller began or ended must succeed on a DC 16 Constitution saving throw or be blinded until the end of their next turn. After teleporting, the starcaller may make a single attack with radiant palm or shooting star.

MYSTERIOUS STARGALLER



MYSTIC SPELLBLADE

Spellblades are divine warriors, a kind of paladin that answers to no king, noble, or order - only to the gods. These serene fighters are almost always women, as their combat style is quite elegant. They stand far from battle, dressed in beautiful garments, focusing only on guiding their weapons and dodging attacks. On rare occasions they will need to get their hands dirty with a devastating series of attacks from newly conjured ethereal weapons. It is even rarer that a target survive the onslaught.

Spellblades exist for both good and evil gods, following the will of their deity with every action performed, hoping to one day be accepted as worthy of ascension and given the full gifts of a celestial being. A spellblade following a good god often has weapons that glow blue, green, or white while followers of an evil god will have weapons that are blood red or black. Both kinds of spellblades are dangerous for anyone with differing views of the world.

MYSTIC SPELLBLADE

Medium humanoid, lawful evil (50%) or lawful good (50%)

Armor Class 16 (breastplate)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Str +5, Int +7

Skills Arcana +7, Insight +4, Religion +7

Senses passive Perception 11

Languages Celestial and any three other languages

Challenge 5 (1,800 XP)

Spiritual Alignment. The spellblade is unarmed, but has two spectral weapons that follow her constantly, one a longsword and the other a flail. These weapons act according to the spellblade's will. On the spellblade's turn, she may give mental commands to these weapons to have them move up to 30 feet.

Judgement of the Gods. The spellblade considers their word to be the same as those of the gods. If someone goes against the teachings of their god or against their god's declarations, the spellblade will have no hesitation to strike down the transgressor regardless of their status or alignment. Ironically, paladins of other gods are often the ones who find themselves fighting these spellblades, for both are stubborn and unrelenting in their beliefs. Neither is willing to cast aside their values and often the spellblade will be forced to make an example of these holy warriors.

Actions

Multiaction. The spellblade uses her Spiritual Suppression if able. She then makes one attack with her spectral longsword and one attack with her spectral flail.

Spectral Longsword. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 4) force damage.

Spectral Flail. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 4) force damage.

Spiritual Suppression (Recharge 5-6). The spellblade summons a set of ethereal bindings to subdue a target within 90 feet. The target must succeed on a DC 14 Strength saving throw or become restrained for 1 minute. The target can repeat this saving throw at the end of their turn, ending the effect on a success.

Relentless Assault. (1/Day). The spellblade summons 5 new spectral longswords at her side. One at a time she grabs hold of these blades. When the spellblade grabs a new longsword, she may teleport up to 120 feet into an unoccupied space and attack a creature within 5 feet. She makes a separate attack roll for each longsword attack. Hit or miss, after each attack the spectral weapon fades away. When all of the swords have been expended, she teleports back to her original location.

Reactions

Spiritual Barrier. The spellblade adds 3 to the result of any spell saving throw by boosting her fortitude with spiritual energy.

MYSTIC SPELLBLADE



NECROMANCER

A simple lower level necromancer wizard. As is typical for a necromancer, they are often accompanied by skeletal warriors or sometimes even a golem. Necromancers can serve a variety of purposes and have too many backgrounds to specify a single set of details to them. Use them as needed for a

NECROMANCER

Medium humanoid, lawful evil

Armor Class 12

Hit Points 45 (7d6 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	16 (+3)	10 (+0)	7 (-2)

Saving Throws Int + 5, Wis +2

Senses passive Perception 10

Languages Common, Infernal

Challenge 3 (700 XP)

Spellcasting. The necromancer is an 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch, acid splash, mage hand, prestidigitation*

1st level (4 slots): *ray of sickness, witch bolt, tasha's hideous laughter*

2nd level (3 slots): *ray of enfeeblement, crown of madness*

3rd level (2 slots): *animate dead, vampiric touch*

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

NINJA

A master of stealth and discrete elimination, a ninja belongs to an ancient order of ninjutsu warriors. These combatants have extreme discipline, pushing their bodies to its limits to gain special talents such as holding their breath for extended periods of time, detecting an enemy's location even in a pitch black room, and immunity to everything but the most advanced poisons. They do not lean towards good or evil but simply follow the commands of the elders in their order.

Dishonor in Detection. For a ninja, to be unseen is to stay alive another night. They will sometimes remain unmoving for hours at a time, just waiting for the perfect opportunity to strike. They will learn patrol patterns, weaknesses in defenses, secrets that can be used to exploit - and all of this for a single slice of the blade and a swift escape. If they are caught in direct combat they will flee, using their grappling hook and smoke bombs to escape and fight another day... but they will hang their head in shame regardless.

NINJA

Medium humanoid, lawful neutral

Armor Class 14 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)
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Skills Stealth +7, Sleight of Hand +5, Perception +3

Senses blindsight 10 ft., passive Perception 13

Damage Resistances poison

Conditional Immunities poisoned

Languages Common

Challenge 1 (200 XP)

Sneak Attack. Once per turn, whenever the ninja attacks, it can deal an extra 7 (2d6) damage to one creature hit with an attack if it had advantage on the attack roll or if it has an ally within 5 feet of its target that isn't incapacitated.

Rigorous Training. The ninja can hold its breath for up to five minutes and cannot be poisoned.

Grappling Hook. The ninja is skilled in the use of a grappling hook, allowing it to scale structures with ease. The ninja gains a 20 ft. climb speed.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Throwing Star. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Smoke Bomb. The ninja throws a smoke bomb at its feet. This creates a cloud of smoke in a 10-foot radius area that renders all creatures within it blind and heavily obscures the area to creatures outside of it. This cloud persists until the beginning of the ninja's next turn.

NOXIOUS SAVAGECLAW

Stalking through deep caverns, the savageclaw secretes poisonous gases and liquids with every step it takes. It is a large, flightless insectile beast roughly the size of a wolf. It has glowing green eyes and incredibly powerful mandibles that it uses to crush through armored enemies. Large armored plates cover its body, making difficult for larger predators to harm them as they use their superior speed and poison to escape. The savageclaw's primary weapon is a long segmented tail similar to that of a scorpion that it uses to impale and poison victims.

Pack Hunters. A savageclaw rarely hunts alone. They typically move in packs of 4-8, but sometimes will send scouting groups of one or two up ahead of the rest. They can produce clouds of poison with specific scents that travel quickly through the caverns and alert the rest of their pack to dangers or potential meals. The savageclaws will quickly converge on that location, approaching with terrifying ferocity and ready to fight.

Subterranean Dwellers. The savageclaws live exclusively underground. They do not fear sunlight and are not weak when exposed to it, but feel at home when underground. Their hunting styles and predatory nature gives them an instinctual need to stay in the dark. The tunnels of deep caves also allows for them to set up entire pockets of odorless, poisonous gas to weaken their prey without them being aware of the imminent threat at hand.



NOXIOUS SAVAGECLAW

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	2 (-4)	12 (+1)	1 (-5)

Damage Immunities poison

Conditional Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages ---

Challenge 2 (450 XP)

Poison Trail. The savageclaw's body exudes poison in a 5 foot cube around it. Whenever the savageclaw moves, this poison follows along and fills every space the savageclaw touched during its movement. This poison dissipates after 1 round. Any creature that moves through one of these poison clouds must succeed on a DC 12 Constitution saving throw or take 9 (2d8) poison damage. A creature that holds their breath while moving through one of these spaces has advantage on the saving throw.

