DM Options
Monster Talents II

Mannix "Dragonix" Manansala

Over 220+ pages of new features, actions, statblocks for creatures from Volo's Guide to Monsters and Mordenkainen's Tome of Foes!

Guild

DM OPTIONS
MONSTER TALENTS II

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About this Book

DM Options: Monster Talents II continues from what Monster Talents started, providing with you with over 200 pages of of 'talents,' or features you can add to a creature's existing repertoire with the intent of making it a unique or a more difficult encounter. This time the book covers the official follow-up bestiaries Volo's Guide to Monsters and Mordenkainen's Tome of Foes. There should be enough here to keep your players on their toes.

About the Cover

As always, I wanted to pay homage to classic covers. This time it's the AD&D 2nd Edition Monstous Manuals and Monstrous Compendiums that came out in the 90s. They always featured three to four creatures in the cover posing for a group portrait. I've always been fascinated with monsters and their lore, and these bestiary books were pretty much an auto-purchase for me, and still probably is right now.

Acknowledgement

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Introduction

What are Monster Talents?

Monster Talents are extraordinary aspects of a creature's abilities, background, personality, physique, proficiencies, and features. They offer a means for you to improve a creature's current existing abilities or provide it with new capabilities.

Even if you don't use the Player Options: Talents books, you can still use this as a resource, like a DM's tool kit, for creating new creatures or modifying existing ones to suit your adventures.

Be careful though that giving creatures multiple talents, especially ones that provide extra actions, resistances, or improved damage capabilities, can increase their difficulty. You should consider increasing their CR by 1 or even 2 after adding talents.

Types of Talents

Unlike the talents presented in the Character Options: Talents books, there are only four types of talents here, each categorized on how they are supposed to be used. They are Traits, Actions, Reactions, and Legendary Actions.

Traits. The most common talent type. They are often characterized as a passive talent, such as improvements to existing abilities, added resistances, or new ongoing effects like auras. Others are features like innate spellcasting abilities, options that require it to take a bonus action, or even grant a monster Legendary Actions!

Action. A talent that provides the creature with the use of an action, such as a breath attack or spell like ability. Some actions can be used each turn while others have charges or limits per day.

Reaction. A talent that provides the creature with the use of a reaction.

Legendary Action. A talent that provides the creature with the use of a legendary action. Legendary actions will always come with a cost.

Talent Descriptions

Below is the format for talent descriptions:

Monster Name

The name of the monster followed by its CR and the number of talents it can haves. A list of talents available to that monster will be shown below it.

Type: The talent type (Trait, Action, Reaction, or Legendary Action).

Talent Cost: The count value of the talent. If this entry is absent, it means the talent counts as 1 talent. Otherwise, some talents have a cost of 2 or 3. This means they count as 2 or 3 talents if you take it. For example, the death kiss can have a maximum of 4 talents. It if acquires the talent *Lightning Blood Splash*, which costs 2 talents, this means the death kiss can only have 2 more talents. If it acquires *Improved Multiattack*, which also costs 2, then it would end up with only those 2 talents.

Prerequisite: *This could be a monster type, a certain feature or ability, another talent or talents. This entry is absent if a talent has no prerequisite.*

How many Talents does it have?

The number of talents a creature has is equal to ***one third the creature's CR plus one***, rounded down. Consult the table below for exact details. Of course, as the DM you can choose to give fewer or more talents. However, giving more than what's listed below can be dangerous unless you increase the creature's CR.

Creature CR	Number of Talents	Creature CR	Number of Talents
Up to 1	1	16	6
2	1	17	6
3	2	18	7
4	2	19	7
5	2	20	7
6	3	21	8
7	3	22	8
8	3	23	8
9	4	24	9
10	4	25	9
11	4	26	9
12	5	27	10
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Chapter 1. Volo's Guide to Monsters

This chapter contains the talents of creatures found in the Volo's Guide to Monsters supplement.

Banderhobb

The banderhobb (CR 5) can have a maximum of 2 talents.

Combat Advantage

Type: Trait.

Once during its turn when the banderhobb hits a target with a weapon attack and has advantage on the attack roll, it deals an extra 7 (2d6) damage.

Enfeebling Tongue

Type: Trait.

A creature that takes necrotic damage from the banderhobb's tongue attack has disadvantage on Strength checks and Strength saving throws until the start of the banderhobb's next turn.

Giant Gut

Type: Trait.

The banderhobb can have up to two Medium creatures, one Medium and two Small creatures, or four Small creatures swallowed at a time.

Poisonous Bite

Type: Trait.

A creature that takes damage from the banderhobb's bite attack is poisoned until the end of the banderhobb's next turn.

Barghest

The barghest (CR 4) can have a maximum of 2 talents.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the barghest uses its action to cast a spell that has a casting time of 1 action, it can make one claws attack as a bonus action.

Improved Innate Spellcasting

Type: Action.

The barghest can innately cast the following spells (Charisma spell save DC 12), requiring no material components: 1/day (each): blink, mislead.

Multiattack

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

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

Swift Shapechanger

Type: Trait.

The barghest can take a bonus action to polymorph into a Small goblin or back into its true form.

Beholders

Death Kiss

The death kiss (CR 10) can have a maximum of 4 talents.

Blood Spurt

Type: Action.

The death kiss gains a *Blood Spurt* attack.

Blood Spurt. *Ranged Weapon Attack* +8 to hit, reach 60 ft., one target. *Hit*: 11 (2d10) lightning damage. When the death kiss uses its multiattack, it can replace one of its tentacle attacks with Blood Spurt.

Improved Multiattack

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The death kiss makes four tentacle attacks. Up to four of these attacks can be replaced by Blood Drain, one replacement per tentacle grappling a creature.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

The death kiss gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The death kiss regains spent legendary actions at the start of its turn.
Hover. The death kiss moves up to its speed without provoking opportunity attacks.
Tentacle. The death makes a tentacle attack.

Lightning Blood Splash

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Each creature within 5 feet of the death kiss takes 5 (1d10) lightning damage whenever the death kiss is hit by a melee or ranged attack that deals piercing or slashing damage.

Lightning-Charged Tentacles

Type: Trait.

The death kiss's tentacle attacks deal an extra 1d6 lightning damage.

Stunning Blood Drain

Type: Trait.

A creature that fails its saving throw against the death kiss's Blood Drain by 5 or more is stunned until the end of the death kiss' next turn.

Gauth

The gauth (CR 6) can have a maximum of 3 talents.

Explosive Death Throes

Type: Trait.

When the gauth dies, the magical energy within it explodes, and each creature within 20 feet of it must make a DC 14 Dexterity saving throw, taking 18 (4d8) force damage on a failed save, or half as much damage on a successful one.

Extra Eye Ray Attack

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the gauth uses its Eye Rays attack, it can shoot one extra magical eye ray at random (reroll duplicates).

Opportunistic Bite

Type: Trait.

When a creature within 5 feet of the gauth fails its saving throw against any of the gauth's eye rays, the gauth can use a bonus action to make one bite attack against the creature.

Potent Stunning Gaze

Type: Trait.

A creature that fails its saving throw against the gauth's Stunning Gaze by 5 or more is stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Spasmodic Eye Ray

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature the gauth can see hits the gauth with an attack and is within 120 feet of the gauth, the gauth shoots the creature with one of its eye rays, chosen at random.

Gazer

The gazer (CR 1/2) can have 1 talent.

Extra Eye Ray Attack

Type: Trait.

When the gazer uses its Eye Rays attack, it can shoot one extra magical eye ray at random (reroll duplicates).

Spasmodic Eye Ray

Type: Reaction.

When a creature the gazer can see hits the gazer with an attack and is within 60 feet of the gazer, the gazer shoots the creature with one of its eye rays, chosen at random.

Bodak

The bodak (CR 6) can have a maximum of 3 talents.

Baleful Moan

Type: Action.

Baleful Moan (Recharge after a Short or Long Rest). Each creature within 30 feet of the bodak that can hear its moan must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. The target 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, the creature is immune to the bodak's baleful moan for the next 24 hours.

Debilitating Aura of Annihilation

Type: Trait.

A creature that takes necrotic damage from the bodak's Aura of Annihilation gains disadvantage on melee attack rolls, Strength checks, and Dexterity checks until the end of its next turn.

Debilitating Fist

Type: Trait.

A creature that takes necrotic damage from the bodak's fist attack gains disadvantage on melee attack rolls, Strength checks, and Dexterity checks until the end of the bodak's next turn.

Greater Aura of Annihilation

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 10 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect. This feature replaces the Bodak's Aura of Annihilation.

Shriveling Gaze

Type: Trait.

A creature that fails its saving throw against the bodak's Withering Gaze by 5 or more ages 1d4 x 10 years. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Boggle

The boggle (CR 1/8) can have 1 talent.

Hurl Oil Glob

Type: Action.

Hurl Oil Glob (Recharge 4-6). The boggle hurls a glob of oil at a space on the ground within 30 feet of it. The oil is either slippery or sticky (boggle's choice). It otherwise acts as an **Oil Puddle**. If a creature is currently occupying the space, it must succeed on a DC 11 Dexterity saving throw. On a success, the creature avoids the oil glob and moves to the safest space within 5 feet. On a failure, the creature is unable to avoid the puddle and starts its turn in the **Oil Puddle.**

Noxious Oil

Type: Trait.

The boggle can create nauseating oil using its Boggle Oil feature.

Noxious Oil. While coated in noxious oil, the boggle gains disadvantage to its Charisma checks. Any creature other than a boggle that starts its turn within 5 feet of the boggle must succeed on a DC 11 Constitution saving throw or be poisoned until the start of the boggle's next turn.

Catoblepas

The catoblepas (CR 5) can have a maximum of 2 talents.

Debilitating Bite

Type: Action.

The catoblepas gains a bite attack.

Debilitating Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw against disease or be poisoned until the disease is cured.

Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure . The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Extended Death Ray

Type: Trait.

The catoblepas can target creatures within 60 feet of it with its Death Ray.

Multiattack

Type: Action.

Prerequisite: *Debilitating Bite*.

Multiattack. The catoblepas makes two attacks: one with its tail and one with its debilitating bite. It can't make both attacks against the same target.

Staggering Tail

Type: Trait.

A creature that fails its saving throw against the catoblepas's Tail attack by 5 or more is stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Cave Fisher

The cave fisher (CR 3) can have a maximum of 2 talents.

Acidic Filament

Type: Trait.

A creature hit by the cave fisher's adhesive filament takes 2 (1d4) acid damage. A creature grappled by the cave fisher's adhesive filament takes 2 (1d4) acid damage at the start of each of the cave fisher's turns.

Bite

Type: Action.

The cave fisher gains a *Bite* attack.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target grappled by the cave fisher's adhesive filament. *Hit*: 6 (1d6 + 3) slashing damage plus 2 (1d4) acid damage.

Chameleon Carapace

Type: Trait.

The cave fisher has advantage on Dexterity (Stealth) checks made to hide.

Hardened Skin

Type: Trait.

The cave fisher is resistant to piercing and slashing damage from nonmagical weapons that aren't adamantine.

Chitine

The chitine (CR 1/2) can have 1 talent.

Poison Daggers

Type: Trait.

A creature hit by the chitine's dagger attack must succeed on a DC 11 Constitution saving throw or be poisoned until the start of the chitine's next turn.

Throw Web

Type: Action.

The chitine gains a throw web attack.

Throw Web (Recharge after a Short or Long Rest). *Ranged Weapon Attack:* +4 to hit, range 30 ft., one Large or smaller creature. *Hit*: The target is restrained by webbing. As an action, the target can make a DC 11 Strength check, bursting the webbing on a success. . The webbing can also be attacked and destroyed (AC 10; hp 5 hit points; vulnerability to fire damage; and immunity to bludgeoning, poison, and psychic damage).

Choldrith

The choldrith (CR 3) can have a maximum of 2 talents.

Bite

Type: Action.

The choldrith gains a *Bite* attack.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage plus 7 (2d6) poison damage.

Lolth's Blessing

Type: Reaction.

The choldrith gains *Lolth's Blessing*.

Lolth's Blessing (Recharge 5-6). When a chitine within 30 feet of the choldrith hits a creature with a melee attack, the choldrith grants that chitine a 10 (3d6) poison damage bonus to its damage roll.

Lolth's Protection

Type: Action.

The choldrith gains *Lolth's Protection*.

Lolth's Protection (Recharge 5-6). The choldrith becomes invisible until the end of its next turn. It becomes visible if it attacks or casts a spell.

Multiattack

Type: Action.

Prerequisite: *Bite*.

Multiattack. The choldrith makes two attacks: one with its dagger and one with its bite.

Cranium Rats, Swarm of

The swarm of cranium rats (CR 5) can have a maximum of 2 talents.

Blinding Flash

Type: Action.

The swarm of cranium rats gains the *Blinding Flash* feature.

Blinding Flash (Recharge 5-6). The swarm creates an explosive flash of light from its brains in a 20-foot radius. Any creature in that area and able to see the bright light must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the swarm's next turn.

Improved Innate Spellcasting

Type: Trait.

The swarm's spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:: 1/day (each): *clairvoyance, fear, phantasmal force.*

Magic Resistance

Type: Action.

The swarm of cranium rats gains *Magic Resistance*.

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

Mind Blast

Type: Action.

The swarm of cranium rats gains the *Mind Blast* feature.

Mind Blast (Recharge after a Short or Long Rest). The swarm magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 13 Intelligence saving throw or take 15 (3d8 + 2) psychic damage and be stunned 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.

Darklings

The darkling (CR 1/2) and the darkling elder can each have 1 talent.

Ambusher

Type: Trait.

Ambusher. The darkling has advantage on attack rolls against any creature it has surprised.

Poison Dagger

Type: Trait.

A creature hit by the darkling's dagger attack must

succeed on a DC 11 Constitution saving throw or be poisoned until the start of the darkling's next turn.

Stealthy

Type: Trait.

Stealthy. On each of its turns, the darkling can use a bonus action to take the Hide action.

Deep Scion

The deep scion (CR 3) can have a maximum of 2 talents.

Cunning Action

Type: Trait.

The deep scion can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Cunning Strike

Type: Trait.

The deep scion deals an extra 3 (1d6) damage if it had advantage on the attack roll.

Deceitful

Type: Trait.

The deep scion has advantage on Charisma checks when trying to pass itself as a different person.

In addition, creatures' Wisdom (Insight) checks and Intelligence (Investigation) checks made against the deep scion have disadvantage.

Staggering Screech

Type: Trait.

A creature that fails its saving throw against the deep scions's Psychic Screech by 5 or more is stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Swift Shapechanger

Type: Trait.

The deep scion can take a bonus action to polymorph into into a humanoid-piscine hybrid form, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

Demons

Babau

The babau (CR 4) can have a maximum of 2 talents.

Corrosive Slime

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Corrosive Slime. A creature that touches the babau or hits it with a melee attack while within 5 feet of it takes 5 (1d10) acid damage. In addition,

any nonmagical weapon that hits the babau 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.

When a creature hits the babau with a magical weapon and deals damage, it must succeed on a DC 13 Dexterity saving throw with advantage on the roll. On a failed save, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Ammunition that hits the babau is destroyed after dealing damage.

Corrosive Weapons

Type: Trait.

The babau's melee attacks deal an extra 4 (1d8) acid damage.

Improved Innate Spellcasting

Type: Trait.

The babau can innately cast the following spells, requiring no components: 1/day (each): *polymorph* (self only), *teleport* (self only).

Magic Resistance

Type: Trait.

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

Paralyzing Gaze

Type: Trait.

A creature that fails its saving throw against the babau's Weakening Gaze by 5 or more is paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Maw Demon

The maw demon (CR 1) can have 1 talent.

Abyssal Bite

Type: Trait.

The maw demon's bite scores a critical hit on a roll of 19 or 20 except against fiends and undead.

Abyssal Maw

Type: Trait.

A creature hit by a maw demon's bite attack has disadvantage on its next attack roll until the start of the maw demon's next turn. This feature has no effect on fiends and undead.

Pack Tactics

Type: Trait.

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

Shoosuva

The shoosuva (CR 8) can have a maximum of 3 talents.

Magic Resistance

Type: Trait.

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

Pack Tactics

Type: Trait.

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

Pounce

Type: Trait.

If the shoosuva moves at least 30 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the shoosuva can make one raking claws attack against it as a bonus action.

Raking Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one prone target. *Hit*: 9 (2d4 + 4) slashing damage.

Venomous Stinger

Type: Trait.

A creature takes 7 (2d6) poison damage at the start of each of its turns while poisoned by the shoosuva's tail stinger.

Yeenoghu's Laugh

Type: Action.

Yeenoghu's Laugh (1/Day). The shoosuva emits an unnerving hyena-like laugh. Each ally that is within 30 feet of it, can hear it, and is not already affected by Yeenoghu's Laugh gains 5 temporary hit points. All other creatures within 30 feet must succeed on a DC 14 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 Yeenoghu's Laugh for the next 24 hours.

Devourer

The devourer (CR 13) can have a maximum of 5 talents.

Innate Spellcasting

Type: Trait.

The devourer's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

1/day (each): *confusion, ray of enfeeblement, suggestion.*

If a creature dies while imprisoned in the devourer's ribcage, the devourer recovers all expended spell slots.

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting

The devourer's can innately cast the following spells (Charisma innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

1/day (each): *create undead, planar binding.*

If a creature dies while imprisoned in the devourer's ribcage, the devourer recovers all expended spell slots.

Oversized Ribcage

Type: Trait.

The devourer can imprison up to two humanoid creatures at at time.

Magic Resistance

Type: Trait.

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

Magic Weapons

Type: Trait.

The devourer's weapon attacks are magical.

Soul Wither

Type: Trait.

A creature that fails its saving throw against the devourer's Soul Rend by 5 or more is weakened for 1 minute. A weakened creature deals only half damage with weapon attacks that use Strength for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spell Deflect (3/Day)

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

If the devourer has a creature imprisoned and makes a successful saving throw against a spell, or a spell attack misses it, the devourer causes the spell to target the creature imprisoned in its ribcage instead. If the spell forced a saving throw, the imprisoned creature makes its own save. If the spell was an attack, the attack roll is rerolled against the imprisoned creature.

Dinosaurs

Brontosaurus

The brontosarus (CR 5) can have a maximum of 2 talents.

Ground Smash

Type: Action.

The brontosaurus gains a *Ground Smash* attack.

Ground Smash (Recharge 5-6). The brontosaurus slams the ground with its foot, triggering an earth tremor. All other creatures on the ground within 30 feet of the brontosaurus must succeed on a DC 16 Strength saving throw, taking 14 (2d8 + 5) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful on.

Stunning Stomp

Type: Trait.

A creature that fails its saving throw against the brontosaurus's Stomp by 5 or more is also stunned until the end of the brontosaurus's next turn.

Tail Sweep (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The brontosaurus attempts to knock multiple targets prone with one swing of its tail in a 20-foot cube. Each creature within the area must make a DC 16 Strength saving throw, taking 32 (6d8 + 5) bludgeoning damage and is pushed up to 10 feet away and knocked prone on a failed save, or half as much damage and isn't pushed and knocked prone on a successful one.

Deinonychus

The deinonychus (CR 1) can have 1 talent.

Cunning Hunter

Type: Trait.

The deinonychus can take a bonus action on each of its turns in combat. This action can be used only to take the Dash or Hide action.

Mangle

Type: Trait.

A Medium or smaller creature that is hit by the deinonychus's bite attack is grappled (escape DC 12). Until this grapple ends, the target is restrained and the deinonychus can automatically hit the target with its bite but can't make bite attacks against other targets.

Dimetrodon

The dimetrodon (CR 1/2) can have 1 talent.

Hold Breath

Type: Trait.

Hold Breath. The dimetrodon can hold its breath for 15 minutes.

Mangle

Type: Trait.

A Medium or smaller creature that is hit by the dimetrodon's bite attack is grappled (escape DC 12). Until this grapple ends, the target is restrained and the dimetrodon can automatically hit the target with its bite but can't make bite attacks against other targets.

Quetzalcoatlus

The quetzalcoatlus (CR 2) can have 1 talent.

Forceful Dive Attack

Type: Trait.

If the quetzalcoatlus is flying and dives at least 30 feet toward a target and then hits with a bite attack, the attack deals an extra 10 (3d6) damage to the target and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Swoop

Type: Trait.

The quetzalcoatlus gains a claws attack. If it flies at least 30 feet and hits a Medium or smaller creature with its claws attack, the creature is grappled (escape DC 12) and restrained while the quetzalcoatlus flies upward with it at half its speed. While the quetzalcoatlus has a creature grappled, it can fly up to a maximum height of 30 feet. The quetzalcoatlus can take a bonus action to drop the target from the air. If a dropped target strikes a solid surface, the target is knocked prone and takes 3 (1d6) bludgeoning damage for every 10 feet it was dropped. If the target is dropped at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take the same damage and be knocked prone.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit*: 9 (3d4 + 2) piercing damage.

Stegosaurus

The dimetrodon (CR 4) can have a maximum of 2 talents.

Hardened Hide

Type: Trait.

The stegosaurus is resistant to piercing and slashing damage from nonmagical weapons.

Tail Strike

Type: Reaction.

When a creature the stegosaurus can see starts its turn within 10 feet of the stegosaurus, the stegosaurus attacks it with its tail.

Tail Sweep (Recharge 5–6)

Type: Action.

Talent Cost: *2 (Counts as 2 Talents).*

The stegosaurus attempts to knock multiple targets

prone with one swing of its tail. Each creature within a 15 by 15 ft. space originating from the stegosaurus must make a DC 15 Strength saving throw, taking 26 (6d6 + 5) piercing damage and is pushed up to 10 feet away and knocked prone on a failed save, or half as much damage and isn't pushed and knocked prone on a successful one.

Draegloth

The draegloth (CR 7) can have a maximum of 3 talents.

Battle Concentration

Type: Trait.

The draegloth has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the draegloth uses its action to cast a spell that has a casting time of 1 action, it can make one claws attack as a bonus action.

Bruiser

Type: Trait.

Bruiser. A creature that takes damage from the draegloth's melee attack has disadvantage on its next attack roll until the end of its next turn.

Improved Innate Spellcasting

Type: Trait.

The draegloth's innate spellcasting ability is Charisma(Charisma spell save DC 11). It can innately cast the following spells, requiring no components:
1/day (each): *blight, mirror image.*

Tethering Web

Type: Trait.

Prerequisite: Web.

Tethering Web. As a bonus action, the draegloth can pull a target restrained by its web into an unoccupied space within 5 feet of the draegloth.

Web

Type: Action.

Web (Recharge 5-6). *Ranged Weapon Attack*: +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit*: The creature is restrained by webbing. As an action, the restrained creature can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC10; hp 5; vulnerability to fire damage; and immunity to bludgeoning, poison, and psychic damage).

Firenewts

Firenewt Warrior

The firenewt (CR 1/2) can have 1 talent.

Aura of Fire

Type: Trait.

Any creature that starts its turn within 5 feet of the firenewt warrior takes 2 (1d4) fire damage.

Enflame Weapon

Type: Trait.

The firenewt warrior can take a bonus action to spit flame on its weapon. For 1 minute, the firenewt warrior's weapon deals an extra 1d4 fire damage.

Extended Spit Fire

Type: Trait.

The firenewt warrior can spit fire at a creature within 20 feet.

Giant Strider

The giant strider (CR 1) can have 1 talent.

Aura of Fire

Type: Trait.

Any creature that starts its turn within 5 feet of the firenewt warrior takes 2 (1d4) fire damage.

Extended Fire Burst

Type: Trait.

The range of the giant strider's *fire burst* is increased to 90 feet.

Widened Fire Burst

Type: Trait.

Each creature in a 15-foot radius burst on the point of impact are affected by the giant strider's fire burst.

Warlock of Imix

The firenewt warlock of Imix (CR 1) can have 1 talent.

Aura of Fire

Type: Trait.

Any creature that starts its turn within 5 feet of the firenewt takes 2 (1d4) fire damage.

Enflame Weapon

Type: Trait.

The firenewt can take a bonus action to spit flame on its weapon. For 1 minute, the firenewt warlock of Imix's weapon deals an extra 1d4 fire damage.

Flame Wave (Recharge 6)

Type: Action.

Searing flames surge from the firenewt and burn those around it. Each creature within 10 feet of it must succeed on a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

War Magic

Type: Trait.

When the firenewt uses its action to cast a cantrip, it can make one morningstar attack as a bonus action.

Flail Snail

The flail snail (CR 3) can have a maximum of 2 talents.

Extended Flail Tentacle

Type: Trait.

The snail's flail tentacle has a reach of 15 ft.

Recharging Antimagic Shell

Type: Trait.

When determining if an additional effect might occur after the snail succeeds on its saving throw against a spell or a spell attack misses it, a roll of 3-4 Recharge the snail's Scintillating Shell feature.

Regenerate Flail Tentacles

Type: Trait.

The snail can use an action to regrow 1d4 tentacles, up to a maximum of 5 tentacles.

Reactive Shell Defense

Type: Reaction.

Reactive Shell Defense. The flail snail withdraws into its shell, gaining a +4 bonus to AC against an attack that would hit it. To do so, the flail snail must see the attacker. It retains the AC bonus until it emerges. It can emerge from its shell as a bonus action on its turn.

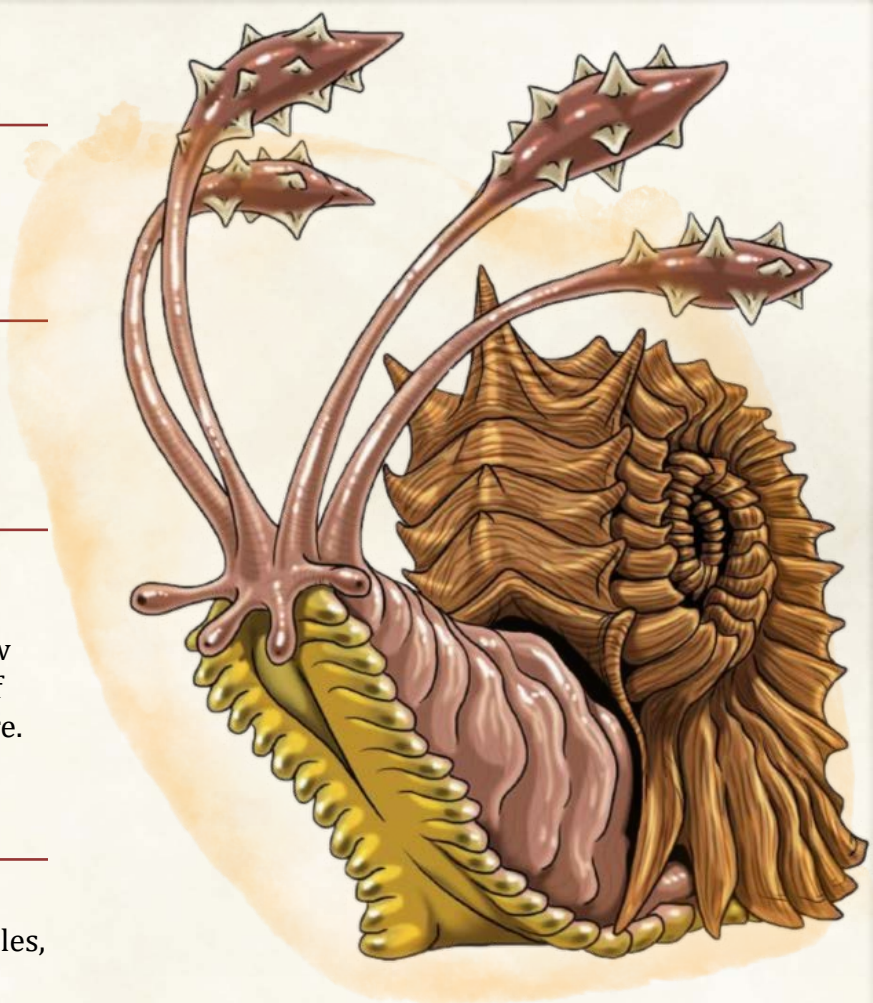
Froghemoth

The froghemoth (CR 10) can have a maximum of 4 talents.

Legendary Actions

Type: Trait.

Talent Cost: 4 (Counts as 4 Talents).



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

Move. The froghemoth moves up to half its speed.
Kick. The froghemoth makes a kick attack (see below).
Tentacle (Costs 2 Actions). The froghemoth makes a tentacle attack.
Tongue (Costs 2 Actions). The froghemoth makes a tongue attack (but can't use its bonus action to make a bite attack if successful).

Kick. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Improved Multiattack

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The froghemoth makes three attacks with its tentacles. It can also use its tongue or bite.

Venomous Maw

Type: Trait.

A creature hit by the froghemoth's bite or tongue attack takes an extra 5 (1d10) poison damage.

Thunderous Croak (Recharge 5–6)

Type: Action.

The froghemoth emits a shrill, mind-wracking screech. Each creature within 30 feet of the froghemoth must succeed on a DC 17 Constitution saving throw or become deafened until the end of the froghemoth's next turn. If a target fails its saving throw by 5 or more, it is also stunned while deafened this way.

If the froghemoth uses its Multiattack and Thunderous Croak is available, it can use its Thunderous Croak in place of its tongue or bite attack.

Toxic Skin

Type: Trait.

The froghemoth's skin excretes a highly toxic slime. A creature that hits the froghemoth with a melee weapon attack takes 4 (1d8) poison damage and must succeed on a DC 17 Constitution saving throw or is poisoned until the end of its next turn.

Tentacle Slam

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Tentacle Slam. The froghemoth slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 17 Constitution saving throw or take 20 (4d6 + 6) bludgeoning damage and be stunned until the end of the froghemoth's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Giants

All giants can select from the talents listed below.

Boulder

Type: Trait.

Prerequisite Rock action.

The missile from the giant's rock attack shatters into many pieces when it lands, possibly hitting those near the target. Any creature within 5 feet of the target of the giant's rock attack must succeed on a Dexterity saving throw, even if the giant misses its target. The DC is equal to 8 plus the giant's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes half as much damage of the rock attack hit.

Cleaving Swing (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Each creature within range of the giant's melee weapon attack must make a Dexterity saving throw. The DC is equal to 8 plus the giant's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes damage equal to the giant's melee weapon damage, or half as much damage on a successful one.

Crushing Stomp

Type: Trait.

Prerequisite *Stomp*

A creature hit by the giant's *Stomp* attack is grappled (escape DC is equal to the Strength saving throw DC). Until this grapple ends, the target is restrained and the giant can automatically hit the target with its *Stomp* but can't use its *Stomp* against other targets.

Fling

Type: Action.

One object held or creature that is smaller than the giant and is grappled by the giant is thrown up to 60 feet towards a target space 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 plus the giant's strength modifier. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw. The DC is equal to 8 plus the giant's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes the same damage and is knocked prone. When the giant uses its Multiattack, the giant can use Fling in place of one melee weapon attack.

Power Attack

Type: Trait.

Prerequisite *Must be using a heavy weapon.*

Before the giant makes a melee weapon attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

Stomp

Type: Action.

The giant can take a bonus action to make a *Stomp* attack. The giant can only target prone creatures smaller than itself. The statistics of the kick depend on the giant:

Cloud Giant Smiling One:

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one Large or smaller prone target. *Hit*: 17 (2d8 + 8) bludgeoning damage.

Fire Giant Dreadnought:

Stomp. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one prone target smaller than the giant. *Hit*: 17 (2d8 + 8) bludgeoning damage.

Frost Giant Everlasting One:

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one prone target smaller than the giant. *Hit*: 16 (2d8 + 7) bludgeoning damage.

Mouth of Grolantor:
Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone target smaller than the giant. *Hit*: 14 (2d8 + 5) bludgeoning damage.

Stone Giant Dreamwalker:
Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone target smaller than the giant. *Hit*: 15 (2d8 + 6) bludgeoning damage.

Storm Giant Quintessenth:
Stomp. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one prone target smaller than the giant. *Hit*: 18 (2d8 + 9) bludgeoning damage.

Rip Earth
Type: Trait.

Prerequisite *Rock Action, Boulder*

The giant can rip a huge chunk off the ground nearby and use it as its rock attack, shattering into many pieces upon impact. Any creature within 10 feet of the target of the giant's rock attack must succeed on a Dexterity saving throw, even if the giant misses its target. The DC is equal to 8 plus the giant's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes half as much damage of the rock attack hit.

Trembling Slam
Type: Action.

The giant strikes the ground with its melee weapon or foot, triggering a short earth tremor. All other creatures on the ground within 10 feet of the giant that are smaller than the giant must succeed on a Strength saving throw or be knocked prone. The DC is equal to 8 plus the giant's Strength modifier plus its proficiency bonus (see MM page 8).

When the giant uses its Multiattack and Trembling Slam is available, the giant can use its Trembling Slam in place of one melee weapon attack.

Cloud Giant Smiling One
The cloud giant smiling one (CR 11) can have a maximum of 4 talents.

Battle Magic
Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the giant uses its action to cast a spell that has a casting time of 1 action, it can make one morningstar attack as a bonus action.

Cutting Words
Type: Reaction.

Cutting Words (3/Day). When a creature that the giant can see within 60 feet of it makes an attack roll, an ability check, or a damage roll, it rolls a d8 and subtract the die rolled from the creature's roll.

It can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear the giant or if it's immune to being charmed.

Fogsight

Type: Trait.

The cloud giant's vision is not obscured by fog or mists.

Legendary Actions

Type: Trait.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The giant moves up to half its speed.
Cantrip. The giant casts a cantrip.
Morning Star (Costs 2 Actions). The giant makes a morningstar attack.
Casts Spell (Costs 1-3 Actions). The giant expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

Mists of Memnor

Type: Trait.

The cloud giant constantly projects a magical aura of thin bluish mist. A creature hostile to the cloud giant that starts its turn within 10 feet of the cloud giant must make a DC 15 Charisma saving throw, unless the cloud giant is incapacitated. On a failure, the target begins to giggle uncontrollably. It can't take reactions or maintain concentration until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn but fall prone into fits of laughter. At the end of the creature's turn, the effect ends. If a creature's saving throw is successful, the creature is immune to the cloud giant's mists of memnor for the next 24 hours.

Swift Shapechanger

Type: Trait.

The giant can take a bonus action to polymorph into into a beast or humanoid it has seen, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The giant reverts to its true form if it dies.

Fire Giant Dreadnought

The fire giant dreadnought (CR 14) can have a maximum of 5 talents.

Double Shield Clap

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

If a creature is hit by both of the giant's fireshield attacks in the same turn, it must succeed on a DC 21 Constitution saving throw or become stunned until the end of its next turn.

Flame Mantle

Type: Trait.

Any creature that starts its turn within 5 feet of the giant takes 5 (1d10) fire damage. In addition, the giant's melee weapon attacks deal an extra 5 (1d10) fire damage.

Forgecaller

Type: Trait.

Prerequisite *Flame Mantle*

The fire giant's innate spellcasting ability is

Wisdom (spell save DC 13). The fire giant can innately cast the following spells, requiring no material components:
3/day: *heat metal*
1/day: *flame strike*

Legendary Actions

Type: Trait.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The giant moves up to half its speed.
Measure Foe. The giant chooses a creature within 30 feet of it that it can see. Until the end of its next turn, the giant has advantage on its next melee weapon attack roll against the target.
Fireshield (Costs 2 Actions). The giant makes a fireshield attack.

Indomitable

Type: Trait.

Indomitable (1/Day). The giant rerolls a failed saving throw. It must use the new roll.

Fireshield Throw

Type: Action.

Fireshield Throw. The giant hurls its fireshield at a point it can see within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 21 Dexterity saving throw, taking 22 (4d6 + 8) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one. Without its shield, the giant's AC is reduced by 2. The giant will always keep one shield armed at a time. The giant can use a bonus action to pick up a thrown shield from a space within 5 feet of it.

Threatening

Type: Trait.

Threatening. Creatures provoke an opportunity attack from the giant when they move 5 feet or more while within the giant's reach, and if the giant hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Wave of Flames (Recharge 6)

Type: Action.

Prerequisite *Forgecaller*

Searing flames surge from the fire giant and incinerate those around it. Each creature within 20 feet of it must make a DC 13 Dexterity saving throw. On a failed save, the target takes 45 (13d6) fire damage and catches fire. On a successful save, the target takes half as much damage and doesn't catch fire.

Frost Giant Everlasting One

The frost giant everlasting one (CR 12) can have a maximum of 5 talents.

Frost Mantle

Type: Trait.

Any creature that starts its turn within 5 feet of the giant takes 5 (1d10) cold damage. In addition, the giant's melee weapon attacks deal an extra 5 (1d10) cold damage.

Ice Shaper

Type: Trait.

Prerequisite *Frost Mantle*

The frost giant's innate spell¬casting ability is Charisma (spell save DC 13). The frost giant can innately cast the following spells, requiring no material components:

3/day: *armor of agathys*
1/day: *wall of ice*

Monstrous Regeneration

Type: Trait.

Monstrous Regeneration. The giant regains 15 hit points at the start of its turn. If the giant takes acid or fire damage, this trait doesn't function at the start of its next turn. The giant dies only if it starts its turn with 0 hit points and doesn't regenerate.

Reckless Attack

Type: Trait.

Reckless. At the start of its turn, the giant 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.

Winter Blast (Recharge 6)

Type: Action.

Prerequisite Ice Shaper

The frost giant magically emits freezing ice in a 30-foot cone. Each creature in that area must make a DC 13 Strength saving throw, taking 31 (9d6) cold damage and is restrained for 1 minute on a failed save, or half as much damage and isn't restrained on a successful one. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 16 Strength check during its turn. On a success, the creature is no longer restrained.

Legendary Actions

Type: Trait.

Talent Cost: 4 (Counts as 4 Talents).

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

Detect. The giant makes a Wisdom (Perception) check.
Move. The giant moves up to half its speed.
Greataxe (Costs 2 Actions). The giant makes a greataxe attack.

Mouth of Grolantor

The hill giant mouth of Grolantor (CR 6) can have a maximum of 3 talents.

Bruiser

Type: Trait.

Bruiser. A creature that takes damage from the giant's melee attack has disadvantage on its next attack roll until the end of its next turn.

Grolantor's Glare

Type: Reaction.

Grolantor's Glare. When a creature attacks the

giant, and the creature is Medium or smaller and within 30 feet and visible to the giant, the creature must succeed on a DC 11 Wisdom saving throw. On a failed save, the attacker is frightened until the end of the giant's next turn.

Grolantor's Imposition

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The giant has advantage on melee attack rolls against Medium or smaller creatures.

Staggering Blow

Type: Trait.

If the giant's fist attack roll against a target succeeds by 5 or more, the target must succeed on a DC 16 Constitution saving throw. On a failed save, the target is stunned until the end of the giant's next turn.

Stone Giant Dreamwalker

The stone giant dreamwalker (CR 10) can have a maximum of 4 talents.

Aura of Earth

Type: Trait.

Any creature that starts its turn within 5 feet of the giant must make a DC 17 Constitution saving throw or be blinded until the end of the stone giant's next turn by the dirt and soil that swirls constantly around the stone giant. Stone giants and creatures from the elemental plane of earth are immune to this effect.

Dreamwalker's Breath

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Dreamwalker's Breath (Recharge 6). The giant exhales tranquilizing gas in a 30-foot cube. Each creature in that area must succeed on a DC 17 Wisdom saving throw. On a failed save, a target falls unconscious. While unconscious, the target is dreaming and cannot be woken. The unconscious target can repeat the saving throw at the end of each of its turns. On a success, the effect ends on the target.

Dreamweaver

Type: Trait.

The stone giant's innate spellcasting ability is Charisma (spell save DC 13). The giant can innately cast the following spells, requiring no material components:
3/day: *catnap, sleep*
1/day: *phantasmal killer*

Runecarver

Type: Trait.

