

# 5E SRD FEATURES AND TRAITS FOR CREATING CREATURES

## Traits

1. **Aberrant Ground.** The ground in a 10-foot radius around the creature is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC ## Strength saving throw or have its speed reduced to 0 until the start of its next turn.
2. **Acid Absorption.** Whenever the creature is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.
3. **Adhesive.** The creature adheres to anything that touches it. A Huge or smaller creature adhered to the creature is also grappled by it (escape DC ##). Ability checks made to escape this grapple have disadvantage.
4. **Aggressive.** As a bonus action, the creature can move up to its speed toward a hostile creature that it can see.
5. **Air Form.** The creature can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.
6. **Ambusher.** In the first round of a combat, the creature has advantage on attack rolls against any creature it surprised.
7. **Amorphous.** The creature can move through a space as narrow as 1 inch wide without squeezing.
8. **Amphibious.** The creature can breathe air and water.
9. **Angelic Weapons.** The creature's weapon attacks are magical. When the creature hits with any weapon, the weapon deals an extra ##d8 radiant damage.
10. **Antimagic Susceptibility.** The creature is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the creature must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.
11. **Assassinate.** During its first turn, the creature has advantage on attack rolls against any creature that hasn't taken a turn.
- Any hit the creature scores against a surprised creature is a critical hit.
12. **Aversion of Fire.** If the creature takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.
13. **Barbed Hide.** At the start of each of its turns, the creature deals (##d10) piercing damage to any creature grappling it.
14. **Beast of Burden.** The creature is considered to be a Large creature for the purpose of determining its carrying capacity.
15. **Berserk.** Whenever the creature starts its turn with ## hit points or fewer, roll a d6. On a 6, the creature goes berserk. On each of its turns while berserk, the creature attacks the nearest creature it can see. If no creature is near enough to move to and attack, the creature attacks an object, with preference for an object smaller than itself. Once the creature goes berserk, it continues to do so until it is destroyed or regains all its hit points.
16. **Blind Senses.** The creature can't use its blindsight while deafened and unable to smell.
17. **Blood Frenzy.** The creature has advantage on melee attack rolls against any creature that doesn't have all its hit points.
18. **Bound.** The creature is magically bound to an amulet. As long as the creature and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the creature to travel to it, and the creature knows the distance and direction to the amulet. If the creature is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the creature.
19. **Brave.** The creature has advantage on saving throws against being frightened.
20. **Brute.** A melee weapon deals one extra die of its damage when the creature hits with it (included in the attack).
21. **Charge.** If the creature moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra (##d6) damage. If the target is a creature, it must succeed on a DC ## Strength saving throw or be knocked prone.
22. **Charge.** If the creature moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra (##d6) damage.
23. **Confer Fire Resistance.** The creature can grant resistance to fire damage to anyone riding it.
24. **Consume Life.** As a bonus action, the creature can target one creature it can see

- within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC ## Constitution saving throw against this magic or die. If the target dies, the creature regains (##d6) hit points.
25. Corrode Metal. Any nonmagical weapon made of metal that hits the creature corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the creature is destroyed after dealing damage. The creature can eat through 2-inch-thick, nonmagical metal in 1 round.
  26. Corrosive Form. A creature that touches the creature or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the creature corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the creature is destroyed after dealing damage. The creature can eat through 2-inch-thick, nonmagical wood or metal in 1 round.
  27. Cunning Action. On each of its turns, the creature can use a bonus action to take the Dash, Disengage, or Hide action.
  28. Damage Transfer. While grappling a creature, the creature takes only half the damage dealt to it (rounded down), and the grappled creature takes the other half.
  29. Dark Devotion. The creature has advantage on saving throws against being charmed or frightened.
  30. Deadly Leap. If the creature jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC ## Strength or Dexterity saving throw (target's choice) or be knocked prone and take (##d6 + STRmod) bludgeoning damage plus (##d6 + STRmod) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the creature's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the creature's space.
  31. Death Burst. When the creature dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC ## Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.
  32. Death Burst. When the creature dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC ## Dexterity saving throw, taking (##d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.
  33. Death Burst. When the creature dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC ## Dexterity saving throw, taking (##d8) slashing damage on a failed save, or half as much damage on a successful one.
  34. Death Burst. When the creature dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC ## Dexterity saving throw, taking (##d6) fire damage on a failed save, or half as much damage on a successful one.
  35. Death Burst. When the creature dies, it explodes in a cloud of steam. Each creature within 5 feet of the creature must succeed on a DC ## Dexterity saving throw or take (##d8) fire damage.
  36. Death Throes. When the creature dies, it explodes, and each creature within 30 feet of it must make a DC ## Dexterity saving throw, taking (##d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the creature's weapons.
  37. Devil's Sight. Magical darkness doesn't impede the creature's darkvision.
  38. Divine Awareness. The creature knows if it hears a lie.
  39. Divine Eminence. As a bonus action, the creature can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the creature expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.
  40. Duergar Resilience. The creature has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.
  41. Earth Glide. The creature can burrow through nonmagical, unworked earth and stone. While doing so, the creature doesn't disturb the material it moves through.