Actions

Multiattack. The savageclaw makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Poison Tail. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. Creatures poisoned in this way cannot use reactions. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Noxious Discharge (1/Day). The savageclaw lets out a powerful blast of poison gas in a 15 foot cube originating on itself. Any creature in this area must make a DC 12 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

OBSIDIAN GOLEM

A powerful guardian made from volcanic glass and powered by lava, this azer-crafted construct serves as a deadly guardian. It stands at roughly nine feet tall with broad shoulders nearly four feet across. It has arms so large that they seem absurd, even for a creature of such a large stature. It uses these arms to pick up even human sized creatures in a single fist and then to crush them. It will even use these grappled targets as weapons against their own allies, a particularly brutal display for creatures that bleed or break easily.

As with other golems, it is effectively eternal in its lifespan and only obeys orders from its master. It obeys these commands without question. The azer will send these expendable soldiers to wreak havoc in a efreeti fortress, killing dozens or sometimes hundreds of their slaves before someone finally manages to destroy it. When not on offense, they guard the azer's armories and smeltersies with their ever watching eyes.

Mobile Smeltery. The golem has tubes that run through its body, pumping the lava that is its lifeblood to all of its extremities. When it has a target grasped in both hands, they are almost completely obscured by its two massive obsidian fists. It will then open up pumps in the center each hand and unleash a powerful flow of lava, causing the helpless victim to be melted into a horrific puddle of molten rock and flesh.

OBSIDIAN GOLEM

Large golem, neutral

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft, passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 7 (2,900 XP)

Magic Resistance. The golem has advantage on saving throws against spell and other magical effects.

Magic Weapons. The golem's weapons are magical.

Molten Core. Whenever a creature with 5ft. deals 20 damage or more to the golem in a single round of combat, a spray of lava erupts, dealing 11 (2d10) fire damage to the attacker.

Actions

Multiattack. The golem can use its Molten Surge if available. It then makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the golem can't use its slam on another target. The golem can have one target grappled with each fist.

Molten Surge (Recharge 5-6) Until the end of its next turn, the golem deals an additional 10 (3d6) fire damage with each of its slam attacks.

Smelt Intruders (1/Day) If the golem has a creature grappled in both of its fists it can use this ability to attempt to turn them to molten puddle. The golem is programmed to use this only for max efficiency so it will wait until it holds 2 targets to use it. Each grappled creature makes a DC 15 Constitution saving throw, taking 36 (8d10) fire damage on a failed save, or half as much as a successful one. If this damage reduces a creature to 0 hit points, its body becomes a puddle of molten flesh.

OGRES

This section expands upon the ogre creature found in other publications. For more information about ogre behaviors, intelligence, and their culture please consult these other sources. These following monsters give a few more options for these popular monstrous creature types, making them into a more diverse and exciting threat.

Ogre shamans use innate spellcasting to “move earth, create pretty colors, and make ground clouds.” Their skin has also become infused with magic, giving them additional defenses against enemy spellcasters. They also still hit absurdly hard. The warchief commands his fellow ogres by playing the drums of war. They are also masters of rockball and put those abilities to use by hurling enemies through the air (and off cliffs) with powerful kicks.

OGRE SHAMAN

Large giant, chaotic evil

Armor Class 9
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	5 (-3)	8 (-1)	14 (+2)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 2 (450 XP)

Thick Hide. The ogre has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The ogre’s innate spellcasting ability is Charisma (spell save DC 12). The ogre can innately cast the following spells, requiring no material components:

At will: *light, mold earth, create bonfire*

1/day each: *earth tremor, enhance ability, fog cloud, color spray*

Actions

Club. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

OGRE WARCHIEF

Large giant, chaotic evil

Armor Class 16 (chainmail)
Hit Points 76 (8d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	17 (+3)	9 (-1)	10 (+0)	8 (-1)

Skills Athletics +7, Intimidation +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Challenge 4 (1,100 XP)

Actions

Multiattack. The ogre makes two attacks with its greatmaul or with its javelin.

Greatmaul. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Punt. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage and the target must make a DC 15 Strength saving throw, being thrown 20 ft. and knocked prone on a failed save or pushed 10 ft. and not knocked prone on a success.

War Drums (Recharge 5-6). The warchief play the drums of war. All other ogres within 120 ft. that can hear the drums may use their reaction to make a melee attack against an enemy in range.

ORCS

This section expands upon the orc creature found in other publications. For more information about orc savagery, their fighting styles, and their gods please consult these other sources.

DEMONBLOOD ORCS

Demonblood orcs are those who have made a deal with a powerful demon lord in exchange for strength. This deal often involves serving in the demon lord's armies, capturing an ancient relic, or capturing creatures to be used as blood tributes. These orcs have their bodies covered in glowing tattoos - their color and style specific to the demon lord that granted them this blessing of power. Weaker orcs die from this process, while the strong become as powerful as ten ordinary orcs. Once their contact has been completed, these orcs retain this enhanced strength and will often use it to conquer and pillage with a ferocity that most town are not prepared to fight against until the demon lord calls upon them once again.

Berserkers. The way the demonblood transformation affects an orc is unique to each creature. Berserkers are thrown into a constant state of rage. These were the orcs charged blindly into battle, seeing the only honorable death as one surrounded by a pile of corpses of their slaughtered enemies. They usually grow a full foot from the infusion and their muscles bulge with unnatural strength.

Bloodcasters. These orcs were already adept at spellcasting. Being infused with demon blood allows them to become even more powerful by sacrificing their own life force to enhance the strength of their spells while simultaneously absorbing the life force from their victims. The blood that fills them is volatile because of this cocktail of overlapping magic, causing these orcs to violently explode upon being killed.

Hunters. These orcs were archers before, but with this new blood they have uncanny aim. They stab themselves with each arrow before firing, causing them to inflict painful necrotic damage upon their targets. They can also tap into this well of power, pulling their bowstring back further than thought possible and letting loose an arrow that hits with the strength of two.

Warriors. Demonblood warriors are the strongest melee fighters of them all. The berserkers have raw power, but the warriors have tactics and strategy along with their natural orcish fury. They use their demonic vision to exploit their opponent's weaknesses and can call on a powerful combination of orcish and demonic blood to cause powerful to attacks to glance off almost harmlessly.

DEMONBLOOD ORC BERSERKER

Medium humanoid (orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (5d12 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills Athletics +6, Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action, the ore can move up to its speed toward a hostile creature that it can see.

Demonblood Rage. The orc is in a constant state of rage due to its demonic blood. It has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons and deals 2 additional damage with each attack (included in the attacks).

Actions

Multiaction. The orc makes two attacks with its greataxe or its spear.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage, or 10 (1d8 + 6) piercing damage if used with two hands to make a melee attack.

Furious Strikes (1/Day). The orc doubles its Demonblood Rage bonus damage to 4 this turn, then makes three attacks with its greataxe. Until the end of the orc's next turn, all attacks made against it have advantage.

DEMONBLOOD ORC BLOODCASTER

Medium humanoid (orc), chaotic evil

Armor Class 11

Hit Points 67 (9d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	10 (+0)	9 (-1)	18 (+4)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 4 (1,100 XP)

Blood Magic. Whenever the orc deals damage to an enemy with a spell, it gains 5 temporary hit points. Additionally, the orc can use its bonus action to pay 1d10 hit points to make the next spell it casts act as if it were cast at one spellslot higher.