Prerequisite *Aura of Earth*

The stone giant's innate spellcasting ability is Wisdom (spell save DC 13). The giant can innately cast the following spells, requiring no material components:
3/day: *meld into stone*
2/day: maximilian's earthen grasp (EE)
1/day: *stone shape*

Rune of Tremor (Recharge 6)

Type: Action.

Prerequisite *Runecarver*

The stone giant targets a point it can see within 120 feet. A violent spout of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a DC 13 Dexterity saving throw. A creature takes 26 (4d12) bludgeoning damage and is knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one.

Staggering Blow

Type: Trait.

If the giant's greatclub or rock attack roll against a target succeeds by 5 or more, the target must succeed on a DC 18 Constitution saving throw. On a failed save, the target is stunned until the end of the giant's next turn.

Storm Giant Quintessent

The stone giant quintessent (CR 16) can have a maximum of 6 talents.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The giant can take 1 extra legendary action before the start of its next turn. The giant can retake this talent up one additional time. The extra legendary action stacks.

Howling Winds (Recharge 6)

Type: Action.

Prerequisite *Storm Mantle*

The storm giant magically emits a powerful electrified gusts of wind in a 60 foot cone. Each creature in that area must make a DC 17 Strength saving throw. On a failed save, the target takes 17 (5d6) bludgeoning damage and 17 (5d6) lightning damage and is pushed up to 20 feet away and is knocked prone. On a successful save, the target takes half as much damage and isn't knocked prone.

Lightning Veil (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Lightning Veil (Recharge 5-6). The giant chooses a creature within 60 feet of it. At the start of each of the target's turns, the target and each creature within 15 feet of the target takes 22 (4d10) lightning damage. The creature can make a DC 17 Wisdom saving throw at the end of each of its turns, ending the effect on a success.

Shocking Thunderbolt

Type: Trait.

If a creature fails its saving throw against giant's thunderbolt by 5 or more, the target is paralyzed for 1 minute. The paralyzed target can make a DC 18 Constitution saving throw at the end of each of its turns. On a success, the effect ends on the target.

Stunning Sword

Type: Trait.

If the giant's lightning sword attack roll against a target succeeds by 5 or more, the target must succeed on a DC 22 Constitution saving throw. On a failed save, the target is stunned until the end of the giant's next turn.

Storm Mantle

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Any creature that starts its turn within 10 feet of the giant takes 10 (3d6) lightning damage. In addition, the giant's lightning sword deal an extra 10 (3d6) thunder damage.

Thunder Clap (Recharge 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite *Storm Mantle*

The storm giant magically causes lightning and thunder to erupt within its vicinity. Each creature within 30 feet of it must make a DC 17 Constitution saving throw. On a failed save, the target takes 24 (7d6) lightning damage and 24 (7d6) thunder damage and is stunned until the end of the storm giant's next turn. On a successful save, the target takes half as much damage and isn't stunned.

Thunder Javelin (Recharge 5–6)

Type: Trait.

As a bonus action, the giant charges its Wind Javelin with lightning energy. After the javelin hits the target, a burst of lightning explodes in the target's vicinity. The target and each creature within 10 feet of it must succeed on a DC 17 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save, or half as much damage on a successful one.

Girallon

The girallon (CR 4) can have a maximum of 2 talents.

Maul

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Once per turn, when a Large or smaller creature is hit by two of the girallon's claw attacks in the same turn, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and the girallon can automatically hit the target with two of its claw attacks but can't use two of its claw attacks against other targets.

Frenzied Berserker

Type: Trait.

While the girallon has less than full hit points, the girallon gains advantage on all melee weapon attack rolls and all Intelligence, Wisdom, and Charisma saving throws, but attack rolls against it have advantage.

Relentless (Recharge after a Short or Long Rest)

Type: Trait.

If the girallon takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Terrifying Roar (Recharge 5–6)

Type: Action.

The girallon emits a horrifying roar. Each creature within 60 feet that can hear its roar must succeed on a DC 13 Wisdom saving throw or be frightened for one 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.

When the girallon uses Multiattack and Terrifying Roar is available, the girallon can use Terrifying Roar in place of its bite.

Gnolls

Flind

The flind (CR 9) can have a maximum of 4 talents.

Command Retaliate

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Command Retaliate. In response to a creature missing the flind with a melee attack and the attacker is visible to the flind, it can target an ally within 5 feet of the creature. If the ally can see and hear the flind, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

Distracting Strike

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Distracting Strike (1/Turn). When the flind hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the flind has advantage if the attack is made before the start of the flind's next turn.

Extended Flail Attacks

Type: Trait.

The reach of the flind's flail attacks is increased to 10 feet.

Indomitable

Type: Trait.

Indomitable (1/Day). The flind rerolls a failed saving throw. It must use the new roll.

Maneuver Allies

Type: Action.

Maneuver Allies (Recharge 5-6). Up to three allies within 60 feet of the flind that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Prey on the Weak

Type: Trait.

The flind has advantage on its first attack roll made each turn against a creature that doesn't have all of its hit points or is impaired by any negative condition (frightened, incapacitated, poisoned, restrained, etc.).

Yeenoghu's Command

Type: Action.

Command. The flind targets a gnoll ally it can see within 30 feet of it that can see and hear the flind. The gnoll ally uses its reaction to move up to half its speed and make one bite attack.

Gnoll Flesh Gnawer

The gnoll flesh gnawer (CR 1) can have 1 talent.

Improved Rampage

Type: Trait.

When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to its speed and make a bite attack.

Pack Attack

Type: Trait.

The gnoll deals an extra 3 (1d6) damage with its melee weapon attacks against a creature if at least two of the gnoll's allies are within 5 feet of the target and the allies are not incapacitated.

Rend

Type: Trait.

If a creature is hit by both of the gnoll's shortsword attacks in the same turn, it takes an extra 3 (1d6) slashing damage.

Rushing Bite

Type: Trait.

When the gnoll uses its multiattack action, it can use Sudden Rush in place of its two shortsword attacks.

Gnoll Hunter

The gnoll hunter (CR 1/2) can have 1 talent.

Improved Rampage

Type: Trait.

When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to its speed and make a bite attack.

Pack Attack

Type: Trait.

The gnoll deals an extra 3 (1d6) damage with its melee weapon attacks against a creature if at least two of the gnoll's allies are within 5 feet of the target and the allies are not incapacitated.

Sharpshooter

Type: Trait.

The gnoll's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the gnoll's ranged weapon attack rolls.

Steady Aim

Type: Action.

Steady Aim (3/Day). As a bonus action, the gnoll takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the gnoll deals an an extra 3 (1d6) damage with its ranged weapon attack against the target.

Gnoll Witherling

The gnoll witherling (CR 1/4) can have 1 talent.

Debilitating Bite

Type: Trait.

A creature hit by the witherling's bite attack must succeed on a DC 11 Constitution saving throw against disease or become poisoned until the disease is cured. For every 24 hours that elapses, the target must repeat the saving throw, reducing its hit point maximum by 2 (1d4) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Improved Rampage

Type: Trait.

When the witherling reduces a creature to 0 hit points with a melee attack on its turn, the witherling can take a bonus action to move up to its speed and make a bite attack.

Improved Vengeful Strike

Type: Reaction.

This feature replaces ***Vengeful Strike***.

Improved Vengeful Strike. In response to a gnoll being reduced to 0 hit points within 30 feet of the witherling, the witherling moves up to half its speed and makes a melee attack.

Undead Husk

Type: Trait.

The witherling is resistant to piercing damage from nonmagical weapons.

Grung

The grung (CR varies) can have 1 talent. The grung elite warrior and grung wildling can also select from the talents listed below.

Noxious Skin

Type: Trait.

Any creature that starts its turn while poisoned from the grung's poisonous skin takes 2 (1d4) poison damage.

Grung Rush

Type: Action.

The grung can take a bonus action to move up to its speed (possibly using its *standing leap* feature) toward an enemy that it can see or hear. If it ends up within 5 feet of that enemy, it can make one melee weapon attack. If the grung hits, the target must make a DC 8 Strength saving throw or be knocked prone. If the grung misses its attack, it

immediately ends it turn and all attacks made against the grung have advantage until the start of its next turn.

Spasmodic Hop

Type: Reaction.

When a creature the grung can see moves within 5 feet of the grung, the grung moves up to its speed without provoking opportunity attacks.

Grung Elite Warrior

The grung (CR 2) can have 1 talent.

Sharpshooter

Type: Trait.

The grung's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the grung's ranged weapon attack rolls.

Steady Aim

Type: Action.

Steady Aim (3/Day). As a bonus action, the grung takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the grung deals an an extra 3 (1d6) damage with its ranged weapon attack against the target.

Grung Wildling

The grung (CR 1) can have 1 talent.

Battle Magic

Type: Trait.

When the grung uses its action to cast a spell that has a casting time of 1 action, it can make one melee weapon attack as a bonus action.

Guard Drake

The guard drake (CR 2) can have 1 talent.

Natural Immunity

Type: Trait.

The guard drake has immunity to acid, cold, fire, lightning, or poison based on the dragon it was created from (i.e. acid from black dragon, fire from red dragon, etc.).

Pounce

Type: Trait.

If the guard drake moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

Tail Whip (Recharge 5–6)

Type: Reaction.

When a creature the guard drake can see and is within 5 feet of the guard drake hits the guard drake with an attack, the guard drake attacks the creature with its tail.

Hags

Annis Hag

The annis hag (CR 6) can have a maximum of 3 talents.

Deceitful

Type: Trait.

The annis hag has advantage on Charisma checks when trying to pass herself as a different person.

In addition, creatures' Wisdom (Insight) checks and Intelligence (Investigation) checks made against the annis hag have disadvantage.

Despairing Cackle

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Despairing Cackle (Recharge 5-6). Each creature within 30 feet of the annis and able to hear the annis must succeed on a DC 13 Wisdom saving throw. On a failed save, the target takes 11 (2d8 + 2) psychic damage, drops whatever it is holding, and becomes frightened for one minute. While frightened in this way, a creature must take the Dash action and move away from the annis by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the annis, the creature can repeat the saving throw. On a success, the effect ends. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the annis's Despairing Cackle for the next 24 hours.

Improved Innate Spellcasting

Type: Trait.

The annis hag's spellcasting ability is Charisma (spell save DC 13). The hag can innately cast the following spells, requiring no material components: 3/day (each): *heat metal, hold person*

Mountain Stalker

Type: Trait.

The annis hag has advantage on Wisdom

(Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in craggy, hillside, or mountainous terrain.

Shapechanger

Type: Trait.

The annis hag can use an action to polymorph into a Large or smaller beast or giant of CR 5 or lower, or back into its true form.

Slam Foe

Type: Action.

Talent Cost*:* 2 (Counts as 2 Talents).

Slam Foe. The annis hag slams a creature grappled by it into another creature it can see within 5 feet of it or a solid surface. Each creature must succeed on a DC 16 Strength saving throw or take 36 (9d6 + 5) bludgeoning damage and be stunned until the end of the annis hag's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Bheur Hag

The bheur hag (CR 7) can have a maximum of 3 talents.

Aura of Frost

Type: Trait.

Any creature that starts its turn within 5 feet of the bheur hag takes 5 (1d10) cold damage.

Freezing Touch

Type: Trait.

Prerequisite*: Numbing Touch***.**

If a creature fails its saving throw against bheur hag's numbing touch by 5 or more, the target is paralyzed for 1 minute. The paralyzed target can make a DC 14 Constitution saving throw at the end of each of its turns. On a success, the effect ends on the target.

Ice Shield (3/Day)

Type: Reaction.

The bheur hag creates a sheet of hard ice that adds 4 to its AC against one melee attack that would hit it. The sheet of ice melts or shatters immediately after. To do so, the bheur hag must see the attacker.

Improved Innate Spellcasting

Type: Trait.

The bheur hag's spellcasting ability is Charisma (spell save DC 13). The bheur hag can innately cast the following spells, requiring no material components:
At will (each): *armor of Agathys, Snilloc's snowball swarm*
1/day: *investiture of ice*

Numbing Touch

Type: Action.

Numbing Touch. Melee Spell Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage and the creature must make a DC 14 Constitution saving throw or the target becomes vulnerable to cold, its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. The effects last 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. On a successful save, a creature takes half as much damage and suffers no other effects.

Numbing Cackle

Type: Action.

Talent Cost*:* 2 (Counts as 2 Talents).

Numbing Cackle (Recharge 5-6). The bheur hag makes a chilling cackle. Each creature that isn't immune to cold within 30 feet of the hag and able to hear the hag must succeed on a DC 14 Constitution saving throw. On a failed save, a target becomes vulnerable to cold, its speed is halved, it

can't take reactions, and it can take either an action or a bonus action on its turn, not both. The effects last 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. On a successful save, a creature takes half as much damage and suffers no other effects.

Hobgoblins

Hobgoblin Devastator

The hobgoblin devastator (CR 4) can have a maximum of 2 talents.

Battle Magic (3/Day)

Type: Trait.

When the hobgoblin uses its action to cast a spell that has a casting time of 1 action, it can make one melee weapon attack as a bonus action.

Devastating Spell (1/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the hobgoblin casts a spell from the 1st-level slot, it can choose to make this spell deal maximum damage.

Distracting Magic

Type: Trait.

When the hobgoblin hits a creature with a damaging spell attack, the next attack roll made against the target before the end of its next turn has advantage.

Tactical Magic (3/Day)

Type: Trait.

When the hobgoblin uses its action to cast a spell, it can use a bonus action to take the Dash or Disengage action.

Hobgoblin Iron Shadow

The hobgoblin iron shadow (CR 2) can have 1 talent.

Combat Advantage

Type: Trait.

Once during its turn when the hobgoblin hits a target with a weapon attack and has advantage on the attack roll, it deals an extra 3 (1d6) damage.

Poison Darts

Type: Trait.

A creature hit by the hobgoblin's dart attack must

succeed on a DC 12 Constitution saving throw or become poisoned until the end of its next turn.

Shadow Strike

Type: Trait.

After the hobgoblin uses Shadow Jaunt, it then has advantage on the first melee attack it makes before the end of the turn.

Ki-Rin

The ki-rin (CR 12) can have a maximum of 5 talents.

Aura of Radiance

Type: Trait.

A hostile creature that starts its turn within 5 feet of the ki-rin takes 4 (1d8) radiant damage.

Diving Charge

Type: Action.

Diving Charge. If the ki-rin is flying and dives at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The ki-rin can take 1 extra legendary action before the start of its next turn. The ki-rin can retake this talent up to one additional time. The extra legendary action stacks.

Flyby

Type: Trait.

The ki-rin doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Spell

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The ki-rin gains a new legendary action option.

Casts Spell (Costs 1-3 Actions). The ki-rin expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

Radiant Weapons

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The ki-rin's melee weapon attacks deal an extra 4 (1d8) radiant damage.

Smite Evil

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the ki-rin hits an evil creature with a melee weapon attack, it can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8. If the target is a non-evil creature, the target receives no extra radiant damage.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The ki-rin can take a bonus action to cast a spell that has a casting time of 1 action.

Kobolds

All kobolds can select from the talents below.

Pack Attack

Type: Trait.

The kobold deals an extra 2 (1d4) damage with its melee weapon attacks against a creature if at least two of the kobold's allies are within 5 feet of the target and the allies are not incapacitated.

Shifty

Type: Trait.

The kobold can take a bonus action to take the Disengage action.

Kobold Dragonshield

The kobold dragonshield (CR 1) can have 1 talent.

Protection

Type: Reaction.

When a creature the kobold can see attacks a target other than itself within 5 feet of it, the kobold imposes disadvantage on the attack roll.

Shield Charge

Type: Action.

The kobold gains a shield slam melee attack.

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

In addition, if the kobold moves at least 10 feet straight toward a target and then hits it with its shield slam attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. lf the target is a Medium or smaller creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Kobold Inventor

The kobold inventor (CR 1/4) can have 1 talent.

Volatile Inventions

Type: Trait.

Volatile Inventions. When the kobold takes damage that is not poison or psychic damage, roll 1d20. On a roll of 1 to 5, the kobold's invention backpack explodes. All remaining weapon inventions are instantly thrown at a random square within 5 feet of the kobold.

Kobold Scale Sorcerer

The kobold scale sorcerer (CR 1) can have 1 talent.

Tiamat's Breath (1/Day)

Type: Trait.

Tiamat's Breath (1/Day). The kobold chooses from acid, cold, fire, lightning, or poison and expends a spell slot. The kobold exhales energy of the chosen type in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 3d6 damage of the chosen energy type per spell slot level on a failed save, or half as much damage on a successful one.

Korred

The korred (CR 7) can have a maximum of 3 talents.

Fool's Dance

Type: Action.

Fool's Dance. The korred chooses a creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw. On a failed save, it takes 13 (3d8) psychic damage and must immediately use its reaction to perform a comical dance (shuffling, tapping its feet, and capering) and move as far as half its speed allows away from the korred. This movement will provoke opportunity attacks. On a successful save, the target takes half as much damage and doesn't dance and move away. Creatures that can't be charmed are immune to this feature.

Forceful Rock

Type: Trait.

A creature hit by a korred's rock attack while the korred is on the ground must succeed on a DC 17 Strength or be knocked prone.

Hair Slam

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Hair Slam. The korred slams a creature grappled by its hair into another creature it can see within 30 feet of it or a solid surface. Each creature must succeed on a DC 13 Strength saving throw or take 10 (1d8 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage if the korred is on the ground, and be stunned until the end of the korred's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

If the korred uses multiattack, it can replace one of its attacks with Hair Slam.

Rhyme of Calling

Type: Trait.

Rhyme of Calling. The korred can use a bonus action to target up to two creatures within 30 feet of it that can hear it. Each target can use their reaction to move up to half its speed without provoking opportunity attacks.

Stone Stride

Type: Action.

Stone Stride. Once on its turn, the korred can use 10 feet of its movement to step magically into one stone formation within its reach and emerge from a second stone formation within 60 feet of the first stone formation, appearing in an unoccupied space within 5 feet of the second stone. Both stone formations must be Large or bigger.

Stunning Rock

Type: Trait.

Prerequisite: Forceful Rock

A creature that fails its Strength saving throw against the korred's Forceful Rock feature by 5 or more is stunned until the end of the korred's next turn.

Leucrotta

The leucrotta (CR 3) can have a maximum of 2 talents.

Abyssal-blooded

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The leucrotta has damage resistance to cold; fire; lightning; bludgeoning, piercing, and slashing from nonmagical attacks and immunity to poison.

Bone Bite

Type: Trait.

Bone Bite. Once during its turn when the leucrotta hits a creature with a bite attack and has advantage on the attack roll, it deals an extra 4 (1d8). The target must make a DC 14 Constitution saving throw. On a failed save, the target has disadvantage on ability checks, attack rolls, and saving throws, can't take reactions, and can't move more than half its speed until the end of the leucrotta's next turn.

Rear Kick

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Rear Kick. When a creature moves within 5 feet of the leucrotta and the leucrotta can see the creature, the leucrotta can attack it with its hooves. If the leucrotta hits, the target must succeed on a DC 14 Strength saving throw or be pushed 5 feet and be knocked prone.

Sundering Bite

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Sundering Bite. If the leucrotta's bite attack roll against a target succeeds by 5 or more, the Armor Class (AC) of the armor or shield (determined randomly) of the target takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed. If the armor or shield is magical, the wearer must succeed on a DC 13 Wisdom saving throw. On a failed save, Armor Class (AC) of the armor or shield (determined randomly) takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

Unnerving Laugh (Recharge 5-6)

Type: Action.

Unnerving Laugh (Recharge 5-6). The leucrotta emits a demoralizing laugh-like hooting sound. Each creature within 60 feet of the leucrotta and can hear the leucrotta must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A 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 leucrotta's Unnerving Laugh for the next 24 hours.

Meenlock

The meenlock (CR 2) can have 1 talent.

Corrupt Thoughts (Recharge 5-6)

Type: Action.

Corrupt Thoughts (Recharge 5-6). The meenlock targets a humanoid creature within 30 feet of it. The creature must succeed on a DC 11 Wisdom saving throw. A nongood creature has disadvantage on the saving throw. On a failed save, the creature takes 14 (4d6) psychic damage and is cursed

for 1 minute. Until the curse ends, the target has disadvantage on Wisdom and Intelligence saving throws, all ability checks, and the meenlock is always invisible to it. On a successful save, the creature takes only half as much damage and isn't cursed.

Horrid Link

Type: Trait.

Horrid Link. As a bonus action, the meenlock targets a creature it can see within 30 feet of it. Each time the meenlock takes damage, the target takes 5 (1d10) psychic damage. This effect lasts until the start of the meenlock's next turn.

Shadow Strike

Type: Trait.

After the meenlock uses Shadow Teleport, it then has advantage on the first melee attack it makes before the end of the turn.

Twisted Thoughts (Recharge 5–6)

Type: Action.

Twisted Thoughts (Recharge 5-6). The meenlock chooses up to two humanoid creatures it can see within 30 feet of it. Each target must succeed on a DC 11 Intelligence saving throw. On a failed save, the target must use its reaction to move up to half its speed and make one weapon attack against a creature of the meenlock's choice.

Mindflayers

Alhoon

The alhoon (CR 10) can have a maximum of 4 talents.

Arcane Tradition

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The alhoon has mastered knowledge of one *arcane tradition* from the wizard class of its choice. It gains the features (whatever may apply) of that *arcane tradition* as if the alhoon is a 16th level Wizard.

Enslave Humanoid (3/day)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The alhoon targets one incapacitated humanoid creature it can see within 30 feet of it. The target must succeed on a DC 16 Intelligence saving throw or be magically charmed by the alhoon until the alhoon dies or until it is on a different plane of existence from the target. The charmed target is under the alhoon's control and can't take reactions, and the alhoon 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 alhoon.

Fear Aura

Type: Trait.

A creature hostile to the alhoon that starts its turn within 20 feet of the alhoon must make a DC 15 Wisdom saving throw, unless the alhoon is incapacitated. On a failed save, the target is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the alhoon's Fear Aura for the next 24 hours.

Innate Spellcaster (Psionics)

Type: Trait.

The alhoon's innate spellcasting ability is Intelligence (spell save DC 16). The alhoon can innately cast the following spells, requiring no material components:

3/day (each): *misty step, suggestion*

Innate Spellcaster II (Psionics)

Type: Trait.

Prerequisite: *Innate Spellcaster (Psionics).*

The alhoon's innate spellcasting ability is Intelligence (spell save DC 16). The alhoon can innately cast the following spells, requiring no material components:
1/day (each): *confusion, telekinesis*

Legendary Actions

Type: Trait.

Talent Cost: 4 (Counts as 4 Talents).

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

Cantrip. The alhoon casts a cantrip.
Chilling Grasp. The alhoon uses its Chilling Grasp.
Frightening Gaze (Costs 2 Actions). The alhoon fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 15 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 alhoon's gaze for the next 24 hours.
Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the alhoon must make a DC 15 Constitution saving throw against this magic, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Resistance

Type: Trait.

Legendary Resistance (1/Day). If the alhoon fails a saving throw, it can choose to succeed instead.

Paralyzing Touch

Type: Action

Talent Cost: *2 (Counts as 2 Talents).*

A creature that takes damage from the alhoon's chilling grasp must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Psionic Shield (3/day)

Type: Reaction.

The alhoon adds its Intelligence modifier (+4) to its AC against one melee or ranged attack that would hit it. To do so, the alhoon must see the attacker.

Psychic Defense

Type: Trait.

As long as the alhoon is not incapacitated, it has advantage to Intelligence, Wisdom, and Charisma saving throws against paralysis and illusions, as well as to resist being charmed, frightened, or stunned.

Summon Lesser Undead (1/day)

Type: Action.

Talent Cost: *2 (Counts as 2 Talents).*

The alhoon summons 2d6 skeletons, 1d8 zombies, 1d4 shadows, 1d4 ghouls, 1d4 spectres, or 1d2 ghasts. A summoned undead appears in an unoccupied space within 60 feet of the alhoon and acts as an ally of the alhoon. It remains for one minute, until it or the alhoon is destroyed, or until the alhoon dismisses it as an action.

Teleport (3/Day)

Type: Action.

The alhoon magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.

Elder Brain

The elder brain (CR 14) can have a maximum of 5 talents.

Extended Mind Blast

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The elder brain's mind blast feature has a range of 90 ft.

Extended Tentacle

Type: Trait.

The elder brain's tentacle has a reach of 40 ft.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The elder brain can take 1 extra legendary action before the start of its next turn. The elder brain can retake this talent up one additional time. The extra legendary action stacks.

Legendary Spell

Type: Legendary Action.

Cast Spell (Costs 2 Actions). The elder brain casts a spell.

Innate Spellcaster (Psionics)

Type: Trait.

The elder brain's innate spellcasting ability is

Intelligence (spell save DC 18). The alhoon can innately cast the following spells, requiring no material components:
3/day: *shield*
1/day: *telekinesis*

Innate Spellcaster II (Psionics)

Type: Trait.

Prerequisite: *Innate Spellcaster (Psionics).*

Talent Cost*:* 2 (Counts as 2 Talents).

The alhoon can innately cast the following spells, requiring no material components:
1/day: *psychic scream*

Multiattack

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The elder brain makes two tentacle attacks.

Psychic Thrust (3/Day)

Type: Reaction.

When a creature the elder brain is aware of moves within 10 feet of the elder brain, the elder brain projects a wave of psionic energy towards the target. The target must succeed on a DC 18 Strength saving throw, taking 14 (2d8 + 5) psychic damage and is pushed up to 20 feet away and knocked prone on a failed save, or half as much damage and isn't pushed or knocked prone on a successful one.

Tight Grasp

Type: Trait.

A creature has disadvantage on Strength and Dexterity ability checks made to escape being grappled by the elder brain's tentacle.

Ulitharid

The ulitharid (CR 9) can have a maximum of 4 talents.

Enslave Humanoid (3/day)

Type: Action.

Talent Cost*:* 2 (Counts as 2 Talents).

The ulitharid targets one incapacitated humanoid creature it can see within 30 feet of it. The target must succeed on a DC 17 Intelligence saving throw or be magically charmed by the ulitharid until the ulitharid dies or until it is on a different plane of existence from the target. The charmed target is under the ulitharid's control and can't take reactions, and the ulitharid 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 ulitharid.

Indomitable

Type: Trait.

Indomitable (2/Day). The ulitharid rerolls a failed saving throw. It must use the new roll.

Innate Spellcaster (Psionics)

Type: Trait.

The ulitharid's innate spellcasting ability is Intelligence (spell save DC 17). The ulitharid can innately cast the following spells, requiring no material components:
At will (each): *misty step, suggestion.*

Legendary Actions

Type: Trait.

Talent Cost: 4 (Counts as 4 Talents).

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

legendary actions at the start of its turn.

Shift. The ulitharid moves up up to 10 feet without provoking opportunity attacks.

Tentacles (Costs 2 Actions). The ulitharid attacks with its tentacles.

Cast Spell (Costs 2 Actions). The ulitharid casts a spell.

Recharge Mind Blast (Costs 3 Actions,1/Day). The ulitharid recharges its Mind Blast feature.

Psionic Shield (3/day)

Type: Reaction.

The ulitharid adds its Intelligence modifier (+5) to its AC against one melee or ranged attack that would hit it. To do so, the ulitharid must see the attacker.

Psychic Defense

Type: Trait.

As long as the ulitharid is not incapacitated, it has advantage to Intelligence, Wisdom, and Charisma saving throws against paralysis and illusions, as well as to resist being charmed, frightened, or stunned.

Psychic Thrust (3/Day)

Type: Reaction.

When a creature the ulitharid is aware of moves within 10 feet of the ulitharid, the ulitharid can projects a wave of psionic energy towards the target. The target must succeed on a DC 17 Strength saving throw, taking 9 (1d8 + 5) psychic damage and is pushed up to 10 feet away and knocked prone on a failed save, or half as much damage and isn't pushed or knocked prone on a successful one.

Mindwitness

The mindwitness (CR 5) can have a maximum of 2 talents.

Extended Tentacle

Type: Trait.

The mindwitness's tentacle has a reach of 10 ft.

Extract Brain

Type: Action.

Extract Brain. Melee Weapon Attack: +5 to hit, reach 5 ft., one incapacitated humanoid grappled by the mindwitness. Hit: 44 (8d10) piercing damage. If this damage reduces the target to 0 hit points,

the mindwitness kills the target by extracting and devouring its brain.

Eye Rays Salvo (Recharges 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Eye Rays Salvo (Recharge 5-6). The mindwitness shoots all six magical eye rays, choosing up to six targets it can see within 120 feet of it.

Magic Resistance

Type: Trait.

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

Mind Blast (Recharges 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Mind Blast (Recharge 6). The mindwitness magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 13 Intelligence saving throw or take 11 (2d8 + 2) psychic damage and be stunned 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.

Spasmodic Eye Ray

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature the mindwitness can see hits the mindwitness with an attack and is within 120 feet of the mindwitness, the mindwitness can attack the creature with one of its eye rays, chosen at random.

Morkoth

The morkoth (CR 11) can have a maximum of 4 talents.

Expanded Hypnosis Cone

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The morkoth's hypnosis attack extends to a 60-foot cone.

Extended Tentacles

Type: Trait.

The morkoth's tentacles have a reach of 10 ft.

Legendary Actions

Type: Trait.

Talent Cost: 4 (Counts as 4 Talents).

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

Bite. The morkoth makes one bite attack.
Tentacles. The morkoth makes one attack with its tentacles.
Hypnosis (Costs 2 Actions). The morkoth uses Hypnosis.
Cast Spell (Costs 1-3 Actions). The morkoth uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

Magic Resistance

Type: Trait.

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

Potent Hypnosis

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature has disadvantage on saving throws made against the morkoth's hypnosis attack.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The morkoth can take a bonus action to cast a spell that has a casting time of 1 action.

Tentacle Slam

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Tentacle Slam. The morkoth slams a creature grappled by it into another creature or a solid surface within 5 feet. Each creature must succeed on a DC 14 Constitution saving throw or take 15 (3d8 + 2) bludgeoning damage and be stunned until the end of the morkoth's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Tight Grasp

Type: Trait.

A creature has disadvantage on Strength and Dexterity ability checks made to escape being grappled by the morkoth's tentacles.

Venomous Bite

Type: Trait.

A creature hit by a morkoth's bite attack must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute.

Neogi

Both neogi and neogi master can select from the talents below.

Enslave (3/day)

Type: Trait.

The neogi can use Enslave up to 3/day.

Magic Resistance

Type: Trait.

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

Venomous Spittle

Type: Action.

The neogi can use *venomous spittle*.

Venomous Spittle. *Ranged Weapon Attack*: +5 to hit, reach 30 ft., one target. *Hit*: 7 (2d6) poison damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for one minute.

Neogi

The neogi (CR 3) can have a maximum of 2 talents.

Spellcasting

Type: Trait.

Spellcasting. The neogi is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (+2 bonus to each damage roll), *minor illusion*
1st level (2/day): a*rms of Hadar, hex*

Neogi Master

The neogi master (CR 4) can have a maximum of 2 talents.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the neogi uses its action to cast a spell that has a casting time of 1 action, it can make one claws attack as a bonus action.

Pop Hatchlings

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Pop Hatchlings (Recharge 5-6). In response to taking bludgeoning, piercing, or slashing damage, the neogi can release 1d4 neogi hatchlings. The neogi hatchlings appear in unoccupied spaces within 5 feet of the neogi and acts as its allies. The neogi hatchlings act right after the neogi on the same initiative count and fight until they're destroyed. The neogi can only release up to a total of 12 neogi hatchlings.

Neothelid

The neothilid (CR 13) can have a maximum of 5 talents.

Extended Acid Breath

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The neothelid exhales acid in a 90-foot cone.

Extended Tentacles

Type: Trait.

The neothelid's tentacles have a reach of 20 ft.

Legendary Actions

Type: Trait.

Talent Cost: 4 (Counts as 4 Talents).

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

Slither. The neothelid moves up to half its speed.
Tail Slam. The neothelid makes one attack with its tail (see *Tail* attack in *Multiattack*).
Tentacles (Costs 2 Actions). The neothelid makes one attack with its tentacles.
Cast spell (Costs 3 Actions). The neothelid casts a spell.

Multiattack

Type: Trait.

Talent Cost: *2 (Counts as 2 Talents).*

The neothelid makes two attacks: one with its tentacles and one with its tail.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Psionic Aura

Type: Trait.

An aura of unstable psionic energy constantly emanates from the neothelid's body. Any creature that starts its turn within 10 feet of the neothelid takes 4 (1d8) psychic damage.

Rubbery Hide

Type: Trait.

The neothelid has resistance to bludgeoning and slashing damage from nonmagical attacks.

Staggering Tail

Type: Trait.

Prerequisite: *Multiattack.*

If the neothelid's tail attack roll against a target succeeds by 5 or more, the target must make a DC 21 Constitution saving throw or be stunned until the end of the neothelid's next turn.

Tail Strike

Type: Reaction.

Talent Cost: *2 (Counts as 2 Talents).*

When a creature the neothelid can see starts its turn within 15 feet of the neothelid, the neothelid attacks it with its tail (see *Tail* attack in *Multiattack*).

Vitriolic Breath

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature that fails its saving throw against the neothelid's acid breath attack by 5 or more is doused in acid and takes extra acid damage for the next 3 turns. The target takes 10 (3d6) acid damage at the start of the first turn, 7 (2d6) acid damage at the start of the second, and 3 (1d6) acid damage at the start of the third.

The effect ends if the target receives magical healing.

Nilbog

The nilbog (CR 1) can have 1 talent.

Command Fool

Type: Trait.

Command Fool. As a bonus action, the nilbog targets one creature charmed by it that the nilbog can see within 30 feet of it. If the target can see or hear the nilbog, the target can use its reaction to make one melee attack against a target of the nilbog's choice.

Multiattack

Type: Trait.

The nilbog makes two melee attacks or two ranged attacks.

Protective Fool

Type: Reaction.

When the nilbog is hit by an attack, one creature within 5 feet of the nilbog that is charmed by it must use its reaction to be hit by the attack instead.

Orcs

All orcs can select from the talents below.

Frenzied Berserker

Type: Trait.

While the orc has less than full hit points, the orc gains advantage on all melee weapon attack rolls and all Intelligence, Wisdom, and Charisma saving throws, but attack rolls against it have advantage.

Power Attack

Type: Trait.

Prerequisite: Must be using a heavy weapon.

Before the orc makes a melee weapon attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

Relentless Endurance (1/day)

Type: Trait.

When the orc is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

Rusher

Type: Trait.

Rusher. The orc can take a bonus action to move up to its speed toward a hostile creature that it can see. If the orc ends its movement within 5 feet of the target, the orc can make a melee weapon attack against it.

Second Wind (1/day)

Type: Action.

Second Wind. The orc can take a bonus action to regain hit points equal to 1d10 plus its number of Hit Dice.

Orc Blade of Ilneval

The orc blade of ilneval (CR 4) can have a maximum of 2 talents.

Ilneval's Maneuver

Type: Trait.

Ilneval's Maneuver. When the orc hits a creature with a melee weapon attack, it can use a bonus action to choose one allied orc that can hear it. The allied orc can then use its reaction to move up to half its speed without provoking opportunity attacks from the target of its attack.

Ilneval's Opening

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Ilneval's Opening. When the orc hits a creature with a melee weapon attack, it can use a bonus action to choose one allied orc that can hear it within 5 feet of the target of its attack. The allied

orc can then use its reaction to make one melee weapon attack at the target.

Orc Claw of Luthic

The orc claw of Luthic (CR 2) can have 1 talent.

Luthic's Gift (Recharges after a Short or Long Rest)

Type: Trait.

Luthic's Gift (Recharges after a Short or Long Rest). As a bonus action, the orc wills its arms, hands, and fingernails to suddenly elongate to monstrous proportions. The orc's claw attacks' reach extend to 10 feet. This effect lasts for 1 minute.

Rend

Type: Trait.

If a creature is hit by at least two of the orc's claw attacks in the same turn, it takes an extra 4 (1d8) slashing damage.

Orc Hand of Yurtrus

The orc hand of Yurtrus (CR 2) can have 1 talent.

Corrupted Form

Type: Trait.

Corrupted Form. A creature that touches the orc or hits it with a melee attack while within 5 feet of it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 7 (2d6) poison damage and becomes poisoned for 1 minute. While

poisoned, the target can't regain hit points. On a success, the creature takes half as much damage and isn't poisoned. A creature poisoned by this effect can repeat the save at the end of each of its turn, ending the effect on itself on a success.

Multiattack

Type: Trait.

The orc makes two scimitar attacks. It can replace one of these attacks with Touch of the White Hand.

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

Orc Nurtured One

The orc nurtured one of Yurtrus (CR 1/4) can have 1 talent.

Potent Carrier

Type: Trait.

A creature has disadvantage to its saving throw against the orc's *Corrupted Carrier* feature if it is within 5 feet of the orc when it explodes.

Orc Red Fang

The orc red fang of Shargaas (CR 3) can have a maximum of 2 talents.

Combat Advantage

Type: Trait.

Once during its turn when the orc hits a target with a weapon attack and has advantage on the attack roll, it deals an extra 3 (1d6) damage.

Swift Veil of Shargaas

Type: Trait.

The orc can use a bonus action to cast *darkness* without any components. Wisdom is its spellcasting ability.

Tanarukk

The Tanarukk (CR 5) can have a maximum of 2 talents.

Cleaving Swing (Recharges 5–6)

Type: Trait.

Cleaving Swing (Recharges 5-6). Each creature within 5 feet of the tanarukk must succeed on a DC 15 Dexterity saving throw, taking 11 (2d6 + 4) slashing damage on a failed save, or half as much damage on a successful one.

Fearsome Charge

Type: Trait.

If the tanarukk moves at least 10 feet straight toward a target and then hits it with a greatsword attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the tanarukk's next turn.

Naturally Insidious

Type: Trait.

The tanarukk has advantage on all Charisma checks when lying, intimidating and manipulating others to further its agenda or for self-preservation.

Quickling

The quickling (CR 1) can have 1 talent.

Innate Spellcaster

Type: Trait.

The quickling's innate spellcasting ability is Wisdom (spell save DC 11). The quickling can innately cast the following spells, requiring no material components:
At will (each): *disguise self, silent image, vicious mockery.*
1st level: *hex*

Stab Foot

Type: Trait.

Stab Foot. Once per turn when the quickling hits a Large or smaller humanoid creature with a dagger attack and deals damage, it can reduce the speed of the target by 10 feet until the start of the quickling's next turn.

Swarm Tactics

Type: Trait.

Swarm Tactics. The quickling pack lord has advantage on an attack roll against a creature if at least two of the quickling's allies is within 5 feet of the creature and the allies aren't incapacitated.

Redcap

The redcap (CR 3) can have a maximum of 2 talents.

Dip Cap in Blood

Type: Trait.

Dip Cap in Blood. As a bonus action, the redcap dips its cap in a space where a creature took bludgeoning, piercing, or slashing damage and was reduced to 0 hit points within the past hour. For 1 minute, the redcap has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Go for the Kill

Type: Trait.

Go for the Kill. As a bonus action, the redcap can move up to its speed toward a hostile creature that it can see that doesn't have all its hit points.

Reaping Sickle

Type: Trait.

Reaping Sickle. Any wicked sickle attack roll the redcap makes against a creature that doesn't have all its hit points is a critical hit on a roll of 19 or 20 on a d20.

Staggering Boot

Type: Trait.

A creature that fails its saving throw against the redcaps's *Ironbound Pursuit* attack by 5 or more is stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Stealthy

Type: Trait.

Stealthy. On each of its turns, the redcap can use a bonus action to take the Hide action.

Sea Spawn

The sea spawn (CR 1) can have 1 talent.

Defensive Quills

Type: Trait.

Prerequisite: Piscine Anatomy (Poison Quills).