42. Echolocation. The creature can't use its blindsight while deafened.
43. Elemental Demise. If the creature dies, its body disintegrates, leaving behind only equipment the creature was wearing or carrying.
44. Ephemeral. The creature can't wear or carry anything.
45. Ethereal Jaunt. As a bonus action, the creature can magically shift from the Material Plane to the Ethereal Plane, or vice versa.
46. Ethereal Sight. The creature can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.
47. Evasion. If the creature is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the creature instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.
48. False Appearance. While the creature remains motionless, it is indistinguishable from a mundane object.
49. Faultless Tracker. The creature is given a quarry by its summoner. The creature knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The creature also knows the location of its summoner.
50. Fear Aura. Any creature hostile to the creature that starts its turn within 20 feet of the creature must make a DC ## Wisdom saving throw, unless the creature is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the creature's Fear Aura for the next 24 hours.
51. Fey Ancestry. The creature has advantage on saving throws against being charmed, and magic can't put the creature to sleep.
52. Fire Absorption. Whenever the creature is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.
53. Fire Aura. At the start of each of the creature's turns, each creature within 5 feet of it takes (##d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the creature or hits it with a melee attack while within 5 feet of it takes (##d6) fire damage.
54. Fire Form. The creature can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the creature or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the creature can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.
55. Flyby. The creature doesn't provoke opportunity attacks when it flies out of an enemy's reach.
56. Freedom of Movement. The creature ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.
57. Freeze. If the creature takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.
58. Gibbering. The creature babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the creature and can hear the gibbering must succeed on a DC ## Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.
59. Gnome Cunning. The creature has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.
60. Grappler. The creature has advantage on attack rolls against any creature grappled by it.
61. Grasping Tendrils. The creature can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the creature, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC ## Strength check against it.
62. Heated Body. A creature that touches the creature or hits it with a melee attack while within 5 feet of it takes (##d10) fire damage.
63. Heated Weapons. When the creature hits with a metal melee weapon, it deals an extra (##d6) fire damage.

64. Hellish Rejuvenation. A creature that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a bless spell cast on that creature or its remains are sprinkled with holy water.
65. Hellish Weapons. The creature's weapon attacks are magical and deal an extra (##d8) poison damage on a hit.
66. Hold Breath. The creature can hold its breath for ## minutes.
67. Hold Breath. While out of water, the creature can hold its breath for 1 hour.
68. Ignited Illumination. As a bonus action, the creature can set itself ablaze or extinguish its flames. While ablaze, the creature sheds bright light in a 10-foot radius and dim light for an additional 10 feet.
69. Illumination. The creature sheds bright light in a 10-foot radius and dim light for an additional 10 feet.
70. Immutable Form. The creature is immune to any spell or effect that would alter its form.
71. Incorporeal Movement. The creature can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
72. Innate Spellcasting. The creature's spellcasting ability is Charisma (spell save DC ##). It can innately cast the following spells, requiring only verbal components: (typically cantrips/1st level spells at will, 1st through 3rd level spells at 3/day each, higher level spells at 1/day each)
73. Inscrutable. The creature is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the creature's intentions or sincerity have disadvantage.
74. Invisibility. The creature is invisible.
75. Iron Scent. The creature can pinpoint, by scent, the location of ferrous metal within 30 feet of it.
76. Keen Hearing. The creature has advantage on Wisdom (Perception) checks that rely on hearing.
77. Keen Smell. The creature has advantage on Wisdom (Perception) checks that rely on smell.
78. Keen Sight. The creature has advantage on Wisdom (Perception) checks that rely on sight.
79. Labyrinthine Recall. The creature can perfectly recall any path it has traveled.
80. Legendary Resistance (3/Day). If the creature fails a saving throw, it can choose to succeed instead.
81. Light Sensitivity. While in bright light, the creature has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.
82. Limited Amphibiousness. The creature can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.
83. Limited Telepathy. The creature can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.
84. Lightning Absorption. Whenever the creature is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.
85. Limited Magic Immunity. The creature can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.
86. Magic Resistance. The creature has advantage on saving throws against spells and other magical effects.
87. Magic Weapons. The creature's weapon attacks are magical.
88. Martial Advantage. Once per turn, the creature can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the creature that isn't incapacitated.
89. Mimicry. The creature can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC ## Wisdom (Insight) check.
90. Mimicry. The creature can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC ## Wisdom (Insight) check.
91. Misty Escape. When it drops to 0 hit points outside its resting place, the creature transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its creature form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its creature form. It is then paralyzed until it regains at least 1 hit point.

- After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.
92. **Mucous Cloud.** While underwater, the creature is surrounded by transformative mucus. A creature that touches the creature or that hits it with a melee attack while within 5 feet of it must make a DC ## Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.
  93. **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 fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.
  94. **Nimble Escape.** The creature can take the Disengage or Hide action as a bonus action on each of its turns.
  95. **Ooze Cube.** The creature takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the creature's Engulf and has disadvantage on the saving throw. Creatures inside the creature can be seen but have total cover. A creature within 5 feet of the creature can take an action to pull a creature or object out of the creature. Doing so requires a successful DC ## Strength check, and the creature making the attempt takes (##d6) acid damage. The creature can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.
  96. **Pack Tactics.** The creature has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally isn't incapacitated.
  97. **Petrifying Gaze.** If a creature starts its turn within 30 feet of the creature and the two of them can see each other, the creature can force the creature to make a DC ## Constitution saving throw if the creature isn't incapacitated. On a failed save, the creature magically begins to turn to stone 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 petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the creature until the start of its next turn, when it can avert its eyes again. If it looks at the creature in the meantime, it must immediately make the save.
  98. **Pounce.** If the creature moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC ## Strength saving throw or be knocked prone. If the target is prone, the creature can make one bite attack against it as a bonus action.
  99. **Probing Telepathy.** If a creature communicates telepathically with the creature, the creature learns the creature's greatest desires if the creature can see the creature.
  100. **Rampage.** When the creature reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.
  101. **Reactive.** The creature can take one reaction on every turn in combat.
  102. **Reactive Heads.** For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.
  103. **Reckless.** At the start of its turn, the creature can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.
  104. **Reflective Carapace.** Any time the creature is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the creature is unaffected. On a 6, the creature is unaffected, and the effect is reflected back at the caster as though it originated from the creature, turning the caster into the target.
  105. **Regeneration.** The creature regains 10 hit points at the start of its turn. If the creature takes acid or fire damage, this trait doesn't function at the start of the creature's next turn. The creature dies only if it starts its turn with 0 hit points and doesn't regenerate.
  106. **Regeneration.** The creature regains 10/20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the creature takes radiant damage or damage from holy water, this trait doesn't function at the start of the creature's next turn.