Uncontainable Power. When the orc dies, it explodes violently. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The orc is an 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The orc has the following Sorcerer spells prepared:

Cantrips (at will): acid splash, blade ward, ray of frost, prestidigitation

1st level (4 slots): burning hands, mage armor, shield

2nd level (3 slots): hold person, spider climb

3rd level (3 slots): counterspell, fireball

4th level (2 slots): wall of fire

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

DEMONBLOOD ORC HUNTER

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	8 (-1)	14 (+2)	8 (-1)

Skills Animal Handling +4, Survival +4, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Demon's Aim. As a bonus action, the orc can choose to tap into its demonic blood to make its next shot. The orc's next ranged attack takes a -3 penalty to the attack roll. If the attack hits, add +6 to the attack's damage.

Actions

Multiaction. The orc makes two attacks with its longbow or with its shortswords.

Longbow. *Melee Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) necrotic damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Volley (Recharge 5-6). The orc makes a ranged attack against any number of creatures within 10 feet of a point it can see within its weapon's range. It makes a separate attack roll for each target.

DEMONBLOOD ORC

WARRIOR

Medium humanoid (orc), chaotic evil

Armor Class 18 (chainmail, shield)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	9 (-1)	12 (+1)	10 (+0)

Skills Intimidation +2, Athletics +5

Senses darkvision 60 ft., truesight 30 ft., passive Perception 11

Languages Common, Orc
Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Demon's Sight. The orc has enhanced sight from its demonic blood. It has truesight out to 30 ft.

Actions

Multiattack. The orc makes two attacks with its longsword or its spear.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) if used with two hands.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Precision Attacks (Recharge 5-6). As a bonus action, the orc taps into its demonic sight and finds its opponent's weak spots. Each weapon attack the orc makes against an enemy within 30 feet this turn is made with advantage.

Reactions

Demonic Endurance. The orc reduces the damage dealt by a single source to 10.

OVERGROWTH GHoul

Sometimes when a corpse is reanimated, it is so infested with plantlife that the two form a symbiotic relationship as a means to better survive. Its appearance is similar to that of a zombie, as it is still a body that is being risen from the dead, but it has vines and leaves twisting around its body. Flowers sometimes sprout out of its eyes or grow in clusters out of its stomach. It is a twisted, morbid sight to combine such beauty with death and decay.

The ghoul can take root and dig its vines deep into the ground, allowing it to pull energy from the soil but also causing it to become immobilized. While in this form it can also make long range attacks by erupting roots and vines from the ground and lashing at their foes. While not rooted, it acts as a traditional undead, shambling about and doing whatever is demanded of it from its master.

Unnatural Manifestations. The plant symbiosis can be forced upon the arisen rather than naturally occurring. If a wood wraith claims a life, plants will swarm around it and take hold. When the corpse reanimates in this scenario it is because the plants are controlling its movements and not because it has been given life again. These ghouls are under the wood wraith's control, doing what is demanded of them without question as all good servants should.

OVERGROWTH GHoul

Medium undead (*plant*), chaotic evil

Armor Class 9

Hit Points 17 (3d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	13 (+1)	5 (-3)	9 (-1)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Floral Fortification. The ghoul can use its action to plant its body into the ground and become fortified or it can uproot and return to its mobile ghoul form. While fortified, the ghoul has its AC increased to 14, its movement speed is reduced to 0 ft., and as long as it has at least 1 hit point it regains 1d4 hit points at the beginning of its turn.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Root Slash (Fortified Form Only). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

PYREFLY

A pyrefly is a tiny elemental quite similar to a firefly in nature, but the pyrefly is quite a bit more deadly. They obsess over open flames and when they find a source of it they swarm and signal to other pyreflies to gather round with a brilliant display of lights. They will cause the fire to dance with beautiful colors, creating plumes of colored light and flashes of dazzling flame. This display of color is also their way of finding a suitable mate.

Separation Anxiety. Once a pyrefly has found a source of flame, it will go berserk if anything threatens to put it out. Ordinarily a pyrefly is friendly and beautiful, but make a move to extinguish their fire, especially during a mating display, and they will go all out with tiny flare attacks. They will set anything and everything around them ablaze and give off warning flares so bright that it can blind creatures temporarily.

Omen of Luck. While a will-o-wisp is considered to be bad luck, a pyrefly is considered a sign of good things to come in most cultures. Their mating rituals typically coincide with patterns of beautiful weather and clear, starry night skies, so people come to think the pyreflies bring these conditions. In reality, the pyreflies can glimpse weather in the near future and know when they will have plenty of time to stay with a blazing fire, so they are in fact an indicator of lovely weather.

PYREFLY

Tiny elemental, chaotic neutral

Armor Class 12

Hit Points 14 (4d6)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	10 (+0)	14 (+2)	4 (-3)

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages understands Ignan but can't speak

Challenge 1/4 (50 XP)

Attraction to Fire. Pyreflies can detect any nearby fires and will flock to them, dancing and making beautiful colors. They grow aggressive when these fires are put out.

Illumination. The pyrefly sheds bright light in a 5-foot radius and dim light an additional 5 feet.

Actions

Spark. Melee Spell Attack: +4 to hit, reach 5ft., one target. **Hit:** 5 (1d6 + 2) fire damage.

Flare. The pyrefly gives off a brilliant flash of light. All non-pyrefly creatures within 10 feet of the pyrefly must succeed on a DC 12 Constitution saving throw or be blinded until the end of their next turn.

Ignite (1/Day). The pyrefly sets fire to a flammable object not being worn or carried.

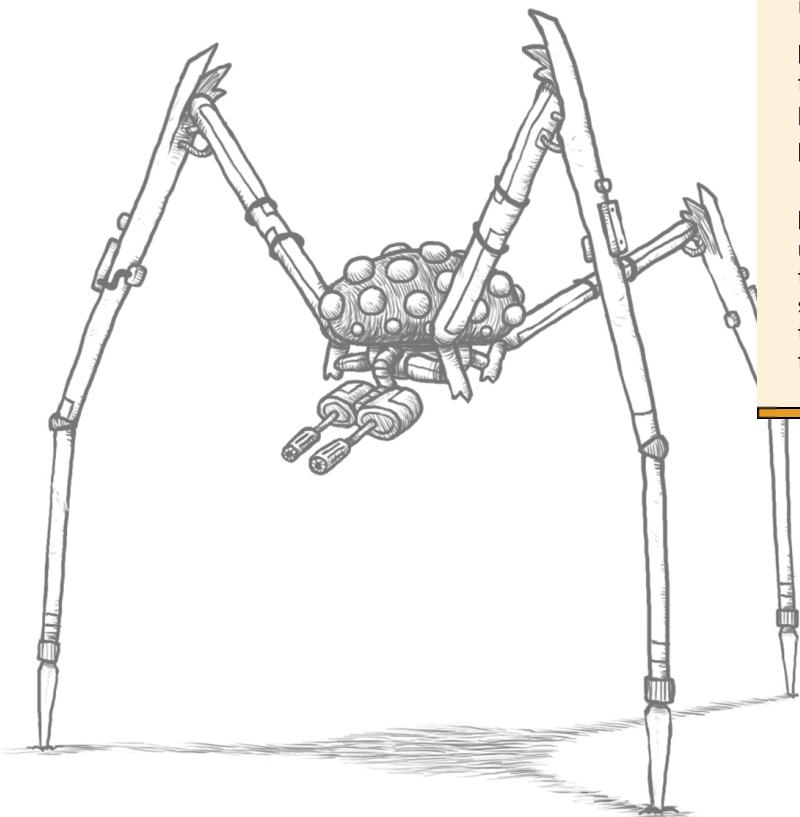
RADIANT STALKER

The stalker is of a strange design, with three spider-like legs that are each roughly ten feet long. Each leg has four joints, allowing for superior navigation in any terrain. These legs are attached to an oval-shaped body with a twin cannon mounted beneath. Along the edge of this central body are numerous glowing orbs of light that become supercharged as the stalker approaches an opponent. The cannons on its body can fire blasts of radiant energy at long range or have them rotate around its body rapidly bisect a room with damaging light.