Defensive Quills. A creature that touches the sea spawn or hits it with a melee attack while within 5 feet of it gets pricked by a quill and takes 3 (1d6) piercing damage and must succeed on a DC 12 Constitution saving throw or become poisoned until a creature takes an action to remove the quill.

Ink Cloud

Type: Action.

Prerequisite: Piscine Anatomy (Tentacle).

Ink Cloud (Recharges after a Short or Long Rest). A 10- foot-radius cloud of ink extends all around the sea spawn 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 sea spawn can use the Dash action as a bonus action.

Lightning Discharge

Type: Action.

Lightning Discharge (Recharges 5-6). The sea spawn discharges electricity that shocks targets around it. Each creature within 10 feet of the sea spawn must succeed on a DC 12 Constitution saving throw. On a failed save, the target takes 9 (2d8) lightning damage and is stunned until the end of its next turn. On a successful save, the target takes half as much damage and isn't stunned.

Venomous Bite

Type: Trait.

Prerequisite: Piscine Anatomy (Bite).

A creature hit by a sea spawn's bite attack must succeed on a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Shadow Mastiff

The shadow mastiff (CR 1) can have 1 talent.

Fade into Shadow (1/day)

Type: Reaction.

When in dim light or darkness and a creature the shadow mastiff can see attacks the shadow mastiff, the shadow mastiff can take the Hide action.

Throat Bite

Type: Trait.

Throat Bite. If the shadow mastiff hits a prone creature, the hit is automatically a critical hit.

Pack Tactics

Type: Trait.

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

Terrifying Howl (Recharges 5–6)

Type: Action.

Terrifying Howl (Recharges 5-6). The shadow mastiff emits a horrific howl. Any beast or humanoid within 300 feet of the mastiff and able to hear its howl must succeed on a DC 11 Wisdom saving throw or be frightened for l minute. A 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 any shadow mastiff's Terrifying Howl for the next 24 hours.

Slithering Tracker

The slithering tracker (CR 3) can have a maximum of 2 talents.

Blood Sustenance

Type: Trait.

Once per turn, the slithering tracker regains 3 (1d6) hit points when it deals necrotic damage to a creature.

Blood-Draining Slam

Type: Trait.

A creature hit by the slithering tracker's slam attack must succeed on a DC 13 Constitution saving throw or take 5 (1d10) necrotic damage.

Multiattack

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The slithering tracker makes two attacks: one with its slam and one with Life Leech.

Pseudopod

Type: Trait.

The slithering tracker's slam attack has a reach of 10 ft.

Spawn of Kyuss

The spawn of Kyuss (CR 5) can have a maximum of 2 talents.

Extended Burrowing Worm

Type: Trait.

The worm can launch itself from the Spawn of Kyuss at one humanoid that the spawn can see within 15 feet of it.

Fear Aura

Type: Trait.

Fear Aura. Any creature that starts its turn within 10 feet of the spawn of kyuss must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn. If a creature's saving throw is successful, the creature is immune to the Fear aura for the next 24 hours.

Infested Form

Type: Trait.

Infested Form. A creature that touches the spawn or hits it with a melee attack while within 5 feet of it must make a DC 11 Dexterity saving throw or become infected by a worm (see effects of Burrowing Worm).

Nauseating Presence

Type: Trait.

Nauseating Presence. Any creature that starts its turn within 5 feet of the spawn of kyuss must succeed on a DC 15 Constitution saving throw or become poisoned until the start of the creature's next turn. If a creature's saving throw is successful, the creature is immune to the Nauseating Presence for the next 24 hours.

Twin Burrowing Worms

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the spawn of Kyuss uses its Burrowing Worm feature, it launches up to two worms.

Wormburst

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Wormburst (Recharge 5-6). The spawn of kyuss expels worms from its body, striking creatures around it. Each creature within 10 feet of it must succeed on a DC 15 Dexterity saving throw. On a failed save, 1d4 + 1 worms latches on the target's skin (see effects of Burrowing Worm).

Tlincalli

The tlincalli (CR 5) can have a maximum of 2 talents.

Extended Spiked Chain

Type: Trait.

The tlincalli's spiked chain attack's reach extends to 15 feet.

Hardened Skin

Type: Trait.

The tlincalli is resistant to piercing and slashing damage from nonmagical weapons that aren't adamantine.

Improved Multiattack

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The tlincalli makes three attacks: one with its longsword or spiked chain, one with its foreclaws, and one with its sting.

Foreclaws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Reel

Type: Trait.

The tlincalli can use a bonus action to pull a Medium or smaller creature grappled by it up to 5 feet straight toward it.

Stench

Type: Trait.

Stench. Any creature that starts its turn within 5 feet of the tlincalli must succeed on a DC 14 Constitution saving throw or become poisoned until the start of the creature's next turn. If a creature's saving throw is successful, the creature is immune to the Stench for the next 24 hours.

Trapper

The trapper (CR 3) can have a maximum of 2 talents.

Ambusher

Type: Trait.

Ambusher. The trapper has advantage on attack rolls against any creature it has surprised.

Gluttonous

Type: Trait.

Ambusher. The trapper can smother up to two Medium or smaller creatures at a time.

Multiattack

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The trapper makes two attacks: one with Smother and one with its tail. It can't use its tail attack against a grappled target.

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

Rubbery Hide

Type: Trait.

The trapper has resistance to bludgeoning and slashing damage from nonmagical attacks.

Vargouille

The vargouille (CR 1) can have 1 talent.

Flyby

Type: Trait.

The vargouille doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Loud Shrieker

Type: Trait.

The vargouille's Stunning Shriek has a range of 60 feet.

Poisonous Bite

Type: Trait.

A creature that takes damage from the vargouille's bite attack is poisoned until the end of the vargouille's next turn.

Venomous Spittle

Type: Action.

Venomous Spittle. *Ranged Weapon Attack*: +4 to hit, reach 30 ft., one target. *Hit*: 7 (2d6) poison damage.

Vegepygmies

Both vegepygmies can select from the talents below. The vegepygmy (CR 1/4) can have 1 talent.

Ambusher

Type: Trait.

Ambusher. The vegepygmy has advantage on attack rolls against any creature it has surprised.

Hide Within Plants

Type: Trait.

The vegepygmy can use a bonus action to take the Hide action while in any terrain with ample obscuring plant life.

Innate Spellcaster

Type: Trait.

The vegepygmy's innate spellcasting ability is Wisdom (spell save DC 11). The vegepygmy can innately cast the following spells, requiring no material components:
At will (each): *poison spray, thorn whip*
1/day: *entangle*

Vegepygmy Chief

The vegepygmy chief (CR 2) can have 1 talent.

Paralyzing Spores

Type: Trait.

A creature that fails its saving throw against the vegepygmy's Spores by 5 or more is also paralyzed while poisoned.

Wood Woad

The wood woad (CR 5) can have a maximum of 2 talents.

Ambusher

Type: Trait.

Ambusher. The wood woad has advantage on attack rolls against any creature it has surprised.

Hide Within Plants

Type: Trait.

The wood woad can use a bonus action to take the Hide action while in any terrain with ample obscuring plant life.

Innate Spellcaster

Type: Trait.

The wood woad's innate spellcasting ability is Wisdom (spell save DC 12). The wood woad can

innately cast the following spells, requiring no material components:
At will (each): *poison spray, thorn whip*
2/day: *entangle, goodberry*
1/day: *moonbeam*

Rooted

Type: Trait.

Rooted. The wood woad has advantage on ability checks and saving throws made against being knocked prone, pulled, or shoved.

Tree Striding Attack

Type: Trait.

After the wood woad uses Tree Stride, it then has advantage on the first melee attack it makes before the end of the turn.

Xvarts

Both xvarts can select from the talents below. The xvart (CR 1/8) can have 1 talent.

Combat Advantage

Type: Trait.

Once during its turn when the xvart hits a target with a weapon attack and has advantage on the attack roll, it deals an extra 3 (1d6) damage.

Cast Net

Type: Action.

Cast Net (Recharges after a Short or Long Rest). *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller target. *Hit:* The creature is restrained. As an action, the restrained creature can make a DC 15 Strength check, escaping from the net on a success. The effect ends if the net is destroyed. The net has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Shank

Type: Reaction.

Shank. If a creature within 5 feet of the xvart is knocked prone, the xvart makes a short sword attack at the creature.

Xvart Warlock

The xvart warlock of Raxivort (CR 1) can have 1 talent.

Raxivort's Command

Type: Reaction.

Raxivort's Command. The xvart can use an action

to choose one allied beast (bat and rat types only) it can see within 30 feet of it. If the target can see or hear the xvart, the target can use its reaction to move up to half their speed and make one melee attack.

Yeth Hound

The yeth hound (CR 4) can have a maximum of 2 talents.

Magic Resistance

Type: Trait.

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

Mind-Wracking Baying

Type: Trait.

A creature that fails its saving throw against the yeth hound's *Baleful Baying* takes 7 (2d6) psychic damage.

Pack Tactics

Type: Trait.

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

Pounce

Type: Trait.

If the yeth hound moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

Throat Bite

Type: Trait.

Throat Bite. If the yeth hound hits a prone creature, the hit is automatically a critical hit.

Yuan-ti

Yuan-ti Anathema

The anathema (CR 12) can have a maximum of 5 talents.

Acidic Skin

Type: Trait.

The anathema secretes acid from its body. A creature that isn't a yuan-ti that touches the anathema or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. In addition, the melee attacks of the anathema deal an extra 7 (2d6) acid damage.

Debilitating Poison

Type: Trait.

A creature that takes poison damage from the anathema's bite attack must make a DC 16 Constitution saving throw or be poisoned for 1 minute.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Slither. The anathema moves up to its half its speed without provoking opportunity attacks.

Claw. The anathema makes a claw attack.

Tail Slam (Costs 2 Actions). The anathema makes a tail slam attack (*see Tail Slam below).*

Command Yuan-ti (Costs 3 Actions). The anathema chooses up to three allied yuan-ti it can see within 60 feet of it. If the target can see and hear the anathema, the target can use its reaction to move up to half its speed and make one weapon attack.

Tail Slam. Melee Weapon Attack: +10 to hit, reach 15 ft., one Large or smaller creature. Hit: 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Legendary Resistance

Type: Trait.

Legendary Resistance (1/Day). If the anathema fails a saving throw, it can choose to succeed instead.

Paralyzing Ophidiophobia

Type: Trait.

A creature that fails its saving throw against the anathema's Ophidiophobia Aura by 5 or more is also paralyzed while frightened this way.

Poison Breath (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Poison Breath (Recharge 5-6). The anathema's serpentine heads exhales poison in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

When the anathema uses its Multiattack and Poison Breath is available, it can use Poison Breath in place of Flurry of Bites.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The anathema can take a bonus action to cast a spell that has a casting time of 1 action.

Tail Swipe (Recharge 5–6)

Type: Action.

Tail Swipe (Recharge 5-6). The anathema violently swings its tail around, knocking targets down. Each creature within 15 feet of the anathema must succeed on a DC 18 Strength saving throw, taking 16 (3d6 + 6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. The anathema can't use Tail Swipe if it has a creature grappled with its Constrict feature.

When the anathema uses its Multiattack and Tail Swipe is available, it can use Tail Swipe in place of one melee attack.

Yuan-ti Broodguard

The yuan-ti broodguard (CR 2) can have 1 talent.

Acidic Skin

Type: Trait.

The broodguard secretes acid from its body. A creature that isn't a yuan-ti that touches the broodguard or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage. In addition, the melee attacks of the broodguard deal an extra 3 (1d6) acid damage.

Chameleon Power

Type: Trait.

The broodguard can naturally change the coloration of its scales to match its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to Hide.

Venomous Bite

Type: Trait.

The broodguard's bite deals an extra 4 (1d8) poison damage.

Yuan-ti Mind Whisperer

The yuan-ti mind whisperer (CR 4) can have a maximum of 2 talents.

Acidic Skin

Type: Trait.

The yuan-ti secretes acid from its body. A creature that isn't a yuan-ti that touches the yuan-ti or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage. In addition, the melee attacks of the yuan-ti deal an extra 3 (1d6) acid damage.

Debilitating Poison

Type: Trait.

A creature that takes poison damage from the yuan-ti's bite attack must make a DC 11 Constitution saving throw or be poisoned for 1 minute.

Mind Poison

Type: Trait.

A creature that takes psychic damage from the yuan-ti's Mind Fangs feature gains disadvantage to Intelligence, Wisdom, and Charisma ability checks and saving throws until the end of the yuan-ti's next turn.

Swift Spellcaster (2/day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The yuan-ti can take a bonus action to cast a spell that has a casting time of 1 action.

Yuan-ti Nightmare Speaker

The yuan-ti nightmare speaker (CR 4) can have a maximum of 2 talents.

Acidic Skin

Type: Trait.

The yuan-ti secretes acid from its body. A creature that isn't a yuan-ti that touches the yuan-ti or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage. In addition, the melee attacks of the yuan-ti deal an extra 3 (1d6) acid damage.

Deadly Nightmare

Type: Trait.

A creature that fails its saving throw against the yuan-ti's Invoke Nightmare by 5 or more has its hit points reduced to 0.

Sapping Poison

Type: Trait.

A creature that takes necrotic damage from the yuan-ti's Death Fangs feature gains disadvantage to Strength, Dexterity, and Constitution ability checks and saving throws until the end of the yuan-ti's next turn.

Swift Spellcaster (2/day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The yuan-ti can take a bonus action to cast a spell that has a casting time of 1 action.

Yuan-ti Pit Master

The yuan-ti pit master (CR 5) can have a maximum of 2 talents.

Command Serpent

Type: Action.

Command Serpent. The yuan-ti chooses one beast (serpent-type only) it can see within 60 feet of it. If the target can see and hear the yuan-ti, the target can use its reaction to move up to half its speed and make one melee weapon attack.

When the yuan-ti uses its Multiattack, it can use Command Serpent in place of one of its bite attacks.

Debilitating Poison

Type: Trait.

A creature that takes poison damage from the yuan-ti's bite attack must make a DC 12 Constitution saving throw or be poisoned for 1 minute.

Merrshaulk's Nightmare

Type: Trait.

A creature that awakens from Merrshaulk's Slumber is frightened for 1 minute. A frightened creature can make a DC 13 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

Swift Spellcaster (2/day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The yuan-ti can take a bonus action to cast a spell that has a casting time of 1 action.

Chapter 2. Mordenkainen's Tome of Foes

This chapter contains the talents of creatures found in the Volo's Guide to Monsters supplement.

Allip

The allip (CR 5) can have a maximum of 2 talents.

Aura of Insanity

Type: Trait.

When a creature starts its turn within 30 feet of the allip and is able to hear the allip, the creature must succeed on a DC 14 Charisma saving throw, unless the allip is incapacitated.

On a failed save, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during that turn. On 1-4, the creature does nothing except mutter words incoherently. On 5-7, the creature takes no action but uses all its movement to move in a random direction. On 8-10, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Fade into the Ether (3/day)

Type: Reaction.

In response to being hit by an attack and the allip can see the attacker, the allip shifts into the Ethereal Plane and back, causing the attack to attack to miss.

Flyby

Type: Trait.

The allip doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Frightful Presence

Type: Action.

Each creature of the allip's choice that is within 60 feet of the allip and aware of it must succeed on a DC 13 Wisdom saving throw or become 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the allip's Frightful Presence for the next 24 hours.

Touch of Insanity

Type: Trait.

A creature that takes psychic damage from the allip's Maddening Touch attack must succeed on a DC 14 Charisma saving throw. On a failed save, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during that turn. On 1-4, the creature does nothing except mutter words incoherently. On 5-7, the creature takes no action but uses all its movement to move in a random direction. On 8-10, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Astral Dreadnought

The astral dreadnought (CR 21) can have a maximum of 8 talents.

Crushing Tail

Type: Trait.

Prerequisite: Improved Multiattack

If the astral dreadnought's tail attack roll against a target succeeds by 5 or more, the target must make

a DC 24 Constitution saving throw or be stunned and knocked prone until the end of the astral dreadnought's next turn.

Devastating Roar (Recharge 5–6)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

The astral dreadnought emits a magical roar. Each creature within 240 feet that can hear its roar must succeed on a DC 22 Wisdom saving throw. On a failed save, the target takes 18 (4d8) psychic damage and 18 (4d8) thunder damage and is deafened and frightened for one minute. If a creature fails its saving throw by 5 or more, the creature is also paralyzed while frightened this way. A frightened creature can repeat the saving throw at the end of each of its turns, ending both effects on itself on a success. On a successful save, the target takes half as much damage and isn't deafened or frightened.

When the astral dreadnought uses Multiattack and Devastating Roar is available, the astral

dreadnought can use Devastating Roar in place of its bite.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The astral dreadnought can take 1 extra legendary action before the start of its next turn. The astral dreadnought can retake this talent up one additional time. The extra legendary action stacks.

Improved Multiattack

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Prerequisite: Tail Slam

Multiattack. The astral dreadnought makes four attacks: one with its bite, two with its claws, and one with its tail.

Tail Slam. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 25 (3d10 + 9) bludgeoning damage.

Redirect Central Eye

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature the astral dreadnought can see but isn't within its anti-magic cone casts a spell or uses a magical item but before it takes effect, the astral dreadnought turns its opened eye facing towards the creature.

Resistant Armor Plating

Type: Trait.

The astral dreadnought is resistant to cold, fire, and lightning damage.

Squeeze

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Squeeze. If a Huge or smaller creature is hit by the astral dreadnought's claw, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the astral dreadnought can automatically hit the target with its claw, but can't use this claw against other targets.

Sundering Claw

Type: Trait.

If the astral dreadnought's claw attack roll against a target succeeds by 5 or more, and the target is wearing armor or a shield, the target must make a DC 24 Strength saving throw. If the target's armor or shield is magical, the target gains advantage on the saving throw. On a failed save, target's armor or shield (chosen randomly) 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.

Thick Armor Plating

Type: Trait.

The astral dreadnought is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.

Balhannoth

The balhannoth (CR 11) can have a maximum of 4 talents.

Antimagic Grasp

Type: Trait.

Antimagic Grasp. A creature grappled by the balhannoth functions as if caught within an area of antimagic, as in the *antimagic field* spell.

Aura of Dimensional Lock

Type: Trait.

Aura of Dimensional Lock. As a bonus action, the balhannoth can create an aura of dimensional

lock around it. Other creatures can't teleport to or from a space within 60 feet of the balhannoth. Any attempt to do so is wasted.

The balhannoth can take a bonus action to dismiss the aura.

Devour Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Devour Magic. A creature that takes damage from a balhannoth's bite attack must make a DC 16 Wisdom saving throw or have one of its magic items lose all magical properties for 1 hour. If the object is a charged item, it also loses 1d6 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.

Dweomersight

Type: Trait.

Dweomersight. The balhannoth can sense the presence of magic within 120 feet of it. If it can sense magic in this way, the balhannoth can use its action to see a faint aura around any visible creature or object in the area that bears magic, and learns its school and level of magic, if any. The balhannoth's dweomersight can penetrate most barriers, but it is blocked by 10 feet of stone, 10 inches of common metal, a thin sheet of lead, or 30 feet of wood or dirt.

Enticing Presence

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Enticing Presence. Any non-balhannoth creature that starts its turn within 60 feet of the balhannoth must make a DC 14 Wisdom saving throw. On a failed save, the creature becomes charmed by the balhannoth for l minute. While charmed by the balhannoth, a target is incapacitated. If the charmed target is more than 5 feet away from the balhannoth, the target can take the Dash action on its turn to move toward the balhannoth 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 balhannoth, a target can repeat the saving throw.

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 balhannoth's Enticing Presence for the next 24 hours.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The balhannoth can take 1 extra legendary action before the start of its next turn. The balhannoth can retake this talent up one additional time. The extra legendary action stacks.

Stone Camouflage

Type: Trait.

Stone Camouflage. The balhannoth has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Thick Armor Plating

Type: Trait.

The balhannoth is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.

Berbalang

The berbalang (CR 2) can have 1 talent.

Dark Secret

Type: Action.

Dark Secret (Recharges after the berbalang casts speak with the dead). The berbalang chooses a creature within 30 feet of it and shares a dark, shocking secret about it. Each ally of the target within 30 feet of the berbalang that can hear it must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the berbalang's next turn.

Flyby

Type: Trait.

The berbalang doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Portent

Type: Trait.

Portent (Recharges after the berbalang casts speak with the dead). When the berbalang or a creature it can see makes an attack roll, a saving throw, or an ability check, the berbalang can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Boneclaw

The boneclaw (CR 12) can have a maximum of 5 talents.

Hungry Darkness (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Hungry Darkness (Recharge 5-6). The boneclaw creates a magical darkness identical to the *darkness* spell, except the boneclaw can see through it. This effect lasts for 1 minute. Any creature that starts its turn within this area of darkness takes 5 (1d10) necrotic damage. When a creature moves into or within the area, it takes 5 (1d10) necrotic damage for every 5 feet it travels. The boneclaw is immune to any damage caused by *hungry darkness*.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The boneclaw's innate spellcasting ability is Wisdom (spell save DC 14). The boneclaw can innately cast the following spells, requiring no components:
At-will: *darkness*
1/day: *fear.*

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

The boneclaw gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The boneclaw regains spent legendary actions at the start of its turn.
Move. The boneclaw moves up to half its speed.
Claw (Costs 2 Actions). The boneclaw makes a piercing claw attack.
Shadow Jump (Costs 3 Actions). The boneclaw uses Shadow Jump.

Maddening Shriek (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The boneclaw emits an unearthly shriek. Each creature within 60 feet that can hear it must succeed on a DC 14 Wisdom saving throw. On a failed save, the target takes 11 (2d10) psychic damage and is stunned until the end of the boneclaw's next turn. On a successful save, the target takes half as much damage and isn't stunned but can't use reactions until the end of the boneclaw's next turn.

When the boneclaw uses Multiattack and Maddening Shriek is available, the boneclaw can make two claw attacks and use Maddening Shriek.

Shadow Shift

Type: Reaction.

Shadow Shift. While in dim light or in darkness and a creature the boneclaw can see moves within 5 feet of the boneclaw, the boneclaw can move up to half its speed without provoking opportunity attacks.

Shadow Step

Type: Trait.

Shadow Step. While in dim light or darkness, the boneclaw can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Slashing Claws (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Slashing Claws (Recharge 5-6). The boneclaw moves up to its walking speed in a straight line and targets each creature within 15 feet of it during its movement. Each target must succeed on a DC 16 Dexterity saving throw or take 20 (3d10 + 4) slashing damage. If a target made an opportunity attack against the boneclaw when it used *Slashing Claws*, it gains disadvantage to the saving throw.

Cadaver Collector

The cadaver collector (CR 14) can have a maximum of 5 talents.

Crushing Stride (Recharges 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Crushing Stride (Recharges 5-6). The cadaver collector moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the cadaver collector enters must succeed on a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the cadaver collector's path. On a failed save, the creature falls prone and takes 18 (3d8

+ 5) bludgeoning damage and 16 (3d10) necrotic damage. If the cadaver collector remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the cadaver collector. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the cadaver collector and is no longer restrained.

Haymaker

Type: Trait.

If the cadaver collector's slam attack roll against a target succeeds by 5 or more, the target must make a DC 18 Constitution saving throw or be knocked unconscious until the end of the cadaver collector's next turn.

Impale

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Impale. The cadaver collector attempts to impale a creature it has grappled. The creature must succeed on a DC 18 Strength saving throw or take 14 (2d8 + 5) piercing damage and 9 (2d8) necrotic damage and be restrained (escape DC 15). While restrained, the target takes 9 (2d8) piercing damage and 9 (2d8) necrotic damage at the start of each of its turns. The cadaver collector can impale up to 8 Medium creatures, 1 Large and 6 Medium creatures, 2 Large and 4 Medium creatures, 3 Large and 2 Medium creatures, or 4 Large creatures.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The cadaver collector moves up to half its speed.

Slam (Costs 2 Actions). The cadaver collector makes a slam attack.

Recharge Paralyzing Breath (Costs 3 Actions,1/Day). The cadaver collector recharges its Paralyzing Breath.

Whirling Limbs (Costs 3 Actions). The cadaver collector moves up to half its walking speed in a straight line and targets each creature within 10 feet of it during its movement. Each target must succeed on a DC 18 Dexterity saving throw or take 18 (3d8 + 5) bludgeoning damage and 16 (3d10) necrotic damage.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The cadaver collector is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

The cadaver collector is immune to spells of 2nd level and below, but not to cantrips.

Magic Immunity III

Type: Trait.

Prerequisite Magic Immunity I, Magic Immunity II

The cadaver collector is immune to spells of 3rd level and below, but not to cantrips.

Trembling Slam

Type: Action.

Trembling Slam. The cadaver collector pounds the ground, triggering a short earth tremor. All other creatures on the ground within 10 feet of the cadaver collector that are Medium or smaller than the cadaver collector must succeed on a DC 18 Strength saving throw or be knocked prone. When the cadaver collector uses its Multiattack, the cadaver collector can use its Trembling Slam in place of one slam attack.

Unstoppable

Type: Trait.

The cadaver collector deals triple damage against objects and structures. In addition, the cadaver collector can move through the space of a Large or smaller hostile creature. All opportunity attacks made against the cadaver collector by the creatures whose spaces the cadaver collector entered have disadvantage.

Choker

The choker (CR 1) can have 1 talent.

Extended Tentacle

Type: Trait.

The choker's tentacle attack has a reach of 15 ft.

Rubbery Hide

Type: Trait.

The choker has resistance to bludgeoning and slashing damage from nonmagical attacks.

Stone Camouflage

Type: Trait.

Stone Camouflage. The choker has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Clockworks

Bronze Scout

The bronze scout (CR 1) can have 1 talent.

Stunning Bite

Type: Trait.

If the bronze scout's bite attack roll against a target succeeds by 5 or more and the target is a creature, the target must make a DC 13 Constitution saving throw or be stunned until the end of the bronze scout's next turn.

Expanded Lightning Flare

Type: Trait.

The bronze scout's Lightning Flare feature has a range of 20 ft.

Magic Weapons

Type: Trait.

Magic Weapons. The bronze scout's weapon attacks are magical.

Iron Cobra

The iron cobra (CR 4) can have a maximum of 2 talents.

Deadly Bite

Type: Trait.

If the iron cobra's bite attack roll against a target succeeds by 5 or more, the target gains disadvantage to the bite's saving throw that turn.

Quick Reflexes

Type: Trait.

The iron cobra has advantage on Initiative rolls and Dexterity saving throws.

Lightfooted

Type: Trait.

Lightfooted. The iron cobra can take the Dash or Disengage action as a bonus action on each of its turns.

Magic Weapons

Type: Trait.

Magic Weapons. The iron cobra's weapon attacks are magical.

Oaken Bolter

The oaken bolter (CR 5) can have a maximum of 2 talents.

Lightning-Charged

Type: Trait.

The oaken bolter's weapon attacks deal an extra 5 (1d10) lightning damage.

Magic Weapons

Type: Trait.

Magic Weapons. The oaken bolter's weapon attacks are magical.

Piercing Bolt (Recharges 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The oaken bolter shoots a bolt forward in a line, which is 5 foot wide and 60 feet long, before disappearing. The bolt passes harmlessly through objects, ignoring cover. Each creature in that line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 15 (2d10 + 4) piercing damage, or half as much damage on a successful one.

Widened Explosive Bolt

Type: Trait.

The explosive range of the oaken bolter's Explosive Bolt attack is increased to 30 feet.

Stone Defender

The stone defender (CR 4) can have a maximum of 2 talents.

Magic Weapons

Type: Trait.

Magic Weapons. The stone defender's weapon attacks are magical.

Quick Stomp

Type: Trait.

The stone defender can use quick stomp as a bonus action.

Quick Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone target. Hit: 6 (1d4 + 4) bludgeoning damage.

Shield Charge

Type: Trait.

If the stone defender moves at least 10 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage and if the target is Large or smaller, it is knocked prone. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the stone defender's next turn.

Shields Up (Recharges 5–6)

Type: Action.

Shields Up. The stone defender chooses a creature it can see. Until the start of the stone defender's next turn, the stone defender can't be targeted directly by an attack or spell made by the target. All other attacks made by other creatures against the stone defender are made with disadvantage. In addition, the stone defender has advantage on ability checks and saving throws made against being knocked prone or shoved.

Corpse Flower

The corpse flower (CR 8) can have a maximum of 3 talents.

Corpse Spray (Recharges 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Corpse Spray (Recharges 5-6). The corpse flower consumes up to four humanoid corpses and discharges a powerful jet of putrid body fluids and bones in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, a target takes 2d6 piercing damage and 2d6 necrotic damage for each corpse consumed by the corpse flower and the target is incapacitated until the end of the corpse flower's next turn. On a successful save, a target takes half as much damage and isn't incapacitated.

Extended Tentacle

Type: Trait.

The corpse flower's tentacle attack has a reach of 15 ft.

Extra Corpse Consumption

Type: Trait.

When the corpse flower has at least two humanoid corpses in its body, the corpse flower can use a bonus action to digest up to two humanoid corpses and regain 22 (4d10) hit points. Any equipment on the corpses is expelled from the corpse flower in its space.

Extra Corpse Animation

Type: Trait.

When the corpse flower has at least two humanoid corpses in its body, the corpse flower can use a bonus action to animate up to two dead humanoids in its body, turning them into zombies. The zombies appear in unoccupied spaces within 5 feet of the corpse flower and act immediately after it in the initiative order. The zombies act as allies of the corpse flower but aren't under its control, and the flower's stench clings to the zombies (see the Stench of Death trait).

Extra Corpses

Type: Trait.

When first encountered, a corpse flower contains the corpses of 1d6 + 6 humanoids. A corpse flower can hold the remains of up to twelve dead humanoids.

Noxious Stench of Death

Type: Trait.

A creature that fails its saving throw against the corpse flower's Stench of Death also takes 3 (1d6) poison damage.

Widened Stench of Death

Type: Trait.

The range of the corpse flower's Stench of Death is increased to 15 feet.

Deathlocks

Deathlock

The deathlock (CR 4) can have a maximum of 2 talents.

Agonizing Blast

Type: Trait.

Agonizing Blast. When the deathlock casts eldritch blast, it adds its Charisma modifier (+3) to the damage it deals on a hit.

Aura of Chilling Cold

Type: Trait.

Aura of Chilling Cold. Any creature that starts its turn within 5 feet of the deathlock takes 2 (1d4) cold damage and can't take reactions until the start of its next turn.

Magic Resistance

Type: Trait.

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

War Magic

Type: Trait.

War Magic. When the deathlock uses its action to cast a cantrip, it can make one deathly claw attack as a bonus action.

Deathlock Mastermind

The deathlock mastermind (CR 8) can have a maximum of 3 talents.

Agonizing Blast

Type: Trait.

Agonizing Blast. When the deathlock casts eldritch blast, it adds its Charisma modifier (+3) to the damage it deals on a hit.

Aura of Chilling Cold

Type: Trait.

Aura of Chilling Cold. Any creature that starts its turn within 5 feet of the deathlock takes 3 (1d6) cold damage and can't take reactions until the start of its next turn.

Battle Magic

Type: Trait.

Prerequisite: War Magic.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the deathlock uses its action to cast a spell that has a casting time of 1 action, it can make one deathly claw attack as a bonus action.

Extra Grave bolt

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The deathlock can choose up to three targets when using its Grave Bolts attack.

Magic Resistance

Type: Trait.

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

War Magic

Type: Trait.

War Magic. When the deathlock uses its action to cast a cantrip, it can make one deathly claw or grave bolts attack as a bonus action.

Deathlock Wight

The deathlock wight (CR 3) can have a maximum of 2 talents.

Aura of Chilling Cold

Type: Trait.

Aura of Chilling Cold. Any creature that starts its turn within 5 feet of the wight takes 2 (1d4) cold damage and can't take reactions until the start of its next turn.

Extra Grave bolt

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The wight can choose up to two targets when using its *Grave Bolt* attack.

Frostfell Touched

Type: Trait.

Frostfell Touched. The wight is immune to cold. In addition, the wight deals an extra 3 (1d6) cold damage with its melee weapon attacks.

Lunging Strike

Type: Trait.

Lunging Strike. If the wight has already moved up to its speed and an enemy creature the wight can see is within 10 feet of the wight, it can take a bonus action to move 5 feet. If the wight ends within 5 feet of the target as a result of this action, it gains advantage on its next attack made against the target this turn.

Terrifying Glare

Type: Action.

Terrifying Glare. The wight targets one creature it can see within 30 feet of it. If the target can see the wight, the target must succeed on a DC 13 Wisdom saving throw or be magically frightened until the end of the wight's next turn. The frightened target is paralyzed.

When the wight uses Multiattack, it can use Terrifying Glare in place of one Grave Bolt attack.

Demons

Naturally Insidious

Type: Trait.

The demon has advantage on all Charisma (Deception) and Charisma (Intimidate) checks.

Alkilith

The alkilith (CR 11) can have a maximum of 4 talents.

Extended Tentacle

Type: Trait.

The alkilith's tentacle attack has a reach of 20 ft.

Improved Multiattack

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Multiattack. The alkilith makes four tentacle attacks.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The alkilith's Wisdom score is increased to 14. The alkilith's innate spellcasting ability is Wisdom (spell save DC 14). The alkilith can innately cast the following spells, requiring no components:
At-will: *detect magic*
3/day: *stinking cloud*
1/day each: *contagion, magic circle.*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting.

Innate Spellcasting II. The alkilith's Wisdom score is increased to 14. The alkilith can innately cast the following spells (Wisdom spell save DC 14), requiring no components:
3/day: *dispel magic*
1/day each: *hold monster.*

Innate Spellcasting III

Type: Trait.

Prerequisite: Innate Spellcasting II.

Innate Spellcasting III. The alkilith's Wisdom score is increased to 14. The alkilith can innately cast the following spells (Wisdom spell save DC 14), requiring no components:
1/day each: *cloudkill, enervation.*

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Slither. The alkilith moves up to half its speed without provoking opportunity attacks.

Tentacle (Costs 2 Actions). The alkilith makes a tentacle attack.

Guided Madness (Costs 3 Actions). The alkilith chooses one creature within 30 feet of it that it can see that is subjected to its foment madness's *confusion*. The target must use its reaction to move up to half its speed and make a melee weapon attack against a creature of the alkilith's

choice within 30 feet of the alkilith that the alkilith can see.

Vitriolic Tentacles

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Vitriolic Tentacles. A creature that takes acid damage from the alkilith's tentacle attack must succeed on a DC 16 Dexterity saving throw. On a failed save, the target takes 9 (2d6 + 2) acid damage at the start of its next turn, and 5 (1d6 + 1) acid damage at the start of the turn following that. This effect does not stack even if the target takes multiple tentacle hits from the alkilith, but each failed save means the target is affected by a new application.

The effect ends if the target receives magical healing.

Armanite

The armanite (CR 7) can have a maximum of 3 talents.

Charge

Type: Trait.

If the armanite moves at least 10 feet straight toward a target and then hits it with a hooves attack on the same turn and the target is a Large or smaller creature, the target must succeed must succeed on a DC 16 Strength saving throw or be knocked prone.

Grabbing Claws

Type: Trait.

Grabbing Claws. A Large or smaller creature that is hit by the armanite's claws is grappled (escape DC 15). Until this grapple ends, the target is restrained and the armanite can automatically hit the target with its claws but can't attack other targets with its claws.

Forked Lightning Lance

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Forked Lightning Lance. When the armanite uses its Lightning Lance, it looses up to two bolts of lightning. The bolts of lightning cannot overlap with each other.

Rear Kick

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Rear Kick. When a creature moves within 5 feet of the armanite and the armanite can see the creature, the armanite can attack it with its hooves. If the armanite hits, the target must succeed on a DC 16 Strength saving throw or be pushed 5 feet and be knocked prone.

Ravaging Assault

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Ravaging Assault. A creature that is hit by the armanite's hooves, claws, and serrated tail attacks in the same turn must succeed on a DC 16 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wounding Tail

Type: Trait.

Wounding Tail. Once per turn, when the armanite hits a creature with its serrated tail, it can wound the target. At the start of each of the wounded creature's turns, it takes 5 (1d10) necrotic damage for each time the armanite has wounded it, and it can then make a DC 16 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 16 Wisdom (Medicine) check, ending the effect of such wounds on it on a success The wound also ends if the target receives magical healing.

Bulezau

The bulezau (CR 3) can have a maximum of 2 talents.

Extended Barbed Tail

Type: Trait.

The bulezau's barbed tail attack has a reach of 10 ft.

Frenzied Berserker

Type: Trait.

Frenzied Berserker. While the bulezau has less than full hit points, the bulezau gains advantage on all melee weapon attack rolls and all Intelligence, Wisdom, and Charisma saving throws, but attack rolls against it have advantage.

Multiattack

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Multiattack. The bulezau makes two attacks: one with its barbed tail and one gore.

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

Noxious Rotting Presence

Type: Trait.

A creature that takes necrotic damage from a bulezau's Rotting Presence is also poisoned until the start of its next turn.

Rusher

Type: Trait.

Rusher. The bulezau can take a bonus action to move up to its speed toward a hostile creature that it can see. If the bulezau ends its movement within 5 feet of the target, the bulezau can make a melee weapon attack against it.

Dybbuk

The dybbuk (CR 4) can have a maximum of 2 talents.

Dybbuk's Gift (Recharge 5–6)

Type: Action.

Dybbuk's Gift. The dybbuk chooses a creature it can see within 30 feet of it. The creature must succeed on a DC 12 Charisma saving throw. On a failed save, the target becomes magically enraged and gains advantage on all melee weapon attack rolls, but attack rolls against it have advantage. In addition, the target always uses its action to make a melee weapon attack against the nearest creature, friend or foe. If there are two or more creatures near it, the target chooses randomly. This effect lasts for 1 minute. An enraged creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Flyby

Type: Trait.

Flyby. The dybbuk doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Mind-Rending Mist

Type: Trait.

Mind-Rending Mist. The dybbuk can use a bonus action to discharge a thin greenish mist around it that lasts for 1 minute. Any creature that starts its turn within 10 feet of the dybbuk must succeed on a DC 12 Wisdom saving throw or take 9 (2d8) psychic damage and gains disadvantage to Intelligence, Wisdom, and Charisma saving throws and ability checks until the start of its next turn.

Multiattack

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Multiattack. The dybbuk makes two tendril attacks.

Vomit Bile (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Vomit Bile (Recharge 5-6). The dybbuk discharges a stream of necrotic bile in a 15-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 13 Constitution saving throw. On a failed save, a target takes 21 (6d6) necrotic damage and is poisoned for 1 minute. On a successful save, a target takes half as much damage and isn't poisoned.

Maurezhi

The maurezhi (CR 7) can have a maximum of 3 talents.

Command Ghoul

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Command Ghoul. The maurezhi can use a bonus action to target a ghoul or ghast it can see within 60 feet of it. If the target can hear the maurezhi, the target can move up to its speed or make one melee weapon attack as a reaction.

Maneuver Ghouls

Type: Action.

Maneuver Ghouls. Up to four ghouls and/or ghasts within 60 feet of the maurezhi that can hear the

maurezhi can each use their reaction to move up to half their speed without provoking opportunity attacks.

If the maurezhi uses Multiattack, it can use Maneuver Ghouls in place of one of its attacks.

Raise Extra Ghoul

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Raise Ghouls (Recharge 5–6). The maurezhi targets up to two dead ghouls or ghasts it can see within 30 feet of it. The target is revived with all its hit points.

Summon Ghouls (1/day)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

A maurezhi summons 2d4 ghouls or 1d4 ghasts. A summoned ghoul appears in an unoccupied space within 60 feet of the maurezhi, acts as an ally of the maurezhi and has no talents. It remains for one hour, until it or the maurezhi dies.

Stench

Type: Trait.