107.       Regeneration. The creature regains 10 hit points at the start of its turn if it has at least 1 hit point.
108.       Rejuvenation. A destroyed creature gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the creature's heart.
109.       Rejuvenation. If it dies, the creature returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.
110.       Rejuvenation. If it has a phylactery, a destroyed creature gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.
111.       Relentless (Recharges after a Short or Long Rest). If the creature takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.
112.       Running Leap. With a 10-foot running start, the creature can long jump up to 25 feet.
113.       Rust Metal. Any nonmagical weapon made of metal that hits the creature corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Non magical ammunition made of metal that hits the creature is destroyed after dealing damage.
114.       Siege Monster. The creature deals double damage to objects and structures.
115.       Sense Magic. The creature senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.
116.       Shadow Stealth. While in dim light or darkness, the creature can take the Hide action as a bonus action. Its stealth bonus is also improved to +##.
117.       Shapechanger. If the creature isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the creature can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the creature can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.
118.       Shapechanger. The creature can use its action to polymorph into a beast form that resembles a bat (speed 10 feet fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
119.       Shapechanger. The creature can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
120.       Shapechanger. The creature can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
121.       Shapechanger. The creature can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
122.       Shapechanger. The creature can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
123.       Shapechanger. The creature can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the creature loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't

transformed. It reverts to its true form if it dies.

124.        Shapechanger. The creature can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
125.        Shapechanger. The creature can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
126.        Shapechanger. The creature can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
127.        Shapechanger. The creature can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
128.        Shark Telepathy. The creature can magically command any shark within 120 feet of it, using a limited telepathy.
129.        Shielded Mind. The creature is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.
130.        Sneak Attack  
(1/Turn). The creature deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the creature that isn't incapacitated and the creature doesn't have disadvantage on the attack roll.
131.        Snow Camouflage. The creature has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.
132.        Speak with Beasts and  
Plants. The creature can communicate with beasts and plants as if they shared a language.
133.        Spell Storing. A spellcaster who wears the creature's amulet can cause the creature to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the creature. The spell has no effect but is

stored within the creature. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the creature casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

134.        Spider Climb. The creature can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
135.        Standing Leap. The creature's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.
136.        Steadfast. The creature can't be frightened while it can see an allied creature within 30 feet of it.
137.        Stench. Any creature that starts its turn within 10 feet of the creature must succeed on a DC ## Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the creature's stench for 24 hours.
138.        Stone Camouflage. The creature has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
139.        Sunlight Sensitivity. While in sunlight, the creature has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
140.        Sure-Footed. The creature has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.
141.        Surprise Attack. If the creature surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.
142.        Swarm. The creature can occupy another creature's space and vice versa, and the creature can move through any opening large enough for a Tiny creature. The creature can't regain hit points or gain temporary hit points.
143.        Telepathic Bond. The creature ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.
144.        Telepathic Bond. While the creature is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

145.        **Trampling Charge.** If the creature moves at least 20 feet straight toward a creature and then hits it with a melee attack on the same turn, that target must succeed on a DC ## Strength saving throw or be knocked prone. If the target is prone, the creature can make one melee attack against it as a bonus action.
146.        **Transparent.** Even when the creature is in plain sight, it takes a successful DC ## Wisdom (Perception) check to spot a creature that has neither moved nor attacked. A creature that tries to enter the creature's space while unaware of the creature is surprised by the creature.
147.        **Treasure Sense.** The creature can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.
148.        **Tree Stride.** Once on its turn, the creature can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.
149.        **Two Heads.** The creature has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
150.        **Tunneler.** The creature can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.
151.        **Turn Defiance.** The creature and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.
152.        **Turn Immunity.** The creature is immune to features that turn undead.
153.        **Turn Resistance.** The creature has advantage on saving throws against any effect that turns undead.
154.        **Undead Fortitude.** If damage reduces the creature 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 creature drops to 1 hit point instead.
155.        **Underwater Camouflage.** The creature has advantage on Dexterity (Stealth) checks made while underwater.
156.        **Vampire Weaknesses.** The creature has the following flaws:  
**Forbiddance.** The creature can't enter a

- residence without an invitation from one of the occupants.
- Harmed by Running Water.** The creature takes 20 acid damage when it ends its turn in running water.
- Stake to the Heart.** The creature is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- Sunlight Hypersensitivity.** The creature takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.
157.        **Variable Illumination.** The creature sheds bright light in a 5 to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The creature can alter the radius as a bonus action.
158.        **Wakeful.** When one of the creature's heads is asleep, at least one of its heads is awake.
159.        **Water Breathing.** The creature can breathe only underwater.
160.        **Water Form.** The creature can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.
161.        **Web Sense.** While in contact with a web, the creature knows the exact location of any other creature in contact with the same web.
162.        **Web Walker.** The creature ignores movement restrictions caused by webbing.

## Actions

1. **Acid Breath (Recharge 5–6).** The creature exhales acid in a ##-foot line that is 5 feet wide. Each creature in that line must make a DC ## Dexterity saving throw, taking (##d8) acid damage on a failed save, or half as much damage on a successful one.
2. **Acid Spray (Recharge 6).** The creature spits acid in a line that is ## feet long and 5 feet wide. Each creature in that line must make a DC ## Dexterity saving throw, taking (##d6) acid damage on a failed save, or half as much damage on a successful one.
3. **Animate Trees (1/Day).** The creature magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a creature, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the creature.



The tree remains animate for 1 day or until it dies; until the creature dies or is more than 120 feet from the tree; or until the creature takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