Tomb Guardians. After an unfortunate incident involving a necromancer, a small town landed themselves with the problem of all of their dead slowly coming back to life and shambling back towards their homes. They sent men on shifts to defend their graveyards, but sometimes it would be a week between incidents and other times there would be four or five in a single day. After a few deaths, they decided to give technology a try and so they hired a gnomish inventor of great renown who decided to create the ultimate defender against the undead - The Radiant Stalker.

A Zombie's Worst Nightmare. The stalker has no flesh to be eaten and each of its legs can easily step through the undead, impaling and usually killing them in a single move. The core components of the stalker are kept high off the ground and away from their reach. Even if zombies do manage to surround it, it can always use its Resplendent Assault to turn them all to ash in an instant.

Also a Crypt Robber's Worst Nightmare. While these machines were mainly intended to keep the undead at bay, they also serve the very useful purpose of "deterring" crypt robbers. The stalker will let anyone into the tomb to visit, but if it detects that creature has left with more than it came, it will stop their passage. If the creature attacks the stalker or refuses to put back what was taken, they are met with a swift death with the last thing they see being a bright flash of light.



RADIANT STALKER

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	17 (+3)	6 (-2)	5 (-3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common, Celestial

Challenge 5 (1,800 XP)

Radiant Aura. The stalker sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Charging Strike. If the stalker moves at least 20 feet straight toward a target it begins to glow with divine energy. If the stalker that target with its impale attack on this turn, the target takes an additional 9 (2d8) radiant damage and becomes charged with divine energies. The first time that target deals damage to the stalker on its next turn, it takes an additional 9 (2d8) radiant damage as these energies surge.

Actions

Multiattack. The stalker makes two attacks with its impale or three with its radiant beam.

Impale. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 4 (1d8) radiant damage.

Radiant Beam. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 10 (3d6) radiant damage.

Resplendent Assault (Recharge 5-6). The stalker unleashes twin beams of energy that spiral around the room. Each creature within 60 feet of the stalker make two DC 14 Constitution saving throws, taking 18 (4d8) radiant damage for each failed save.

STORM RAVEN

This raven may be small but it certainly should not be underestimated. The storm raven is a lightning imbued bird that has the ability to summon orbs of lightning to destroy its foes. At a glance it appears to be an ordinary raven, but when it flaps its wings small bolts of lightning arc to nearby objects. As it approaches a surface for landing, lightning will spark from its talons to the surface. Even with these capabilities, they behave similarly to an ordinary raven unless they need to defend themselves.

Sorcerer's Spark. Similar to a sorcerer, these raven's have their abilities awoken at a critical moment in their lives. This is almost always as the raven is about to be killed by a predator. Some innate power stored deep in the creature, extending back for thousands of years, is unleashed and the raven can then harness the power of the storm. Immediately, the raven grows more intelligent as their mind is opened to the world and they gain a complete understanding of their capabilities.

STORM RAVEN

Tiny beast, unaligned

Armor Class 13

Hit Points 31 (7d6 + 7)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	8 (-1)	14 (+2)	9 (-1)

Skills Perception +4

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 14

Languages ---

Challenge 2 (450 XP)

Flyby. The raven doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Resistance. The raven has advantage on saving throws against spells and other magical effects.

Lightning Charged. When the raven hits with a melee attack, it deals an extra 2 (1d4) lightning damage (included in the attack).

Actions

Multiattack. The raven makes two attacks: one with its beak and one with its talons. It then summons a lightning orb.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) lightning damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) lightning damage.

Summon Lightning Orb. The raven creates a 3 inch diameter sphere of electricity in an unoccupied space within 60 feet. This sphere persists for 1 minute or until the raven is killed. A creature that ends its turn in the same space as a lightning orb takes 3 (1d6) lightning damage. On initiative count 20, the orbs spark a 5-foot wide line of lightning between all other orbs within 20 feet. Creatures caught within one of these streaks of lightning must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) lightning damage.

TEMPLE SCARAB

A tiny creature with terrifying capabilities. These beetle-like creatures were bred and raised to be the ultimate guardians within a sacred temple. They do not disturb any ancient relics or the bodies of the dead, live for over a hundred years, and require little to no sustenance to survive. They are small enough to squeeze through the cracks and hidden passageways in the stone halls they call home, waiting for living intruders to make their way into the temple so they can have a true meal.

Controllers of Mind. The scarab enjoys nothing more than to gain control of a living creature. It will bite them and burrow beneath the flesh, crawling along under their skin until it reaches the location where spine and brain meet. It then clamps down on this cluster of nerves and gains control of that creature's actions. The victim's mind silently screams out in agony as the scarab feeds on their cranial fluid. The scarab defends its meal by directing the creature to attack its own allies or sometimes to simply flee to a location so it can eat in peace.

TEMPLE SCARAB

Tiny beast, chaotic evil

Armor Class 11

Hit Points 7 (3d4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	10 (+0)	10 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages ---

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 2 (1d4) piercing damage and the target must succeed on a DC 10 Constitution saving throw or the scarab burrows under the skin of the target. A creature may use its action to attempt to cut out the scarab. That creature makes a DC 10 sleight of hand check, killing the scarab and cutting it out of the victim on a success. Success or fail, the creature in which the scarab is burrowed takes 1 point of piercing damage from this maneuver.

If the scarab is burrowed, at the end of each of its turns it moves closer to the creature's brain, dealing an additional 1 piercing damage. If the scarab is not removed, after 3 turns of being burrowed it latches on to the brain of the creature and takes control of its body until removed. A creature that has a scarab removed from its brain falls unconscious for 1d4 days.

TERROR BEAST

While this entity is called a terror beast, its physical appearance is similar to that of a large rabbit. It has comically large, floppy ears, big green eyes, and is covered in light brown fur. Unlike a rabbit, it does have a set of claws and some sharp teeth, but it is small enough that it can only take small nibbles of flesh with a bite. Even though this is the true form of the terror beast, very few will ever get a chance to see it.

Aspiring for Intimidation. The terror beast longs to inflict fear in other creatures, but unfortunately its ordinary form doesn't help the cause. To compensate for this fact, the terror beast is capable of creating incredibly realistic illusions. It also has unnatural insight into the minds of others, uncovering their deepest horrors with a single glance and transforming into them. This often is what causes its opponent's to cower in fear and brings tremendous joy to the terror beast.

The beast is constantly on the move, looking for new victims it can literally scare to death. They will often wander into moderately sized town and lurk in back alleyways, waiting for unsuspecting victims to approach at night. Sometime the terror beast will let these people flee and spread the word that there is some sort of nightmarish creature plaguing their city. The terror beast relishes in whatever decision the town makes - either send these people away as insane or turn to panic against this unknown monster.

Psychic Assault. The terror beast uses a powerful set of psychic abilities to attack its opponents rather than its tiny claws and teeth. It can make a victim think that they are being ripped limb from limb, unable to recognize that their body is still in tact and responding to the pain as if it were real. The beast can even cause a creature to live out its own death, unleashing all of their fears one after another and causing them to die from each of them until their mind collapses under the mental strain.