Stench. Any creature that starts its turn within 5 feet of the maurezhi must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the maurezhi's or any ghast's Stench for 24 hours.

Turning Defiance

Type: Trait.

Turning Defiance. Any ghasts and ghouls within 60 feet of the maurezhi have advantage on saving throws against effects that turn undead.

Vampiric Bite

Type: Trait.

Vampiric Bite. If a creature is hit by a Maurezhi's bite and has its Charisma score reduced, the Maurezhi regains hit points equal to the amount reduced.

Molydeus

The molydeus (CR 21) can have a maximum of 8 talents.

Dancing Demonic Weapon (1/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Dancing Demonic Weapon (1/Day). The molydeus can use a bonus action to toss its demonic weapon into the air. When it does so, the demonic weapon begins to hover, flies up to 60 feet, and attacks one creature of its choice within 5 feet of it. The demonic weapon uses the molydeus's attack roll and ability score modifier to damage rolls.

While the demonic weapon hovers, the molydeus can use a bonus action to cause it to fly up to 60 feet to another spot within 60 feet of it. As part of the same bonus action, it can cause the demonic weapon to attack one creature within 5 feet of it.

After the hovering demonic weapon attacks for the fourth time, it flies up to 60 feet and tries to return to the molydeus's hand. If it has no hands free, it falls to the ground at its feet. If the demonic weapon has no unobstructed path to the molydeus, it moves as close to the molydeus as it can and then falls to the ground. It also ceases to hover if the molydeus grasps it or moves more than 60 feet away from it.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The molydeus can take 1 extra legendary action

before the start of its next turn. The molydeus can retake this talent up one additional time. The extra legendary action stacks.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The molydeus's innate spellcasting ability is Charisma (spell save DC 22). It can innately cast the following spells, requiring no material components:
At-will: *invisibility, charm person*
3/day: *suggestion, fear*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting.

Innate Spellcasting II. The molydeus's innate spellcasting ability is Charisma (spell save DC 22). It can innately cast the following spells, requiring no material components:
3/day: *fly, vampiric touch*
1/day: *divine word*

Frightful Presence

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Frightful Presence. Each creature of the molydeus's choice that is within 120 feet of the molydeus and aware of it must succeed on a DC 22 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 molydeus's Frightful Presence for the next 24 hours.

When the molydeus uses Multiattack, it can also use its Frightful Presence.

Piercing Strikes

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Piercing Strikes. If the molydeus hits a target with its demonic weapon and deals damage to it, the molydeus gains advantage to its next demonic weapon attack roll against the same target until the end of its next turn.

Reactive Teleport (2/day)

Type: Reaction.

When a creature the molydeus can see targets the molydeus with an attack, the molydeus can uses its *teleport*.

Ruthless Presence

Type: Trait.

Ruthless Presence. Any demon with CR 15 or less within 60 feet of the molydeus and can see and hear the molydeus has advantage to saving throws against being charmed and frightened.

Summon Demon (1/day)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A molydeus summons 1d4+1 vrocks, 1d3+1 hezrous, 1d3 glabrezus, 1d2 nalfeshnees, one marilith, or one goristro. A summoned demon appears in an unoccupied space within 60 feet of the molydeus, acts as an ally of the molydeus, has no talents, and can't summon other demons. It remains for one minute, until it or the molydeus dies, or until the molydeus dismisses it as an action.

Two-Headed

Type: Trait.

Two-Headed. The molydeus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Nabassu

The nabassu (CR 15) can have a maximum of 6 talents.

Combat Advantage

Type: Trait.

Once during its turn when the nabassu hits a target with a weapon attack and has advantage on the attack roll, it deals an extra 10 (3d6) damage.

Flyby

Type: Trait.

Flyby. The nabassu doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Horrid Link

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Horrid Link. As a bonus action, the nabassu targets a creature it can see within 30 feet of it. Each time the nabassu takes damage, the target takes 11 (2d10) psychic damage. This effect lasts until the start of the nabassu's next turn.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The nabassu's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:
At-will: *darkness, silence*
3/day: *dispel magic*
1/day: *enervation*

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The nabassu moves up to half its speed without provoking opportunity attacks.

Claws (Costs 2 Actions). The nabassu attacks with its claws.

Gaze (Costs 3 Actions). The nabassu uses its Soul-Stealing Gaze.

Regeneration

Type: Trait.

Regeneration. The nabassu regains 10 hit points at the start of its turn. If the nabassu takes acid or radiant damage, this trait doesn't function at the start of its next turn. The nabassu dies only if it starts its turn with 0 hit points and doesn't regenerate.

Summon Demon (1/day)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A nabassu summons 1d3 vrocks, 1d2 hezrous, or one glabrezu. A summoned demon appears in an unoccupied space within 60 feet of the nabassu, acts as an ally of the nabassu, has no talents, and can't summon other demons. It remains for one minute, until it or the nabassu dies, or until the nabassu dismisses it as an action.

Vampiric Shadows

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Vampiric Shadows. Any creature that starts its turn within 10 feet of the nabassu and is in dim light takes 5 (1d10) necrotic damage. The nabassu regains hit points equal to the damage taken by the creature.

Rutterkin

The rutterkin (CR 2) can have 1 talent.

Darkness

Type: Trait.

Darkness. The rutterkin can innately cast *darkness.*

Swarm Tactics

Type: Trait.

Swarm Tactics. The rutterkin has advantage on an attack roll against a creature if at least two other allied demons are within 5 feet of the creature and the allies aren't incapacitated.

Death Throes

Type: Trait.

Death Throes. When the rutterkin dies, it explodes, and each creature within 5 feet of it must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Sibriex

The sibriex (CR 18) can have a maximum of 7 talents.

Chain Slam

Type: Action.

Prerequisite: Snaring Chains.

Talent Cost: 2 (Counts as 2 Talents).

Chain Slam. The sibriex slams a creature grappled by its chain into another creature it can see within 30 feet of it or a solid surface. Each creature must succeed on a DC 17 Strength saving throw or take 20 (2d12 + 7) bludgeoning damage and be stunned until the end of the sibriex's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

If the sibriex uses multiattack, it can replace one of its attacks with Chain Slam.

Extended Chains

Type: Trait.

The sibriex's chain attack has a reach of 20 ft.

Improved Warp Creature

Type: Trait.

The sibriex's warp creature feature can target up to four creatures.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The sibriex can take 1 extra legendary action before the start of its next turn. The sibriex can retake this talent up one additional time. The extra legendary action stacks.

Form of Madness

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Form of Madness. When a creature starts its turn

within 30 feet of the sibriex and is able to see the sibriex, the sibriex can magically force it to make a DC 21 Charisma saving throw, unless the sibriex is incapacitated.

On a successful save, the creature is immune to the sibriex's form of madness for 24 hours. On a failed saving throw, the creature's mind becomes warped and twisted, and believes the sibriex is an example of the perfect physical form. The creature gains disadvantage to Intelligence, Wisdom, and Charisma ability checks and saving throws made against the sibriex. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Magic Weapons

Type: Trait.

Magic Weapons. The sibriex's weapon attacks are magical.

Snaring Chains

Type: Trait.

A creature hit by the sibriex's chain attack is grappled (escape DC 17).

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Swift Spellcaster (3/Day). The sibriex can take a bonus action to cast a spell that has a casting time of 1 action.

Vomit Bile (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Vomit Bile. The sibriex discharges a stream of noxious bile in a 60-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 20 Dexterity saving throw. On a failed save, a target takes 35 (10d6) acid damage. On a successful save, a target takes half as much damage.

Wastrilith

The wastrilith (CR 13) can have a maximum of 5 talents.

Impaling Claws

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Impaling Claws. If a Large or smaller creature is hit by the wastrilith's claw, the target must succeed on a DC 17 Strength saving throw or take an extra 13 (2d12) piercing damage and be impaled by the wastrilith's claw. While impaled, the target is grappled (escape DC 14). Until the grapple ends, the target is restrained, the wastrilith can automatically hit the target with its claw, and the wastrilith can't use this claw against other targets.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The wastrilith's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no material components:
At-will: *darkness, suggestion*
3/day: *dispel magic*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting.

Innate Spellcasting II. The wastrilith's spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no material components:
At-will: *tongues*
3/day each: *blight, fear*

1/day each*: telekinesis, teleport*

Insidious Poison

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Insidious Poison. The wastrilith chooses one creature within 30 feet that is poisoned by the wastrilith's corrupted water. The target must make a DC 17 Wisdom saving throw. On a failed save, the creature uses its reaction to make a melee weapon attack against a creature of wastrilith's choice that wastrilith can see.

When the wastrilith uses Multiattack, it can replace Grasping Spout with Insidious Poison.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Slither. The wastrilith moves up to half its speed without provoking opportunity attacks.

Claws (Costs 2 Actions). The wastrilith attacks with its claws.

Sput (Costs 3 Actions). The wastrilith uses its Grasping Spout.

Magic Weapons

Type: Trait.

Magic Weapons. The wastrilith's weapon attacks are magical.

Swift Spellcaster (3/day)

Type: Trait.

Prerequisite: Innate Spellcasting.

Talent Cost: 3 (Counts as 3 Talents).

The wastrilith can take a bonus action to cast a spell that has a casting time of 1 action.

Venomous Maw

Type: Trait.

A creature hit by the wastrilith's bite attack takes an extra 6 (1d12) poison damage.

Demon Lords

Baphomet

Baphomet (CR 23) can have a maximum of 8 talents.

Bruiser

Type: Trait.

Bruiser. A creature that takes damage from Baphomet's melee attack has disadvantage on its next attack roll until the end of its next turn.

Cleaving Swing (Recharge 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Cleaving Swing (Recharge 5-6). Each creature within 15 feet of Baphomet must make a DC 25 Dexterity saving throw. The target takes 21 (2d10 + 10) slashing damage on a failed save, or half as much damage on a successful one.

Devastating Bellow (Recharge 5-6)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Devastating Bellow (Recharge 5-6). Baphomet unleashes a magical, thundering bellow. Each creature within 60 feet that can hear Baphomet must succeed on a DC 23 Constitution saving throw. Creatures within 30 feet of Baphomet gain disadvantage on their saving throws. On a failed save, the target takes 33 (6d10) thunder damage and is stunned and deafened for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage and isn't stunned or deafened. When Baphomet uses Multiattack and Bellow is available, Baphomet can use Bellow in place of his bite.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Baphomet can take 1 extra legendary action before the start of his next turn. Baphomet can retake this talent up one additional time. The extra legendary action stacks.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. Baphomet's innate spellcasting ability is Charisma (spell save DC 18). He can innately cast the following spells, requiring no material components:
At-will: *detect evil and good, passwall*
1/day: *symbol* (fear)

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Baphomet is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Baphomet is immune to spells of 2nd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Baphomet is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Baphomet is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Natural Cunning

Type: Trait.

Natural Cunning. Baphomet has advantage on Wisdom (Survival) checks made to track creatures. Baphomet also can't get lost and can't be surprised.

Stunning Charge

Type: Trait.

A creature that fails its saving throw against Baphomet's Charge by 5 or more is also stunned until the end of Baphomet's next turn.

Sudden Stomp

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature moves within 10 feet of Baphomet, Baphomet can choose to attack it with his Quick Stomp.

Quick Stomp. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one creature. *Hit:* 17 (2d6 + 10) bludgeoning damage and the target must succeed on a DC 25 Strength saving throw or be knocked prone.

Summon Demon (1/day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Summon Demon (1/Day). Baphomet summons 2d4 bulezaus or 1 goristro. A summoned demon appears in an unoccupied space within 60 feet of Baphomet, acts as an ally of Baphomet, has no talents, and can't summon other demons. It remains for one minute, until it or Baphomet dies, or until Baphomet dismisses it as an action.

Trample (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Trample (Recharge 5-6). Baphomet moves up to his speed in a straight line. During this move, Baphomet can enter Large or smaller creatures' spaces. A creature whose space Baphomet enters must succeed on a DC 25 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of Baphomet's path. On a failed save, the creature falls prone and takes 26 (3d10 + 10) bludgeoning damage. If Baphomet remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as Baphomet. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 25 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of Baphomet and is no longer restrained.

Demogorgon

Demogorgon (CR 26) can have a maximum of 9 talents.

Constrict

Type: Trait.

A Huge or smaller creature hit by Demogorgon's tentacle attack is also grappled (escape DC 25). Until this grapple ends, the target is restrained and Demogorgon can automatically hit the target with its tentacle attack but can't use one of its tentacle attacks against other targets.

Crippling Blow

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Crippling Blow. Once during its turn when Demogorgon hits a creature with a melee attack and has advantage on the attack roll, the target must make a DC 25 Constitution saving throw. On a failed save, the target has disadvantage on ability checks, attack rolls, and saving throws, can't take reactions, and can't move more than half its speed for 1 minute. A crippled creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the crippled creature, or a creature within 5 feet of it, can use an action to make a DC 25 Wisdom (Medicine) check, ending the effect on a success. The wound also ends if the target receives magical healing.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Demogorgon can take 1 extra legendary action before the start of his next turn. Demogorgon can retake this talent up one additional time. The extra legendary action stacks.

Fling

Type: Action.

Prerequisite: Constrict.

One Large or smaller object held or creature grappled by Demogorgon takes 28 (3d12 + 9) bludgeoning damage and is thrown up to 60 feet 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 25 Dexterity saving throw or take the same damage and be knocked prone.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. Demogorgon's innate spellcasting ability is Charisma (spell save DC 23). Demogorgon can innately cast the following spells, requiring no material components:
At-will: *blight, detect evil and good*
3/day: *dominate person*

Innate Spellcasting II

Type: Trait.

Prerequisite Innate Spellcasting

Innate Spellcasting. Demogorgon's innate spellcasting ability is Charisma (spell save DC 23). Demogorgon can innately cast the following spells, requiring no material components:
3/day each: *contagion, fly*
1/day: *symbol* (death)

Improved Multiattack

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Multiattack. Demogorgon makes three attacks: two with its tentacles and one with its tail.

Tail. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) bludgeoning damage plus 11 (2d10) necrotic damage.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Demogorgon is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Demogorgon is immune to spells of 2nd level and below, but not to cantrips.

Magic Immunity III

Type: Trait.

Prerequisite Magic Immunity I, Magic Immunity II

Demogorgon is immune to spells of 3rd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Demogorgon is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Demogorgon is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Magic Weapon Resistance III

Type: Trait.

Prerequisite Magic Weapon Resistance I & II

Demogorgon is resistant to bludgeoning, piercing, and slashing damage from +3 magical weapons or weaker.

Regeneration

Type: Trait.

Regeneration. Demogorgon regains 10 hit points at the start of his turn. If Demogorgon takes acid or radiant damage, this trait doesn't function at the start of his next turn. Demogorgon dies only if he starts his turn with 0 hit points and doesn't regenerate.

Summon Demon (1/Day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Demogorgon summons 1d6+1 vrocks, 1d4+1 hezrous, 1d4 glabrezus, 1d3 nalfeshnees, 1d2 mariliths, 1d2 goristros, or 1 balor. A summoned demon appears in an unoccupied space within 60 feet of Demogorgon, acts as an ally of Demogorgon, has no talents, and can't summon other demons. It remains for one minute, until it or Demogorgon dies, or until Demogorgon dismisses it as an action.

Tail Slam

Type: Trait.

If Demogorgon's tail attack roll against a target succeeds by 5 or more, the target must make a DC 24 Strength saving throw or be knocked prone.

Tail Slap

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature moves within 15 feet of Demogorgon, Demogorgon can choose to attack it with its tail.

Tail. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) bludgeoning damage plus 11 (2d10) necrotic damage.

Tail Sweep (Recharge 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Tail Sweep (Recharge 5-6). Each creature within 15 feet of Demogorgon must make a DC 25 Dexterity saving throw. The target takes 20 (2d10 + 9) bludgeoning damage plus 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

Tentacle Rot

Type: Trait.

Demogorgon's tentacle attack deals an extra 5 (1d10) necrotic damage.

Tentacle Slam

Type: Action.

Prerequisite: Constrict.

Tentacle Slam. Demogorgon slams creatures grappled by him into each other or a solid surface. Each creature must succeed on a DC 25 Constitution saving throw or take 28 (3d12 + 9) bludgeoning damage and be stunned until the end of Demogorgon's next turn. On a successful save, the target takes half the bludgeoning damage and

isn't stunned.

Two-Headed Battle Caster

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Demogorgon can cast a spell in place of one of his tentacle attacks. In addition, he can maintain concentration on up to two spells. If Demogorgon casts a third spell that requires concentration while already maintaining concentraion on two other spells, one of the two previous spells ends (Demogorgon's choice). If Demogorgon is required to make a Constitution saving throw to maintain concentration, it must make a separate saving throw for each spell.

Vampiric Strikes

Type: Trait.

Demogorgon regains hit points equal to the necrotic damage dealt by its melee attacks.

Fraz-Urb'luu

Fraz-Urb'luu (CR 23) can have a maximum of 8 talents.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Fraz-Urb'luu can take 1 extra legendary action before the start of his next turn. Fraz-Urb'luu can retake this talent up one additional time. The extra legendary action stacks.

Flyby

Type: Trait.

Flyby. Fraz-Urb'luu doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. Fraz-Urb'luu's innate spellcasting ability is Charisma (spell save DC 23). Fraz-Urb'luu can innately cast the following spells, requiring no material components:
At-will: *detect evil and good*
3/day each: *blight, teleport*

Innate Spellcasting II

Type: Trait.

Prerequisite Innate Spellcasting

Innate Spellcasting. Fraz-Urb'luu's innate spellcasting ability is Charisma (spell save DC 23). Fraz-Urb'luu can innately cast the following spells, requiring no material components:
3/day each: *synaptic static, telekinesis*
1/day: *symbol* (discord)

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Fraz-Urb'luu is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Fraz-Urb'luu is immune to spells of 2nd level and below, but not to cantrips.

Magic Immunity III

Type: Trait.

Prerequisite Magic Immunity I & II

Fraz-Urb'luu is immune to spells of 3rd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Fraz-Urb'luu is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Fraz-Urb'luu is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Misdirect Attack (3/day)

Type: Reaction.

When a creature Fraz-Urb'luu can see targets Fraz-Urb'luu with an attack, Fraz-Urb'luu uses his reaction to project a magical illusion that makes himself momentarily appear to be in a space within 5 feet of his location. If another creature is in that space, the attack targets that creature instead. If there is no creature in that space, the attack roll against Fraz-Urb'luu has disadvantage.

Summon Demon (1/day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Summon Demon (1/Day). Fraz-Urb'luu summons 1d4+1 vrocks, 1 nabassu, or 1 nalfeshnee. A summoned demon appears in an unoccupied space within 60 feet of Fraz-Urb'luu, acts as an ally of Fraz-Urb'luu, has no talents, and can't summon other demons. It remains for one minute, until it or Fraz-Urb'luu dies, or until Fraz-Urb'luu dismisses it as an action.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Fraz-Urb'luu can take a bonus action to cast a spell that has a casting time of 1 action.

Word of Discord (Recharge 5-6)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Word of Discord (Recharge 5-6). Each creature within 60 feet of Fraz-Urb'luu and can hear Fraz-Urb'luu must succeed on a DC 23 Charisma saving throw. On a failed save, a target takes 35 (6d8 + 8) psychic damage and must use its reaction to make a melee weapon attack against one creature of Fraz-Urb'luu's choice that Fraz-Urb'luu can see. On a successful save, the target takes half as much damage. Constructs, demons, and undead are immune to this effect.

Graz'zt

Graz'zt (CR 24) can have a maximum of 9 talents.

Aura of Debauchery

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Aura of Debauchery. Any creature that starts its turn within 30 feet of Graz'zt must make a DC 23 Wisdom saving throw. On a failed save, the creature becomes charmed by Graz'zt for 1 minute or until the creature is farther than 30 feet away

from it. While charmed, the creature can't take reactions and roll 1d10 once to determine what the creature does during each of its turns while charmed:

• On a roll of 1-2, the creature uses it movement to move to the closest creature it can reach. If there is more than one creature, it chooses the creature with the highest Charisma. When the creature is within 5 feet of its target, it uses its action to by throwing itself at, embracing, and kissing the target.

• On a roll of 3-4, the creature uses its action to drop everything it is holding and strip off all of its clothing. If it is wearing armor, it spends its turn trying to get out of its armor. The creature must still abide by the time required to doff armor.

• On a roll of 5-6, the creature uses its action to eat and/or drink the nearest thing that is edible to it, other than Graz'zt. If nothing edible is within reach, it uses its movement to move toward the nearest edible object it can see within 20 feet. If there is more than one edible object, it always chooses what it perceives as the most delicious or indulgent one. Otherwise, it will eat any object, such as dirt, or even resort to cannibalism (but it will not eat itself).

• On a roll of 7-8, the creature uses its action to wound itself with a sharp implement or asphyxiate itself.

• On a roll of 9-0, the creature uses its action to fall prone, roll on the ground, caress and touch itself, and be in absolute bliss.

The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the creature becomes immune to Graz'zt's Aura of Debauchery for 24 hours.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Graz'zt can take 1 extra legendary action before the start of his next turn. Graz'zt can retake this talent up one additional time. The extra legendary action stacks.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. Graz'zt's innate spellcasting ability is Charisma (spell save DC 23). Graz'zt can innately cast the following spells, requiring no material components:
At-will: *detect evil and good*
3/day each: *blight, charm monster*

Innate Spellcasting II

Type: Trait.

Prerequisite Innate Spellcasting.

Innate Spellcasting. Graz'zt's innate spellcasting ability is Charisma (spell save DC 23). Graz'zt can innately cast the following spells, requiring no material components:
3/day each: *power word pain, synaptic static*
1/day: *imprison*

Instinctive Charm (3/day)

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Instinctive Charm (3/Day). Graz'zt tries to magically divert an attack made against him, provided that the attacker is within 30 feet of hin and visible to him. Graz'zt must decide to do so before the attack hits or misses.

The attacker must make a DC 23 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than Graz'zt or itself. If multiple creatures are closest, the attacker chooses which one to target.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Graz'zt is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Graz'zt is immune to spells of 2nd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Graz'zt is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Graz'zt is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Summon Demon (1/day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Summon Demon (1/Day). Graz'zt summons 3d4 babau, 1d3 glabrezu, or 2d4 babau + 1 glabrezu. A summoned demon appears in an unoccupied space within 60 feet of Graz'zt, acts as an ally of Graz'zt, has no talents, and can't summon other demons. It remains for one minute, until it or Graz'zt dies, or until Graz'zt dismisses it as an action.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Graz'zt can take a bonus action to cast a spell that has a casting time of 1 action.

Word of Fear

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Word of Fear. Graz'zt inspires dread by sneer and word. As a bonus action, Graz'zt chooses a creature it can see within 60 feet of it that can hear Graz'zt. The target must succeed on a DC 23 Wisdom saving throw or become frightened of Graz'zt for 1 minute. If a target fails its saving throw by 5 or more, it is also paralyzed while frightened. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Juiblex

Juiblex (CR 23) can have a maximum of 8 talents.

Constrict

Type: Trait.

Constrict. When Juiblex hits a Huge or smaller creature with its acid lash, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, Juiblex can automatically hit the target

with its acid lash, but can't use this acid lash against other targets.

Extended Acid Lash

Type: Trait.

Juiblex's acid lash attack has a reach of 15 ft.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Juiblex can take 1 extra legendary action before the start of his next turn. Juiblex can retake this talent up one additional time. The extra legendary action stacks.

Improved Multiattack

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When Juiblex uses Multiattack and Eject Slime is available, Juiblex can use Eject Slime in place of one of its acid lash attacks.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. Juiblex's innate spellcasting ability is Charisma (spell save DC 18). Juiblex can innately cast the following spells, requiring no material components:
At-will: *detect evil and good*
3/day: *dispel magic, vitriolic sphere*

Innate Spellcasting II

Type: Trait.

Prerequisite Innate Spellcasting.

Innate Spellcasting. Juiblex's innate spellcasting ability is Charisma (spell save DC 18). Juiblex can innately cast the following spells, requiring no material components:
3/day: *hold monster*
1/day: *symbol* (insanity)

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Juiblex is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Juiblex is immune to spells of 2nd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Juiblex is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Juiblex is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Slime Globs (Recharge 6)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Slime Globs (Recharge 6). Juiblex spews out 1d4+1 large globs of corrosive slime at different points within 60 feet of it. Each creature in a 5-foot-radius sphere centered on any of the points must make a DC 21 Dexterity saving throw. On a failure, the target takes 55 (10d10) acid damage. A creature can only take this damage once this turn, regardless of how many times it gets hit by the slime burst. Unless the target avoids taking any of this damage, any metal armor worn by the target takes a permanent −1 penalty to the AC it offers, and any metal weapon it is carrying or wearing takes a permanent −1 penalty to damage rolls. The penalty worsens each time a target is subjected to this effect. If the penalty on an object drops to −5, the object is destroyed.

Spawn Ooze (Recharge 5-6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Spawn Ooze (Recharge 5-6). As a bonus action, Juiblex summons 1d4 gray oozes, 1d2 ochre jellies, or 1 black pudding. A summoned ooze appears in an unoccupied space within 5 feet of Juiblex, acts as an ally of Juiblex and has no talents. It remains for one minute, until it or Juiblex dies, or until Juiblex dismisses it as an action.

Summon Demon (1/day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Summon Ooze (1/Day). Juiblex summons 1d4+1 hezrous, 1d2 alkiliths, or 1d2 hezrous and 1 alkilith. A summoned demon appears in an unoccupied space within 60 feet of Juiblex, acts as an ally of Juiblex, has no talents, and can't summon other demons. It remains for one minute, until it or Juiblex dies, or until Juiblex dismisses it as an action.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Juiblex can take a bonus action to cast a spell that has a casting time of 1 action.

Vitriolic Lash

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Vitriolic Tentacles. A creature that takes acid damage from Juiblex's acid lash attack must succeed on a DC 21 Dexterity saving throw. On a failed save, the target takes 14 (2d6 + 7) acid damage at the start of its next turn, and 10 (1d6 + 7) acid damage at the start of the turn following that. This effect does not stack even if the target takes multiple acid lash attacks from Juiblex, but each failed save means the target is affected by a new application.

The effect ends if the target receives magical healing.

Orcus

Orcus (CR 26) can have a maximum of 9 talents.

Army of Undead

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The combined average hit points of undead Orcus can summon with his wand is increased to 750.

Aura of Annihilation

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Aura of Annihilation. Orcus can activate or deactivate this feature as a bonus action. While active, the aura deals 10 necrotic damage to any creature that ends its turn within 30 feet of Orcus. Undead and fiends ignore this effect.

Doomstrike

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Doomstrike. If Orcus's wand of orcus melee attack roll against a target succeeds by 5 or more, the target must make a DC 24 Constitution saving throw or have its hit points reduced to 0. Undead and fiends ignore this effect.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Orcus can take 1 extra legendary action before the start of his next turn. Orcus can retake this talent up one additional time. The extra legendary action stacks.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. Orcus's innate spellcasting ability is Charisma (spell save DC 23). Orcus can innately cast the following spells, requiring no material components:
At-will: *blight, detect evil and good*
3/day each: *negative energy flood, telekinesis*

Innate Spellcasting II

Type: Trait.

Prerequisite Innate Spellcasting

Innate Spellcasting. Orcus's innate spellcasting ability is Charisma (spell save DC 23). Orcus can innately cast the following spells, requiring no material components:
3/day each: *enervate, teleport*
1/day: *symbol* (death)

Improved Multiattack

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Multiattack. Orcus makes three attacks: two with his Wand of Orcus and one with his tail.

Lord of Undeath

Type: Trait.

Lord of Undeath. **A** mortal creature slain by Orcus rises as a wraith at the start of Orcus's next turn. It acts as an ally of Orcus and has no talents. It

remains for one minute, until it or Orcus dies, or until Orcus dismisses it as an action.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Orcus is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Orcus is immune to spells of 2nd level and below, but not to cantrips.

Magic Immunity III

Type: Trait.

Prerequisite Magic Immunity I, Magic Immunity II

Orcus is immune to spells of 3rd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Orcus is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Orcus is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Magic Weapon Resistance III

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Orcus is resistant to bludgeoning, piercing, and slashing damage from +3 magical weapons or weaker.

Necrotic Burst (Recharge 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Necrotic Burst (Recharge 5-6). Each nonundead creature within 30 feet of Orcus must make a DC 23 Constitution saving throw. The target takes 26 (4d12) necrotic damage on a failed save, or half as much damage on a successful one. Undead creatures within 30 feet of Orcus gain 13 (2d12) temporary hit points.

If Orcus uses Multiattack and Necrotic Burst is available, it can use Necrotic Burst in place of one Wand of Orcus attack.

Regeneration

Type: Trait.

Regeneration. Orcus regains 10 hit points at the start of his turn. If Orcus takes acid or radiant damage, this trait doesn't function at the start of his next turn. Orcus dies only if he starts his turn with 0 hit points and doesn't regenerate.

Summon Demon (1/Day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Summon Demon (1/Day). Orcus summons 4d6 dybbuks, 2d6 maurezhis, 1d3 devourers, 1d3 nalfeshnees, 1d2 mariliths, or 1 balor. A summoned demon appears in an unoccupied space within 60 feet of Orcus, acts as an ally of Orcus, has no talents, and can't summon other demons. It remains for one minute, until it or Orcus dies, or until Orcus dismisses it as an action.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Swift Spellcaster (3/Day). Orcus can take a bonus

action to cast a spell that has a casting time of 1 action.

Tail Slam

Type: Trait.

If Orcus's tail attack roll against a target succeeds by 5 or more, the target must make a DC 24 Strength saving throw or be knocked prone.

Tail Slap

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature moves within 10 feet of Orcus, Orcus can choose to attack it with its tail.

Yeenoghu

Yeenoghu (CR 24) can have a maximum of 9 talents.

Aura of Butchery

Type: Trait.

When a creature within 30 feet of Yeenoghu sees Yeenoghu or an ally of Yeenoghu deal damage with a melee weapon attack, the target must succeed with a DC 17 Wisdom saving throw or become frightened until the end of Yeenoghu's next turn. On a successful save, the creature becomes immune to Yeenoghu's Aura of Butchery for 24 hours.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Yeenoghu can take 1 extra legendary action before the start of his next turn. Yeenoghu can retake this talent up one additional time. The extra legendary action stacks.

Flail Storm (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Flail Storm (Recharge 5-6). Each creature within 15 feet of Yeenoghu must make a DC 24 Dexterity saving throw. On a failed save, the target takes 15 (1d12 + 9) bludgeoning damage and is subjected to one additional effect, chosen at random:

1. The attack deals an extra 13 (2d12) bludgeoning damage.
2. The target must succeed on a DC 17 Constitution saving throw or be paralyzed until the start of Yeenoghu's next turn.
3. The target must succeed on a DC 17 Wisdom saving throw or be affected by the *confusion* spell until the start of Yeenoghu's next turn.

If Yeenoghu uses Multiattack and Flail Storm is available, it can use Flail Storm in place of one flail attack.

Howl of Savagery (Recharge 6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Howl of Savagery. Yeenoghu unleashes a horrific howl as a bonus action. Each gnoll within 60 feet of

him can move up to half its speed and make a bite attack with advantage on the roll as a reaction.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. Yeenoghu's innate spellcasting ability is Charisma (spell save DC 17). Yeenoghu can innately cast the following spells, requiring no material components:
At-will: *detect evil and good*
3/day each: *blight, telekinesis*

Innate Spellcasting II

Type: Trait.

Prerequisite Innate Spellcasting.

Innate Spellcasting. Yeenoghu's innate spellcasting ability is Charisma (spell save DC 17). Yeenoghu can innately cast the following spells, requiring no material components:
3/day: *power word stun*
1/day: *symbol* (pain)

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Yeenoghu is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Yeenoghu is immune to spells of 2nd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Yeenoghu is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Yeenoghu is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Summon Demon (1/day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Summon Demon (1/Day). Yeenoghu summons 1d6 shoosuva or 1d4 glabrezu or 1d4 shoosuva + 1d2 glabrezu. A summoned demon appears in an unoccupied space within 60 feet of Yeenoghu, acts as an ally of Yeenoghu, has no talents, and can't summon other demons. It remains for one minute, until it or Yeenoghu dies, or until Yeenoghu dismisses it as an action.

Summon Gnolls (1/day)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Summon Gnolls (1/Day). Yeenoghu summons 2d6 gnoll flesh gnawers, 1d6 gnoll pack lords, 1d4 gnoll fang of yeenoghus, and 1 flind. A summoned gnoll appears in an unoccupied space within 60 feet of Yeenoghu, acts as an ally of Yeenoghu and has no talents. It remains until it or Yeenoghu dies, or until Yeenoghu dismisses it as an action.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Swift Spellcaster (3/Day). Yeenoghu can take a bonus action to cast a spell that has a casting time of 1 action.

Zuggtmoy

Zuggtmoy (CR 23) can have a maximum of 8 talents.

Constrict

Type: Trait.

Constrict. When Zuggtmoy hits a Huge or smaller creature with its pseudopod, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, Zuggtmoy can automatically hit the target with its pseudopod, but can't use this pseudopod against other targets.

Extended Pseudopod

Type: Trait.

Zuggtmoy's pseudopod attack has a reach of 15 ft.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Zuggtmoy can take 1 extra legendary action before the start of his next turn. Zuggtmoy can retake this talent up one additional time. The extra legendary action stacks.

Flailing Pseudopods (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Flailing Pseudopods (Recharge 5-6). Each creature within reach of Zuggtmoy's pseudopod attack must make a DC 21 Dexterity saving throw. The target takes 30 (4d8 + 12) bludgeoning damage plus 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Fling

Type: Action.

Prerequisite: Constrict.

One Large or smaller object held or creature grappled by Zuggtmoy is thrown up to 60 feet 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 21 Dexterity saving throw or take the same damage and be knocked prone.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. Zuggtmoy's innate spellcasting ability is Charisma (spell save DC 17). Zuggtmoy can innately cast the following spells, requiring no material components:
At-will: *detect evil and good*
3/day each: *blight, contagion*

Innate Spellcasting II

Type: Trait.

Prerequisite Innate Spellcasting.

Innate Spellcasting. Zuggtmoy's innate spellcasting ability is Charisma (spell save DC 17). Zuggtmoy can innately cast the following spells, requiring no material components:
3/day: *wall of thorns*
1/day: *symbol* (death)

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Zuggtmoy is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Zuggtmoy is immune to spells of 2nd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Zuggtmoy is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Zuggtmoy is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Regeneration

Type: Trait.

Regeneration. Zuggtmoy regains 10 hit points at the start of her turn while in contact with the ground. If Zuggtmoy takes acid or radiant damage, this trait doesn't function at the start of her next turn. Zuggtmoy dies only if she starts her turn with 0 hit points and doesn't regenerate.

Summon Demon (1/Day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Summon Demon (1/Day). Zuggtmoy summons 2d4 vrocks. A summoned demon appears in an unoccupied space within 60 feet of Zuggtmoy, acts as an ally of Zuggtmoy, has no talents, and can't summon other demons. It remains for one minute, until it or Zuggtmoy dies, or until Zuggtmoy dismisses it as an action.

Summon Shamblers (1/Day)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Summon Shamblers (1/Day). Zuggtmoy summons 1d4+1 spore-infested shambling mounds. A summoned shambling mound appears in an unoccupied space within 60 feet of Zuggtmoy, acts as an ally of Zuggtmoy and has no talents. It remains until it or Zuggtmoy dies, or until Zuggtmoy dismisses it as an action.

Swift Spellcaster (3/Day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Swift Spellcaster (3/Day). Zuggtmoy can take a bonus action to cast a spell that has a casting time of 1 action.

Toxic Aura

Type: Trait.

Toxic Aura. Zuggtmoy can activate or deactivate this feature as a bonus action. While active, the aura deals 10 poison damage to any creature that ends its turn within 20 feet of Zuggtmoy.

Derro

Derro

Derro (CR 1/4) can have 1 talent.

Madness

Type: Trait.

Madness. The derro has advantage on saving throws against being charmed and frightened and on ability checks made against Wisdom (Insight) ability checks.

Mark the Target

Type: Trait.

A creature hit by the derro's melee weapon attack is marked until the end of the derro's next turn. This effect ends early if the derro is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the derro, a creature marked by the derro has disadvantage on any attack roll that doesn't target the derro.

Quick Jab

Type: Trait.

When the derro successfully knocks a target prone with its hooked spear, it can take a bonus action to make a hooked spear attack against it.

Reckless

Type: Trait.

Reckless. At the start of its turn, the derro 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.

Derro Savant

Derro (CR 3) can have a maximum of 2 talents.

Favored by Diirinka

Type: Trait.

Favored by Diirinka (Recharges after a Short or Long Rest). If the derro fails a saving throw or

misses with an attack roll, it can roll 2d4 and add it to the total, possibly changing the outcome.

Madness

Type: Trait.

Madness. The derro has advantage on saving throws against being charmed and frightened and on ability checks made against Wisdom (Insight) ability checks.

Unpredictable Magic

Type: Reaction.

Unpredictable Magic (Recharges after a Short or Long Rest). The derro imposes disadvantage to a creature's saving throw against a spell it cast this turn. It must decide to use this feature before the saving throw is rolled.

War Magic

Type: Trait.

War Magic. When the derro uses its action to cast a cantrip, it can make one melee attack as a bonus action.

Devils

Naturally Insidious

Type: Trait.

The devil has advantage on all Charisma checks when lying, intimidating and manipulating others to further its agenda or for self-preservation.

Abishai, Black

The black abishai (CR 7) can have a maximum of 3 talents.

Acid Breath (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Acid Breath (Recharge 5-6). The black abishai exhales acid in an 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 31 (7d8) acid damage on a failed save, or half as much damage on a successful one.

Flyby

Type: Trait.

Flyby. The black abishai doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Hungry Darkness (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The black abishai creates a magical darkness identical to the *darkness* spell, except the black abishai can see through it. This effect lasts for 1 minute. Any creature that starts its turn within this area of darkness takes 4 (1d8) necrotic damage. When a creature moves into or within the area, it takes 4 (1d8) necrotic damage for every 5 feet it travels. The black abishai is immune to the damage from *hungry darkness*.

Shadow Shift

Type: Reaction.

Shadow Shift. While in dim light or in darkness and a creature the black abishai can see moves within 5 feet of the black abishai, the black abishai can move up to half its speed without provoking opportunity attacks.

Shadow Step

Type: Trait.

Shadow Step. While in dim light or darkness, the black abishai can teleport as a bonus action up to

60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Tail Stinger

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature moves within 5 feet of the black abishai and the black abishai can see the creature, the black abishai can choose to attack it with its tail stinger.

Tail Stinger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 4 (1d8) acid damage and the creature gains vulnerability to acid until the end of the black abishai's next turn.

Abishai, Blue

The blue abishai (CR 17) can have a maximum of 6 talents.

Flyby

Type: Trait.

Flyby. The blue abishai doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Detect. The blue abishai makes a Wisdom (Perception) check.

Bash. The blue abishai attacks with its quarterstaff.

Bite (Costs 2 Actions). The blue abishai attacks with its bite.

Cast Spell (Costs 1-3 Actions). The blue abishai uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

Lightning Breath (Recharge 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Lightning Breath (Recharge 5-6). The blue abishai exhales lightning in an 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Lightning-Charged Staff

Type: Trait.

The blue abishai's quarterstaff attack deals an extra 7 (2d6) lightning damage.

Lightning Veil (Recharge 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Lightning Veil (Recharge 5-6). The blue abishai chooses a target within 60 feet of it. At the start of each of the target's turns, the target and each creature within 15 feet of the target takes 16 (3d10) lightning damage. The creature can make a DC 16 Wisdom saving throw at the end of each of its turns, ending the effect on a success.

Staff of Shocking

Type: Trait.