4. **Antennae.** The creature corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the creature's touch. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.
5. **Blinding Breath (Recharge 6).** The creature exhales a ##-foot cone of blinding dust. Each creature in that area must succeed on a DC ## Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
6. **Blinding Spittle (Recharge 5–6).** The creature spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the creature's next turn.
7. **Cold Breath (Recharge 5–6).** The creature exhales an icy blast in a ##-foot cone. Each creature in that area must make a DC ## Constitution saving throw, taking (##d8) cold damage on a failed save, or half as much damage on a successful one.
8. **Change Shape.** The creature magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the creature's choice). In a new form, the creature retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the creature can use its bite in that form.
9. **Change Shape.** The creature magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the creature dies, it reverts to its true form, and its glaive reverts to its normal size.
10. **Charm.** One humanoid the creature can see within 30 feet of it must succeed on a DC ## Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the creature's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this creature's Charm for the next 24 hours. The creature can have only one target charmed at a time. If it charms another, the effect on the previous target ends.
11. **Charm.** The creature targets one humanoid it can see within 30 feet of it. If the target can see the creature, the target must succeed on a DC ## Wisdom saving throw against this magic or be charmed by the creature. The charmed target regards the creature as a trusted friend to be heeded and protected. Although the target isn't under the creature's control, it takes the creature's requests or actions in the most favorable way it can, and it is a willing target for the creature's bite attack. Each time the creature or the creature's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the creature is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.
12. **Children of the Night (1/Day).** The creature magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the creature can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the creature and obeying its spoken commands. The beasts remain for 1 hour, until the creature dies, or until the creature dismisses them as a bonus action.
13. **Create Specter.** The creature targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest

unoccupied space. The specter is under the creature's control. The creature can have no more than seven specters under its control at one time.

14. Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the creature can see within 120 feet of it. The whirlwind lasts as long as the creature maintains concentration (as if concentrating on a spell). Any creature but the creature that enters the whirlwind must succeed on a DC ## Strength saving throw or be restrained by it. The creature can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the creature loses sight of it.  
A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC ## Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.
15. Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the creature, moves with it, and spreads around corners. The darkness lasts as long as the creature maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.
16. Death Glare. The creature targets one frightened creature it can see within 30 feet. If the target can see the creature, it must succeed on a DC ## Wisdom saving throw against this magic or drop to 0 hit points.
17. Draining Kiss. The creature kisses a creature charmed by it or a willing creature. The target must make a DC ## Constitution saving throw against this magic, taking (##d10 + CHAMod) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
18. Dreadful Glare. The creature targets one creature it can see within 60 feet of it. If the target can see the creature, it must succeed on a DC ## Wisdom saving throw against this magic or become frightened until the end of the creature's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed

for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all creatures for the next 24 hours.

19. Enlarge (Recharges after a Short or Long Rest). For 1 minute, the creature magically increases in size, along with anything it is wearing or carrying. While enlarged, the creature is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the creature lacks the room to become Large, it attains the maximum size possible in the space available.
20. Enslave (3/Day). The creature targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the creature until the creature dies or until it is on a different plane of existence from the target. The charmed target is under the creature's control and can't take reactions, and the creature and the target can communicate telepathically with each other over any distance.  
Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the creature.
21. Ethereal Stride. The creature and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.
22. Etherealness. The creature magically enters the Ethereal Plane from the Material Plane, or vice versa.
23. Engulf. The creature engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC ## Constitution saving throw at the start of each of the mound's turns or take (##d8 + STRMOD) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.
24. Engulf. The creature moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the creature enters a creature's space, the creature must make a DC ## Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the creature. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the creature enters the creature's space, and the creature takes (##d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes (##d6) acid damage at the start of each of the creature's turns. When the creature moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC ## Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the creature.

25. Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the creature. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC ## Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

26. Fey Charm. The creature targets one humanoid or beast that she can see within 30 feet of her. If the target can see the creature, it must succeed on a DC ## Wisdom saving throw or be magically charmed. The charmed creature regards the creature as a trusted friend to be heeded and protected. Although the target isn't under the creature's control, it takes the creature's requests or actions in the most favorable way it can. Each time the creature or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the creature dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the creature's Fey Charm for the next 24 hours.

The creature can have no more than one humanoid and up to three beasts charmed at a time.

27. Fire Breath (Recharge 5–6). The creature exhales fire in a ##-foot cone. Each creature in that area must make a DC ## Dexterity saving throw, taking (##d10) fire damage on a failed save, or half as much damage on a successful one.
28. Fire Breath (Recharge 5–6). The creature exhales fire in a ##-foot line that is 5 feet wide. Each creature in that line

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

29. Fire Breath (Recharge 6). The creature exhales a ##-foot cone of fire. Each creature in that area must make a DC ## Dexterity saving throw, taking (##d6) fire damage on a failed save, or half as much damage on a successful one.
30. Fling. One Large or smaller object held or creature grappled by the creature is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, 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 ## Dexterity saving throw or take the same damage and be knocked prone.
31. Frightful Presence. Each creature of the creature's choice that is within 120 feet of the creature and aware of it must succeed on a DC ## 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 effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the creature's Frightful Presence for the next 24 hours.
32. Frost Breath (Recharge 6). The creature exhales a ##-foot cone of cold air. Each creature in that area must succeed on a DC ## Dexterity saving throw, taking (##d4) cold damage on a failed save, or half as much damage on a successful one.
33. Haste (Recharge 5–6). Until the end of its next turn, the creature magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.
34. Healing Touch (##/Day). The creature touches another creature. The target magically regains (##d8 + ##) hit points and is freed from any curse, disease, poison, blindness, or deafness.
35. Heart Sight. The creature touches a creature and magically knows the creature's current emotional state. If the target fails a DC ## Charisma saving throw, the creature also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.
36. Horrific Appearance. Any humanoid that starts its turn within 30 feet of the creature and can see the creature's true form must make a DC ## Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature

can repeat the saving throw at the end of each of its turns, with disadvantage if the creature is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the creature's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the creature's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the creature.

37. **Horrifying Visage.** Each non-undead creature within 60 feet of the creature that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages  $1d4 \times 10$  years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this creature's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.
38. **Horror Nimbus (Recharge 5–6).** The creature magically emits scintillating, multicolored light. Each creature within 15 feet of the creature that can see the light must succeed on a DC ## Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the creature's Horror Nimbus for the next 24 hours.
39. **Illusory Appearance.** The creature covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the creature takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the creature could appear to have smooth skin, but someone touching it would feel rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC ## Intelligence (Investigation) check to discern that the creature is disguised.
40. **Ink Cloud (Recharges after a Short or Long Rest).** A 20-foot-radius cloud of ink extends all around the creature if it is underwater. The

area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the creature can use the Dash action as a bonus action.