TERROR BEAST

Small aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	19 (+4)

Skills Deception +8, Intimidation +8, Performance +8
Senses darkvision 60 ft., passive Perception 12
Languages Telepathy 120 ft.
Challenge 10 (5,900 XP)

Illusory Appearance. The terror beast makes itself appear as creatures far more frightening than itself. Whenever a creature attacks the terror beast, roll a d20. On a result of 11 or higher, the attack hits part of its illusory appearance and does no damage. Each time the terror beast is successfully hit, it changes form to a new horror. Creatures with blindsight or truesight can see the terror beast's true form and are not affected by this feature. Whenever the terror beast dies, it reverts to its actual form as a small, seemingly non-threatening creature.

Unnatural Insight. The terror beast learns a creature's deepest fears simply by looking at them.

Actions

Multiattack. The terror beast makes two attacks: one with Terror Assault and one with Tear Asunder.

Terror Assault. Target creature within 90 feet must make a DC 16 Wisdom saving throw, taking 22 (5d8) psychic damage on a failed save and becoming frightened until the end of their next turn on a failed save, or half as much damage and not frightened on a successful one.

Tear Asunder. Target creature within 90 feet must make a DC 16 Intelligence saving throw, taking 22 (5d8) psychic damage and becoming convinced one of their limbs have been violently ripped from their body on a failed save, or half as much damage and their limb remains intact on a successful one. If they fail the save by 10 or more, they become convinced their eyes are torn out. Even though the effects aren't real, the victim is convinced it is reality and suffer from the same detriments as if they actually lost that body part. This deception ends when the terror beast dies.

Worst Nightmares (Recharge 5-6). The terror beast unleashes a torrent of nightmarish illusions against its enemies. Each creature within 30 feet of the terror beast must make a DC 16 Wisdom saving throw, taking 27 (6d8) psychic damage and becoming paralyzed with fear until the end of their next turn on a failed save, or half as much damage and not paralyzed on a successful one. If a creature is reduced to 0 hit points from this attack, the terror beast regains 20 hit points.

Face Death (1/Day). The terror beast infests the mind of a creature within 90 feet with nightmare and forces it to live out its own death over and over, each death more gruesome than the last. Have that player make death saving throws until they reach 3 successes, 3 failures, or rolls a natural 20. If they reached 3 failures, the creature takes 55 (10d10) psychic damage and has disadvantage on all attacks, saving throws, and ability checks for the next 1d4 turns. On 3 successes, the creature takes half as much psychic damage and does not have disadvantage. If the player rolls a natural 20 on one of their saves, the effect ends immediately with no damage dealt as their mind conquers this attack.

THE EMERALD QUEEN

Deep in the forest, so far from society that it begins to blend with the realm of the fey, is the Domain of the Emerald Queen. For thousands of years this throne belonged to an Emerald King by the name of Sylarrian - a kind and seemingly eternal ruler who managed the balance between the two planes. Then an elf named Lylia found her way into Sylarrian's kingdom and the two fell in love. As time went on, she began to crave his power... lusted for it. The elder fey that give power to the crown decided it time for new leadership if Sylarrian was blind the plot unraveling under his own nose, within his own domain.

She killed Sylarrian with a dagger as he embraced her tenderly, then took the crown and named herself the Emerald Queen,. This title is quite formal for a woman who is more a fighter than an aristocrat. She decided mortals unworthy to pass through her domain and blocked it off with a massive ring of thorns and vines, leaving only one passage into her realm. This passage is guarded by both plant and beast alike. Here she rules with her powerful magic and remarkable skill with a bow, making sure not to expose herself to the same weakness as her former lover.

Lylia is a beautiful elf with pale skin and midnight black hair that wraps around and hangs down over her chest in a braid. Her eyes are a stunning and fierce green, ablaze with confidence and wisdom. She wears incredibly well-crafted green-tinted leather armor, not something expected of a queen but rather a warrior. Hanging from one hip is a silver sword with a gleam of emerald along the edge of the blade and hanging off of the other side is a curled up strand of thorns. The final item is the crown thorns and plant life that wraps around her head, the Crown of the Emerald Queen. It seems painful to wear and her face even appears to be permanently scarred from some of the thorns, but she doesn't pay it any mind.

Bound to the Ancient Ways. The power of the crown comes with drawbacks of its own. If anyone wishes to challenge her for the crown, she must leave them unharmed as they go through the Emerald Trials. If they are successful in these trials, she will engage them in combat in her throne room and if defeated must give up her power and leave the realm in shame (if they choose to let her live at all).

You can send your players through the Domain of the Emerald Queen by referring to the Dungeon section of the Toolkit.

THE EMERALD QUEEN

Medium fey, lawful evil

Armor Class 15 (emerald bark armor)

Hit Points 134 (16d10 + 48)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Dex +7, Cha +6

Skills Acrobatics +7, Deception +6, Perception +5, Persuasion +6

Damage Resistances piercing

Condition Immunities poisoned, charmed

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

Legendary Resistance (1/Day). If the queen fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. The queen makes two attacks: one with her shortsword and one with her thornwhip, or two attacks with her longbow.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 7 (2d6) fire damage.

Thorn Whip. Melee Weapon Attack: +7 to hit, reach 15ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. The target is grappled (escape DC 14) if the Queen is not already grappling a creature. Until the grapple ends, the target takes 10 (3d6) piercing damage at the start of each of its turns. If the queen uses this attack while a target is already grappled, she may pull the target to her and deal an additional 9 (2d4 + 4) piercing damage automatically.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Hail of Thorns (Recharge 5-6). The queen launches a volley of deadly thorns in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The queen can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The queen regains spent legendary actions at the start of her turn.

Strike. The queen makes an attack with her shortsword or her longbow.

Swift Repositioning. The queen can move up to half of her movement speed without provoking attacks of opportunity.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the queen takes a lair action to cause one of the following effects; the queen can't use the same effect two rounds in a row.

- Vines erupt from the floor and attempt to envelop a creature the queen can see within 120 feet of her. The target must succeed on a DC 14 Strength saving throw or become restrained. A creature can use its action to make a DC 14 Strength saving throw, ending the effect on a success. The vines wilt away when the queen uses this lair action again or when she dies.
- A burst of thorns explodes from the wall and launch at two creatures with deadly precision. Those creatures must succeed on a DC 14 Dexterity saving throw or take 17 (5d6) piercing damage.
- A magical green energy billows around one creature the queen can see within 120 feet of her. The creature must make a DC 14 Wisdom saving throw or be charmed by the queen until she chooses another lair action.

TIMELESS CHRONOMANCER

The chronomancer long ago stopped feeling the effects of the passage of time. He primarily stays within a castle his family constructed thousands of years ago. It rests on peninsula that extends out into the ocean and creates a stunning view. It also makes the castle nearly impossible to siege. From here he has watched the waves erode away the stone and reshape the land into something completely different than what it was when he was a child oh so long ago. Once in an ordinary man's lifetime he will leave and take a few years to explore the world, take note of how it has changed, and collect enough books to last him another 50 or 60 years until he feels the urge to go out and explore once again.

Despite being thousands of years old, the chronomancer appears to be in his mid-forties, this was his age he was when he unlocked the secrets of time magic. He spent every moment of his adolescence and adult life in study and performing experiments. He had a passion and his parents had incredible wealth. They were proud to be raising a scholar and a spellcaster that would shape the future of the world.

His motivations changed when his mother became sick with a disease that no cleric could seem to cure. He put her in a stasis to keep her alive until he could find a way to fix her. Afterwards, he gathered the best healers from around the world and brought them back to the castle, but when he broke the spell he realized the terrible mistake he had made. In her stasis she could feel the pain of the disease the entire time... he had trapped her in an inescapable prison of agony for years and her sane mind had long since faded. He would never seem to forgive himself for this and decided that he would increase his own life and continue to live on with this guilt until he has finally made peace with himself. Thousands of years later and this still has not happened.