Prerequisite: Lightning-Charged Staff

If the blue abishai's quarterstaff attack roll against a target succeeds by 5 or more, the target must make a DC 16 Constitution saving throw or be stunned and paralyzed until the end of the blue abishai's next turn.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The blue abishai can take a bonus action to cast a spell that has a casting time of 1 action.

Tail Stinger

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature moves within 5 feet of the blue abishai and the blue abishai can see the creature, the blue abishai can choose to attack it with its tail stinger.

Tail Stinger. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 4 (1d8) lightning damage and the creature gains vulnerability to lightning until the end of the blue abishai's next turn.

Abishai, Green

The green abishai (CR 15) can have a maximum of 6 talents.

Aggravating Blade

Type: Trait.

Prerequisite: Venomous Sword

Deadly. If the green abishai hits a poisoned creature with its longsword, the hit is automatically a critical hit.

Flyby

Type: Trait.

Flyby. The green abishai doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Detect. The green abishai makes a Wisdom (Perception) check.

Slash. The green abishai attacks with its longsword.

Claws (Costs 2 Actions). The green abishai attacks with its claws.

Cast Spell (Costs 3 Actions). The green abishai casts a spell.

Poison Breath (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Poison Breath (Recharge 5-6). The green abishai exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 49 (14d6) poison damage on a failed save, or half as much damage on a successful one.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The green abishai can take a bonus action to cast a spell that has a casting time of 1 action.

Tail Stinger

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature moves within 5 feet of the green abishai and the green abishai can see the creature, the green abishai can choose to attack it with its tail stinger.

Tail Stinger. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 4 (1d8) poison damage and the creature gains vulnerability to poison until the end of the green abishai's next turn.

Venomous Blade

Type: Trait.

The green abishai's longsword attack deals an extra 7 (2d6) poison damage.

Abishai, Red

The red abishai (CR 19) can have a maximum of 7 talents.

Innate Spellcasting

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Innate Spellcasting. The red abishai's innate spellcasting ability is Charisma (spell save DC 21). The red abishai can innately cast the following spells, requiring no material components:
At-will: *command, charm person, suggestion*
3/day each: *dominate person, fear, flame strike*
1/day each: *divine word, fire storm*

Fire Breath (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Fire Breath (Recharge 5-6). The red abishai exhales fire in a 15-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Flaming Morningstar

Type: Trait.

The red abishai's morningstar attack deals an extra 11 (2d10) fire damage.

Flyby

Type: Trait.

Flyby. The red abishai doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Detect. The red abishai makes a Wisdom (Perception) check.
Bash. The red abishai attacks with its morningstar.
Bite (Costs 2 Actions). The red abishai makes a bite attack.
Command Fanataics (Costs 3 Actions). The red abishai chooses up to four of its allies within 60 feet of it that can see it. Each target can use its reaction to move up to half its speed and make one weapon attack.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The red abishai can take a bonus action to cast a spell that has a casting time of 1 action.

Tail Stinger

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature moves within 5 feet of the red abishai and the red abishai can see the creature, the red abishai can choose to attack it with its tail stinger.

Tail Stinger. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 4 (1d8) fire damage and the creature gains vulnerability to fire until the end of the red abishai's next turn.

Abishai, White

The white abishai (CR 6) can have a maximum of 3 talents.

Cold Breath (Recharge 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Cold Breath (Recharge 5-6). The white abishai exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The red abishai's innate spellcasting ability is Charisma (spell save DC 12). The red abishai can innately cast the following spells, requiring no material components:
At-will: *charm person, command, detect magic*
1/day each: *ice storm*

Flyby

Type: Trait.

Flyby. The white abishai doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Frost Blade

Type: Trait.

The white abishai's longsword attack deals an extra 3 (1d6) cold damage.

Rage

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Rage (Recharges after a Short or Long Rest). As a bonus action, the white abishai can enter a rage at the start of its turn. The rage lasts for 1 minute or until the white abishai is incapacitated. While raging, the white abishai gains the following benefits:

- The white abishai has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the white abishai gains a +2 bonus to the damage roll.
- The white abishai has resistance to bludgeoning, piercing, and slashing damage.

Tail Stinger

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature moves within 5 feet of the white abishai and the white abishai can see the creature, the white abishai can choose to attack it with its tail stinger.

Tail Stinger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 3 (1d6) cold damage and the creature gains vulnerability to cold until the end of the white abishai's next turn.

Amnizu

The amnizu (CR 18) can have a maximum of 7 talents.

Aura of Tyranny

Type: Trait.

Aura of Tyranny. An ally that is within 30 feet of the amnizu and can see and hear the amnizu and has less hit points than the amnizu has advantage to saving throws against being charmed and frightened, provided that the amnizu isn't incapacitated.

Extended Whip

Type: Trait.

The amnizu's Taskmaster Whip attack has a reach of 15 ft.

Improved Poison Mind

Type: Trait.

The amnizu's Poison Mind can target up to three creatures.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The amnizu moves up to half its speed without provoking opportunity attacks.

Beguile. The amnizu casts *charm person* or *command*.

Whip (Costs 2 Actions). The amnizu attacks with its Taskmaster Whip.

Disruptive Touch (Costs 2 Actions). The amnizu makes a Disruptive Touch attack.

Fireball (Costs 3 Actions). The amnizu casts *fireball*.

Spur Allies

Type: Trait.

Spur Allies. As a bonus action, the amnizu targets up to two allies within 30 feet that can see and hear the amnizu and must have less hit points than the amnizu. The target takes 3 (1d6) psychic damage and uses its reaction to make one melee attack with advantage on the roll.

Summon Devil (1/day)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Summon Devil (1/Day). An amnizu summons 2d4 bearded devils or 1d4 barbed devils. A summoned devil appears in an unoccupied space within 60 feet of the amnizu, acts as an ally of the amnizu, has no talents, and can't summon other devils. It remains for one minute, until it or the amnizu dies, or until the amnizu dismisses it as an action.

Swift Spellcaster (3/day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The amnizu can take a bonus action to cast a spell that has a casting time of 1 action.

Vexing Whip

Type: Trait.

A creature hit by the amnizu's Taskmaster Whip attack gains disadvantage to ability checks, attack rolls, and saving throws until the end of the the amnizu's next turn.

Hellfire Engine

The hellfire engine (CR 16) can have a maximum of 6 talents.

Burst of Speed (Recharge 6)

Type: Trait.

The hellfire engine can take a bonus action to increase its speed to 80 until the end of the turn.

Death Throes

Type: Trait.

Death Throes. When the hellfire engine dies, it explodes, and each creature within 60 feet of it must make a DC 20 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one. Creatures within 30 feet of the hellfire engine gain disadvantage on their saving throws against this effect.

Hellfire Shield

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

At the start of each of the hellfire engine's turns, each creature within 5 feet of it takes 5 (1d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the hellfire engine or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The hellfire engine moves up to half its speed.

Hellish Weapon (Costs 2 Actions). The hellfire engine makes a Bonemelt Sprayer, Lightning Flail, or Thunder Cannon attack.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The hellfire engine is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

The hellfire engine is immune to spells of 2nd level and below, but not to cantrips.

Magic Immunity III

Type: Trait.

Prerequisite Magic Immunity I, Magic Immunity II

The hellfire engine is immune to spells of 3rd level and below, but not to cantrips.

Thunderous Bellow (Recharge 5-6)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Thunderous Bellow (Recharge 5-6). As a bonus action, the hellfire engine unleashes a magical, thundering bellow. Each creature within 60 feet that can hear the hellfire engine must succeed on a DC 20 Constitution saving throw. Creatures within 30 feet of the hellfire engine gain disadvantage on their saving throws. On a failed save, the target takes 22 (4d10) thunder damage and is deafened for 1 minute. If a creature fails its saving throw by 5 or more, the creature is also stunned. A deafened or stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage and isn't deafened.

Unstoppable

Type: Trait.

The hellfire engine deals triple damage against objects and structures. In addition, the hellfire

engine can move through the space of a Large or smaller hostile creature. All opportunity attacks made against the hellfire engine by the creatures whose spaces the hellfire engine entered have disadvantage.

Merregon

The merregon (CR 4) can have a maximum of 2 talents.

Legion Devil Defense

Type: Trait.

The merregon gains advantage to Strength and Dexterity saving throws if it is within 5 feet of an allied merregon that isn't incapacitated.

Legion Devil Formation

Type: Reaction.

When a hostile creature the merregon can see moves within 5 feet of the merregon, the merregon can move up to its speed without provoking opportunity attacks. It must be able to end in a space within 5 feet of an allied merregon that isn't incapacitated.

Legion Devil Phalanx

Type: Trait.

The merregon gains +2 AC if it is within 5 feet of an allied merregon that isn't incapacitated.

Martial Advantage

Type: Trait.

Martial Advantage. Once per turn, the merregon 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 merregon that isn't incapacitated.

Parry

Type: Reaction.

The merregon adds 3 to its AC against one melee attack that would hit it. To do so, the merregon must see the attacker and be wielding a melee weapon.

Narzugon

The narzugon (CR 13) can have a maximum of 5 talents.

Aura of Fire

Type: Trait.

Any creature that starts its turn within 10 feet of the narzugon takes 5 (1d10) fire damage.

Aura of Protection

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the narzugon or an ally of the narzugon within 10 feet of the narzugon makes a saving throw, the creature gains advantage to the saving throw.

Command Devil

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Command Devil. As a bonus action, the narzugon targets one devil ally with CR 12 or below it can see within 30 feet of it and gives it a telepathic command. The target can use its reaction to move up to half its speed and make one weapon attack.

Command Steed

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Command Steed. As a bonus action, the narzugon can command the nightmare it is mounted on. The target can use its reaction to move up to half its speed and make one hooves attack or use Ethereal Stride.

Hellfire Smite (3/Day)

Type: Trait.

Hellfire Smite (3/Day). As a bonus action, when the narzugon hits a creature with a weapon attack, it can deal an extra 11 (2d10) fire damage and the target becomes vulnerable to fire until the end of the narzugon's next turn.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The narzugon's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The narzugon can innately cast the following spells, requiring no material components:
At-will: *command, hellish rebuke, scorching ray*
1/day each: *contagion, dominate person*

Indomitable

Type: Trait.

Indomitable (1/Day). The narzugon rerolls a failed saving throw. It must use the new roll.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

The narzugon gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The narzugon regains spent legendary actions at the start of its turn.
Move. The narzugon moves up to half its speed.
Hellish Command (Costs 2 Actions). The narzugon uses Infernal Command or Terrifying Command.
Lance (Costs 2 Actions). The narzugon makes a Hellfire Lance attack.

Mounted Charge

Type: Trait.

Charge. When mounted on its steed and the narzugon moves at least 10 feet in a straight line right before attacking a creature and hits it with a Hellfire Lance attack, the narguzon deals an extra 6 (1d12) weapon damage. In addition, the target must make a DC 18 Strength saving throw or be knocked prone.

Nupperibo

The nupperibo (CR 1/2) can have 1 talent.

Blood Frenzy

Type: Trait.

Blood Frenzy. The nupperibo has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Fear Aura

Type: Trait.

A creature, other than a devil, hostile to the nupperibo that starts its turn within 10 feet of two nupperibo must make a DC 11 Wisdom saving throw, unless the nupperibos are incapacitated. On a failed save, the target is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the nupperibo's Fear Aura for the next 24 hours.

Ravenous

Type: Trait.

Ravenous. The nupperibo can take a bonus action to make one bite attack against a creature that doesn't have all its hit points. Attacks against the nupperibo have advantage until the start of the nupperibo's next turn.

Orthon

The nupperibo (CR 10) can have a maximum of 4 talents.

Close Quarters Shooting

Type: Trait.

Close Quarters Shooting. Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on the orthon's roll. In addition, if the orthon hits a creature within 5 feet of it with a ranged attack on its turn, that creature can't take reactions until the end of the orthon's turn.

Innate Spellcasting

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Innate Spellcasting. The orthon's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The orthon can innately cast the following spells, requiring no material components:
At-will: *hunter's mark*
1/day each: *conjure volley, steel wind strike, teleport*

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The orthon moves up to half its speed without provoking opportunity attacks.

Infernal Attack (Costs 2 Actions). The orthon makes an Infernal Dagger or Infernal Crossbow attack.

Maggot Burst

Type: Trait.

A creature that takes damage from the orthon's Explosive Retribution is infested with 1d4 maggots. At the start of each of the target's turns, the target takes 1d6 piercing damage per maggot infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these maggots. After this time, the maggots are too far under the skin to be burned.

If a target infested by maggots ends its turn with 0 hit points, it dies as the maggots burrow into its heart and kills it. Any effect that cures disease kills all maggots infesting the target.

Sharpshooter

Type: Trait.

Sharpshooter. The orthon's ranged weapon attacks ignore half cover and three-quarters

cover and attacking at long range doesn't impose disadvantage on the orthon's ranged weapon attack rolls.

Slay Foe

Type: Trait.

Slay Foe (1/Turn). The orthon deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Skirmisher

Type: Reaction.

Skirmisher. When an enemy the orthon can see ends its turn within 5 feet of it, the orthon can move up to half its speed. This movement doesn't provoke opportunity attacks.

Steady Aim

Type: Trait.

Steady Aim (3/Day). As a bonus action, the orthon takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the orthon deals an extra 10 damage with its ranged weapon attacks against the target.

Devils, Arch-

Bael

Bael (CR 19) can have a maximum of 7 talents.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When Bael uses his action to cast a spell that has a casting time of 1 action, he can make one melee attack as a bonus action.

Bronze General

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Bronze General. Bael learns five maneuvers and gains five d10 superiority dice from the Fighter class's Battle Master archetype. Bael's Maneuver ability is Strength (Maneuver save DC 21).

Cleaving Swing (Recharge 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Cleaving Swing (Recharge 5-6). Each creature within 20 feet of Bael must succeed on a DC 21 Dexterity saving throw, taking 16 (2d8 + 7) piercing damage plus 13 (3d8) necrotic damage on a failed save, or half as much damage on a successful one.

Crippling Blow

Type: Trait.

Crippling Blow. Once during its turn when Bael hits a creature with a melee attack and has advantage on the attack roll, the target must make a DC 21 Constitution saving throw. On a failed save, the target becomes crippled. A crippled target has disadvantage on ability checks, attack rolls, and saving throws, can't take reactions, and can't move more than half its speed for 1 minute. A crippled target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the crippled creature, or a creature within 5 feet of it, can use an action to make a DC 21 Wisdom (Medicine) check, ending the effect on a success. The wound also ends if the target receives magical healing.

Enmity

Type: Trait.

Enmity. If Bael takes damage from a creature, it gains advantage on its next melee weapon attack against that creature until the end of Bael's next turn.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Bael can take 1 extra legendary action before the start of his next turn. Bael can retake this talent up one additional time. The extra legendary action stacks.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Bael is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Bael is immune to spells of 2nd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Bael is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Bael is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Rupture

Type: Trait.

Rupture. If Bael's Hellish Morningstar attack roll against a target succeeds by 5 or more, the target must succeed on a DC 21 Constitution saving throw. On a failed save, the target starts to bleed and takes an extra 13 (3d8) necrotic damage at the start of each of its turns. This effect does not stack. A bleeding creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Summon Devil (1/day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Summon Devil (1/Day). Bael summons 1d4 + 1 barbed devils. A summoned devil appears in an unoccupied space within 60 feet of Bael, acts as an ally of Bael, has no talents, and can't summon other devils. It remains for one minute, until it or Bael dies, or until Bael dismisses it as an action.

Geryon

Geryon (CR 22) can have a maximum of 8 talents.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Geryon can take 1 extra legendary action before the start of his next turn. Geryon can retake this talent up one additional time. The extra legendary action stacks.

Feral Instinct

Type: Trait.

Feral Instinct. Geryon has advantage on initiative rolls. Additionally, if Geryon is surprised at the beginning of combat and isn't incapacitated, it can act normally on its first turn.

Go for the Kill

Type: Trait.

Go for the Kill. As a bonus action, Geryon can move up to its speed toward a hostile creature that it can see that doesn't have all its hit points.

Horn of Devastation (Recharge 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Horn of Devastation (Costs 3 Actions). Geryon can blow his horn to emit a thunderous blast in a 60-foot cone that is audible 1200 feet away. Each creature in the cone must make a DC 23 Constitution saving throw. Creatures in the cone within 30 feet of Geryon have disadvantage on their saving throws. On a failed save, a creature takes 35 (10d6) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 70 (20d6) thunder damage instead of 35 (10d6).

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Geryon is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Geryon is immune to spells of 2nd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Geryon is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Geryon is resistant to bludgeoning, piercing, and

slashing damage from +2 magical weapons or weaker.

Natural Cunning

Type: Trait.

Natural Cunning. Geryon has advantage on Wisdom (Survival) checks made to track creatures. Geryon also can't get lost and can't be surprised.

Penetrating Sting

Type: Trait.

Penetrating Sting. If Geryon's Stinger attack roll against a target succeeds by 5 or more, the target gains disadvantage to the Stinger's Constitution saving throw.

Savage Battle Cry (1/Day)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Savage Battle Cry (1/Day). As a bonus action, Geryon can unleash a terrifying battle cry. Up to ten other creatures of Geryon's choice within 60 feet of it that can hear it gain advantage on attack rolls and saving throws until the start of its next turn. All other creatures within 60 feet must succeed on a DC 23 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.

Sudden Sting

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature moves within 20 feet of Geryon and Geryon can see the creature, Geryon can choose to attack it with its stinger.

Summon Devil (1/day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Summon Devil (1/Day). Geryon summons 2d3 bone devils, 1d2 erinyes, or 1 ice devil, or 1d3 bone devils + 1 erinyes. A summoned devil appears in an unoccupied space within 60 feet of Geryon, acts as an ally of Geryon, has no talents, and can't summon other devils. It remains for one minute, until it or Geryon dies, or until Geryon dismisses it as an action.

Tail Swipe (Recharge 5–6)

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Tail Swipe (Recharge 5-6). Each creature within 20 feet of Geryon must make a DC 24 Strength saving throw. The target takes 15 (2d6 + 9) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

If Geryon uses Multiattack and Tail Swipe is available, he can use Tail Swipe in place of his stinger.

Hutijin

Hutijin (CR 21) can have a maximum of 8 talents.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When Hutijin uses his action to cast a spell that has a casting time of 1 action, he can make one melee attack as a bonus action.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Hutijin can take 1 extra legendary action before the start of his next turn. Hutijin can retake this talent up one additional time. The extra legendary action stacks.

Flyby

Type: Trait.

Flyby. Hutijin doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Hellfire Gaze

Type: Legendary Action.

Talent Cost: 3 (Counts as 3 Talents).

Hellfire Gaze (Costs 3 Actions). Hutijin's eyes project intense fiery energy in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine ash and slag. The creature can be restored to life only by means of a true resurrection or a wish spell.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Hutijin is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Hutijin is immune to spells of 2nd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Hutijin is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Hutijin is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Ravaging Assault

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Ravaging Assault. A creature that is hit by at least three of Hutijin's melee attacks in the same turn must succeed on a DC 23 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Summon Devil (1/day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Summon Devil (1/Day). Hutijin summons 1d3 horned devils, 1d2 ice devils, or 1 pit fiend. A summoned devil appears in an unoccupied space within 60 feet of Hutijin, acts as an ally of Hutijin, has no talents, and can't summon other devils. It remains for one minute, until it or Hutijin dies, or until Hutijin dismisses it as an action.

Tail Swipe (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Tail Swipe (Recharge 5-6). Each creature within 10 feet of Hutijin must make a DC 23 Strength saving throw, taking 19 (2d10 + 8) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

If Hutijin uses Multiattack and Tail Swipe is available, he can use Tail Swipe in place of his tail attack.

Moloch

Moloch (CR 21) can have a maximum of 8 talents.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When Moloch uses his action to cast a spell that has a casting time of 1 action, he can make one melee attack as a bonus action.

Choke Hold

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If a Large or smaller creature is hit by Moloch's claw, that creature is grappled (escape DC 18). Until this grapple ends, the creature is restrained and Moloch can automatically hit the target with its claw but can't use this claw attacks against other targets.

Confusion

Type: Legendary Action.

Confusion (Costs 2 Actions). Moloch casts *confusion.*

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Moloch can take 1 extra legendary action before the start of his next turn. Moloch can retake this talent up one additional time. The extra legendary action stacks.

Fling

Type: Action.

Prerequisite: Choke Hold.

One Large or smaller object held or creature grappled by Moloch takes 17 (2d8 + 8) bludgeoning damage and is thrown up to 60 feet 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 23 Dexterity saving throw or take the same damage and be knocked prone.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Moloch is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Moloch is immune to spells of 2nd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Moloch is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Moloch is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Ravaging Assault

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Ravaging Assault. A creature that is hit by at least three of Moloch's melee attacks in the same turn must succeed on a DC 23 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wall of Fire

Type: Legendary Action.

Talent Cost: 2 (Counts as 2 Talents).

Confusion (Costs 2 Actions). Moloch casts *wall of fire*.

Whirling Tails (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Moloch rapidly swings his vicious Many-Tailed Whip in deadly arc around him as he moves toward his foes.

Whirling Tails (Recharge 5-6). Moloch moves up to its walking speed in a straight line and targets each creature within 15 feet of it during its movement. Each target must succeed on a DC 23 Dexterity saving throw or take 13 (2d4 + 8) slashing damage plus 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

Titivilus

Titivilus (CR 16) can have a maximum of 6 talents.

Aura of Influence

Type: Trait.

Any creature that starts its turn within 10 feet of Titivilus has disadvantage to saving throws made against being charmed or frightened until the start of its next turn.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When Titivilus uses his action to cast a spell that has a casting time of 1 action, he can make one melee attack as a bonus action.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Titivilus can take 1 extra legendary action before the start of his next turn. Titivilus can retake this talent up one additional time. The extra legendary action stacks.

Flyby

Type: Trait.

Flyby. Titivilus doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. Titivilus's innate spellcasting ability is Charisma (spell save DC 21). Titivilus can innately cast the following spells, requiring no material components:
At-will: *fear*

1/day each: *mass suggestion*

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Titivilus is immune to 1st level spells, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Titivilus is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Summon Devil (1/day)

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

Summon Devil (1/Day). Titivilus summons 3d6 spined devils, 2d6 bearded devils, or 1 erinyes. A summoned devil appears in an unoccupied space within 60 feet of Titivilus, acts as an ally of Titivilus, has no talents, and can't summon other devils. It remains for one minute, until it or Titivilus dies, or until Titivilus dismisses it as an action.

Word of Discord (Recharge 5–6)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Word of Discord (Recharge 5-6). Each creature within 60 feet of Titivilus and can hear Titivilus must succeed on a DC 21 Charisma saving throw. On a failed save, a target takes 25 (4d8 + 7) psychic damage and must use its reaction to make a melee weapon attack against one creature of Titivilus's choice that Titivilus can see. On a successful save, the target takes half as much damage. Constructs, devils, and undead are immune to this effect.

Zariel

Zariel (CR 26) can have a maximum of 9 talents.

Aura of Hellfire

Type: Trait.

Any creature that isn't immune to fire that starts its turn within 10 feet of Zariel takes 5 (1d10) fire damage and becomes vulnerable to fire until the start of its next turn.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When Zariel uses her action to cast a spell that has a casting time of 1 action, she can make one melee attack as a bonus action.

Dancing Sword of Zariel (1/Day)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Zariel can use a bonus action to toss her longsword into the air. When she does so, the longsword begins to hover, flies up to 120 feet, and attacks one creature of its choice within 5 feet of it. The longsword uses Zariel's attack roll and ability score modifier to damage rolls.

While the longsword hovers, Zariel can use a bonus action to cause it to fly up to 120 feet to another spot within 120 feet of her. As part of the same bonus action, she can cause the longsword to attack one creature within 5 feet of it.

After the hovering longsword attacks for the sixth time, it flies up to 120 feet and tries to return to Zariel's hand. If she has no hands free, it falls to the ground at its feet. If the longsword has no unobstructed path to Zariel, it moves as close to Zariel as it can and then falls to the ground. It also ceases to hover if Zariel grasps it or moves more than 120 feet away from it.

Fiery Wing Shield

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Zariel folds her wings to form a flaming shield against a would-be attacker. She adds 5 to her AC against one melee attack that would hit it. To do so, Zariel must see the attacker. If the attack results in a miss due to this feature, the attacking creature takes 14 (4d6) fire damage.

Fireball

Type: Legendary Action.

Talent Cost: 2 (Counts as 2 Talents).

Fireball (Costs 3 Actions). Zariel casts *fireball*.

Flaming Column (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Zariel flies and spins rapidly, striking all around her with her longsword.

Flaming Column (Recharge 5-6). Zariel moves up to her flying speed in a straight line and targets each creature within 10 feet of her during her movement. This move doesn't provoke opportunity attacks. Each target must succeed on a DC 24 Dexterity saving throw or take 19 (2d10 + 8) slashing damage plus 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Zariel can take 1 extra legendary action before the start of her next turn. Zariel can retake this talent up one additional time. The extra legendary action stacks.

Flyby

Type: Trait.

Flyby. Zariel doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Hellfire Smite (3/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Hellfire Smite (3/Day). As a bonus action, when Zariel hits a creature with a weapon

attack, she can deal an extra 13 (3d8) fire damage. If the target isn't immune to fire, it becomes vulnerable to fire until the end of Zariel's next turn.

Hellfire Wave (Recharge 6)

Type: Legendary Action.

Talent Cost: 2 (Counts as 2 Talents).

Hellfire Wave (Costs 3 Actions). Strong waves of hellish flames surge from Zariel and incinerate all those around her. Each creature within 20 feet of her must succeed on a DC 26 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. Whether a creature saves or fails, it becomes vulnerable to fire until the end of Zariel's next turn, unless it is immune to fire.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. Zariel's innate spellcasting ability is Charisma (spell save DC 23). Zariel can innately cast the following spells, requiring no material components:
At-will: *command, detect magic, hunter's mark*
3/day: *greater invisibility* (self only)

Innate Spellcasting II

Type: Trait.

Prerequisite Innate Spellcasting

Innate Spellcasting. Zariel's innate spellcasting ability is Charisma (spell save DC 23). Zariel can innately cast the following spells, requiring no material components:
3/day: *dominate person*
1/day each: *fire storm, symbol* (*death* or *fear* only)

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Zariel is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

Zariel is immune to spells of 2nd level and below, but not to cantrips.

Magic Immunity III

Type: Trait.

Prerequisite Magic Immunity I, Magic Immunity II

Zariel is immune to spells of 3rd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Zariel is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

Zariel is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Magic Weapon Resistance III

Type: Trait.

Prerequisite Magic Weapon Resistance I & II

Zariel is resistant to bludgeoning, piercing, and slashing damage from +3 magical weapons or weaker.

Vorpal Strikes

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Zariel's longsword attacks ignore resistance to slashing damage. In addition, when Zariel attacks a creature that has at least one head with a

longsword attack and rolls a 20 on the attack roll, it cuts off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with Zariel's longsword. Such a creature instead takes an extra 27 (6d8) slashing damage from the hit.

Drow

All types of drow can have the following talents:

Magic Resistance

Type: Trait.

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

Magic Weapons

Type: Trait.

Magic Weapons. The drow's weapon attacks are magical.

Skirmisher

Type: Reaction.

Skirmisher. When an enemy the drow can see ends its turn within 5 feet of it, the drow can move up to half its speed. This movement doesn't provoke

opportunity attacks.

Subterranean Stalker

Type: Trait.

The drow has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

Drow Arachnomancer

The Arachnomancer (CR 13) can have a maximum of 5 talents.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the drow uses its action to cast a spell that has a casting time of 1 action, it can make one melee attack as a bonus action.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The drow moves up to half its speed without provoking opportunity attacks.
Cantrip. The drow casts a cantrip.
Poisonous Attack (Costs 2 Actions). The drow makes a Poisonous Touch (Humanoid Form only) or Bite attack (Giant Spider Form Only).

Poison Immunity

Type: Trait.

The drow is immune to poison.

Web of a Thousand Spiders (1/Day)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Web of a Thousand Spiders (1/Day). The drow conjures a ball of web filled with tiny venomous spiders that explodes at a point it can see within 60 feet of it and blankets the area in webs. Each creature in a 20-foot-radius sphere centered on that point must succeed on a DC 16 Strength saving throw. On a failed save, the target is restrained by the web. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it must succeed on a DC 16 Strength saving throw or become restrained by the webbing. Any creature that starts its turn within the web takes 15 (6d4) poison damage at the start of each of the drow's turns. A restrained creature can use an action to perform a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on itself on a success. The webbing can also be attacked and destroyed (AC 10; hp 5 per 5 foot square; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Drow Favored Consort

The drow favored consort (CR 18) can have a maximum of 7 talents.

Arcane Deflection

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Arcane Deflection. When the drow is hit by an attack or fails a saving throw, it gains a +2 bonus to its AC against that attack or a +4 bonus to that saving throw. When it uses this feature, the drow can't cast spells other than cantrips until the end of its next turn.

Battle Concentration

Type: Trait.

Battle Concentration. The drow has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The drow moves up to half its speed without provoking opportunity attacks.

Cantrip. The drow casts a cantrip.

Scimitar (Costs 2 Actions). The drow attacks with its scimitar.

Cast Spell (Costs 1-3 Actions). The drow uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

Opportunity Spell

Type: Reaction.

Opportunity Spell. When a hostile creature's movement provokes an opportunity attack from the drow, it can cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Power Surge (3/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Power Surge (3/Day). Once per turn when the drow deals damage to a creature or object with a wizard spell, it can choose to deal an extra 10 (3d6) force damage to that target.

Tactical Wit

Type: Trait.

Tactical Wit. The drow has a +4 bonus to its initiative rolls.

Drow House Captain

The drow house captain (CR 9) can have a maximum of 4 talents.

Battle Tactician

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Tactician. The drow learns three maneuvers and gains four d8 superiority dice from the Fighter class's Battle Master archetype. The drow's Maneuver ability is Dexterity (Maneuver save DC 16).

Distracing Strike

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Distracting Strike (1/Turn). When the drow hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the drow has advantage if the attack is made before the start of the drow's next turn.

Maneuver Allies (Recharge 5–6)

Type: Action.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this drow that can hear him can each use their reaction to move up to half their speed without provoking opportunity attacks.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Command. The drow targets one ally he can see within 30 feet of him. If the target can see or hear the drow, the target can use its reaction to make one melee attack.

Move. The drow moves up to half his speed without provoking opportunity attacks.

Drow Magic. The drow casts a spell from his list of innate spells.

Attack (Costs 2 Actions). The drow makes a melee or ranged weapon attack.

Drow Inquisitor

The drow inquisitor (CR 14) can have a maximum of 5 talents.

Aura of Judgement

Type: Trait.

Prerequisite: Dreadful Strikes.

Aura of Judgement. A creature hostile to the drow that is within 15 feet of the drow has disadvantage on saving throws against being frightened, provided that the drow isn't incapacitated.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the drow uses its action to cast a spell that has a casting time of 1 action, it can make one melee attack as a bonus action.

Dreadful Strikes

Type: Trait.

Prerequisite: Dreadful Strikes.

Talent Cost: 2 (Counts as 2 Talents).

Dreadful Strikes. When a creature takes necrotic damage from the drow's death lance attack, it must make a DC 18 Wisdom saving throw or become frightened until the end of the drow's next turn.

Glare of Reckoning

Type: Action.

Glare of Reckoning. The drow targets one frightened creature she can see within 30 feet of her. The target must make a DC 18 Wisdom saving throw. On a failure, the target is paralyzed until the drow deals damage to it, or until the end of the drow's next turn.

If the drow uses Multiattack, it can use Glare of Reckoning in place of one death lance attack.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The drow moves up to half her speed without provoking opportunity attacks.

Lance (Costs 2 Actions). The drow attacks with her Death Lance.

Cast Spell (Costs 1-3 Actions). The drow uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that she has prepared. Doing so costs 1 legendary action per level of the spell.

Smite

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Smite. As a bonus action, when the drow hits a creature with a weapon attack, she can expend a 1st level spell slot to deal 9 (2d8) necrotic damage to the target. If the drow expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8).

Drow Matron Mother

The drow matron mother (CR 20) can have a maximum of 7 talents.

Aura of Lolth's Favored

Type: Trait.

Aura of Lolth's Favored. A demon, drow, or spider ally that is within 30 feet of this drow and can see and hear her has advantage to saving throws against being charmed and frightened, provided that this drow isn't incapacitated.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the drow uses her action to cast a spell that has a casting time of 1 action, she can make one melee attack as a bonus action.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The drow can take 1 extra legendary action before the start of her next turn. The drow can retake this talent up one additional time. The extra legendary action stacks.

Insidious Poison

Type: Legendary Action.

Prerequisite Poisonous Tentacles

Insidious Poison. The drow chooses one creature within 30 feet that she has poisoned. The target must make a DC 20 Wisdom saving throw. On a failed save, the creature uses its reaction to make a melee weapon attack against a creature of the drow's choice that the drow can see.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The drow is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

The drow is immune to spells of 2nd level and below, but not to cantrips.

Poisonous Tentacles

Type: Reaction.

Talent Cost: 3 (Counts as 3 Talents).

Poisonous Tentacles. A creature hit by the drow's tentacle rod attack takes an extra 10 (3d6) poison damage and is poisoned until the end of the drow's next turn.

Web of a Thousand Spiders (2/Day)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Web of a Thousand Spiders (2/Day). The drow conjures a ball of web filled with tiny venomous spiders that explodes at a point she can see within 60 feet of her and blankets the area in webs. Each creature in a 20-foot-radius sphere centered on that point must succeed on a DC 16 Strength saving throw. On a failed save, the target is restrained by the web. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it must succeed on a DC 19 Strength saving

throw or become restrained by the webbing. Any creature that starts its turn within the web takes 15 (6d4) poison damage at the start of each of the drow's turns. A restrained creature can use an action to perform a DC 19 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on itself on a success. The webbing can also be attacked and destroyed (AC 10; hp 5 per 5 foot square; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Drow Shadowblade

The drow shadowblade (CR 11) can have a maximum of 4 talents.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the drow uses its action to cast a spell that has a casting time of 1 action, it can make one melee attack as a bonus action.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The drow moves up to half its speed without provoking opportunity attacks.
Darkness. The drow casts *darkness*.
Attack (Costs 2 Actions). The drow attacks with its shadow sword or hand crossbow.

Shadow Burst (1/Day)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Shadow Burst (1/Day). The drow can dismiss all of its 5-foot cubes of darkness created by its shadow sword, each of which explodes in a burst of necrotic energy. Each creature except the drow within 5 feet of a dismissed 5-foot cube of darkness must make a DC 13 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much as damage on a successful one. A creature can take this damage multiple times if each time it is struck from a different burst.

Stunning Darkness

Type: Trait.

When a creature takes 30 or more necrotic damage in a single turn from the drow's attacks, it must make a DC 13 Constitution saving throw or become stunned until the end of the drow's next turn.

Dwarves, Duergar

Duergar Despot

The duergar despot (CR 12) can have a maximum of 5 talents.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the duergar uses its action to cast a spell that has a casting time of 1 action, it can make one melee attack as a bonus action.

Bruiser

Type: Trait.

Bruiser. A creature that takes damage from the duergar's melee attack has disadvantage on its next attack roll until the end of its next turn.

Duergar Immunity

Type: Trait.

The duergar is immune to lllusions, paralysis, and poison.

Greater Psychic Engine

Type: Trait.

When the duergar suffers a critical hit or is reduced to 0 hit points, psychic energy erupts from its frame to deal 21 (6d6) psychic damage to each creature within 10 feet of it..

Haymaker

Type: Trait.

If the duergar's melee attack roll against a target succeeds by 5 or more, the target must make a DC 17 Constitution saving throw or be knocked unconscious until the end of the duergar's next turn.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Charge. The duergar moves up to its speed.

Stomp (Costs 2 Actions). The duergar attacks with its stomping foot.

Iron Fist (Costs 3 Actions). The duergar attacks with its iron fist.

Rocket Punch (Recharge 5-6)

Type: Action.

The duergar can unleash its iron fist as a magically-propelled projectile.

Rocket Punch (Recharge 5-6). Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 23 (4d8 + 5) bludgeoning damage. If the target is a Large or smaller creature, it must make a successful DC 17 Strength saving throw or be thrown up to 30 feet away in a straight line. The target lands prone and then takes 10 (3d6) bludgeoning damage. The rocket fist flies back and reattaches itself to the duergar's arm at the end of its turn.

When the duergar uses its Multiattack, it can use Rocket Punch in place of one of its iron fist attacks.

Rocket Jump (Recharge 5-6)

Type: Action.

Rocket Jump (Recharge 5-6). As a bonus action, the duergar can propel itself upward by using its rocket-propelled boot, gaining a fly speed of 40 feet until the end of the turn.

Additionally, if the duergar flies at least 10 feet in a straight line right before attacking a creature with its iron fist, the duergar deals an extra 9 (2d8) bludgeoning damage. If the target is a Large or smaller creature, it must make a successful DC 17 Strength saving throw or be thrown up to 30 feet away in a straight line. The target lands prone and

then takes 10 (3d6) bludgeoning damage.

Subterranean Stalker

Type: Trait.

The duergar has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

Duergar Hammerer

The duergar hammerer (CR 2) can have 1 talent.

Magic Weapons

Type: Trait.

Magic Weapons. The hammerer's weapon attacks are magical.

Thick Armor Plating

Type: Trait.

The hammerer is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.

Trembling Slam (Recharge 5–6)

Type: Action.

Trembling Slam (Recharge 5-6). The hammerer pounds the ground with both of its limbs, triggering a short earth tremor. All other creatures on the ground within 10 feet of the hammerer that are Medium or smaller must succeed on a DC 13 Strength saving throw or be knocked prone.

Staggering Blow

Type: Trait.

Staggering Blow. If the hammerer's hammer attack roll against a target succeeds by 5 or more, the target must make a DC 13 Constitution saving throw or be stunned until the end of the duergar's next turn.

Duergar Kavalrachni

The duergar kavalrachni (CR 2) can have 1 talent.

Duergar Immunity

Type: Trait.

The duergar is immune to lllusions, paralysis, and poison.

Mounted Advantage

Type: Trait.

Mounted Advantage. While mounted, the duergar has advantage on melee attack rolls against a Medium or smaller creature standing on the ground.

Mounted Charge

Type: Trait.

Mounted Charge. If the duergar, while mounted, moves at least 10 feet straight toward a creature and then hits it with a melee attack on the same turn, the target takes an extra 3 (1d6) weapon damage and must succeed on a DC 12 Strength saving throw or be knocked prone.

Ride-by Attack

Type: Trait.

Ride-by Attack. If the duergar hits a creature with a melee attack, the duergar and its mount doesn't provoke opportunity attacks from that creature when it moves out of its reach.

Subterranean Stalker

Type: Trait.

The duergar has advantage on Wisdom

(Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

Duergar Mind Master

The duergar mind master (CR 2) can have 1 talent.

Duergar Immunity

Type: Trait.

The duergar is immune to lllusions, paralysis, and poison.

Mass Mind Masterity (1/Day)

Type: Action.

Mass Mind Mastery (1/Day). The duergar targets up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 12 Intelligence saving throw, or the duergar causes it to use its reaction either to make one weapon attack against another creature the duergar can see or to move up to 10 feet in a direction of the duergar's choice. Creatures that can't be charmed are immune to this effect.

Mind Stab (3/Day)

Type: Trait.

Mind Stab (3/Day). When the duergar hits a creature with its mind-poison dagger, the duergar can attempt to disrupt its mental faculties. The target must succeed on a DC 12 Constitution saving throw or be stunned until the end of the duergar's next turn.

Subterranean Stalker

Type: Trait.

The duergar has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

Duergar Screamer

The duergar screamer (CR 3) can have a maximum of 2 talents.