41. **Invisibility.** The creature magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the creature wears or carries is invisible with it.
42. **Invisible Passage.** The creature magically turns invisible until it attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, it leaves no physical evidence of its passage, so it can be tracked only by magic. Any equipment it wears or carries is invisible with her.
43. **Leadership (Recharges after a Short or Long Rest).** For 1 minute, the creature can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the creature. A creature can benefit from only one Leadership die at a time. This effect ends if the creature is incapacitated.
44. **Lightning Breath (Recharge 5–6).** The creature exhales lightning in a ##-foot line that is 5 feet wide. Each creature in that line must make a DC ## Dexterity saving throw, taking (##d10) lightning damage on a failed save, or half as much damage on a successful one.
45. **Lightning Storm.** The creature magically creates three bolts of lightning, each of which can strike a target the creature can see within 120 feet of it. A target must make a DC ## Dexterity saving throw, taking (##d10) lightning damage on a failed save, or half as much damage on a successful one.
46. **Lightning Strike (Recharge 5–6).** The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC ## Dexterity saving throw, taking 54 (##d8) lightning damage on a failed save, or half as much damage on a successful one.
47. **Luring Song.** The creature sings a magical melody. Every humanoid and giant within 300 feet of the creature that can hear the song must succeed on a DC ## Wisdom saving throw or be charmed until the song ends. The creature must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the creature is incapacitated.

While charmed by the creature, a target is incapacitated and ignores the songs of other creatures. If the charmed target is more than 5 feet away from the creature, the target must move on its turn toward the creature by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the creature, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this creature's song for the next 24 hours.

48. **Moan.** Each creature within 60 feet of the creature that can hear its moan and that isn't an aberration must succeed on a DC ## Wisdom saving throw or become frightened until the end of the creature's next turn. If a creature's saving throw is successful, the creature is immune to the creature's moan for the next 24 hours.
49. **Nightmare Haunting (1/Day).** While on the Ethereal Plane, the creature magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by (##d10). The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.
50. **Paralyzing Breath (Recharge 5–6).** The creature exhales paralyzing gas in a ##-foot cone. Each creature in that area must succeed on a DC ## Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
51. **Petrifying Breath (Recharge 5–6).** The creature exhales petrifying gas in a ##-foot cone. Each creature in that area must succeed on a DC ## Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.
52. **Phantasms (Recharges after a Short or Long Rest).** The creature magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which creature is the real one. If the creature is ever in an area of bright light, the duplicates disappear. Whenever any creature targets the creature with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the creature or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight. A duplicate has the creature's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.
54. **Poison Breath (Recharge 5–6).** The creature exhales poisonous gas in a ##-foot cone. Each creature in that area must make a DC ## Constitution saving throw, taking (##d8) poison damage on a failed save, or half as much damage on a successful one.
55. **Possession (Recharge 6).** One humanoid that the creature can see within 5 feet of it must succeed on a DC ## Charisma saving throw or be possessed by the creature; the creature then disappears, and the target is incapacitated and loses control of its body. The creature now controls the body but doesn't deprive the target of awareness. The creature can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the creature ends it as a bonus action, or the creature is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the creature reappears in an unoccupied space within 5 feet of the body. The target is immune to this creature's Possession for 24 hours after succeeding on the saving throw or after the possession ends.
56. **Read Thoughts.** The creature magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers,

but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the creature can continue reading its thoughts, as long as the creature's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the creature has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

57. Roar (3/Day). The creature emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the creature and able to hear the roar must make a saving throw.
- First Roar Each creature that fails a DC ## Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Second Roar Each creature that fails a DC ## Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Third Roar Each creature makes a DC ## Constitution saving throw. On a failed save, a creature takes (##d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.
58. Repulsion Breath (Recharge 5–6). The creature exhales repulsion energy in a ##-foot cone. Each creature in that area must succeed on a DC ## Strength saving throw. On a failed save, the creature is pushed 60 feet away from the creature.
59. Scare (1/Day). One creature of the creature's choice within 20 feet of it must succeed on a DC ## Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the creature is within line of sight, ending the effect on itself on a success.
60. Shriek. When bright light or a creature is within 30 feet of the creature, it emits a shriek audible within 300 feet of it. The creature continues to shriek until the disturbance moves out of range and for 1d4 of the creature's turns afterward.
61. Sleep Breath (Recharge 5–6). The creature exhales sleep gas in a ##-foot cone. Each creature in that area must succeed on a DC ## Constitution saving throw or fall unconscious for 10 minutes. This effect ends

for a creature if the creature takes damage or someone uses an action to wake it.

62. Slow (Recharge 5–6). The creature targets one or more creatures it can see within 10 feet of it. Each target must make a DC ## Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
63. Slowing Breath. The creature exhales gas in a ##-foot cone. Each creature in that area must succeed on a DC ## Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.
64. Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the creature. The spores spread around corners. Each creature in that area must succeed on a DC ## Constitution saving throw or become poisoned. While poisoned in this way, a target takes (##d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.
65. Steam Breath (Recharge 5–6). The creature exhales scalding steam in a ##-foot cone. Each creature in that area must make a DC ## Constitution saving throw, taking (##d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.
66. Steam Breath (Recharge 6). The creature exhales a ##-foot cone of scalding steam. Each creature in that area must succeed on a DC ## Dexterity saving throw, taking (##d8) fire damage on a failed save, or half as much damage on a successful one.
67. Stunning Screech (1/Day). The creature emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC ## Constitution saving

throw or be stunned until the end of the creature's next turn.

68. **Swallow.** The creature makes one bite attack against a target it is grappling that is two or more size categories smaller. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the creature, and it takes (##d6) acid damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.
69. **Teleport.** The creature magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
70. **Teleport (Recharge 4–6).** The creature magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the creature can make one bite attack.
71. **Teleport (1/Day).** The creature magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the creature is familiar with, up to 1 mile away.
72. **Wall of Ice (Recharge 6).** The creature magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC ## Dexterity saving throw, taking (##d6) cold damage on a failed save, or half as much damage on a successful one. The wall lasts for 1 minute or until the creature is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC ## Constitution saving throw, taking (##d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.
73. **Weakening Breath (Recharge 5–6).** The creature exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC ## Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
74. **Web (Recharge 5–6).** Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).
75. **Whelm (Recharge 4–6).** Each creature in the creature's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the creature's space. The creature can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the creature's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the creature can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.
76. **Whirlwind (Recharge 4–6).** Each creature in the creature's space must make a DC ## Strength saving throw. On a failure, a target takes (##d8 + STRmod) bludgeoning damage and is flung up 20 feet away from the creature 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 ## 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.