Decider of Fate. The chronomancer has turned the tide in a few wars when he saw it fit for one side to be victorious over the other, stopping time for all but himself and with a single strike of his magical dagger putting an end to a king or general. Stories of the chronomancer and his influence are older than even the most ancient of history books. His exploits are sung about in taverns, told around campfires, and recited at dinner parties. He has written down everything he has done in his life and sometimes the events were so long ago that he gets to rediscover the memories as he reads them in his own books.

Hoarder of Knowledge. The chronomancer knows just about all there is to be known in this world, but does not spread it on his journeys. He is there merely to observe and to retain. He has forgotten more than even most elves will learn in an entire lifetime. When someone wishes to obtain knowledge of time magic from the chronomancer, he will demand they prove themselves worthy of wielding such power and engage them in combat - even if it is one against many. Few have managed to pass this test, but he will not spare them death in this combat, knowing that if they are not able to defeat him then they would not have the wisdom to use this magic and would fall victim to the same mistakes he made so many years ago.

TIMELESS CHRONOMANCER

Medium humanoid, chaotic neutral

Armor Class 14 (17 with mage armor) (19 with haste)
Hit Points 169 (26d8 + 52)
Speed 30 ft. (60 ft. with haste)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	25 (+7)	19 (+4)	14 (+2)

Saving Throws Int +13, Wis +10, Dex +10
Skills Arcana +13, History +19, Insight +10, Perception +10
Senses passive Perception 20
Languages any eight languages
Challenge 17 (18,000 XP)

Magic Resistance. The chronomancer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The chronomancer's innate spellcasting ability is Intelligence (spell save DC 21). He can innately cast the following spells, requiring no components:

At will: *haste, mage armor, slow, shield*

3/Day: *foresight, legend lore, time stop*

Actions

Multiattack. The chronomancer uses its Domes of Distortion ability if able. It then makes one attack with each of its daggers.

Dagger of Ages. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage and the target must succeed on a DC 21 Constitution saving throw or immediately age 1d20 years and take 27 (6d8) force damage. A creature within a Dome of Vigor has disadvantage on this saving throw. A *greater restoration* spell can restore a creature's age to normal.

Dagger of Sands. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and must succeed on a DC 21 Constitution saving throw against being magically petrified. A creature within a Dome of Lethargy has disadvantage on this saving throw. On a failed save, the creature becomes restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified. Only a *greater restoration* or *wish* spell can restore the creature to normal.

Domes of Distortion (Recharge 5-6). The chronomancer creates two 15-foot radius domes at two locations within 120 feet. These domes last for one minute or until the chronomancer uses this ability again. One dome, the Dome of Vigor, gives the creatures within the benefits of the *Haste* spell while the other, the Dome of Lethargy, gives the detriments of the *Slow* spell. The Dome of Haste is a green in color while the Dome of Lethargy is blue in color. These domes cannot overlap.

Entombed By Time. The chronomancer conjures an hourglass shaped prison in an attempt to trap a creature within 120 feet. That creature must succeed on a DC 21 Dexterity saving throw or be imprisoned. Sand immediately begins to pour from the top of the hourglass to the bottom, causing the trapped creature to age rapidly. A creature that starts its turn within the hourglass ages 1d20 years. If 30 points of damage are dealt to the glass walls of the hourglass in a single turn, the glass shatters and the hourglass disappears.

Legendary Actions

The chronomancer can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The chronomancer regains spent legendary actions at the start of its turn.

Dagger. The chronomancer makes an attack with one of its daggers.

Teleport (Costs 2 Actions). The chronomancer magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Entomb (Costs 3 Actions). The chronomancer uses its Entombed By Time ability.

WITCH DOCTOR

Calling to the spirits of the dead and dark inner magics for their power, the witch doctor is unique and frightening opponent. They adorn themselves with decorated masks, paint their skin with intricate patterns, wear the claws and teeth of animals about their necks, and carry pouches upon pouches of strange ingredients for their rituals. A witch doctor seems primitive at a glance, but have a greater understanding of spirits and death than all but the most knowledgeable scholars. They are obsessed with death and what follows, dedicating their entire lives to better understand it.

Totemic Conjurers. The witch doctor can reach into the ethereal plane, grab hold of an unsuspecting spirit, and pull it back to the material plane in the form of a physical entity they call a totem. The witch doctor is so well trained in this process that it takes them only a moment to complete the task. These manifestations are unique to the spirit bound and can either give strength to allies or harm their enemies. The spirits the witch doctor uses to complete this ritual do not come willingly and if the totem is destroyed they are destroyed along with it.

Forbidden Ritualists. The witch doctor does not show restraint when it comes to their rituals. They will pull over demonic servants, cause plagues to befall local villages, and can even cause the skies to rain blood if they are particularly skilled. Each victim they kill has something to offer in a ritual - hair, clothing, blood, teeth - it all appeases their gods in new and exciting way and can cause unforeseen results. It is not uncommon for the witch doctor to call over a force they cannot control, twisted abominations of realms buried so far down that no one can access them willingly. When this occurs, the witch doctor will throw themselves into servitude of this new force in hope of achieving greatness and power.



WITCH DOCTOR

Medium humanoid, neutral evil

Armor Class 13 (leather armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Con +5, Wis +6

Skills Animal Handling +6, Insight +6, Sleight of Hand +5

Senses passive Perception 13

Languages Common, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The witch doctor's innate spellcasting ability is Wisdom (spell save DC 14). The witch doctor can innately cast the following spells, requiring no material components:

3/day each: *darkness, hex, hellish rebuke*

1/day each: *counterspell, fear, magic circle*

Totemic Ritualist. Whenever the witch doctor uses its action to cast a spell, it may use its bonus action to conjure a totem if able.

Actions

Multiattack. The witch doctor conjures a totem if able. It then makes two attacks with its claws or two with its blowgun.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 14 (4d6) poison damage.

Conjure Totem (Recharge 4-6). The Witch Doctor creates a powerful, magical totem in an unoccupied space within 30 feet. This totem is a tiny object with 15 hit points and AC 12. The totem provides bonuses to the witch doctor and its allies until destroyed. The witch doctor may only have one totem of each type active at a time. When the witch doctor summons a totem it chooses from the following options:

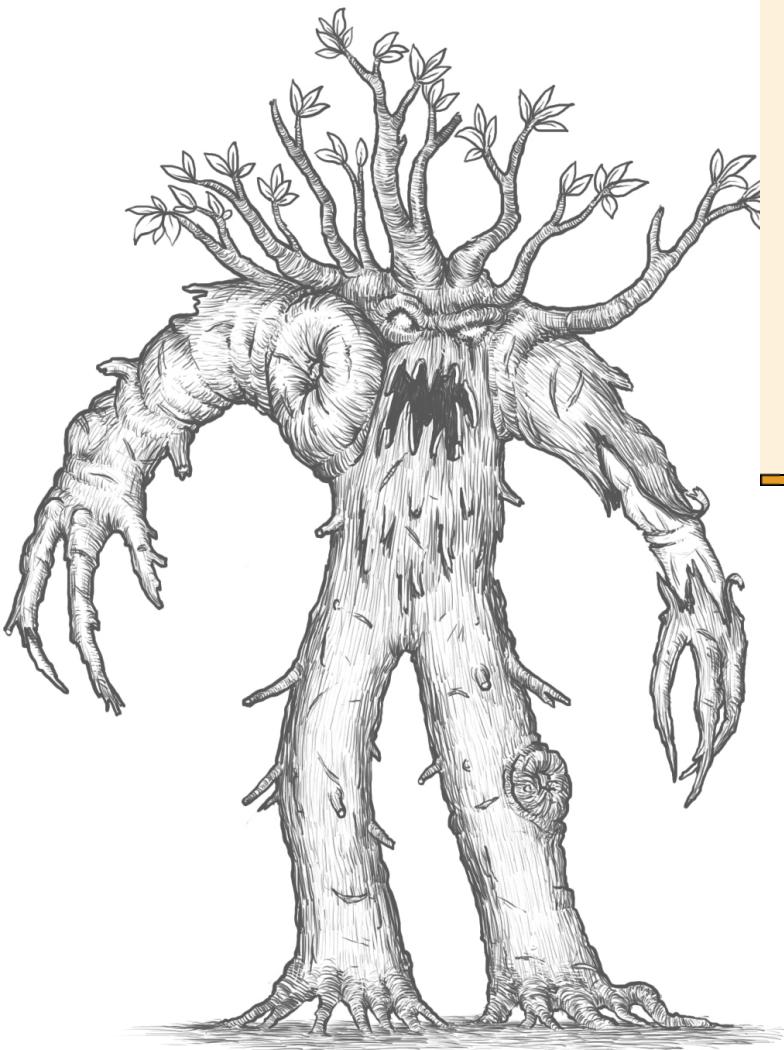
- **Invigorating Totem** - On initiative count 20 (losing ties), evil creatures within 30 feet of the totem regain 5 (1d10) hit points.
- **Empowering Totem** - Evil creatures within 30 feet of the totem deal an additional 5 (1d10) force damage on all weapon attacks.
- **Impeding Totem** - The area within 30 feet of the totem is considered difficult terrain for non-evil creatures.

WOODWRAITH

Sometimes in order to deal with an evil spirit, it will be trapped inside of an object to serve as a prison. When the object chosen as the target of this imprisonment is a tree, a particularly powerful spirit can exert influence upon it. Over time the tree will decay, rot, and mold into a new form. It slowly changes to appear more and more humanoid in nature until finally the spirit has worn the plant down enough that it can take control and a woodwraith is formed. While the spirit is still trapped, it can channel its corruption through the tree and even raise the dead as overgrowth ghouls.

Viciously Spiteful. The wrath's first target will always be the ones who trapped them in the first place. It often takes years for the spirit to be able to animate their prison and during that time they are left to fester with hate and thoughts of revenge. There is a lingering magic within the spirit that guides it to its jailor, and while it is not a perfect guidance system, they will always find their way there eventually - typically rallying an army of ghoul followers along the way.

Return in Kind. While imprisoned, there is another unintentional negative outcome - the spirit learns how to turn others to wood and trap them in prisons of their own. It does not have the power to cause this permanently, but it finds great joy seeing the ones that trapped it suffer a similar fate. The wraith will imprison their target of its hate and see to it that they suffer by taking their petrified form along as a witness as it converts their friends and family to ghouls under its control.



WOODWRAITH

Medium undead (plant), chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 10

Languages ---

Challenge 4 (1,100 XP)

Locus of Spirits. Whenever a non-evil humanoid dies within 60 feet of the wraith, their body rises as an Overgrowth Ghoul under the wraith's control 1d4 rounds later.

Actions

Multiattack. The wraith uses its Convert Flesh ability. It then makes two vine slash attacks..

Vine Slash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 2) slashing damage.

Convert Flesh. Target creature within 60 feet makes a DC 13 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to wood and their movement speed is reduced to 0 ft. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature turns to wood and is considered petrified for 24 hours.

Rain of Splinters (Recharge 5-6). The wraith unleashes an explosion of sharp splinters in a 15 foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save, or half as much on a successful one.

ZOMBIES AND ZOBLINS

This section expands upon the zombie creatures found in other publications. For more information about zombies and how they are created and used, please consult these other sources. The zombies listed simply give a bit more variety to your walking dead. Some were stronger than others and that strength persists even into death in the form of the zombie warrior. Some resurrections are also not perfect, forming mad creatures such as the feral Zombie.

ZOBLINS

Zoblins are simply zombified goblins. These shambling entities can be a menace when a necromancer operates over the site of an old goblin village or battleground. The zoblins are comparable in strength to ordinary zombies but some with some unique abilities. Decaying zoblins are actively falling apart and will cause disease, an ordinary zoblin will latch on to targets and continue gnawing until their victim is dead, and a zoblin boss is strong enough to retain some of its fighting prowess. The most fearsome encounter one can have with these small undead creatures is in the form of the horde of zoblins which run down their enemies and tear them to pieces with their sheer numbers.

DECAYING ZOBLIN

Small undead (goblinoid), neutral evil

Armor Class 8 (leather armor)

Hit Points 10 (3d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	10 (+0)	5 (-3)	7 (-2)	4 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/8 (25 XP)

Undead Fortitude. If damage reduces the zoblin to 0 hit points, it must make a Constitution saving throw with a DC of 10 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zoblin drops to 1 hit point instead.

Putrid. A creature that touches the zoblin or hits it with a melee attack while within 5 feet of it takes 1 necrotic damage.

Actions

Claw. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 2 (1d4) slashing damage.

HORDE OF ZOBLINS

Large swarm of small creatures, neutral evil

Armor Class 9

Hit Points 66 (12d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	14 (+2)	5 (-3)	8 (-1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities poisoned, charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 3 (700 XP)

Undead Swarm Fortitude. The swarm fights at full strength until it is completely destroyed.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small goblin. The swarm can't regain hit points or gain temporary hit points.

Plagued. When the swarm hits with an attack, it deals an extra 10 (3d6) necrotic damage (included in the attack).

Actions

Multiattack. The horde uses its pull under ability if able, then uses its gnaw and claw attack.

Gnaw and Claw. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) necrotic damage, and the target must succeed a DC 12 Constitution saving throw or become poisoned until the end of their next turn.

Pull Under. The horde attempts to envelope a creature within its space. The target must succeed on a DC 12 Strength saving throw or be knocked prone and considered grappled (escape DC 12) as they are pinned to the ground under a sea of zombies. This ability can only be used if the horde is above half of its maximum hit points.

ZOBLIN

Small undead (goblinoid), neutral evil

Armor Class 10 (leather armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	15 (+2)	5 (-3)	7 (-2)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zoblin to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zoblin drops to 1 hit point instead.

Actions

Vicious Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the zoblin attaches to the target. While attached, the zoblin doesn't attack. Instead, at the start of each of the zoblin's turns, that creature takes 5 (2d4) necrotic damage. While the zoblin is attached, that creature's movement speed is also reduced by 10 ft. A creature may use its action to make a DC 11 Athletics check, prying the zoblin loose on a success.



ZOBLIN BOSS

Small undead (goblinoid), neutral evil

Armor Class 12 (chain shirt)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	5 (-3)	8 (-1)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the zoblin to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zoblin drops to 1 hit point instead.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) necrotic damage.

Reactions

Lingering Instincts. Whenever an enemy within 5 ft. misses the zoblin with an attack, it can use its reaction to make a scimitar attack against that creature with disadvantage.

FERAL ZOMBIE

Medium undead, neutral evil

Armor Class 12

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	5 (-3)	7 (-2)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Aggressive. As a bonus action, the zombie can move up to half its speed toward a hostile creature it can see.