Extended Sonic Scream

Type: Trait.

The range of the screamer's sonic scream is increased to a 20-foot cube.

Magic Weapons

Type: Trait.

Magic Weapons. The screamer's weapon attacks are magical.

Siege Monster

Type: Trait.

Siege Monster. The hammerer deals double

damage to objects and structures.

Stunning Scream

Type: Trait.

A creature that fails its saving throw against the screamer's Sonic Scream by 5 or more is also stunned until the end of screamer's next turn.

Thick Armor Plating

Type: Trait.

The hammerer is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.

Duergar Soulblade

The duergar soulblade (CR 1) can have 1 talent.

Duergar Immunity

Type: Trait.

The duergar is immune to lllusions, paralysis, and poison.

Force Blow

Type: Trait.

If the duergar's soulblade attack roll against a target succeeds by 5 or more or if the duergar had advantage on its soulblade attack roll and hits, the target must make a DC 13 Constitution saving throw or be knocked prone.

Subterranean Stalker

Type: Trait.

The duergar has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

Duergar Stone Guard

The duergar stone guard (CR 2) can have 1 talent.

Duergar Immunity

Type: Trait.

The duergar is immune to lllusions, paralysis, and poison.

Martial Advantage

Type: Trait.

Martial Advantage. Once per turn, the duergar 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 a duergar that has phalanx formation and isn't incapacitated.

Parry

Type: Reaction.

The duergar adds 2 to its AC against one melee attack that would hit it. To do so, the duergar must see the attacker and be wielding a melee weapon.

Phalanx Defense

Type: Trait.

The duergar gains advantage to Strength and Dexterity saving throws if it is within 5 feet of an allied duergar that has phalanx formation and isn't incapacitated.

Subterranean Stalker

Type: Trait.

The duergar has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

Duergar Warlord

The duergar warlord (CR 6) can have a maximum of 3 talents.

Battle Tactician

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Tactician. The duergar learns three maneuvers and gains four d8 superiority dice from the Fighter class's Battle Master archetype. The duergar's Maneuver ability is Dexterity (Maneuver save DC 16).

Distracting Strike

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Distracting Strike (1/Turn). When the duergar hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the duergar has advantage if the attack is made before the start of the duergar's next turn.

Duergar Immunity

Type: Trait.

The duergar is immune to lllusions, paralysis, and poison.

Maneuver Allies (Recharge 5-6)

Type: Action.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this duergar that can hear him can each use their reaction to move up to half their speed without provoking opportunity attacks.

Martial Advantage

Type: Trait.

Prerequisite: Phalanx Formation

Martial Advantage. Once per turn, the duergar can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of a duergar that has phalanx formation and isn't incapacitated.

Phalanx Formation

Type: Trait.

Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield.

Subterranean Stalker

Type: Trait.

The duergar has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

Duergar Xarrorn

The duergar xarrorn (CR 2) can have 1 talent.

Duergar Immunity

Type: Trait.

The duergar is immune to lllusions, paralysis, and poison.

Immolating Blow

Type: Trait.

If the duergar's fire lance attack roll against a target succeeds by 5 or more or if the duergar had advantage on its fire lance attack roll and hits, the target must make a DC 13 Dexterity saving throw or it catches fire. Until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Immolating Spray

Type: Trait.

A creature that fails its saving throw against the

duergar's fire spray by 5 or more must make a DC 12 Dexterity saving throw or it catches fire. Until someone takes an action to douse the fire, the creature takes 7 (2d6) fire damage at the start of each of its turns.

Subterranean Stalker

Type: Trait.

The duergar has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

Eidolon

Eidolon

The eidolon (CR 12) can have a maximum of 5 talents.

Aura of Decay

Type: Trait.

Aura of Decay. Any creature that starts its turn within 5 feet of the eidolon takes 5 (1d10) necrotic damage.

Dessicating Touch

Type: Trait.

Prerequisite: Withering Touch

Dessicating Touch. If the eidolon's withering touch attack roll against a target succeeds by 5 or more, the target must make a DC 15 Constitution saving throw or age 1d4 x 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Fade into the Ether (3/day)

Type: Reaction.

In response to being hit by an attack and the eidolon can see the attacker, the eidolon shifts into the Ethereal Plane and back, causing the attack to attack to miss.

Flyby

Type: Trait.

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

Multiattack

Type: Action.

Prerequisite: Withering Touch

Talent Cost: 2 (Counts as 2 Talents).

Multiattack. The eidolon uses its Divine Dread and makes one attack with its Withering Touch.

Withering Touch

Type: Action.

The eidolon gains a Withering Touch attack.

Withering Touch. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 24 (6d6 + 3) necrotic damage.

Sacred Statue

The following talents can be utilized while the eidolon is occupying the sacred statue. Note that the eidolon can only have a total of 5 talents, including its own and the sacred statue's.

Crushing Stride (Recharges 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Crushing Stride (Recharges 5-6). The sacred statue moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the

sacred statue enters must succeed on a DC 16 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the sacred statue's path. On a failed save, the creature falls prone and takes 43 (6d12 + 4) bludgeoning damage. If the sacred statue remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the sacred statue. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 16 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the sacred statue and is no longer restrained.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The sacred statue is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite: Magic Immunity

The sacred statue is immune to spells of 2nd level and below, but not to cantrips.

Trembling Slam

Type: Action.

Trembling Slam. The sacred statue pounds the ground, triggering a short earth tremor. All other creatures on the ground within 10 feet of the sacred statue that are Medium or smaller than the sacred statue must succeed on a DC 16 Strength saving throw or be knocked prone. When the sacred statue uses its Multiattack, the sacred statue can use its Trembling Slam in place of one slam attack.

Unstoppable

Type: Trait.

The sacred statue deals triple damage against objects and structures. In addition, the sacred statue can move through the space of a Large or smaller hostile creature. All opportunity attacks made against the sacred statue by the creatures whose spaces the sacred statue entered have disadvantage.

Staggering Blow

Type: Trait.

Prerequisite: Sacred Statue

If the sacred statue's weapon attack roll against a target succeeds by 5 or more, the target must make a DC 16 Constitution saving throw or be stunned until the end of the sacred statue's next turn.

Eladrin

All types of eladrin can choose from the following talents:

Close Quarters Shooting

Type: Trait.

Close Quarters Shooting. Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on the eladrin's roll. In addition, if the eladrin hit a creature within 5 feet of it with a ranged attack on its turn, that creature can't take reactions until the end of the eladrin's turn.

Magic Weapons

Type: Trait.

Magic Weapons. The eladrin's weapon attacks are magical.

Sharpshooter

Type: Trait.

Sharpshooter. The eladrin's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the eladrin's ranged weapon attack rolls.

Skirmisher

Type: Reaction.

Skirmisher. When an enemy the eladrin can see ends its turn within 5 feet of it, the eladrin can move up to half his speed. This movement doesn't provoke opportunity attacks.

Steady Aim

Type: Trait.

Steady Aim (3/Day). As a bonus action, the eladrin takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the eladrin deals an extra 10 damage with its ranged weapon attacks against the target.

Woodland Stalker

Type: Trait.

The eladrin has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural woodland surroundings.

Autumn Eladrin

The autumn eladrin (CR 10) can have a maximum of 4 talents.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the eladrin uses its action to cast a spell that has a casting time of 1 action, it can make one melee attack as a bonus action.

Beguiling Strike

Type: Trait.

Beguiling Strike. When the eladrin hits a creature with a weapon attack, it can choose to deal no damage. The creature gains disadvantage to its saving throws against being charmed and enchantment spells until the end of the eladrin's next turn.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The eladrin's innate

spellcasting ability is Charisma (spell save DC 16). The eladrin can innately cast the following spells, requiring no material components:
At-will: *hold person, suggestion*
3/day: *beacon of good hope*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16). The eladrin can innately cast the following spells, requiring no material components:
1/day each: *heroes's feast, hold monster*

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Pacify. The eladrin casts *calm emotions* or *sleep*.
Attack (Costs 2 Actions). The eladrin makes a longsword or longbow attack.

Spring Eladrin

The spring eladrin (CR 10) can have a maximum of 4 talents.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16). The eladrin can innately cast the following spells, requiring no material components:
At-will: *heroism, invisibility*
3/day: *compulsion*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16). The eladrin can innately cast the following spells, requiring no material components:
1/day each: *heroes's feast, mass suggestion*

Instinctive Charm (3/Day)

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Instinctive Charm (3/Day). The eladrin tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The eladrin must decide to do so before the attack hits or misses.
The attacker must make a DC 16 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than eladrin or itself. If multiple creatures are closest, the attacker chooses which one to target.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Captivate. The eladrin casts *charm person* or *Tasha's hideous laughter*.
Attack. The eladrin makes a longsword or longbow attack.

Summer Eladrin

The summer eladrin (CR 10) can have a maximum of 4 talents.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16). The eladrin can innately cast the following spells, requiring no material components:
At-will: *bane, hunter's mark*
3/day: *hellish rebuke*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16). The eladrin can innately cast the following spells, requiring no material components:
1/day each: *fireball, haste*

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Attack. The eladrin makes a longsword or longbow attack.
Wrathful Glare. The eladrin targets one frightened creature it can see within 30 feet of it. The target must make a DC 16 Wisdom saving throw. On a failure, the target is paralyzed until the eladrin deals damage to it, or until the end of the eladrin's next turn.

Fiery Smite (3/Day)

Type: Trait.

Fiery Smite (3/Day). As a bonus action, when the eladrin hits a creature with a weapon attack, it can deal an extra 13 (3d8) fire damage and the target gains disadvantage to being frightened until the end of the eladrin's next turn.

Winter Eladrin

The winter eladrin (CR 10) can have a maximum of 4 talents.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16). The eladrin can innately cast the following spells, requiring no material components:
At-will: *sanctuary, silence*
3/day: *Snilloc's snowball swarm*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16). The eladrin can innately cast the following spells, requiring no material components:
1/day each: *enervation, sleet storm*

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Attack. The eladrin makes a longsword or longbow attack.
Gust of Wind. The eladrin casts gust of wind.

Freezing Smite (3/Day)

Type: Trait.

Freezing Smite (3/Day). As a bonus action, when the eladrin hits a creature with a weapon attack, it can deal an extra 13 (3d8) cold damage and if the target isn't immune to cold, it must succeed on a DC 16 Constitution saving throw. On a failed save, the creature's speed its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. The effects last until the start of the eladrin's next turn.

Elder Elementals

All elder elementals can choose from the following talents:

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The elder elemental can take 1 extra legendary action before the start of her next turn. The elder elemental can retake this talent up one additional time. The extra legendary action stacks.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The elder elemental is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

The elder elemental is immune to spells of 2nd level and below, but not to cantrips.

Magic Immunity III

Type: Trait.

Prerequisite Magic Immunity I, Magic Immunity II

The elder elemental is immune to spells of 3rd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The elder elemental is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

The elder elemental is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Magic Weapon Resistance III

Type: Trait.

Prerequisite Magic Weapon Resistance I & II

The elder elemental is resistant to bludgeoning, piercing, and slashing damage from +3 magical weapons or weaker.

Unstoppable

Type: Trait.

The elder elemental deals triple damage against objects and structures. In addition, the elder elemental can move through the space of a Huge or smaller hostile creature. All opportunity attacks made against the elder elemental by the creatures whose spaces the elder elemental entered have disadvantage.

Leviathan

The leviathan (CR 20) can have a maximum of 7 talents.

Stunning Slam

Type: Trait.

Stunning Slam. If the leviathan's slam attack roll against a target succeeds by 5 or more, the target must make a DC 24 Constitution saving throw or be stunned until the end of the leviathan's next turn.

Water Jet (Recharge 5–6)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Water Jet. The leviathan magically shoots water in a 120-foot line that is 10 feet wide. Each creature

in that line must make a DC 24 Dexterity saving throw. On a failure, a target takes 42 (12d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 40 feet away from the leviathan and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Whipping Tail

Type: Trait.

Whipping Tail. If the leviathan's tail attack roll against a target succeeds by 5 or more, the target must make a DC 24 Strength saving throw or be 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 24 Dexterity saving throw or take the same damage and be knocked prone.

Whirlpool (1/Day)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Whirlpool (1/day). The leviathan swims rapidly in circles in an area at least 100 feet square and 50 feet deep, causing a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 10 feet wide at the base, up to 100 feet wide at the top, 50 feet tall, and lasts for 1 minute. Any creature or object, except the leviathan, in the water and within 50 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by succeeding on a DC 24 Strength (Athletics) check.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a DC 24 Strength saving throw. On a failed save, the creature takes 23 (3d8 + 10) bludgeoning damage and is caught in the vortex until it ends. On a success, the creature takes half damage and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but it has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 23 (3d8 + 10) bludgeoning damage. This damage occurs each round it remains in the vortex.

Phoenix

The phoenix (CR 16) can have a maximum of 6 talents.

Aura of Fire

Type: Trait.

Any creature that starts its turn within 20 feet of the phoenix takes 5 (1d10) fire damage.

Fire Breath (Recharge 5–6)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Fire Breath (Recharge 5-6). The phoenix exhales fire in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Grabbing Talons

Type: Trait.

Grabbing Talons. A Huge or smaller creature that is hit by the phoenix's talons is grappled (escape DC 14). Until this grapple ends, the target is restrained and the phoenix can automatically hit the target with its talons but can't attack other targets with its talons.

Meteor Strike (1/Day)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Meteor Strike (1/Day). While flying, the phoenix dives at least 40 feet toward a target space on the

ground, creating a massive explosion 60 feet in diameter centered on the phoenix. This sprays rock and fire in all directions and forms a crater the size of the explosion. Each creature within 30 feet of the target space must succeed on a DC 20 Strength saving throw, taking 28 (8d6) fire damage and 28 (8d6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one. Additionally, the ground in that area becomes difficult terrain and is engulfed in flames that last for ten minutes. Any creature that starts its turn in the area while it is still in flames takes 10 (3d6) fire damage. Each 5-foot-square portion of the area requires at least 30 minutes to clear by hand.

Elder Tempest

The tempest (CR 23) can have a maximum of 8 talents.

Aura of Lightning

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Aura of Lightning. Any creature that starts its turn within 30 feet of the tempest must make a DC 20 Dexterity saving throw or take 16 (3d10) lightning damage.

Shocking Lightning

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If a creature fails its saving throw against the tempest's lightning strike by 5 or more, it is also paralyzed until the end of the tempest's next turn.

Stunning Slam

Type: Trait.

Stunning Slam. If the tempest's thunderous slam attack roll against a target succeeds by 5 or more, the target must make a DC 21 Constitution saving throw or be stunned until the end of the tempest's next turn.

Whirlwind (Recharges after a Short or Long Rest)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Whirlwind (Recharges after a Short of Long rest). The tempest casts *whirlwind.* The spell lasts for 1 minute and the tempest doesn't need to concentrate on maintaining the spell.

Zaratan

The zaratan (CR 22) can have a maximum of 8 talents.

Crushing Stomp

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Crushing Stomp. The zaratan scores a critical hit if it hits a prone creature with its stomp attack.

Forceful Blows

Type: Trait.

Forceful Blows. If the zaratan's stomp attack roll or spit rock attack against a target succeeds by 5 or more, the target must make a DC 25 Strength saving throw or be knocked prone.

Gulp

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Gulp. If the zaratan's bite attack roll against a target succeeds by 5 or more, the target must make a DC 25 Strength saving throw or be swallowed. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the zaratan, and it takes 28 (8d6) acid

damage at the start of each of the zaratan's turns. A zaratan can have up to four Medium or smaller, two Large creature, or one Large and two Medium or smaller creatures swallowed at a time.

If the zaratan takes 40 damage or more on a single turn from the swallowed creature, the zaratan must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the zaratan. If the zaratan dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Trembling Stomp

Type: Action.

The zaratan stomps the ground forcefully, triggering a short earth tremor. All other creatures on the ground within 30 feet of the zaratan that are smaller than the zaratan must succeed on a DC 25 Strength saving throw or be knocked prone.

When the zaratan uses Multiattack, the zaratan can use its Trembling Stomp in place of its stomp attack.

Elemental Myrmidons

Air Myrmidon

The air elemental myrmidon (CR 7) can have a maximum of 3 talents.

Flyby

Type: Trait.

The myrmidon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The myrmidon's Charisma is increased to 14. The myrmidon's innate spellcasting ability is Charisma (spell save DC 13). The myrmidon can innately cast the following spells, requiring no material components:
At-will: *thunderwave, zephyr strike*
3/day: *gust of wind*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting

Innate Spellcasting. The myrmidon's Charisma is increased to 16. The myrmidon's innate spellcasting ability is Charisma (spell save DC 14). The myrmidon can innately cast the following spells, requiring no material components:
3/day: *warding wind*
1/day: *storm sphere, steel wind strike*

Shocking Flail

Type: Trait.

The myrmidon's flail attack deals an extra 4 (1d8) lightning damage.

Whirlwind Blast

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Whirlwind Blast (Recharge 6). The myrmidon unleashes sudden violent winds in a 10-foot radius circle centered on itself. Each creature in the area other than the myrmidon must make a DC 13 Strength saving throw. On a failure, the target takes 11 (2d8 + 2) bludgeoning damage and is flung up to 10 feet away from the myrmidon in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes an extra 5 (1d6 + 2) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Earth Myrmidon

The earth elemental myrmidon (CR 7) can have a maximum of 3 talents.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The myrmidon's Charisma is increased to 14. The myrmidon's innate spellcasting ability is Charisma (spell save DC 13). The myrmidon can innately cast the following spells, requiring no material components:
At-will: *earth tremor, shield*
3/day: *spike growth*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting

Innate Spellcasting. The myrmidon's Charisma is increased to 16. The myrmidon's innate spellcasting ability is Charisma (spell save DC 14). The myrmidon can innately cast the following spells, requiring no material components:
3/day: *Maximimilian's earthen grasp*
1/day: *erupting earth, wall of sand*

Rooted

Type: Trait.

Rooted. The myrmidon has advantage on ability checks and saving throws made against being knocked prone, pulled, or shoved.

Spew Sand

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Spew Sand (Recharge 5–6). The myrmidon exhales sand in a 15-foot cube. Each creature in that area must make a DC 14 Dexterity saving throw or be blinded and deafened for 1 minute. A creature can take an action to rinse their eyes and ears with water to regain their sight. Creatures that don't rely on their eyes or ears to sense their surroundings are immune to this effect.

Staggering Blow

Type: Trait.

Staggering Blow. If the myrmidon's maul attack roll against a target succeeds by 5 or more, the target must make a DC 15 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

Fire Myrmidon

The fire elemental myrmidon (CR 7) can have a maximum of 3 talents.

Backdraft

Type: Trait.

A creature that hits the myrmidon with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The myrmidon's Charisma is increased to 14. The myrmidon's innate spellcasting ability is Charisma (spell save DC 13). The myrmidon can innately cast the following spells, requiring no material components:
At-will: *burning hands, hellish rebuke*
3/day: *scorching ray*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting

Innate Spellcasting. The myrmidon's Charisma is increased to 16. The myrmidon's innate spellcasting ability is Charisma (spell save DC 14). The myrmidon can innately cast the following spells, requiring no material components:
3/day: *flaming sphere*
1/day: *fireball, fire shield*

Searing Strike

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Searing Strike (Recharge 5-6). As a bonus action,

the myrmidon deals an extra 11 (2d10) fire damage when it hits a target with its scimitar attack. If the target is a creature that is not immune to fire, it must succeed on a DC 14 Dexterity saving throw. On a failed save, a creature catches fire, taking 5 (1d10) fire damage at the end of each of its turns. An affected creature or another creature within 5 feet of it can take an action to extinguish the fire.

Trailblazer

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Trailblazer. The myrmidon leaves in its wake a wall of fire that is 3 feet wide, 5 feet long, and 5 feet high. The myrmidon can create a wall up to 40 feet long if it moves up to its speed, or up to 80 feet long if it takes the Dash action. The wall is opaque and lasts until the start of the myrmidon's next turn.

When the wall appears, each creature within its area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 11 (2d10) fire damage, or half as much damage on a successful save.

The wall of fire deals 5 (1d10) fire damage to each creature that ends its turn within 5 feet of it. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there.

Water Myrmidon

The water elemental myrmidon (CR 7) can have a maximum of 3 talents.

Aura of Frost

Type: Trait.

Any creature that starts its turn within 5 feet of the

myrmidon hag takes 5 (1d10) cold damage.

Freezing Smite (3/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Freezing Smite (Recharge 5-6). As a bonus action, the myrmidon deals an extra 11 (2d10) cold damage when it hits a target with its trident attack. If the target is a creature that is not immune to cold, it must succeed on a DC 15 Constitution saving throw. On a failed save, a 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 lasts until the end of the myrmidon's next turn.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The myrmidon's Charisma is increased to 14. The myrmidon's innate spellcasting ability is Charisma (spell save DC 13). The myrmidon can innately cast the following spells, requiring no material components:
At-will: *ice knife, armor of Agathys*
3/day: *Snilloc's snowball swarm*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting

Innate Spellcasting. The myrmidon's Charisma is increased to 16. The myrmidon's innate spellcasting ability is Charisma (spell save DC 14). The myrmidon can innately cast the following spells, requiring no material components:
3/day: *lesser restoration*
1/day: *tidal wave, ice storm*

Water Jet (Recharge 5-6)

Type: Action.

Talent Cost: **2** (Counts as 2 Talents).

Water Jet. The myrmidon magically shoots water in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw. On a failure, a target takes 14 (4d6) bludgeoning damage and, if it is Medium or smaller, is pushed up to 20 feet away from the myrmidon and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Giff

Giff

The giff (CR 3) can have a maximum of 2 talents.

Close Quarters Shooting

Type: Trait.

Close Quarters Shooting. Making a ranged attack

roll while within 5 feet of an enemy doesn't impose disadvantage on the giff's roll. In addition, if the giff hit a creature within 5 feet of it with a ranged attack on its turn, that creature can't take reactions until the end of this turn.

Sharpshooter

Type: Trait.

Sharpshooter. The giff's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the giff's ranged weapon attack rolls.

Skirmisher

Type: Reaction.

Skirmisher. When an enemy the giff can see ends its turn within 5 feet of it, the giff can move up to half his speed. This movement doesn't provoke opportunity attacks.

Steady Aim

Type: Trait.

Steady Aim (3/Day). As a bonus action, the giff takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the giff deals an extra 10 damage with its ranged weapon attacks against the target.

Githyanki

Githyanki Gish

The githyanki gish (CR 10) can have a maximum of 4 talents.

Daze (3/Day)

Type: Trait.

As a bonus action, the githyanki chooses a creature within 5 feet of it. The target must succeed on an DC 15 Intelligence saving throw or the target can't take any action except move up to half of its speed until the end of the githyanki's next turn.

Ego Whip (Recharge 5–6)

Type: Action.

Ego Whip (Recharges 5-6). One creature the githyanki can see within 60 feet of it must make a DC 15 Intelligence saving throw. On a failed save, the creature takes 13 (3d8) psychic damage, and it is filled with self-doubt, leaving it able to use its action on its next turn only to take the Dodge, Disengage, or Hide action. On a successful saving throw, the target takes half as much damage.

Githyanki Willpower

Type: Trait.

The githyanki has advantage to all Intelligence, Wisdom, and Charisma saving throws against being charmed and frightened.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The githyanki moves up to half its speed without provoking opportunity attacks.

Cantrip. The githyanki casts a cantrip.

Longsword (Costs 2 Actions). The githyanki attacks with its longsword.

Cast Spell (Costs 1-3 Actions). The githyanki uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

Psychic Blast (Recharge 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Psychic Blast (Recharge 6). The githyanki unleashes devastating psychic energy in a 60-foot cone. Each creature in that area must make a DC 15 Intelligence saving throw, taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.

Strength of the Mind (3/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Strength of the Mind (3/Day). As a bonus action, the githyanki can telekinetically lash out at a creature it can see within 20 feet. The target must succeed on a DC 15 Strength saving throw. On a failed save, the target takes 10 (2d6 + 3) force damage and is telekinetically moved 15 feet directly toward the githyanki or away from the githyanki (githyanki's choice). On a successful save, it takes half as much damage and isn't moved.

Synaptic Strike (3/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Synaptic Strike (3/Day). As a bonus action, the githyanki deals an extra 15 (3d8 + 2) psychic damage when it hits a target with its longsword attack. The target must succeed on a DC 15 Constitution saving throw or be stunned. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Terrifying Strikes

Type: Trait.

Terrifying Strike. As a bonus action, the githyanki deals an extra 4 (1d8) psychic damage when it hits a target with its longsword attack. The target must succeed on a DC 15 Wisdom saving throw or become frightened until the end of your next turn. On a successful save, the creature isn't frightened and is immune to the githyanki's Terrifying Strikes for 24 hours.

Undermine Ability (3/Day)

Type: Reaction.

Undermine Ability (3/Day). When a creature the githyanki can see within 30 feet of it makes an ability check, attack, or damage roll but before the outcome is determined, it can roll a d8 and reduce the result of the creature's roll by the number rolled. If the creature fails in its ability check or attack roll or deals no damage because of this feature, it takes psychic damage equal to the number rolled by the githyanki.

Githyanki Kith'rak

The githyanki kith'rak (CR 12) can have a maximum of 5 talents.

Daze (3/Day)

Type: Trait.

As a bonus action, the githyanki chooses a creature within 5 feet of it. The target must succeed on an DC 15 Intelligence saving throw or the target can't take any action except move up to half of its speed until the end of the githyanki's next turn.

Distracting Strike

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Distracting Strike (1/Turn). When the githyanki hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the githyanki has advantage if the attack is made before the start of the githyanki's next turn.

Githyanki Willpower

Type: Trait.

The githyanki has advantage to all Intelligence, Wisdom, and Charisma saving throws against being charmed and frightened.

Indomitable

Type: Trait.

Indomitable (1/Day). The githyanki rerolls a failed saving throw. It must use the new roll.

Maneuver Allies

Type: Action.

Maneuver Allies (Recharge 5-6). Up to three allies within 60 feet of the githyanki that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Power Attack

Type: Trait.

Before the githyanki makes a greatsword attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The githyanki moves up to half its speed without provoking opportunity attacks.

Command Ally. The githyanki targets one ally it can see within 30 feet of it. If the target can see or hear the githyanki, the target can make one melee weapon attack using its reaction and has advantage on the attack roll.

Greatsword (Costs 2 Actions). The githyanki attacks with its greatsword.

Strength of the Mind (3/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Strength of the Mind (3/Day). As a bonus action, the githyanki can telekinetically lash out at a creature it can see within 20 feet. The target must succeed on a DC 15 Strength saving throw. On a failed save, the target takes 10 (2d6 + 3) force damage and is telekinetically moved 15 feet directly toward the githyanki or away from the githyanki (githyanki's choice). On a successful save, it takes half as much damage and isn't moved.

Terrifying Strikes

Type: Trait.

Terrifying Strike. As a bonus action, the githyanki deals an extra 4 (1d8) psychic damage when it hits a target with its longsword attack. The target must succeed on a DC 15 Wisdom saving throw or become frightened until the end of your next turn. On a successful save, the creature isn't frightened and is immune to your Terrifying Strike for 24 hours.

Undermine Ability (3/Day)

Type: Reaction.

Undermine Ability (3/Day). When a creature the githyanki can see within 30 feet of it makes an ability check, attack, or damage roll but before the outcome is determined, it can roll a d8 and reduce the result of the creature's roll by the number rolled. If the creature fails in its ability check or attack roll or deals no damage because of this feature, it takes psychic damage equal to the number rolled by the githyanki.

Githyanki Supreme Commander

The githyanki kith'rak (CR 14) can have a maximum of 5 talents.

Battle Tactician

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Tactician. The githyanki learns three maneuvers and gains four d8 superiority dice from the Fighter class's Battle Master archetype. The githzerai's Maneuver ability is Dexterity (Maneuver save DC 17).

Daze (3/day)

Type: Trait.

As a bonus action, the githyanki chooses a creature within 5 feet of it. The target must succeed on an DC 16 Intelligence saving throw or the target can't take any action except move up to half of its speed until the end of the githyanki's next turn.

Distracting Strike

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Distracting Strike (1/Turn). When the githyanki hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the githyanki has advantage if the attack is made before the start of the githyanki's next turn.

Ego Whip (Recharge 5–6)

Type: Action.

Ego Whip (Recharges 5-6). One creature the githyanki can see within 60 feet of it must make a DC 16 Intelligence saving throw. On a failed save, the creature takes 13 (3d8) psychic damage, and it is filled with self-doubt, leaving it able to use its action on its next turn only to take the Dodge, Disengage, or Hide action. On a successful saving throw, the target takes half as much damage.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The githyanki can take 1 extra legendary action before the start of its next turn. The githyanki can retake this talent one additional time. The extra legendary action stacks.

Githyanki Willpower

Type: Trait.

The githyanki has advantage to all Intelligence, Wisdom, and Charisma saving throws against being charmed and frightened.

Legendary Resistance (2/day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

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

Maneuver Allies

Type: Action.

Maneuver Allies (Recharge 5-6). Up to three allies within 60 feet of the githyanki that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Magic Weapons

Type: Trait.

Magic Weapons. The githyanki's weapon attacks are magical.

Power Attack

Type: Trait.

Before the githyanki makes a greatsword attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

Psychic Blast (Recharge 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Psychic Blast (Recharge 6). The githyanki unleashes devastating psychic energy in a 60-foot cone. Each creature in that area must make a DC 16 Intelligence saving throw, taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.

Psychic Crush (1/Day)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Psychic Crush (1/Day). The githyanki creates a 20-foot cube of psychic energy within 120 feet of it. Each creature in that area must make a DC 16 Intelligence saving throw. On a failed save, the target takes 45 (10d8) psychic damage and is stunned until the end of the githyanki's next turn. On a successful save, the target takes half as much damage.

Strength of the Mind (3/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Strength of the Mind (3/Day). As a bonus action, the githyanki can telekinetically lash out at a creature it can see within 20 feet. The target must succeed on a DC 16 Strength saving throw. On a failed save, the target takes 13 (3d6 + 3) force damage and is telekinetically moved 15 feet directly toward the githyanki or away from the githyanki (githyanki's choice). On a successful save, it takes half as much damage and isn't moved.

Terrifying Strikes

Type: Trait.

Terrifying Strike. As a bonus action, the githyanki deals an extra 9 (2d8) psychic damage when it hits a target with its longsword attack. The target must succeed on a DC 16 Wisdom saving throw or become frightened until the end of your next turn. On a successful save, the creature isn't frightened and is immune to your Terrifying Strike for 24 hours.

Undermine Ability (3/Day)

Type: Reaction.

Undermine Ability (3/Day). When a creature the githyanki can see within 30 feet of it makes an ability check, attack, or damage roll but before the outcome is determined, it can roll a d8 and reduce the result of the creature's roll by the number rolled. If the creature fails in its ability check or attack roll or deals no damage because of this feature, it takes psychic damage equal to the number rolled by the githyanki.

Githzerai

Githzerai Anarch

The githzerai anarch (CR 16) can have a maximum of 6 talents.

Augmented Defenses

Type: Reaction.

Augmented Defenses. When the githzerai or a creature it can see within 30 feet of it takes damage, it can roll a d12 and reduce the amount of damage taken by the number rolled.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the githzerai uses its action to cast a spell that has a casting time of 1 action, it can make one unarmered strike as a bonus action.

Defended Mind

Type: Trait.

Defended Mind. The githzerai has advantage to all Intelligence, Wisdom, and Charisma saving throws against paralysis and being stunned.

Distracting Haze

Type: Action.

Distracting Haze. One creature the githzerai can see within 60 feet of it must make a DC 18 Intelligence saving throw. On a failed save, the target takes 22 (4d10) psychic damage and can't see anything more than 10 feet from it until the githzerai's concentration is broken (as if concentrating on a spell). On a successful save, it takes half as much damage.

When the githzerai uses Multiattack, it can also use Distracting Haze.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The githzerai can take 1 extra legendary action before the start of her next turn. The githyanki can retake this talent up one additional time. The extra legendary action stacks.

Iron Mind (3/day)

Type: Reaction.

Iron Mind. When the githzerai takes damage, it can gains resistance to that type of damage until the end of the turn.

Legendary Resistance (2/day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

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

Magic Weapons

Type: Trait.

Magic Weapons. The githzerai's weapon attacks are magical.

Mind Storm

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Mind Storm (1/Day). The githzerai chooses a point it can see within 60 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Wisdom saving throw. On a failed save, the target takes 36 (8d8) psychic damage and suffers disadvantage on all saving throws until the end of the githzerai's next turn. On a successful save, a creature takes half as much damage.

Synaptic Strike (5/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Synaptic Strike (5/Day). As a bonus action, the githzerai deals an extra 18 (3d8 + 5) psychic damage when it hits a target with its unarmed strike. The target must succeed on a DC 18 Constitution saving throw or be stunned. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Trace Chance (Recharge 5-6)

Type: Trait.

Trace Chance (Recharge 5-6). As a bonus action, the githzerai chooses a target it can see within 30 feet of it. The githzerai gains advantage on the next melee attack roll it makes against the target and if it hits, it is a critical hit.

Githzerai Enlightened

The githzerai enlightened (CR 10) can have a maximum of 4 talents.

Augmented Defenses

Type: Reaction.

Augmented Defenses. When the githzerai or a creature it can see within 30 feet of it takes damage, it can roll a d10 and reduce the amount of damage taken by the number rolled.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the githzerai uses its action to cast a spell that has a casting time of 1 action, it can make one unarmered strike as a bonus action.

Defended Mind

Type: Trait.

Defended Mind. The githzerai has advantage to all Intelligence, Wisdom, and Charisma saving throws against paralysis and being stunned.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The githzerai moves up to half its speed without provoking opportunity attacks.

Strike (Costs 2 Actions). The githzerai makes one unarmed strike.

Cast Spell (Costs 3 Actions). The githzerai casts a spell.

Iron Mind (3/Day)

Type: Reaction.

Iron Mind. When the githzerai takes damage, it gains resistance to that type of damage until the end of the turn.

Synaptic Strike (4/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Synaptic Strike (4/Day). As a bonus action, the githzerai deals an extra 17 (3d8 + 4) psychic damage when it hits a target with its unarmed strike. The target must succeed on a DC 16 Constitution saving throw or be stunned. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Trace Chance (Recharge 5–6)

Type: Trait.

Trace Chance (Recharge 5-6). As a bonus action, the githzerai chooses a target it can see within 30 feet of it. The githzerai gains advantage on the next melee attack roll it makes against the target and if it hits, it is a critical hit.

Gray Render

The gray render (CR 12) can have a maximum of 5 talents.

Bruiser

Type: Trait.

Bruiser. A creature that takes damage from the gray render's melee attack has disadvantage on its next attack roll until the end of its next turn.

Claw Swipe (Recharge 4–6)

Type: Action.

Claw Swipe (Recharge 4-6). The gray render

slashes a 10-foot cube with its claws. Each creature in that area must succeed on a DC 16 Dexterity saving throw or take 13 (2d8 + 4) slashing damage. When the gray render uses Multiattack and Claw Swipe is available, it can use Claw Swipe in place of one of its claws.

Grabbing Claws

Type: Trait.

Grabbing Claws. A Large or smaller creature that is hit by the gray render's claws is grappled (escape DC 14). Until this grapple ends, the target is restrained and the gray render can automatically hit the target with its claws but can't attack other targets with one of its claws.

Harrowing Roar (Recharge 6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Harrowing Roar (Recharge 6). The gray render emits a loud, bloodcurdling roar. Each creature, other than its master, within 60 feet of the gray render that can hear the gray render must succeed on a DC 20 Wisdom saving throw or be frightened and deafened for 1 minute. While frightened, 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. The creature can repeat the saving throw at the end of each of its turns, ending the effects on itself with a successful save. A target that successfully saves is immune to the Harrowing Roar of all gray renders for the next 24 hours.

Iron Hide

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The gray render is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantine.

Keen Sight and Smell

Type: Trait.

Keen Sight and Smell. The gray render has advantage on Wisdom (Perception) checks that rely on sight or smell.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The gray render moves up to half its speed.
Claws (Costs 2 Actions). The gray render attacks with its claws.
Bite (Costs 3 Actions). The gray render attacks with its bite.

Ravaging Assault

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Ravaging Assault. A creature that is hit by the gray render's bite and two claw attacks in the same turn must succeed on a DC 16 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Howler

The howler (CR 8) can have a maximum of 3 talents.

Keen Smell

Type: Trait.

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

Magic Resistance

Type: Trait.

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

Poisonous Quills

Type: Trait.

Poisonous Quills. A creature that touches the howler or hits it with a melee attack while within 5 feet of it gets pricked by a quill and takes 4 (1d8) piercing damage and must succeed on a DC 13 Constitution saving throw or become poisoned until a creature takes an action to remove the quill.

Pounce

Type: Trait.

If the howler moves at least 10 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the howler can make one raking claws attack against it as a bonus action.

Raking Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one prone target. *Hit*: 8 (2d4 + 3) slashing damage.

Quill Spray (3/Day)

Type: Action.

Prerequisite: Poisonous Quills

Quill Spray (3/Day). The howler sprays poisonous quills in a 15-foot cube. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed saving throw, a target takes 7 (1d8 + 3) piercing damage and becomes poisoned until a creature takes an action to remove the quill. On a succcess, a creature takes half as much damage and isn't poisoned.

Stench

Type: Trait.

Stench. Any creature that starts its turn within 5 feet of the howler must succeed on a DC 13 Constitution saving throw or become poisoned until the start of the creature's next turn. If a creature's saving throw is successful, the creature is immune to the howler's Stench for the next 24 hours.

Kruthiks

A young (CR 1/8) and adult kruthik (CR 2) can have a maximum of 1 talent each. All kruthiks can choose from the following talents:

Hardened Skin

Type: Trait.

The kruthik is resistant to piercing and slashing damage from nonmagical weapons that aren't adamantine.

Stench

Type: Trait.

Stench. Any creature that starts its turn within 5 feet of the kruthik must succeed on a DC 14 Constitution saving throw or become poisoned until the start of the creature's next turn. If a creature's saving throw is successful, the creature is immune to the Stench for the next 24 hours.

Subterranean Stalker

Type: Trait.

The kruthik has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

Kruthik Hive Lord

The kruthik hive lord (CR 5) can have a maximum of 2 talents.

For The Swarm

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

For the Swarm. As a bonus action, the kruthik targets one allied young or adult kruthik it can see within 30 feet of it. If the target can see or hear the kruthik, the target can use its reaction to move up to half its speed and make one melee attack with advantage on the roll. All attacks against the target have advantage until the start of the kruthik's next turn.

Improved Multiattack

Type: Trait.

When the kruthik hits a creature with two stab attacks on the same turn, the kruthik can take a bonus action to make one madibles attack.

Mandibles. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 9 (2d4 + 4) slashing damage.

Pounce

Type: Trait.

If the kruthik moves at least 10 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone.

Marut

The marut (CR 25) can have a maximum of 9 talents.

Axiomatic Smite (3/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Axiomatic Smite (3/Day). As a bonus action, when marut hits a chaotic creature with a melee attack, it can deal an extra 20 radiant damage and the target must succeed on a DC 20 Constitution saving throw or be stunned until the end of the marut's next turn.

Axiomatic Weapons

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Axiomatic Weapons. The marut deals an extra 10 force damage against chaotic creatures.

Flyby

Type: Trait.

Flyby. The marut doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The innate marut's spellcasting ability is Intelligence (spell save DC 20). the marut can innately cast the following spells, requiring no material components:
At-will: *misty step, suggestion*
3/day: *fear, enervation*

Innate Spellcasting II

Type: Trait.

Prerequisite Innate Spellcasting

Innate Spellcasting. The innate marut's spellcasting ability is Intelligence (spell save DC 20). the marut can innately cast the following spells, requiring no material components:
3/day: *hold monster, locate creature*
1/day each: *divine word, geas*

Innate Spellcasting III

Type: Trait.