## Reactions

1. Parry. The creature adds its Proficiency Bonus to its AC against one melee attack that would hit it. To do so, the creature must see the attacker and be wielding a melee weapon.
2. Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.
3. Shield. When a creature makes an attack against the wearer of the creature's amulet, the creature grants a +2 bonus to the wearer's AC if the creature is within 5 feet of the wearer.
4. Split. When a creature that is Medium or larger is subjected to lightning or slashing damage, it splits into two new creatures if it has at least 10 hit points. Each new creature has hit points equal to half the original creature's, rounded down. New creatures are one size smaller than the original creature.
5. Unnerving Mask. When a creature the creature can see starts its turn within 30 feet of the creature, the creature can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the creature, it must succeed on a DC ## Wisdom saving throw or be frightened until the end of its turn.
9. Move. The creature moves up to its speed without provoking opportunity attacks.
10. Tail Attack. The creature makes one tail attack.
11. Tentacle Attack or Fling. The creature makes one tentacle attack or uses its Fling.
12. Teleport. The creature magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
13. Unarmed Strike. The creature makes one unarmed strike.
14. Bite (Costs 2 Actions). The creature makes one bite attack.
15. Blasphemous Word (Costs 2 Actions). The creature utters a blasphemous word. Each non-undead creature within 10 feet of the creature that can hear the magical utterance must succeed on a DC ## Constitution saving throw or be stunned until the end of the creature's next turn.
16. Channel Negative Energy (Costs 2 Actions). The creature magically unleashes negative energy. Creatures within 60 feet of the creature, including ones behind barriers and around corners, can't regain hit points until the end of the creature's next turn.
17. Chomp (Costs 2 Actions). The creature makes one bite attack or uses its Swallow.
18. Frightening Gaze (Costs 2 Actions). The creature fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC ## Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the creature's gaze for the next 24 hours.

## Legendary Actions

1. Attack. The creature makes one claw attack or tail attack.
2. Attack. The creature makes one attack with its rotting fist or uses its Dreadful Glare.
3. Blinding Dust. Blinding dust and sand swirls magically around the creature. Each creature within 5 feet of the creature must succeed on a DC ## Constitution saving throw or be blinded until the end of the creature's next turn.
4. Cantrip. The creature casts a cantrip.
5. Claw Attack. The creature makes one claw attack.
6. Detect. The creature makes a Wisdom (Perception) check.
7. Hooves. The creature makes one attack with its hooves.
8. Move. The creature moves up to half its speed.
19. Lightning Storm (Costs 2 Actions). The creature uses Lightning Storm.
20. Paralyzing Touch (Costs 2 Actions). The creature uses its Paralyzing Touch.
21. Psychic Drain (Costs 2 Actions). One creature charmed by the creature takes (##d6) psychic damage, and the creature regains hit points equal to the damage the creature takes.
22. Searing Burst (Costs 2 Actions). The creature emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC ## Dexterity saving throw, taking (##d6) fire damage plus (##d6) radiant damage on a failed save, or half as much damage on a successful one.
23. Shimmering Shield (Costs 2 Actions). The creature creates a shimmering,



magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the creature's next turn.

24. Wing Attack (Costs 2 Actions). The creature beats its wings. Each creature within 10 feet of the creature must succeed on a DC ## Dexterity saving throw or take (###d6 + STRmod) bludgeoning damage and be knocked prone. The creature can then fly up to half its flying speed.
25. Teleport (Costs 2 Actions). The creature magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
26. Whirlwind of Sand (Costs 2 Actions). The creature magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the creature is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the creature remain in its possession.
27. Blinding Gaze (Costs 3 Actions). The creature targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC ## Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.
28. Cast a Spell (Costs 3 Actions). The creature casts a spell from its list of prepared spells, using a spell slot as normal.
29. Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the creature must make a DC ## Constitution saving throw against this magic, taking (###d6) necrotic damage on a failed save, or half as much damage on a successful one.
30. Heal Self (Costs 3 Actions). The creature magically regains (###d8 + CONmod) hit points.
31. Ink Cloud (Costs 3 Actions). While underwater, the creature expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the creature. Each creature other than the creature that ends its turn there must succeed on a DC ## Constitution saving throw, taking (###d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the creature's next turn.

## Lair Actions

1. A blisteringly cold wind blows through the lair near the creature. Each creature within 120 feet of the creature must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.
2. A cloud of sand swirls about in a 20-foot-radius sphere centered on a point the creature can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the creature chooses within 120 feet of it. The cloud spreads around corners and remains until the creature dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
4. A strong current moves through the creature's lair. Each creature within 60 feet of the creature must succeed on a DC 23 Strength saving throw or be pushed up to 60 feet away from the creature. On a success, the creature is pushed 10 feet away from the creature.
5. A strong wind blows around the creature. Each creature within 60 feet of the creature must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the creature and knocked prone. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames; such as lanterns, have a 50 percent chance of being extinguished.
6. A thunderclap originates at a point the creature can see within 120 feet of it. Each creature within a 20-foot radius centered on that point must make a DC 15 Constitution saving throw or take 5 (1d10) thunder damage and be deafened until the end of its next turn.