Actions

Ravage. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

ZOMBIE WARRIOR

Medium undead, neutral evil

Armor Class 16 (chainmail)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Spew Bile (recharge 5-6). The zombie spews bile in 15-foot line. Each creature in that line must make a DC 12 Constitution saving throw, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

APPENDICES

APPENDIX A: MONSTERS BY CR

CR 1/8

Cursed Cat	28
Decaying Zoblin	95
Temple Scarab	87

CR 1/4

Festering Tick	44
Giant Wasp	47
Grinning Marionette	50
Leaf Sorcerer	57
Overgrowth Ghoul	83
Pyrefly	84
Zoblin	96

CR 1/2

Arcane Wyrm	15
Bullywug Tortoise Knight	21
Cave Goblin	49
Dragon's Blood Kobold	56
Feral Zombie	97
Small Air Elemental	39
Small Earth Elemental	40
Small Fire Elemental	40
Small Ice Elemental	41
Small Water Elemental	41
Tortoise	21

CR 1

Azer Prototype	18
Bullywug Brute	20
Centaur Scout	23
Glass-Infused Alchemist	5
Imbued Steam Mephit	65
Iron-Infused Alchemist	7
Kobold Dragon Shaman	56
Ninja	76
Young Hellhound	53
Zoblin Boss	97

CR 2

Aquatic Strider	12
Azer Lavashaper	17
Caustic Alchemist	3
Centaur Mystic	23
Frost Alchemist	5
Glacial Raptor	48
Goblin War Shaman	49
Imbued Magma Mephit	65
Molten Spider	69
Noxious Savageclaw	77
Ogre Shaman	79
Scorched Alchemist	7
Sparkling Alchemist	7
Storm Raven	86
Wind Drake	38

CR 3

Azer Berserker	16
Azer Magma Shaman	17
Centaur Marauder	22
Demonblood Orc Berserker	80
Demonblood Orc Hunter	81
Dragoon	34
Elemental Defender	42
Greater Glass-Infused Alchemist	6
Greater Iron-Infused Alchemist	6
Hive Queen	47
Horde of Zoblins	95
Necromancer	75

CR 4

Azer Guard Captain	16
Demonblood Orc Bloodcaster	81
Demonblood Orc Warrior	82
Hellhound Alpha	53
Light Devourer	58
Magma Mephit King	66
Monk of the Scattered Sands	70
Ogre Warchief	79
Woodwraith	94

CR 5

Ancient Fisherman	10
Deadly Hunter	29
Fan Dancer	43
Haste Devil	52
Ice Elemental	39
Mammoth Beetle	64
Mystic Spellblade	73
Radiant Stalker	85
Witch Doctor	93

CR 6

Abomination From The Deep	1
Dragon Knight	33
Giant Feymoth	46
Grim Puppeteer	51

CR 7

Arcane Entity	13
Construct Alchemist	3
Obsidian Golem	78
The Emerald Queen	90

CR 8

Cube of Anomalies	26
Lord of the Azer	18

CR 9

Alpha War Eagle	8
Flame Hydra	45
Gravigas	30
Herald of Lightning	54
Maiden of Ice	62
Merfolk Hydromancer	68
Mysterious Starcaller	71

CR 10

Crabstrosity	24
Terror Beast	88

CR 13

Obsidian Drake	37
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CR 17

Soul Harvester	31
Timeless Chronomancer	92

CR 20

Living Temple	60
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APPENDIX B: MONSTERS BY CREATURE TYPE

ABERRATION

Abomination From The Deep	CR 6	1
Light Devourer	CR 4	58
Noxious Savageclaw	CR 2	77
Terror Beast	CR 10	88

BEAST

Alpha War Eagle	CR 9	8
Cursed Cat	CR 1/8	28
Festering Tick	CR 1/4	44
Giant Wasp	CR 1/4	47
Hive Queen	CR 3	47
Mammoth Beetle	CR 5	64
Molten Spider	CR 2	69
Storm Raven	CR 2	86
Temple Scarab	CR 1/8	87
Tortoise	CR 1/2	21

CELESTIAL

Herald of Lightning	CR 9	54
Mysterious Starcaller	CR 9	71

CONSTRUCT

Aquatic Strider	CR 2	12
Construct Alchemist	CR 7	3
Cube of Anomalies	CR 8	26
Elemental Defender	CR 3	42
Grinning Marionette	CR 1/4	50
Living Temple	CR 20	60
Obsidian Golem	CR 7	78
Radiant Stalker	CR 5	85

DRAGON

Obsidian Drake	CR 13	37
Wind Drake	CR 2	38

ELEMENTAL

Arcane Entity	CR 7	13
Arcane Wyrm	CR 1/2	15
Azer Berserker	CR 3	16
Azer Guard Captain	CR 4	16
Azer Lavashaper	CR 2	17
Azer Magma Shaman	CR 3	17
Azer Prototype	CR 1	18
Ice Elemental	CR 5	39
Imbued Magma Mephit	CR 2	65
Imbued Steam Mephit	CR 1	65
Lord of the Azer	CR 8	18
Magma Mephit King	CR 4	66
Pyrefly	CR 1/4	84
Small Air Elemental	CR 1/2	39
Small Earth Elemental	CR 1/2	40
Small Fire Elemental	CR 1/2	40
Small Ice Elemental	CR 1/2	41
Small Water Elemental	CR 1/2	41

FEY

Giant Feymoth	CR 6	46
Leaf Sorcerer	CR 1/4	57
The Emerald Queen	CR 7	90

FIEND

Grim Puppeteer	CR 6	51
Hellhound Alpha	CR 4	53
Young Hellhound	CR 1	53
Gravigas	CR 9	30
Haste Devil	CR 5	52
Soul Harvester	CR 17	31

GIANT

Maiden of Ice	CR 9	62
Ogre Shaman	CR 2	79
Ogre Warchief	CR 4	79

HUMANOID

Ancient Fisherman	CR 5	10
Bullywug Brute	CR 1	20
Bullywug Tortoise Knight	CR 1/2	21
Caustic Alchemist	CR 2	3
Cave Goblin	CR 1/2	49
Deadly Hunter	CR 5	29
Demonblood Orc Berserker	CR 3	80
Demonblood Orc Bloodcaster	CR 4	81
Demonblood Orc Hunter	CR 3	81
Demonblood Orc Warrior	CR 4	82
Dragon Knight	CR 6	33
Dragon's Blood Kobold	CR 1/2	56
Dragoon	CR 3	34
Fan Dancer	CR 5	43
Frost Alchemist	CR 2	5
Glass-Infused Alchemist	CR 1	5
Greater Glass-Infused Alchemist	CR 3	6
Greater Iron-Infused Alchemist	CR 3	6
Iron-Infused Alchemist	CR 1	7
Kobold Dragon Shaman	CR 1	56
Merkfolk Hydromancer	CR 9	68
Monk of the Scattered Sands	CR 4	70
Mystic Spellblade	CR 5	73
Necromancer	CR 3	75
Ninja	CR 1	76
Scorched Alchemist	CR 2	7
Sparkling Alchemist	CR 2	7
Timeless Chronomancer	CR 17	92
Witch Doctor	CR 5	93

MONSTROSITY

Centaur Marauder	CR 3	22
Centaur Mystic	CR 2	23
Centaur Scout	CR 1	23
Crabstrosity	CR 10	24
Flame Hydra	CR 9	45

UNDEAD

Decaying Zoblin	CR 1/8	95
Feral Zombie	CR 1/2	97
Glacial Raptor	CR 2	48
Goblin War Shaman	CR 2	49
Horde of Zoblins	CR 3	95
Overgrowth Ghoul	CR 1/4	83
Woodwraith	CR 4	94
Zombie Warrior	CR 2	97
Zoblin	CR 1/4	96
Zoblin Boss	CR 1	97

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