Prerequisite Innate Spellcasting , Innate Spellcasting II

Innate Spellcasting. the marut's spellcasting ability is Intelligence (spell save DC 20). the marut can innately cast the following spells, requiring no material components:
3/day: *banish, zone of truth*
1/day each: *destructive wave, symbol* (stunning)

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Teleport. The marut magically teleports, along with any equipment it is wearing and carrying, to an unoccupied space it can see within 30 feet of it.
Slam (Costs 2 Actions). The marut makes one unerring slam attack.
Justify (Costs 3 Actions). The marut uses Justify.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The marut is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

The marut is immune to spells of 2nd level and below, but not to cantrips.

Magic Immunity III

Type: Trait.

Prerequisite Magic Immunity I, Magic Immunity II

The marut is immune to spells of 3rd level and below, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The marut is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Magic Weapon Resistance II

Type: Trait.

Prerequisite Magic Weapon Resistance I

The marut is resistant to bludgeoning, piercing, and slashing damage from +2 magical weapons or weaker.

Magic Weapon Resistance III

Type: Trait.

Prerequisite Magic Weapon Resistance I & II

The marut is resistant to bludgeoning, piercing, and slashing damage from +3 magical weapons or weaker.

Spell Reflection

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Spell Reflection. If the marut makes a successful saving throw against a spell, is immune to a spell, or a spell attack misses it, the marut can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the marut. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Meazel

The meazel (CR 1) can have a maximum of 1 talent.

Assassinate

Type: Trait.

Assassinate. During its first turn, the meazel has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the meazel scores against a surprised creature is a critical hit.

Combat Advantage

Type: Trait.

Once during its turn when the meazel hits a target with a weapon attack and has advantage on the attack roll, it deals an extra 7 (2d6) damage.

Cunning Action

Type: Trait.

Cunning Action. The meazel can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Evasion

Type: Trait.

Evasion. If the meazel is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the meazel instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Nagpa

The nagpa (CR 17) can have a maximum of 6 talents.

Alter Energy Type (1/Turn)

Type: Trait.

Alter Energy Type (1/Turn). When the nagpa casts a spell with a spell slot and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, it can substitute that damage with one other type from that list.

Alter Saving Throw (3/Day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Alter Saving Throw (3/Day). When the nagpa casts a spell with a spell slot and the spell requires a saving throw, it can change the saving throw from one ability score to another of its choice.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the nagpa uses its action to cast a spell that has a casting time of 1 action, it can

make one melee weapon attack as a bonus action.

Deadly Secrets (Recharge 6)

Type: Reaction.

Talent Cost: 3 (Counts as 3 Talents).

Deadly Secrets (Recharge 6). The nagpa chooses one creature it can see within 60 feet of it. Each ally of the creature within 60 feet of the nagpa and can hear the nagpa must succeed on a DC 20 Wisdom saving throw. On a failed save, each target ally takes 13 (3d8) psychic damage and must use its reaction to move up to half its speed towards the creature chosen by the nagpa and if it is within range, make one melee weapon attack against it. Otherwise, the target ally must make a ranged weapon attack or ranged spell attack against the creature chosen by the nagpa, if possible. On a successful save, a target ally takes half as much damage. Constructs and undead are immune to this effect.

Instinctive Charm (3/Day)

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Instinctive Charm (3/Day). The nagpa tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The nagpa must decide to do so before the attack hits or misses.

The attacker must make a DC 20 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the nagpa or itself. If multiple creatures are closest, the attacker chooses which one to target.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Staff. The nagpa attacks with its staff.

Teleport. The nagpa magically teleports, along with any equipment it is wearing and carrying, to an unoccupied space it can see within 30 feet of it.

Corrupted Puppet (Costs 2 Actions). The nagpa targets one creature it has charmed and can see within 60 feet of it. The nagpa causes it to use its reaction either to make one weapon attack against another creature the nagpa can see or to move up to 10 feet in a direction of the nagpa's choice.

Cast Spell (Costs 1-3 Actions). The nagpa uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

Naturally Insidious

Type: Trait.

The nagpa has advantage on all Charisma checks when lying, intimidating and manipulating others to further its agenda or for self-preservation.

Staff of Corruption

Type: Trait.

Staff of Corruption. A creature hit by the nagpa's staff attack takes an extra 7 (2d6) psychic damage and gains disadvantage to saving throws against being charmed and paralyzed until the end of the nagpa's next turn.

Nightwalker

The nightwalker (CR 20) can have a maximum of 7 talents.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

start of its turn.

Move. The nightwalker moves up to half its speed.

Enervate (Costs 2 Actions). The nightwalker uses its Enervating Focus.

Recharge Doom (Costs 3 Actions). The nightwalker recharges its Finger of Doom.

Create Wraith

Type: Trait.

A creature reduced to 0 hit points from damage dealt by the nightwalker dies and rises as a wraith under the control of the nightwalker at the start of the nightwalker's next turn.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The nightwalker's Charisma is increased to 16. Its innate spellcasting ability is Charisma (spell save DC 17). The nightwalker can innately cast the following spells, requiring no material components:
At-will: *charm person, detect evil and good*
3/day each: *dispel magic, negative energy flood*

Innate Spellcasting II

Type: Trait.

Prerequisite Innate Spellcasting

Innate Spellcasting. The nightwalker's Charisma is increased to 16. Its innate spellcasting ability is Charisma (spell save DC 17). The nightwalker can innately cast the following spells, requiring no material components:
3/day each: *telekinesis, teleport*
1/day each: *power word kill, symbol* (death)

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The nightwalker is immune to 1st level spells, but not to cantrips.

Magic Weapon Resistance I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The nightwalker is resistant to bludgeoning, piercing, and slashing damage from +1 magical weapons or weaker.

Rotting Presence

Type: Trait.

Any creature that takes necrotic damage from the nightwalker's Annihilating Aura has all of its carried food and liquid consumables (i.e. food rations, water, potions, etc.) become spoiled, rotten, and rendered unusable.

Sickening Gloom (Recharge 6)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Sickening Gloom (Recharge 6). Tendrils of negative energy surge from the nightwalker and strike those around it. Each creature within 30 feet of it must succeed on a DC 21 Constitution saving throw. On a failed save, the target takes 22 (5d8) necrotic damage and have its Strength score reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. On a successful save, a creature takes half as much damage.

Sunder Armor

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Sunder Armor. The nightwalker points at one creature it can see within 15 feet of it. The armor or shield (nightwalker's choice) of the target takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed. If the armor or shield is magical, the wearer must succeed on a DC 21 Wisdom saving throw. On a failed save, Armor Class (AC) of the armor or shield (determined randomly) takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

When the nightwalker uses Multiattack, it can use Sunder Armor in place of its Enervating Focus.

Widened Annihilating Aura

Type: Trait.

The range of the nightwalker's annihilating aura is increased to 40 feet.

Oblex

Oblex Spawn

The oblex spawn (CR 1/4) can have a maximum of 1 talent.

False Appearance

Type: Trait.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Spider Climb

Type: Trait.

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

Adult Oblex

The adult oblex (CR 5) can have a maximum of 2 talents.

Adhesive

Type: Trait.

Adhesive. The oblex adheres to anything that touches it. A Huge or smaller creature adhered to the oblex is also grappled by it (escape DC 9). Ability checks made to escape this grapple have disadvantage.

Disconcerting Pseudopod

Type: Trait.

Disconcerting Pseudopod. A creature that takes psychic damage from an oblex's pseudopod attack gains disadvantage to Wisdom saving throws until the end of the Oblex's next turn.

Extended Pseudopod

Type: Trait.

The oblex's pseudopod attack has a reach of 10 ft.

Spider Climb

Type: Trait.

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

Stunning Pseudopod

Type: Trait.

Stunning Pseudopod. If the oblex's pseudopod attack roll against a target succeeds by 5 or more, the target must make a DC 15 Constitution saving throw or be stunned until the end of the pseudopod's next turn.

Elder Oblex

The elder oblex (CR 10) can have a maximum of 4 talents.

Adhesive

Type: Trait.

Adhesive. The oblex adheres to anything that touches it. A Huge or smaller creature adhered to the oblex is also grappled by it (escape DC 12). Ability checks made to escape this grapple have disadvantage.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the oblex uses its action to cast a spell, it can make one pseudopod attack as a bonus action.

Disconcerting Pseudopod

Type: Trait.

Disconcerting Pseudopod. A creature that takes psychic damage from an oblex's pseudopod attack gains disadvantage to Wisdom saving throws until the end of the Oblex's next turn.

Extended Pseudopod

Type: Trait.

The oblex's pseudopod attack has a reach of 15 ft.

Psychic Reprisal

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Psychic Reprisal. In response to taking damage from a creature within 5 feet of it, the oblex makes a pseudopod attack against the creature.

Spider Climb

Type: Trait.

Spider Climb. The oblex can climb difficult

surfaces, including upside down on ceilings, without needing to make an ability check.

Stunning Pseudopod

Type: Trait.

Stunning Pseudopod. If the oblex's pseudopod attack roll against a target succeeds by 5 or more, the target must make a DC 15 Constitution saving throw or be stunned until the end of the pseudopod's next turn.

Ogres

Ogre Battering Ram

The ogre battering ram (CR 4) can have a maximum of 2 talents.

Charging Ram

Type: Trait.

If the ogre moves at least 10 feet straight toward a creature and then hits it with a bash attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

Power Attack

Type: Trait.

Before the ogre makes a melee weapon attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

Stomp

Type: Trait.

The ogre can take a bonus action to make a *Stomp* attack against a prone target.
Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone target. Hit: 8 (1d8 + 4) bludgeoning damage.

Staggering Blow

Type: Trait.

Staggering Blow. If the ogre's bash attack roll against a target succeeds by 5 or more, the target must make a DC 14 Constitution saving throw or be stunned until the end of the ogre's next turn.

Ogre Bolt Launcher

The ogre battering ram (CR 2) can have a maximum of 1 talent.

Close Quarters Shooting

Type: Trait.

Close Quarters Shooting. Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on the ogre's roll. In addition, if the ogre hit a creature within 5 feet of it with a ranged attack on its turn, that creature can't take reactions until the end of this turn.

Steady Aim

Type: Trait.

Steady Aim (3/Day). As a bonus action, the ogre takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the ogre deals an extra 10 damage with its ranged weapon attacks against the target.

Stunning Punch

Type: Trait.

Stunning Punch. If the ogre's fist attack roll against a target succeeds by 5 or more, the target must make a DC 14 Constitution saving throw or be stunned until the end of the ogre's next turn.

Ogre Chain Brute

The ogre battering ram (CR 3) can have a maximum of 2 talents.

Chain Loop

Type: Action.

Chain Loop. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). If the target is a Huge or smaller creature, it must succeed on a Strength contest against the ogre or be pulled up to 10 feet toward the ogre.

Power Attack

Type: Trait.

Before the ogre makes a melee weapon attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

Stomp

Type: Trait.

The ogre can take a bonus action to make a *Stomp* attack against a prone target.
Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone target. Hit: 8 (1d8 + 4) bludgeoning damage.

Widened Chain Sweep

Type: Trait.

The ogre's chain sweep reach is increased to 15 feet.

Ogre Howdah

The ogre howdah (CR 2) can have a maximum of 1 talent.

Power Attack

Type: Trait.

Before the ogre makes a melee weapon attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

Staggering Blow

Type: Trait.

Staggering Blow. If the ogre's mace attack roll against a target succeeds by 5 or more, the target must make a DC 14 Constitution saving throw or be stunned until the end of the ogre's next turn.

Stomp

Type: Trait.

The ogre can take a bonus action to make a *Stomp* attack against a prone target.
Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone target. Hit: 8 (1d8 + 4) bludgeoning damage.

Retriever

The retriever (CR 14) can have a maximum of 5 talents.

Deadly Leap

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Deadly Leap. If the retriever 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 creature in the area must succeed on a DC 19 Strength saving throw. On a failed save, a creature takes 42 (8d8 + 6) slashing damage and is knocked prone. On a successful saving save, a creature takes half as much damage, isn't knocked prone, and is pushed 5 feet out of the retriever's space into an unoccupied space of the creature's choice. If no unoccupied space is with in range, the creature instead falls prone in the retriever's space.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The retriever moves up to half its speed without provoking opportunity attacks.

Web. The retriever casts *web*, if available.

Slash (Costs 2 Actions). The retriever attacks with its foreleg.

Beam (Costs 2 Actions). The retriever uses its force beam.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The retriever is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

The retriever is immune to spells of 2nd level and below, but not to cantrips.

Magic Immunity III

Type: Trait.

Prerequisite Magic Immunity I, Magic Immunity II

The retriever is immune to spells of 3rd level and below, but not to cantrips.

Magic Weapons

Type: Trait.

Magic Weapons. The retriever's weapon attacks are magical.

Subterranean Stalker

Type: Trait.

The retriever has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

Salamander, Frost

The frost salamander (CR 9) can have a maximum of 4 talents.

Aura of Frost

Type: Trait.

Any creature that starts its turn within 10 feet of the salamander takes 5 (1d10) cold damage.

Ice Camouflage

Type: Trait.

Ice Camouflage. The salamander has advantage on Dexterity (Stealth) checks made to hide in icy terrain.

Keen Smell

Type: Trait.

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

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The salamander moves up to half its speed.

Claw (Costs 2 Actions). The salamander makes a claw attack.

Tail (Costs 2 Actions). The salamander makes a tail attack (see Tail Slap).

Mangle

Type: Trait.

A Large or smaller creature that is hit by the salamander's bite attack is grappled (escape DC 15). Until this grapple ends, the target is restrained and the salamander can automatically hit the target with its bite but can't make bite attacks against other targets.

Ravaging Assault

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Ravaging Assault. A creature that is hit by the salamander's bite and at least two claw attacks in the same turn must succeed on a DC 17 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail Slap

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature moves within 15 feet of the frost salamander, the frost salamander can choose to attack it with its tail.

Tail. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage plus 5 (1d10) cold damage.

Tail Sweep (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The salamander attempts to knock multiple targets prone with one swing of its tail in a 15-foot cube. Each creature within the area must make a DC 17 Strength saving throw, taking 18 (3d8 + 5) bludgeoning damage and 5 (1d10) cold damage and is pushed up to 10 feet away and knocked prone on a failed save, or half as much damage and isn't pushed or knocked prone on a successful one.

Shadar-kai

Gloom Weaver

The gloom weaver (CR 9) can have a maximum of 4 talents.

Guardian Strike

Type: Reaction.

Guardian Strike: If an enemy within 5 feet of the gloom weaver attacks a target other than the gloom weaver, that enemy provokes an opportunity attack from the gloom weaver.

Hungry Darkness (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The gloom weaver creates a magical darkness identical to the *darkness* spell, except the gloom weaver can see through it. This effect lasts for 1 minute. Any creature that starts its turn within this area of darkness takes 5 (1d10) necrotic damage. When a creature moves into or within the area, it takes 5 (1d10) necrotic damage for every 5 feet it travels. The gloom weaver is immune to the *hungry darkness*'s damage.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The gloom weaver moves up to half its speed without provoking opportunity attacks.
Darkness. The gloom weaver casts *darkness*.
Spear (Costs 2 Actions). The gloom weaver attacks with its shadow spear.

Magic Resistance

Type: Trait.

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

Shadow Jump

Type: Trait.

Shadow Jump. As a bonus action, the gloom weaver can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The gloom weaver can use this ability between the weapon attacks of another action it takes.

Magic Weapons

Type: Trait.

Magic Weapons. The gloom weaver's weapon attacks are magical.

Shade Strike

Type: Trait.

Shade Strike (1/Turn). While in dim light or darkness, when the gloom weaver hits a target with a weapon attack, the gloom weaver can use a bonus action to magically deal an extra 26 (4d12) necrotic damage to the target. In addition, the target must make a DC 16 Wisdom saving throw or be blinded until the end of the gloom weaver's next turn.

Shadow Stealth

Type: Trait.

Shadow Stealth. While in dim light or darkness, the gloom weaver can take the Hide action as a bonus action.

Shadow Dancer

The gloom weaver (CR 7) can have a maximum of 3 talents.

Extended Spiked Chain

Type: Trait.

The shadow dancer's spiked chain attack has a reach of 15 ft.

Guardian Strike

Type: Reaction.

Guardian Strike: If an enemy within 5 feet of the shadow dancer attacks a target other than the shadow dancer, that enemy provokes an opportunity attack from the shadow dancer.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The shadow dancer's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:
At-will: *darkness, silence*
3/day: *dispel magic*
1/day: *enervation*

Magic Resistance

Type: Trait.

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

Magic Weapons

Type: Trait.

Magic Weapons. The shadow dancer's weapon attacks are magical.

Shade Strike

Type: Trait.

Shade Strike (1/Turn). While in dim light or darkness, when the shadow dancer hits a target with a weapon attack, the shadow dancer can use a bonus action to magically deal an extra 26 (4d12) necrotic damage to the target. In addition, the target must make a DC 12 Wisdom saving throw or be blinded until the end of the shadow dancer's next turn.

Shadow Stealth

Type: Trait.

Shadow Stealth. While in dim light or darkness, the shadow dancer can take the Hide action as a bonus action.

Soul Monger

The soul monger (CR 11) can have a maximum of 4 talents.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the soul monger uses its action to cast a spell, it can make one melee weapon attack as a bonus action.

Hungry Darkness (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The soul monger creates a magical darkness identical to the *darkness* spell, except the soul monger can see through it. This effect lasts for 1 minute. Any creature that starts its turn within this area of darkness takes 5 (1d10) necrotic damage. When a creature moves into or within the area, it takes 5 (1d10) necrotic damage for every 5 feet it travels. The soul monger is immune to the damage of *hungry darkness*.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Move. The soul monger moves up to half its speed without provoking opportunity attacks.
Darkness. The soul monger casts *darkness*.
Dagger (Costs 2 Actions). The soul monger

attacks with its shadow spear.

Magic Resistance

Type: Trait.

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

Magic Weapons

Type: Trait.

Magic Weapons. The soul monger's weapon attacks are magical.

Shade Strike

Type: Trait.

Shade Strike (1/Turn). While in dim light or darkness, when the soul monger hits a target with a weapon attack, the soul monger can use a bonus action to magically deal an extra 26 (4d12) necrotic damage to the target. In addition, the target must make a DC 16 Wisdom saving throw or be blinded until the end of the soul monger's next turn.

Shadow Jump

Type: Trait.

Shadow Jump. As a bonus action, the soul monger can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The soul monger can use this ability between the weapon attacks of another action it takes.

Shadow Stealth

Type: Trait.

Shadow Stealth. While in dim light or darkness, the soul monger can take the Hide action as a bonus action.

Skulk

The skulk (CR 1/2) can have a maximum of 1 talent.

Ambush Hunter

Type: Trait.

If the skulk 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. In addition, once per turn the skulk deals an extra 3 (1d6) damage when it hits a target with a slam attack and has advantage on the attack roll.

Cunning Action

Type: Trait.

The skulk can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Skull Lord

The skulk (CR 15) can have a maximum of 6 talents.

Aura of Despair

Type: Trait.

Talent Cost: *2 (Counts as 2 Talents).*

A creature hostile to the skull lord that starts its turn within 20 feet of the skull lord must make a DC 18 Wisdom saving throw, unless the skull lord is incapacitated. On a failed save, the target is frightened until the start of its next turn. The target is unable to perform any actions except move at half its speed while frightened in this way. If a creature's saving throw is successful, the creature is immune to the skull lord's Aura of Despair for the next 24 hours.

Command Undead

Type: Action.

Talent Cost: *2 (Counts as 2 Talents).*

The skull lord takes a bonus action to target an allied undead creature with CR 5 or less it can see within 60 feet and telepathically gives it a command. The target uses its reaction to move up to its speed and make one melee or ranged attack.

Consume Undead

Type: Action.

The skull lord takes a bonus action to target an allied undead creature of CR 5 or less it can see within 30 feet and destroys it. The skull lord can choose from the following effects:

- Regain 1d10 hit points per CR of the target (any excess is added as temporary hit points)
- The next spell it casts until the end of its turn as if one level higher per CR of the target (max 2 levels)
- Recover an expended spell slot or combined level of spell slots equal to the CR of the target (minimum of 1)

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: *Legendary Actions.*

The skull lord can take 1 additional legendary action before the start of its next turn. The skull lord can retake this talent up one additional time. The additional legendary action stacks.

Improved Summon Undead

Type: Legendary Action.

Summon Undead. Up to five ghouls, spectres, shadows, skeletons, and zombies appear in unoccupied spaces within 30 feet of the skull lord and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn. The skull lord can have up to five undead summoned by this ability at a time.

Improved Consume Undead

Type: Action.

Prerequisite: *Consume Undead.*

As Consume Undead, but the skull lord can also choose from the following effects:

- The next spell it casts until the end of its turn as if one level higher per CR of the target (max 4 levels)
- Gain advantage to its next attack roll until the end of its turn if the CR of the undead consumed is 4 or higher
- Impose disadvantage to a target of a spell it casts until the end of its turn if the CR of the undead consumed is 5

Magic Resistance

Type: Trait.

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

Magic Weapons

Type: Trait.

Magic Weapons. The skull lord's weapon attacks are magical.

Teleport

Type: Legendary Action.

The skull lord magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.

Three-Headed Battle Caster

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Three-Headed Battle Caster. When the skull lord uses Multiattack, the skull lord can cast a spell in place of one of its melee weapon attacks. In addition, it can maintain concentration on up to three spells. If the skull lord casts a fourth spell that requires concentration while already maintaining concentraion on three other spells, one of the three previous spells ends (skull lord's choice). If the skull lord is required to make a Constitution saving throw to maintain concentration, it must make a separate saving throw for each spell.

Sorrowsworn

The Angry

The Angry (CR 13) can have a maximum of 5 talents.

Aggressive

Type: Trait.

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

Aura of Wrath

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Aura of Wrath. Any creature, other than sorrowsworn, that starts its turn within 10 feet of the Angry must make a DC 17 Wisdom saving throw. On a failed save, the target moves up to half its speed toward the nearest creature it can see and make one melee weapon attack against it with advantage on the roll. All attacks against the target have advantage until the start of the target's next turn. A creature that successfully saves is immune to the Angry's Aura of Wrath for the next 24 hours.

Extended Hook

Type: Trait.

The reach of the Angry's hook attack is increased to 10 feet.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Charge. The Angry moves up to its speed.
Detect. The Angry makes a Wisdom (Perception) check.
Hook (Costs 2 Actions). The Angry attacks with its hook.

Magic Resistance

Type: Trait.

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

Magic Weapons

Type: Trait.

Magic Weapons. The Angry's weapon attacks are

magical.

Rend

Type: Trait.

If a creature is hit by both of the Angry's hook attacks in the same turn, it takes an extra 13 (2d12) slashing damage.

Retaliation

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Retaliation. In response to taking damage from a creature within 5 feet of the Angry, the Angry makes a hook attack against the creature.

Shadow Jump

Type: Trait.

Shadow Jump. As a bonus action, the Angry can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The Angry can use this ability between the weapon attacks of another action it takes.

Shadow Stealth

Type: Trait.

Shadow Stealth. While in dim light or darkness, the Angry can take the Hide action as a bonus action.

Snaring Hooks

Type: Trait.

Snaring Hooks. If a Medium or smaller creature is hit by the Angry's hook, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, the Angry can automatically hit the target with its hook, but can't use this hook against other targets.

Wrathful Scream (Recharge 5-6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Wrathful Scream (Recharge 5-6). The Angry emits a loud, bloodcurdling scream. Each creature, other than sorrowsworn, within 60 feet of the Angry that can hear the Angry must succeed on a DC 17 Wisdom saving throw, taking 19 (3d12) psychic damage and be frightened for 1 minute on a failed save, or half as much damage and isn't frightened on a successful one. The creature can repeat the saving throw at the end of each of its turns, ending the effects on itself with a successful save. A target that successfully saves is immune to the Wrathful Scream of all Angry for the next 24 hours.

The Hungry

The Hungry (CR 11) can have a maximum of 4 talents.

Aggressive

Type: Trait.

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

Aura of Hunger

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Aura of Hunger. Any creature that starts its turn within 10 feet of the Hungry must make a DC 15 Wisdom saving throw. On a failed save, the creature gains 1 level of exhaustion. A creature can reduce its exhaustion level by 1 if it spends its turn eating something edible to it. A creature that successfully saves is immune to the Hungry's Aura of Hunger for the next 24 hours.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Charge. The Hungry moves up to its speed.
Detect. The Hungry makes a Wisdom (Perception) check.
Claws (Costs 2 Actions). The Hungry attacks with its claws.

Lifeleech

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Lifeleech. When a creature within 30 feet of the Hungry is targeted by a spell that allows the creature to regain hit points, it instead targets the Hungry. If the Hungry regains hit points as a result of this, it gains three benefits until the end of its next turn: it has advantage on attack rolls and saving throws, and its bite deals an extra 22 (4d10) necrotic damage on a hit.

Magic Resistance

Type: Trait.

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

Magic Weapons

Type: Trait.

Magic Weapons. The Hungry's weapon attacks are magical.

Shadow Jump

Type: Trait.

Shadow Jump. As a bonus action, the Hungry can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The Hungry can use this ability between the weapon attacks of another action it takes.

Shadow Stealth

Type: Trait.

Shadow Stealth. While in dim light or darkness, the Hungry can take the Hide action as a bonus action.

The Lonely

The Lonely (CR 9) can have a maximum of 4 talents.

Fade into Shadow (1/day)

Type: Reaction.

When in dim light or darkness and a creature the Lonely can see attacks the Lonely, the Lonely can take the Hide action.

Improved Psychic Leech

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Aura of Loneliness. Any creature, other than sorrowsworn, that takes damage from its Psychic Leech also becomes frightened. A frightened creature that is within 30 feet of at least two nonhostile creatures can make DC 15 Wisdom saving throw at the end of each of its turns, ending the effect on itself with a success. A creature that successfully saves is immune to being frightened

from the Lonely's Psychic Leech for the next 24 hours.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Charge. The Lonely moves up to its speed.
Detect. The Lonely makes a Wisdom (Perception) check.
Harpoon (Costs 2 Actions). The Lonely attacks with its Harpoon Arm.

Quick Reel

Type: Trait.

Quick Reel. The Lonely can use a bonus action to pull each creature grappled by it up to 25 feet straight toward it.

Magic Resistance

Type: Trait.

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

Magic Weapons

Type: Trait.

Magic Weapons. The Lonely's weapon attacks are magical.

Shadow Jump

Type: Trait.

Shadow Jump. As a bonus action, the Lonely can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The Lonely can use this ability between the weapon attacks of another action it takes.

Shadow Stealth

Type: Trait.

Shadow Stealth. While in dim light or darkness, the Lonely can take the Hide action as a bonus action.

Tenacious Pursuer

Type: Reaction.

When a creature within 5 feet of the Lonely moves more than 20 feet away from the Lonely and the Lonely can see that creature, the Lonely moves up to its speed to a space nearest to the creature.

The Lost

The Lost (CR 7) can have a maximum of 3 talents.

Disorienting Aura

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Disorienting Aura. Any creature, other than sorrowsworn, that starts its turn within 10 feet of the Lost must make a DC 13 Wisdom saving throw. On a failed save, the creature becomes frightened. While frightened in this way, the creature is blinded and deafened. The creature can repeat the saving throw at the end of each of its turns, ending the effects on itself with a successful save. A creature that successfully saves is immune to the Lost's Disorienting Aura for the next 24 hours.

Magic Resistance

Type: Trait.

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

Magic Weapons

Type: Trait.

Magic Weapons. The Lost's weapon attacks are magical.

Shadow Jump

Type: Trait.

Shadow Jump. As a bonus action, the Lost can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The Lost can use this ability between the weapon attacks of another action it takes.

Shadow Stealth

Type: Trait.

Shadow Stealth. While in dim light or darkness, the Lost can take the Hide action as a bonus action.

The Wretched

The Wreatched (CR 1/4) can have a maximum of 1 talent.

Shadow Jump

Type: Trait.

Shadow Jump. As a bonus action, the Lost can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The Lost can use this ability between the weapon attacks of another action it takes.

Shadow Stealth

Type: Trait.

Shadow Stealth. While in dim light or darkness, the Lost can take the Hide action as a bonus action.

Starspawn

Starspawn Grue

The starspawn grue (CR 1/4) can have a maximum of 1 talent.

Madness

Type: Trait.

Madness. The grue has advantage on saving throws against being charmed and frightened and on ability checks made against Wisdom (Insight) ability checks.

Pack Attack

Type: Trait.

Pack Attack. The grue deals an extra 3 (1d6) damage with its melee weapon attacks against a creature if at least two of the grue's allies are within 5 feet of the target and the allies are not incapacitated.

Starspawn Hulk

The starspawn hulk (CR 10) can have a maximum of 4 talents.

Bruiser

Type: Trait.

Bruiser. A creature that takes damage from the hulk's melee attack has disadvantage on its next attack roll until the end of its next turn.

Double-Fisted Smash (Recharge 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Double-Fisted Smash (Recharge 5-6). Melee Weapon Attack: +9 to hit, reach 10 ft., one target.

Hit: 32 (6d8 + 5) bludgeoning damage plus 18 (4d8) psychic damage, and the target must succeed on a DC 17 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

Guardian Strike

Type: Reaction.

Guardian Strike: If an enemy within 5 feet of the hulk attacks a target other than the hulk, that enemy provokes an opportunity attack from the hulk.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Charge. The hulk moves up to its speed.

Shepherd. The hulk chooses an ally within 5 feet of it. The ally uses its reaction to move to a space within 5 feet of the hulk without provoking opportunity attacks.

Slam (Costs 2 Actions). The hulk makes a slam attack.

Power Attack

Type: Trait.

Before the hulk makes a melee weapon attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

Forceful Blows

Type: Trait.

Forceful Blows. If the hulk's slam attack roll against a target succeeds by 5 or more, the target must make a DC 17 Strength saving throw or be knocked prone.

Stomp

Type: Trait.

The hulk can take a bonus action to make a *Stomp* attack against a prone target.
Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone target. Hit: 9 (1d8 + 5) bludgeoning damage.

Threatening

Type: Trait.

Threatening. Creatures provoke an opportunity attack from the hulk when they move 5 feet or more while within the hulk's reach, and if the hulk hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Starspawn Larva Mage

The starspawn larva mage (CR 16) can have a maximum of 6 talents.

Burrowing Worm

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Burrowing Worm. As a bonus action, the larva mage can cause a worm to launch from it at one humanoid that the larva mage can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 13 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (−4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the larva mage can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a larva mage. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Extra Legendary Action

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The larva mage can take 1 extra legendary action before the start of her next turn. The larva mage can retake this talent up one additional time. The extra legendary action stacks.

Fear Aura

Type: Trait.

Fear Aura. A creature that starts its turn within 10 feet of the larva mage must succeed on a DC 16 Wisdom saving throw or be frightened until the start of the creature's next turn. If a creature's saving throw is successful, the creature is immune to the Fear aura for the next 24 hours.

Infested Form

Type: Trait.

Infested Form. A creature that touches the larva mage or hits it with a melee attack while within 5 feet of it must make a DC 19 Constitution saving throw or become poisoned until the start of its next turn.

Regeneration

Type: Trait.

Regeneration. The larva mage regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the larva mage takes acid, fire, or radiant damage, this trait doesn't function at the start of the larva mage's next turn. The larva mage is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Legendary Resistance (2/day)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

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

Magic Resistance

Type: Trait.

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

Magic Weapons

Type: Trait.

Magic Weapons. The larva mage's weapon attacks are magical.

Starspawn Mangler

The starspawn mangler (CR 5) can have a maximum of 2 talents.

Assassinate

Type: Trait.

Assassinate. During its first turn, the mangler has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the mangler scores against a surprised creature is a critical hit.

Evasion

Type: Trait.

Evasion. If the mangler is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the mangler instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fade into Shadow (1/day)

Type: Reaction.

When in dim light or darkness and a creature the mangler can see attacks the mangler, the mangler can take the Hide action.

Flurry Recharge

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Flurry Recharge. If the mangler hits a creature with both its claws in the same turn, its Flurry of Claws is recharged.

Spider Climb

Type: Trait.

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

Starspawn Seer

The starspawn seer (CR 13) can have a maximum of 5 talents.

Battle Command

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Battle Command. As a bonus action, the seer targets one starspawn ally it can see within 30 feet of it. If the target can see or hear the seer, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Distortion Blast (Recharge 5–6)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

Distortion Blast (Recharge 5–6). The seer twists and alters the space in 30-foot cube. Each creature that isn't a starspawn in that area must make a DC 19 Wisdom saving throw. On a failed save, a creature takes 13 (3d8) force damage and 13 (3d8) psychic damage and can't take any action except move up to half of its speed until the end of the seer's next turn. On a successful save, a creature takes half as much damage.

Foul Insight

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Foul Insight. A starspawn that is within 10 feet of the seer and can hear the seer and the seer isn't incapacitated has advantage on ability checks, attack rolls, and saving throws.

Innate Spellcaster (Psionics)

Type: Trait.

The seer's innate spellcasting ability is Intelligence (spell save DC 19). The seer can innately cast the following spells, requiring no material components:
3/day (each): *jump, misty step*
1/day (each): *plane shift, telekinesis*

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Command. The seer targets one starspawn ally it can see within 30 feet of it. If the target can see or hear the seer, the target can use its reaction to make one melee attack.

Teleport. The seer magically teleports, along with any equipment it is wearing and carrying, to an unoccupied space it can see within 30 feet of it.

Comet Staff (Costs 2 Actions). The seer makes attacks with its comet staff.

Psychic Orb (Costs 2 Actions). The seer uses its Psychic Orb.

Magic Resistance

Type: Trait.

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

Magic Weapons

Type: Trait.

Magic Weapons. The larva mage's weapon attacks are magical.

Maneuver Allies

Type: Action.

Maneuver Allies (Recharge 5-6). Up to three allies within 60 feet of the seer that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Venomous Bite

Type: Trait.

A creature that takes poison damage from the steeder's bite attack is also poisoned until the end of the steeder's next turn.

Steeders

The female steeder (CR 1) and male steeder (CR 1/4) can have a maximum of 1 talent each.

Subterranean Stalker

Type: Trait.

The steeder has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

Steel Predator

The steel predator (CR 16) can have a maximum of 6 talents.

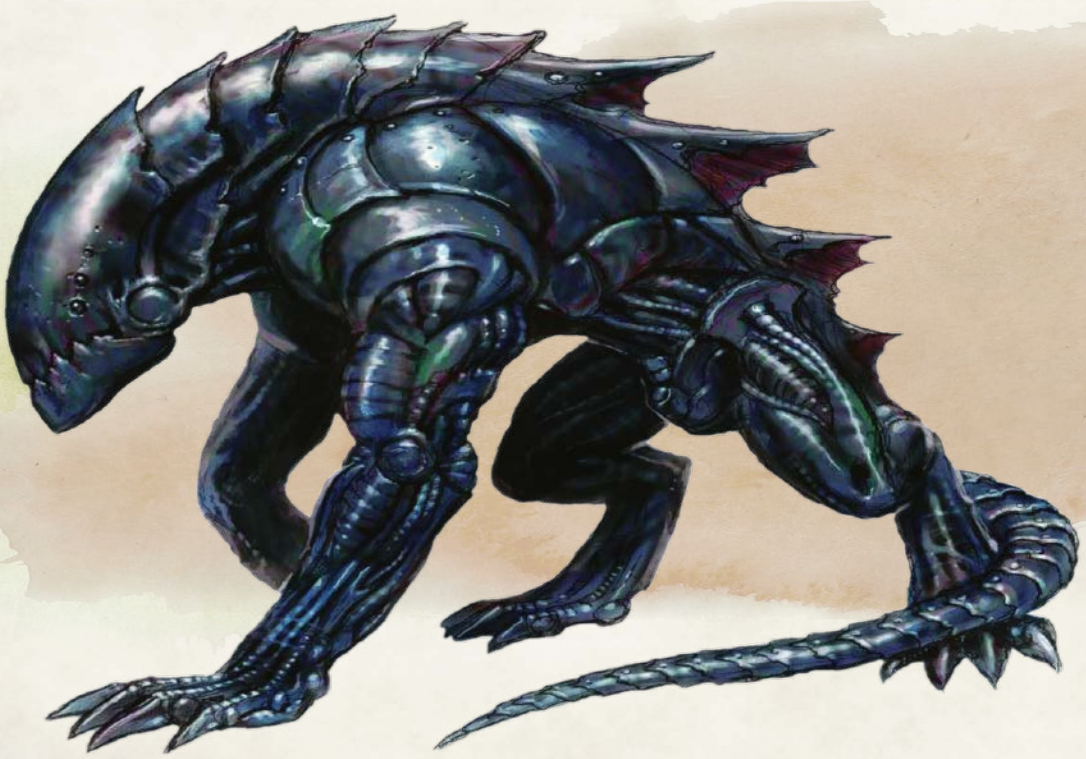
Assassinate

Type: Trait.

Assassinate. During its first turn, the steel predator has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the steel predator scores against a surprised creature is a critical hit.

Combat Advantage

Type: Trait.



Once during its turn when the steel predator hits a target with a weapon attack and has advantage on the attack roll, it deals an extra 7 (2d6) damage.

Cunning Action

Type: Trait.

Cunning Action. The steel predator can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Charge. The steel predator moves up to its speed.
Transport. The steel predator casts *dimension door* or *plane shift*, if available.
Bite (Costs 2 Actions). The steel predator makes a bite attack.

Magic Immunity I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The steel predator is immune to 1st level spells, but not to cantrips.

Magic Immunity II

Type: Trait.

Prerequisite Magic Immunity I

The steel predator is immune to spells of 2nd level and below, but not to cantrips.

Mangle

Type: Trait.

A Large or smaller creature that is hit by the steel predator's bite attack is grappled (escape DC 17). Until this grapple ends, the target is restrained and the steel predator can automatically hit the target with its bite but can't make bite attacks against other targets.

Pounce

Type: Trait.

If the steel predator moves at least 10 feet straight toward a creature and then hits it with a bite or claw attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone.

Raking Claws

Type: Trait.

The steel predator can use a bonus action to use raking claws against a creature it is grappling.

Raking Claws. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 21 (4d6 + 7) slashing damage.

Ravaging Assault

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Ravaging Assault. A creature that is hit by the steel predator's bite and two claw attacks in the same turn must succeed on a DC 20 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sundering Bite

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Sundering Bite. If the steel predator's bite attack roll against a target succeeds by 5 or more, the Armor Class (AC) of the armor or shield (determined randomly) of the target takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

If the armor or shield is magical, the wearer must succeed on a DC 20 Wisdom saving throw. On a failed save, Armor Class (AC) of the armor or shield (determined randomly) takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

Stone Cursed

The stone cursed (CR 1) can have a maximum of 1 talent.

Ever Vigilant

Type: Trait.

The stone cursed has advantage to Initiative rolls and Wisdom (Perception) checks.

Hardened Skin

Type: Trait.

Hardened Skin. The stone cursed is resistant to piercing and slashing damage from nonmagical weapons that aren't adamantine.

Sword Wraiths

Commander

The sword wraith commander (CR 8) can have a maximum of 3 talents.

Aura of Decay

Type: Trait.

A creature that starts its turn within 5 feet of the sword wraith takes 5 (1d10) necrotic damage

Fade into the Ether (3/day)

Type: Reaction.

In response to being hit by an attack and the sword wraith can see the attacker, the sword wraith shifts into the Ethereal Plane and back, causing the attack to miss.

Battle Tactician

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Tactician. The sword wraith learns three maneuvers and gains four d8 superiority dice from the Fighter class's Battle Master archetype. The sword wraith's Maneuver ability is Dexterity (Maneuver save DC 17).