7. A tremor shakes the lair in a 60-foot radius around the creature. Each creature other than the creature on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
8. A wall of tangled brush bristling with thorns springs into existence on a solid surface within 120 feet of the creature. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 18 (4d8) piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the creature uses this lair action again or when the creature dies.
9. Creatures in the water within 60 feet of the creature have vulnerability to lightning damage until initiative count 20 on the next round.
10. Each undead creature in the lair can pinpoint the location of each living creature within 120 feet of it until initiative count 20 on the next round.
11. Each undead in the lair has advantage on saving throws against effects that turn undead until initiative count 20 on the next round.
12. Freezing fog fills a 20-foot-radius sphere centered on a point the creature can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the creature uses this lair action again or until the creature dies.
13. Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the creature can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the creature uses this lair action again or when the creature dies.
14. Jagged ice shards fall from the ceiling, striking up to three creatures underneath that the creature can see within 120 feet of it. The creature makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.
15. Lightning arcs, forming a 5-foot-wide line between two of the lair's solid surfaces that the creature can see. They must be within 120 feet of the creature and 120 feet of each other. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) lightning damage.
16. Magical darkness spreads from a point the creature chooses within 60 feet of it, filling a 15-foot-radius sphere until the creature dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.
17. Magical fog billows around one creature the creature can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the creature until initiative count 20 on the next round.
18. Magma erupts from a point on the ground the creature can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
19. One creature the creature can see within 120 feet of it must succeed on a DC 15 Charisma saving throw or be banished to a dream plane, a different plane of existence the creature has imagined into being. To escape, the creature must use its action to make a Charisma check contested by the creature's. If the creature wins, it escapes the dream plane. Otherwise, the effect ends on initiative count 20 on the next round. When the effect ends, the creature reappears in the space it left or in the

nearest unoccupied space if that one is occupied.

20. Part of the ceiling collapses above one creature that the creature can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.
21. Pools of water that the creature can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
22. Pools of water within 90 feet of the creature surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 14 Strength saving throw or be pulled up to 20 feet into the water and knocked prone. The creature can't use this lair action again until it has used a different one.
23. The creature calls forth the spirits of creatures that died in its lair. These apparitions materialize and attack one creature that the creature can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a success. The apparitions then disappear.
24. The creature casts phantasmal force (no components required) on any number of creatures it can see within 60 feet of it. While maintaining concentration on this effect, the creature can't take other lair actions. If a target succeeds on the saving throw or if the effect ends for it, the target is immune to the creature's phantasmal force lair action for the next 24 hours, although such a creature can choose to be affected.
25. The creature chooses a 10-foot-square area on the ground that it can see within 120 feet of it. The ground in that area turns into 3-foot-deep mud. Each creature on the ground in that area when the mud appears must succeed on a DC 15 Dexterity saving throw or sink into the mud and become restrained. A creature can take an action to attempt a DC 15 Strength check, freeing itself or another creature within its reach and ending the restrained condition on a success. Moving 1 foot in the mud costs 2 feet of movement. On initiative count 20 on the next round, the mud hardens, and the Strength DC to work free increases to 20.
26. The creature chooses a point on the ground that it can see within 120 feet of it. Stone spikes sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the spike growth spell and lasts until the creature uses this lair action again or until the creature dies.
27. The creature creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space; appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when the creature uses this lair action again or when the creature dies.
28. The creature creates fog as though it had cast the fog cloud spell. The fog lasts until initiative count 20 on the next round.
29. The creature glimpses the future, so it has advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.
30. The creature rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
31. The creature targets one creature it can see within 30 feet of it. A crackling cord of negative energy tethers the creature to the target. Whenever the creature takes damage, the target must make a DC 18 Constitution saving throw. On a failed save, the creature takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until the creature or the target is no longer in the creature's lair.
32. The water in the creature's lair becomes electrically charged. All creatures within 120 feet of the creature must succeed on a DC 23 Constitution saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.
33. Until initiative count 20 on the next round, any non-undead creature that tries to cast a spell of 4th level or lower in the creature's lair is wracked with pain. The creature can choose another action, but if it tries to cast the spell, it must make a DC 16 Constitution saving throw. On a failed save, it takes 1d6 necrotic damage

per level of the spell, and the spell has no effect and is wasted.

34. Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the creature can see within 120 feet of it. The sphere spreads a round corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.
35. Water in the creature's lair magically becomes a conduit for the creature's rage. The creature can target any number of creatures it can see in such water within 90 feet of it. A target must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage. The creature can't use this lair action again until it has used a different one.

## Regional Effects

1. A creature that takes treasure from the lair is cursed until the treasure is returned. The cursed target has disadvantage on all saving throws. The curse lasts until removed by a remove curse spell or other magic.
2. A creeping fog clings to the ground within 500 feet of the vampire's lair. The fog occasionally takes eerie forms, such as grasping claws and writhing serpents.
3. Aquatic creatures within 6 miles of the lair that have an Intelligence score of 2 or lower are charmed by the creature and aggressive toward intruders in the area.
4. As an action, the creature can create an illusory image of itself within 1 mile of the lair. The copy can appear at any location the creature has seen before or in any location a creature charmed by the creature can currently see. Once created, the image lasts for as long as the creature maintains concentration, as if concentrating on a spell. Although the image is intangible, it looks, sounds, and can move like the creature. The creature can sense, speak, and use telepathy from the image's position as if present at that position. If the image takes any damage, it disappears.
5. Banks of beautiful, opalescent mist manifest within 6 miles of the creature's lair. The mist doesn't obscure anything. It assumes haunting forms when evil creatures are near the creature or other non-evil creatures in the mist, warning such creatures of the danger.

6. Chilly fog lightly obscures the land within 6 miles of the creature's lair.
7. Creatures native to the creature's domain have an easier time hiding; they have advantage on all Dexterity (Stealth) checks made to hide.
8. Curses affecting any good-aligned creature are suppressed.
9. Divination spells cast within the lair by creatures other than the creature have a 25 percent chance to provide misleading results, as determined by the DM. If a divination spell already has a chance to fail or become unreliable when cast multiple times, that chance increases by 25 percent.
10. Dust devils scour the land within 6 miles of the lair. A dust devil has the statistics of an air elemental, but it can't fly, has a speed of 50 feet, and has an Intelligence and Charisma of 1 (-5).
11. Food instantly molds and water instantly evaporates when brought into the lair. Other non magical drinks are spoiled - wine turning to vinegar, for instance.
12. Fog lightly obscures the land within 6 miles of the lair.
13. Freezing precipitation falls within 6 miles of the creature's lair, sometimes forming blizzard conditions when the creature is at rest.
14. Gems and pearls within 1 mile of the creature's lair sparkle and gleam, shedding dim light in a 5-foot radius.
15. Given days or longer to work, the creature can make clouds and fog within its lair as solid as stone, forming structures and other objects as it wishes.
16. Hidden sinkholes form in and around the creature's lair. A sinkhole can be spotted from a safe distance with a successful DC 20 Wisdom (Perception) check. Otherwise, the first creature to step on the thin crust covering the sinkhole must succeed on a DC 15 Dexterity saving throw or fall 1d6 × 10 feet into the sinkhole.
17. Icy walls block off areas in the creature's lair. Each wall is 6 inches thick, and a 10-foot section has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If the creature wishes to move through a wall, it can do so without slowing down. The portion of the wall the creature moves through is destroyed, however.
18. Images of Large or smaller monsters haunt the desert sands within 1 mile of the creature's lair. These illusions move and appear real, although they can do no harm. A creature that

examines an image from a distance can tell it's an illusion with a successful DC 20 Intelligence (Investigation) check. Any physical interaction with an image reveals it to be an illusion, because objects pass through it.

19. Intelligent creatures within 1 mile of the creature's lair are prone to fits of giggling. Even serious matters suddenly seem amusing.
20. Magic carvings of the creature's smiling visage can be seen worked into stone terrain and objects within 6 miles of the creature's lair.
21. Plants within 500 feet of the lair wither, and their stems and branches become twisted and thorny.
22. Once per day, the creature can alter the weather in a 6-mile radius centered on its lair. The creature doesn't need to be outdoors; otherwise the effect is identical to the control weather spell.
23. Open flames of a non magical nature are extinguished within the creature's domain. Torches and campfires refuse to burn, but closed lanterns are unaffected.
24. Rocky fissures within 1 mile of the creature's lair form portals to the Elemental Plane of Fire, allowing creatures of elemental fire into the world to dwell nearby.
25. Rodents and birds within 1 mile of the creature's lair serve as the creature's eyes and ears. Deer and other large game are strangely absent, hinting at the presence of an unnaturally hungry predator.
26. Shadows cast within 500 feet of the lair seem abnormally gaunt and sometimes move as though alive.
27. Small earthquakes are common within 6 miles of the creature's lair.
28. The effects of time are altered such that every creature in the lair must succeed on a DC 15 Constitution saving throw or become 1d20 years older or younger (the sphinx's choice), but never any younger than 1 year old. A greater restoration spell can restore a creature's age to normal.
29. The flow of time is altered such that every creature in the lair must reroll initiative. The sphinx can choose not to reroll.
30. The flow of time within the lair is altered such that everything within moves up to 10 years forward or backward (sphinx's choice). Only the sphinx is immediately aware of the time change. A wish spell can return the caster and up to seven other creatures designated by the caster to their normal time.
31. The sphinx shifts itself and up to seven other creatures it can see within in its lair to another plane of existence. Once outside its lair, the sphinx can't use lair actions, but it can return to its lair as a bonus action on its turn, taking up to seven creatures with it.
32. The land within 6 miles of the lair takes twice as long as normal to traverse, since the plants grow thick and twisted, and the swamps are thick with reeking mud.
33. There's a noticeable increase in the populations of bats, rats, and wolves in the region.
34. Thickets form labyrinthine passages within 1 mile of the creature's lair. The thickets act as 10-foot-high, 10-foot-thick walls that block line of sight. Creatures can move through the thickets, with every 1 foot a creature moves costing it 4 feet of movement. A creature in the thickets must make a DC 15 Dexterity saving throw once each round it's in contact with the 'thickets or take 3 (1d6) piercing damage from thorns. Each 10-foot-cube of thickets has AC 5, 30 hit points, resistance to bludgeoning and piercing damage, vulnerability to fire damage, and immunity to psychic and thunder damage.
35. Thunderstorms rage within 6 miles of the lair.
36. Tiny beasts such as rodents and birds that are normally unable to speak gain the magical ability to speak and understand Draconic while within 1 mile of the creature's lair. These creatures speak well of the creature, but can't divulge its whereabouts.
37. Tracks appear in the sand within 6 miles of the creature's lair. The tracks lead to safe shelters and hidden water sources, while also leading away from areas that the creature prefers to remain undisturbed.
38. Underground surfaces within 1 mile of the creature's lair are slimy and wet and are difficult terrain.
39. Underwater plants within 6 miles of the creature's lair take on dazzlingly brilliant hues.
40. Water elementals coalesce within 6 miles of the lair. These elementals can't leave the water and have Intelligence and Charisma scores of 1 (-5).
41. Water sources within 1 mile of the lair are supernaturally fouled. Enemies of the creature that drink such water regurgitate it within minutes.
42. Water sources within 1 mile of the lair are supernaturally warm and tainted by sulfur.
43. When a good-aligned creature casts a spell or uses a magical effect that causes another good-aligned creature to regain hit points, the

target regains the maximum number of hit points possible for the spell or effect.

44. Whenever a creature that can understand a language sleeps or enters a state of trance or reverie within 6 miles of the creature's lair, the creature can establish telepathic contact with that creature and converse with it in its dreams. The creature remembers its conversation with the creature upon waking.
45. Whenever a creature with an Intelligence of 3 or higher comes within 30 feet of a water source within 1 mile of the creature's lair, the creature becomes aware of the creature's presence and location.
46. Within its lair, the creature can set illusory sounds, such as soft music and strange echoes, so that they can be heard in various parts of the lair.
47. Within 1 mile of its lair, the creature leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means. In addition, it ignores movement impediments and damage from plants in this area that are neither magical nor creatures, including the thickets described above. The plants remove themselves from the creature's path.
48. Within 1 mile of the lair, winds buoy non-evil creatures that fall due to no act of the creature's or its allies. Such creatures descend at a rate of 60 feet per round and take no falling damage.