Maneuver Allies

Type: Action.

Maneuver Allies (Recharge 5-6). Up to three allies within 60 feet of the sword wraith that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Magic Weapons

Type: Trait.

Magic Weapons. The sword wraith's weapon attacks are magical.

Necrotic Weapons

Type: Trait.

Magic Weapons. The sword wraith's weapon attacks deal an extra 4 (1d8) necrotic damage.

Warrior

The sword wraith warrior (CR 3) can have a maximum of 2 talents.

Aura of Decay

Type: Trait.

A creature that starts its turn within 5 feet of the sword wraith takes 5 (1d10) necrotic damage

Fade into the Ether (1/day)

Type: Reaction.

In response to being hit by an attack and the sword wraith can see the attacker, the sword wraith shifts into the Ethereal Plane and back, causing the attack to miss.

Magic Weapons

Type: Trait.

Magic Weapons. The sword wraith's weapon attacks are magical.

Necrotic Weapons

Type: Trait.

Magic Weapons. The sword wraith's weapon attacks deal an extra 4 (1d8) necrotic damage.

Tortle

The tortle (CR 1/4) and the tortle druid (2) can have a maximum of 1 talent each.

Collected

Type: Trait.

The tortle has advantage on saving throws against being frightened and maintaining concentration.

Instinctive Shell Defense (Once per Short or Long Rest)

Type: Reaction.

In response to being hit by an attack and the tortle can see the attacker, the tortle uses its Shell Defense feature.

Tough Shell

Type: Trait.

While using Shell Defense, the tortle has resistance to bludgeoning, piercing, and slashing attacks. In addition, it can add +4 to any Dexterity saving throw it makes against spells and attacks.

Trolls

Dire Troll

The dire troll (CR 9) can have a maximum of 4 talents.

Grabbing Claws

Type: Trait.

Grabbing Claws. A Large or smaller creature that is hit by the troll's claws is grappled (escape DC 16). Until this grapple ends, the target is restrained and the troll can automatically hit the target with its claws but can't attack other targets with one of its claws.

Improved Multiattack

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The troll makes six attacks, two with its bite and four with its claws.

Improved Regeneration

Type: Trait.

The hit points regained by the troll at the start of its turn is increased to 15.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Charge. The troll moves up to its speed.
Detect. The troll makes a Wisdom (Perception) check.
Claw (Costs 2 Actions). The troll makes a claw attack.
Whirlwind (Costs 3 Actions). The troll uses its Whirlwind of Claws, if available.

Pounce

Type: Trait.

If the troll moves at least 10 feet straight toward a creature and then hits it with a melee weapon attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone.

Ravaging Assault

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Ravaging Assault. A creature that is hit by at least three of the troll's melee weapon attacks in the same turn must succeed on a DC 19 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rend

Type: Trait.

Rend. If a creature is hit by both of the troll's claw attacks in the same turn, it takes an extra 16 (3d6 + 6) slashing damage.

Stench

Type: Trait.

Strench. The troll secretes extremely pungent oils from its glands that can overwhelm its foes' senses and cause nausea. A creature that starts its turn within 5 feet of the troll must succeed on a DC 18 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the troll's Stench for 24 hours.

Rot Troll

The rot troll (CR 9) can have a maximum of 4 talents.

Grabbing Claws

Type: Trait.

Grabbing Claws. A Large or smaller creature that is hit by the troll's claws is grappled (escape DC 14). Until this grapple ends, the target is restrained and the troll can automatically hit the target with its claws but can't attack other targets with one of its claws.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Charge. The troll moves up to its speed.
Detect. The troll makes a Wisdom (Perception) check.
Claw (Costs 2 Actions). The troll makes a claw attack.

Pounce

Type: Trait.

If the troll moves at least 10 feet straight toward a creature and then hits it with a melee weapon attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone.

Ravaging Assault

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Ravaging Assault. A creature that is hit by all three of the troll's melee weapon attacks in the same turn must succeed on a DC 17 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rend

Type: Trait.

Rend. If a creature is hit by both of the troll's claw attacks in the same turn, it takes an extra 11 (2d6 + 4) slashing damage.

Stench

Type: Trait.

Strench. The troll secretes extremely pungent oils

from its glands that can overwhelm its foes' senses and cause nausea. A creature that starts its turn within 5 feet of the troll must succeed on a DC 19 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the troll's Stench for 24 hours.

Widened Rancid Degeneration

Type: Trait.

The range of the troll's rancid degeneration is increased to 10 feet.

Spirit Troll

The spirit troll (CR 11) can have a maximum of 4 talents.

Fade into the Ether (3/day)

Type: Reaction.

In response to being hit by an attack and the troll can see the attacker, the troll shifts into the Ethereal Plane and back, causing the attack to miss.

Improved Regeneration

Type: Trait.

The hit points regained by the troll at the start of its turn is increased to 15.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Charge. The troll moves up to its speed.
Detect. The troll makes a Wisdom (Perception) check.

Claw (Costs 2 Actions). The troll makes a claw attack.
Bite (Costs 3 Actions). The troll makes a bite attack.

Magic Weapons

Type: Trait.

Magic Weapons. The troll's weapon attacks are magical.

Pounce

Type: Trait.

If the troll moves at least 10 feet straight toward a creature and then hits it with a melee weapon attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone.

Psychic Bellow (Recharge 5-6)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Psychic Bellow (Recharge 5-6). As a bonus action, the troll unleashes a psionic-infused bellow. Each creature within 30 feet of the troll that can hear the troll must succeed on a DC 14 Wisdom saving throw. Creatures within 15 feet of the troll have disadvantage on their saving throws. On a failed save, the target takes 22 (4d10) psychic damage and is stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage.

Ravaging Assault

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Ravaging Assault. A creature that is hit by its two claw attacks in the same turn must succeed on a DC 15 Wisdom saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rend

Type: Trait.

Rend. If a creature is hit by both of the troll's claw attacks in the same turn, it takes an extra 14 (2d10 + 3) psychic damage.

Venom Troll

The venom troll (CR 7) can have a maximum of 3 talents.

Grabbing Claws

Type: Trait.

Grabbing Claws. A Large or smaller creature that is hit by the troll's claws is grappled (escape DC 14). Until this grapple ends, the target is restrained and the troll can automatically hit the target with its claws but can't attack other targets with one of its claws.

Improved Regeneration

Type: Trait.

The hit points regained by the troll at the start of its turn is increased to 15.

Pounce

Type: Trait.

If the troll moves at least 10 feet straight toward a creature and then hits it with a melee weapon attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone.

Ravaging Assault

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Ravaging Assault. A creature that is hit by all three of the troll's melee weapon attacks in the same turn must succeed on a DC 15 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rend

Type: Trait.

Rend. If a creature is hit by both of the troll's claw attacks in the same turn, it takes an extra 11 (2d6 + 4) slashing damage.

Stench

Type: Trait.

Strench. The troll secretes extremely pungent oils from its glands that can overwhelm its foes' senses and cause nausea. A creature that starts its turn

within 5 feet of the troll must succeed on a DC 16 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the troll's Stench for 24 hours.

Widened Poison Splash

Type: Trait.

The range of the troll's Poison Splash is increased to 10 feet.

Vampiric Mist

The vampiric mist (CR 3) can have a maximum of 2 talents.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The mist's innate spellcasting ability is Wisdom (spell save DC 11). The mist can innately cast the following spells, requiring no material components:
At-will: *charm person, mage hand*
3/day each: *invisibility, telekinesis*

Paralyzing Mist

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If a creature fails its saving throw against the mist's Life Drain by 5 or more, it is also paralyzed until the end of the mist's next turn.

Shadow Stealth

Type: Trait.

Shadow Stealth. While in dim light or darkness, the mist can take the Hide action as a bonus action.

Stench

Type: Trait.

Strench. A creature that starts its turn within 5 feet of the mist must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the mist's Stench for 24 hours.

Yugoloths

Canoloth

The canoloth (CR 8) can have a maximum of 3 talents.

Baleful Yowl (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Baleful Yowl (Recharge 5-6). The canoloth unleashes a magical, bloodcurdling yowl. Each creature that isn't a yugoloth within 30 feet of the canoloth that can hear the canoloth must succeed on a DC 14 Wisdom saving throw. On a failed save, the target takes 16 (3d10) psychic damage and 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. On a successful save, the target takes half as much damage.

When the canoloth uses Multiattack and Baleful Yowl is available, it can use Baleful Yowl in place of its tongue or bite attack.

Ever Vigilant

Type: Trait.

The canoloth has advantage to Initiative rolls and Wisdom (Perception) checks.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The canoloth's innate spellcasting ability is Charisma (spell save DC 12). The canoloth can innately cast the following spells, requiring no material components:
At-will: *darkness, detect good and evil, detect magic*
3/day: *dispel magic*

Paralyzing Tongue

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature hit by the canoloth's tongue attack must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tongue Slam

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Tongue Slam. The canoloth slams a creature grappled by it into a solid surface or another creature. Each creature must succeed on a DC 15 Constitution saving throw or take 17 (2d12 + 4) bludgeoning damage and be stunned until the end of the canoloth's next turn. On a successful save, the target takes half as much damage.

When the canoloth uses Multiattack, it can use Tongue Slam in place of its tongue or bite attack.

Dhergoloth

The dhergoloth (CR 7) can have a maximum of 3 talents.

All Around Vision

Type: Trait.

All Around Vision. The dhergoloth can't be surprised while it isn't blinded or incapacitated.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the dhergoloth uses its action to cast a spell, it can make one melee attack as a bonus action.

Chatter (Recharge 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Chatter (Recharge 5-6). The dhergoloth rapidly chatters and clacks its mandibles, creating a mind-numbing noise. Each creature that isn't a yugoloth within 30 feet of the dhergoloth that can hear the dhegoloth must succeed on a DC 15 Wisdom saving throw. On a failed save, the target can't take actions except move up to half its speed for 1 minute. Affected creatures can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful saving throw, the creature is immune to the dhergoloth's Chatter for 24 hours.

Reckless

Type: Trait.

Reckless. At the start of its turn, the dhergoloth 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.

Swift Teleporter (2/day)

Type: Trait.

The dhergoloth can take a bonus action to perform a teleport action.

Tunneler

Type: Trait.

Tunneler. The dhergoloth gains a burrow speed of 15 ft. It can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

Hydroloth

The hydroloth (CR 9) can have a maximum of 4 talents.

Extra Steal Memory

Type: Trait.

The hydroloth can use its Steal Memory feature one

additional time per day.
The hydroloth can retake this talent one additional time.

Leap Attack

Type: Trait.

Leap Attack. If the hydroloth moves at least 20 feet straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. The hydroloth can move through Medium or smaller creatures and objects during this movement.

Leap Away

Type: Reaction.

Leap Away. When an enemy the hydroloth can see ends its turn within 5 feet of it, the hydroloth can move up to its speed. This movement doesn't provoke opportunity attacks.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Leap. The hydroloth moves up to its speed without provoking attacks. The hydroloth can move through Medium or smaller creatures and objects during this movement.

Claws (Costs 2 Actions). The hydroloth attacks with its claws.

Phantasm (Costs 2 Actions). The hydroloth casts *crown of madness, fear,* or *phantasmal force*.

Prey on the Feeble

Type: Trait.

Prey on the Feeble. The hydroloth has advantage on attack rolls against a creature that has both its Intelligence and Charisma scores temporarily reduced to 5.

Stunning Croak (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Stunning Croak. (Recharge 5-6). The hydroloth emits a magical stupefying croak. Each creature not a yugoloth within 20 feet of the hydroloth and can hear the hydroloth must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn. When the hydroloth uses Multiattack and Stunning Croak is available, it can use Stunning Croak in place of its bite attack.

Swift Teleporter (3/day)

Type: Trait.

The hydroloth can take a bonus action to perform a teleport action.

Venomous Bite

Type: Trait.

A creature hit by a hydroloth's bite attack must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute.

Merrenoloth

The merrenoloth (CR 3) can have a maximum of 2 talents.

Baleful Oar

Type: Trait.

A creature hit by a merrenoloth's oar takes an extra 5 (2d4) necrotic damage and gains disadvantage on saving throws until the end of the merrenoloth's next turn.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the merrenoloth uses its action to cast a spell, it can make one melee attack as a bonus action.

Regeneration

Type: Trait.

Regeneration. As long as the merrenoloth is touching any part of its ship, the merrenoloth regains 10 hit points at the start of its turn. If the merrenoloth takes acid or radiant damage, this trait doesn't function at the start of its next turn. The merrenoloth dies only if it starts its turn with 0 hit points and doesn't regenerate.

Uncanny Senses

Type: Trait.

Uncanny Senses. As long as the merrenoloth is touching any part of its ship and it isn't incapacitated, the merrenoloth can't be surprised.

Oinoloth

The oinoloth (CR 12) can have a maximum of 5 talents.

Aura of Pestilence

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Aura of Pestilence. Any creature that starts its turn within 10 feet of the oinoloth takes 5 (1d10) necrotic damage and is poisoned until the start of its next turn.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the oinoloth uses its action to cast a spell, it can make one melee attack as a bonus action.

Innate Spellcasting

Type: Trait.

Innate Spellcasting. The oinoloth's innate spellcasting ability is Charisma (spell save DC 16). The oinoloth can innately cast the following spells, requiring no material components:
At-will: *detect good and evil, stinking cloud*
1/day: *enervation*

Innate Spellcasting II

Type: Trait.

Prerequisite: Innate Spellcasting

Innate Spellcasting. The oinoloth's innate spellcasting ability is Charisma (spell save DC 16). The oinoloth can innately cast the following spells, requiring no material components:
1/day each: *harm, symbol* (death)

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Teleport. The oinoloth uses Teleport.
Claw (Costs 2 Actions). The oinoloth attacks with its claws.
Gaze (Costs 2 Actions). The oinoloth uses its Transfixing Gaze.
Cast Spell (Costs 3 Actions). The oinoloth casts a spell.

Rotting Claw

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Rotting Claw. A creature that takes necrotic damage from the oinoloth's claw attack must succeed on a DC 16 Constitution saving throw against disease or become poisoned. At the end of each of the poisoned target's turns, the target must make a Constitution saving throw. If the target succeeds on three of these saves, it is no longer poisoned, and the effect ends. If the target fails three of these saves, the target is no longer poisoned but the creature's flesh starts to decay. The creature has disadvantage on Charisma checks and vulnerability to all damage until the disease is cured.

Summon Yugoloth (1/day)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The oinoloth summons 1d3+1 mezzoloths, 1d2 dhergoloths, 1d2 canoloths, or one nycaloth. A summoned yugoloth appears in an unoccupied space within 60 feet of the oinoloth, acts as an ally of the oinoloth, has no talents, and can't summon other yugoloths. It remains for one minute, until it or the oinoloth dies, or until the oinoloth dismisses it as an action.

Swift Teleporter (3/day)

Type: Trait.

The oinoloth can take a bonus action to perform a teleport action.

Word of Anthraxus (1/Day)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Word of Anthraxus. As a bonus action, the oinoloth utters its master's unholy name and each creature that isn't a yugoloth within 60 feet of the oinoloth and can hear the oinoloth must succeed on a DC 16 Constitution saving throw or be subjected to a random disease (as if failing its Constitution saving throw three times in the *contagion* spell).

Yagnoloth

The yagnoloth (CR 11) can have a maximum of 4 talents.

Acid Breath (Recharge 5–6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Acid Breath (Recharge 5-6). The yagnoloth exhales nauseating acid in an 15-cube. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, the creature takes 22 (5d8) acid damage and is incapacitated until the end of the yagnoloth's next turn. On a successful save, a creature takes half as much damage.

If the yagnoloth uses Multiattack and Acid Breath is available, it can use Acid Breath in place of one of its massive arm attacks.

Battle Magic

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Magic. When the yagnoloth uses its action to cast a spell, it can make one melee attack as a bonus action.

Battle Tactician

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Battle Tactician. The yagnoloth learns three maneuvers and gains four d8 superiority dice from the Fighter class's Battle Master archetype. The yagnoloth's Maneuver ability is Strength (Maneuver save DC 16).

Bruiser

Type: Trait.

Bruiser. A creature that takes damage from the yagnoloth's melee attack has disadvantage on its next attack roll until the end of its next turn.

Legendary Actions

Type: Action.

Talent Cost: 4 (Counts as 4 Talents).

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

Teleport. The yagnoloth uses Teleport.
Elecrify (Costs 2 Actions). The yagnoloth uses Electrified Touch.
Massive Arm (Costs 2 Actions). The yagnoloth attacks with its Massive Arm.
Lightning Bolt (Costs 3 Actions). The yagnoloth casts *lightning bolt,* if available.

Indominatable

Type: Trait.

Indomitable (1/Day). The yagnoloth rerolls a failed saving throw. It must use the new roll.

Maneuver Allies

Type: Action.

Maneuver Allies (Recharge 5-6). Up to three allies within 60 feet of the yagnoloth that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Tol-kendar (Recharge 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Tol-Kendar (Recharge 6). The yagnoloth magically summons its tol-kendar, a huge and wicked-looking 15-foot polearm. The weapon appears instantly in the yagnoloth's massive arm hand. The yagnoloth moves up to its walking speed in a straight line and targets each creature within 30 feet of it during its movement. Each target must succeed on a DC 16 Dexterity saving throw or take 32 (8d6 + 4) slashing damage. The tol-kendar disappears at the end of the yagnoloth's turn.

Wallop

Type: Trait.

If a creature fails its Constitution saving throw against the yagnoloth's Massive Arm by 5 or more, it is also knocked unconscious for 1 minute. An unconscious creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Chapter 3. Bonus Sampler Statblocks

Beholder, Death Kiss

Death Kiss, Elder

Large aberration, lawful evil

Armor Class 16 (natural armor)
Hit Points 204 (18d10 + 72)
Speed 0 ft., fly 20 ft. (hover), swim 30 ft.

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

Saving Throws Con +8, Wis +6
Skills Perception +6
Damage Resistances lightning
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 16
Languages Deep Speech, Undercommon
Challenge 12 (8,400 XP)

Lightning Blood Splash. Each creature within 5 feet of the death kiss takes 5 (1d10) lightning damage whenever the death kiss is hit by an attack that deals piercing or slashing damage.

Actions

Multiattack. *The death kiss makes three tentacle attacks. Up to three of these attacks can be replaced by Blood Drain, one replacement per tentacle grappling a creature.*

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, and the target is grappled (escape DC 14) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained, and the death kiss can't use the same tentacle on another target. The death kiss has ten tentacles.

Blood Drain. One creature grappled by a tentacle of the death kiss must make a DC 16 Constitution saving throw. On a failed save, the target takes 22 (4d10) lightning damage, and the death kiss regains half as many hit points.

Legendary Actions

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

Hover. The death kiss moves up to its speed without provoking opportunity attacks.
Tentacle. The death kiss makes a tentacle attack.

Boneclaw, Ancient

Boneclaw, Ancient

Large undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 178 (21d10 + 63)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	13 (+1)	15 (+2)	9 (-1)

Saving Throws Dex +8, Con +8, Wis +7
Skills Perception +7, Stealth +8
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Common plus the main language of its master
Challenge 16 (15,000 XP)

Rejuvenation. While its master lives, a destroyed boneclaw gains a new body in 1d10 hours, with all its hit points. The new body appears within 1 mile of the boneclaw's master.

Shadow Stealth. While in dim light or darkness, the boneclaw can take the Hide action as a bonus action.

Actions

Multiattack. The boneclaw makes two claw attacks.

Piercing Claw. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. If the target is a creature, the boneclaw can pull the target up to 10 feet toward itself, and the target is grappled (escape DC 15). The boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

Shadow Jump. If the boneclaw is in dim light or darkness, each creature of the boneclaw's choice within 5 feet of it must succeed on a DC 16 Constitution saving throw or take 34 (5d12 + 2) necrotic damage.

The boneclaw then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's grappling, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

Hungry Darkness (Recharge 5-6). The boneclaw creates a magical darkness identical to the *darkness* spell, except the boneclaw can see through it. This effect lasts for 1 minute. Any creature that starts its turn within this area of darkness takes 5 (1d10) necrotic damage. When a creature moves into or within the area, it takes 5 (1d10) necrotic damage for every 5 feet it travels. The boneclaw is immune to any damage caused by hungry darkness.

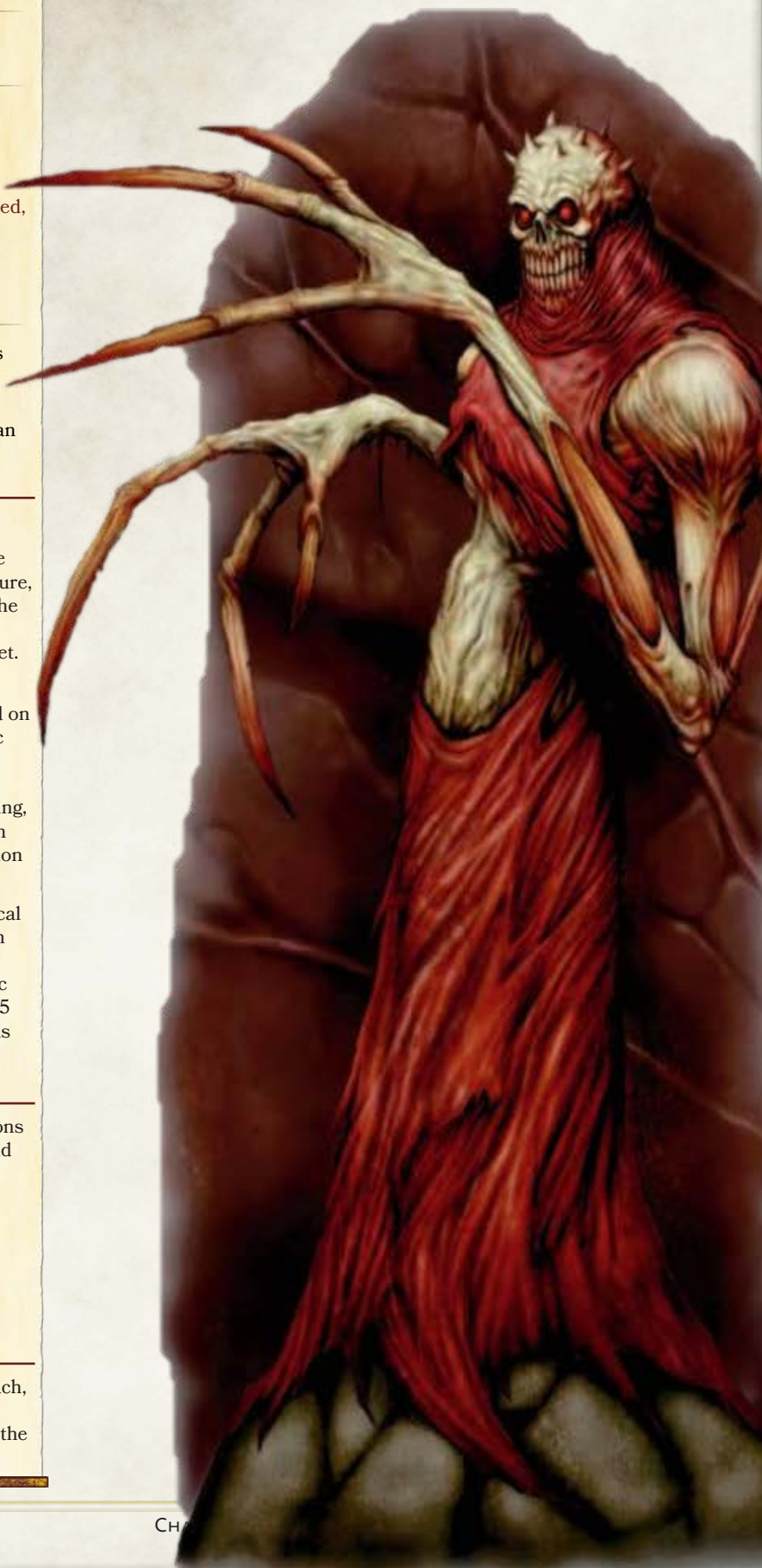
Legendary Actions

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

Move. The boneclaw moves up to half its speed.
Claw (Costs 2 Actions). The boneclaw makes a piercing claw attack.
Shadow Jump (Costs 3 Actions). The boneclaw uses Shadow Jump.

Reactions

Deadly Reach. In response to a visible enemy moving into its reach, the boneclaw makes one claw attack against that enemy. If the attack hits, the boneclaw can make a second claw attack against the target.



Clockworks

Bronze Scout, Giant

Large construct, unaligned

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	3 (-4)	14 (+2)	1 (-5)

Skills Perception +6, Stealth +7
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages understands one language of its creator but can't speak
Challenge 3 (700 XP)

Earth Armor. The bronze scout doesn't provoke opportunity attacks when it burrows.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 7 (2d6) lightning damage. If the bronze scout's bite attack roll against a target succeeds by 5 or more and the target is a creature, the target must make a DC 13 Constitution saving throw or be stunned until the end of the bronze scout's next turn.

Lightning Flare (Recharges after a Short or Long Rest). Each creature in contact with the ground within 20 feet of the bronze scout must make a DC 13 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

Iron Cobra, Giant

Large construct, unaligned

Armor Class 14 (natural armor)
Hit Points 105 (11d10 + 44)
Speed 30 ft.

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

Skills Stealth +9
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 6 (2,300 XP)

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or suffer one random poison effect:

1. Poison Damage: The target takes 27 (6d8) poison damage.

2. Confusion: On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature. This poison effect lasts for 1 minute. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Paralysis: The target is paralyzed for 1 minute. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Oaken Bolter, Heavy

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	19 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 8 (3,900 XP)

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

Actions

Multiattack. The oaken bolter makes two lancing bolt attacks or one lancing bolt attack and one harpoon attack.

Lancing Bolt. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 5 (1d10) lightning damage.

Harpoon. *Ranged Weapon Attack:* +7 to hit, range 50/200 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 5 (1d10) lightning damage, and the target is grappled (escape DC 13). While grappled in this way, a creature's speed isn't reduced, but it can move only in directions that bring it closer to the oaken bolter. A creature takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. As a bonus action, the oaken bolter can pull a creature grappled by it 20 feet closer. The oaken bolter can grapple only one creature at a time.

Explosive Bolt (Recharge 5–6). The oaken bolter launches an explosive charge at a point within 120 feet. Each creature within 20 feet of that point must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Piercing Bolt (Recharge 5–6). The oaken bolter shoots a bolt forward in a line, which is 5 foot wide and 60 feet long, before disappearing. The bolt passes harmlessly through objects, ignoring cover. Each creature in that line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 20 (3d10 + 4) piercing damage plus 5 (1d10) lightning damage, or half as much damage on a successful one.

Stone Defender, Heavy

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	3 (-4)	14 (+2)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands one language of its creator but can't speak
Challenge 7 (2,900 XP)

False Appearance. While the stone defender remains motionless against an uneven earthen or stone surface, it is indistinguishable from that surface.

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

Actions

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage, and if the target is Huge or smaller, it is knocked prone.

Shield Charge. If the stone defender moves at least 10 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage and if the target is Huge or smaller, it is knocked prone. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be stunned until the end of the stone defender's next turn.

Reactions

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the stone defender gives that creature a +5 bonus to its AC against that attack, potentially causing a miss. To use this ability, the stone defender must be able to see the creature and the attacker.

Corpse Flower

Corpse Flower, Monstrous

Huge Aberration

Armor Class 13 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	7 (-2)	16 (+3)	3 (-4)

Condition Immunities blinded, deafened
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13
Languages —
Challenge 15 (13,000 XP)

Corpses. When first encountered, a corpse flower contains the corpses of 2d6 + 6 humanoids. A corpse flower can hold the remains of up to eighteen dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

- The corpse flower digests two humanoid corpse in its body and instantly regains 22 (4d10) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the corpse flower in its space.
- The corpse flower animates two dead humanoids in its body, turning them into zombies. The zombies appear in an unoccupied space within 5 feet of the corpse flower and act immediately after it in the initiative order. The zombies act as allies of the corpse flower but aren't under its control, and the flower's stench clings to the zombies (see the Stench of Death trait).

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

Stench of Death. Each creature that starts its turn within 10 feet of the corpse flower or one of its zombies must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

Actions

Multiattack. The corpse flower makes three tentacle attacks and uses Harvest the Dead, if applicable.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target must succeed on a DC 18 Constitution saving throw or take 21 (6d6) poison damage.

Harvest the Dead. The corpse flower grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

Corpse Spray (Recharges 5-6). The corpse flower consumes up to four humanoid corpses and discharges a powerful jet of putrid body fluids and bones in a 30-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, a target takes 2d6 piercing damage and 2d6 necrotic damage for each corpse consumed by the corpse flower and the target is incapacitated until the end of the corpse flower's next turn. On a successful save, a target takes half as much damage and isn't incapacitated.

Cranium Rats, Swarm of

Cranium Rats, Swarm of Elder

Medium swarm of Tiny beasts, lawful evil

Armor Class 12 (natural armor)
Hit Points 54 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	15 (+2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 11
Languages telepathy 30 ft.
Challenge 6 (2,300 XP)

Illumination. As a bonus action, the swarm can shed dim light from its brains in a 5-foot radius, increase the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 14). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:

At will: *command, comprehend languages, detect thoughts*
1/day each: *clairvoyance, confusion, dominate monster, fear, phantasmal force*

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Mind Blast (Recharge after a Short or Long Rest). The swarm magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 14 Intelligence saving throw or take 15 (3d8 + 2) psychic damage and be stunned for minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Deathlocks

Deathlock Warcaster

Medium undead, neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Int +5, Cha +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 6 (2,300 XP)

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

At will: *detect magic, disguise self, mage armor*

Spellcasting. The deathlock is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast (2 beams, +3 bonus to each damage roll), mage hand*

1st–3rd level (2 5th-level slots): *arms of Hadar, counterspell, dispel magic, hold person, hunger of Hadar, invisibility, sickening radiance, spider climb, synaptic static, vampiric touch*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

War Magic. When the deathlock uses its action to cast a cantrip, it can make one deathly claw attack as a bonus action.

Actions

Deathly Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

Deathlock Overlord

Medium undead, neutral evil

Armor Class 13 (16 with *mage armor*)
Hit Points 137 (25d8 + 25)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	18 (+4)

Saving Throws Int +7, Cha +9
Skills Arcana +6, History +6, Perception +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages the languages it knew in life
Challenge 14 (11,500 XP)

Battle Magic. When the deathlock uses its action to cast a spell that has a casting time of 1 action, it can make one deathly claw attack as a bonus action.

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, mage armor*

Spellcasting. The deathlock is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast (3 beams, +4 bonus to each damage roll), mage hand*

1st–3rd level (3 5th-level slots): *arms of Hadar, banishment, counterspell, dimension door, dispel magic, hold monster, hunger of Hadar, invisibility, misty step, sickening radiance, spider climb, synaptic static, vampiric touch*

1/day: *circle of death, finger of death, dominate monster*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

Actions

Deathly Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3 necrotic damage).

Grave Bolts. *Ranged Spell Attack:* +7 to hit, range 120 ft., one or two targets. *Hit:* 18 (4d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 17 Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

Legendary Actions

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

Move. The deathlock moves up to half its speed.
Claw. The deathlock makes a deathly claw attack.
Gravebolts (Costs 2 Actions). The deathlock uses Grave Bolts.
Command (Costs 1-3 Actions). The deathlock chooses up to three allies it an see within 30 feet of it. If the target can see and hear the deathlock, the target can use its reaction to make one weapon attack. It costs 1 action per target.

Demons

Armanite Ravager

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)
Hit Points 138 (12d10 + 72)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	8 (-1)	12 (+1)	13 (+1)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 9 (5,000 XP)

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

Magic Weapons. The armanite's weapon attacks are magical.

Actions

Multiattack. The armanite makes three attacks: one with its hooves, one with its claws, and one with its serrated tail. If the armanite hits a creature with all three of its attacks in the same turn, the target must succeed on a DC 18 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage.

Serrated Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage and if the target is a creature, it is wounded. At the start of each of the wounded creature's turns, it takes 5 (1d10) necrotic damage for each time the armanite has wounded it, and it can then make a DC 18 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 18 Wisdom (Medicine) check, ending the effect of such wounds on it on a success The wound also ends if the target receives magical healing.

Lightning Lance (Recharge 5–6). The armanite looses a bolt of lightning in a line 60 feet long and 10 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

Devourer, Elder

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+5)	12 (+1)	21 (+5)	14 (+2)	12 (+1)	17 (+3)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 15 (13,000 XP)

Innate Spellcasting. The devourer's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

1/day (each): *confusion, create undead, planar binding, ray of enfeeblement, suggestion*

If a creature dies while imprisoned in the devourer's ribcage, the devourer recovers all expended spell slots.

Actions

Multiattack. The devourer makes two claw attacks and can use either Imprison Soul or Soul Rend.

Claw. Melee *Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 21 (6d6) necrotic damage.

Imprison Soul. The devourer chooses a living humanoid with 0 hit points that it can see within 30 feet of it. That creature is teleported inside the devourer's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, the devourer regains 25 hit points, immediately recharges Soul Rend, and gains an additional action on its next turn. Additionally, at the start of its next turn, the devourer regurgitates the slain creature as a bonus action, and the creature becomes an undead. If the victim had 2 or fewer Hit Dice, it becomes a zombie. If it had 3 to 5 Hit Dice, it becomes a ghoul. Otherwise, it becomes a wight. A devourer can imprison only one creature at a time.

Soul Rend (Recharge 6). The devourer creates a vortex of life-draining energy in a 20-foot radius centered on itself. Each humanoid in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.

Reactions

If the devourer has a creature imprisoned and makes a successful saving throw against a spell, or a spell attack misses it, the spell targets the creature imprisoned in its ribcage instead. If the spell forced a saving throw, the imprisoned creature makes its own save. If the spell was an attack, the attack roll is rerolled against the imprisoned creature.

Maurezhi Ghoul Lord

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 150 (20d10 + 40)
Speed 40 ft.

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

Skills Deception +6
Damage Resistances cold, fire, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, Elvish, telepathy 120 ft.
Challenge 11 (7,200 XP)

Assume Form. The maurezhi can assume the appearance of any Medium humanoid it has eaten. It remains in this form for 1d6 days, during which time the form gradually decays until, when the effect ends, the form sloughs from the demon's body.

Command Ghoul. The maurezhi can use a bonus action to target a ghoul or ghast it can see within 60 feet of it. If the target can hear the maurezhi, the target must use its reaction to move up to its speed or make one melee weapon attack.

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

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a humanoid, its Charisma score is reduced by 1d4. This reduction lasts until the target finishes a short or long rest. The target dies if this reduces its Charisma to 0. It rises 24 hours later as a ghoul, unless it has been revived or its corpse has been destroyed.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Raise Ghoul (Recharge 5–6). The maurezhi targets one dead ghoul or ghast it can see within 30 feet of it. The target is revived with all its hit points.

Summon Ghoul (1/Day). The maurezhi summons 2d4 ghouls or 1d4 ghasts. A summoned ghoul appears in an unoccupied space within 60 feet of the maurezhi and acts as an ally of the maurezhi. It remains for an hour, until it or the maurezhi dies, or until its summoner dismisses it as an action.

Legendary Actions

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

Charge. The maurezhi moves up to its speed.
Command. The maurezhi targets a ghoul or ghast it can see within 60 feet of it. If the target can hear the maurezhi, the target must use its reaction to move up to its speed or make one melee weapon attack.
Claws (Costs 2 Actions). The maurezhi attacks with its claws.

Merregon Legion Captain

Medium fiend (demon), lawful evil

Armor Class 18 (natural armor, shield)
Hit Points 123 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (-1)	14 (+2)	9 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Infernal but can't speak, telepathy 120 ft.
Challenge 8 (1,100 XP)

Battle Command. As a bonus action, the merregon targets one allied merregon it can see within 30 feet of it. If the target can see or hear the merregon, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

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

Legion Devil Defense. The merregon gains advantage to Strength and Dexterity saving throws if it is within 5 feet of an allied merregon that isn't incapacitated.

Legion Devil Phalanx. The merregon gains +2 AC if it is within 5 feet of an allied merregon that isn't incapacitated.

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

Martial Advantage. Once per turn, the merregon can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the merregon that isn't incapacitated.

Actions

Multiattack. The merregon makes two longsword attacks, or if an allied fiend of challenge rating 10 or higher is within 60 feet of it, the merregon makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of the merregon that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Command Retaliate. In response to a creature missing the merregon with a melee attack and the attacker is visible to the merregon, it can target an ally within 5 feet of the creature. If the ally can see and hear the merregon, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

Legion Devil Formation. When a hostile creature the merregon can see moves within 5 feet of the merregon, the merregon can move up to its speed without provoking opportunity attacks. It must be able to end in a space within 5 feet of an allied merregon that isn't incapacitated.

Merregon Legionnaire

Medium fiend (demon), lawful evil

Armor Class 18 (natural armor, shield)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (-2)	13 (+1)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands Infernal but can't speak, telepathy 120 ft.
Challenge 6 (2,300 XP)

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

Legion Devil Defense. The merregon gains advantage to Strength and Dexterity saving throws if it is within 5 feet of an allied merregon that isn't incapacitated.

Legion Devil Phalanx. The merregon gains +2 AC if it is within 5 feet of an allied merregon that isn't incapacitated.

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

Martial Advantage. Once per turn, the merregon 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 merregon that isn't incapacitated.

Actions

Multiattack. The merregon makes two longsword attacks, or if an allied fiend of challenge rating 8 or higher is within 60 feet of it, the merregon makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Reactions

Loyal Bodyguard. When another fiend within 5 feet of the merregon is hit by an attack, the merregon causes itself to be hit instead.

Legion Devil Formation. When a hostile creature the merregon can see moves within 5 feet of the merregon, the merregon can move up to its speed without provoking opportunity attacks. It must be able to end in a space within 5 feet of an allied merregon that isn't incapacitated.

Narzughon Blackguard

Medium fiend (devil), lawful evil

Armor Class 20 (plate armor, shield)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +5, Con +9, Cha +10
Skills Perception +8
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Common, Infernal, telepathy 120 ft.
Challenge 16 (15,000 XP)

Command Minion. As a bonus action, the narzugon targets one devil ally or its steed with CR 12 or lower it can see within 30 feet of it and gives it a telepathic command. The target can use its reaction to move up to half its speed and make one weapon attack.

Diabolical Sense. The narzugon has advantage on Wisdom (Perception) checks made to perceive good-aligned creatures.

Innate Spellcasting. The narzugon's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The narzugon can innately cast the following spells, requiring no material components:

At-will: *command, hellish rebuke, scorching ray*
1/day each: *contagion, dominate person*

Infernal Tack. The narzugon wears spurs that are part of infernal tack, which allow it to summon its nightmare companion.

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

Smite (1/Turn). As a bonus action, when the narzugon hits a creature with a weapon attack, it can deal 11 (2d10) necrotic damage to the target.

Actions

Multiattack. The narzugon uses its Infernal Command or Terrifying Command. It also makes three hellfire lance attacks.

Hellfire Lance. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage plus 16 (3d10) fire damage. If this damage kills a creature, the creature's soul rises from the River Styx as a lemure in Avernus in 1d4 hours. If the creature isn't revived before then, only a wish spell or killing the lemure and casting true resurrection on the creature's original body can restore it to life. Constructs and devils are immune to this effect.

Infernal Command. Each ally of the narzugon within 60 feet of it can't be charmed or frightened until the end of the narzugon's next turn.

Terrifying Command. Each creature that isn't a fiend within 60 feet of the narzugon that can hear it must succeed on a DC 18 Charisma saving throw or become frightened of it 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. A creature that makes a successful saving throw is immune to this narzugon's Terrifying Command for 24 hours.

Healing (1/Day). The narzugon, or one creature it touches, regains up to 100 hit points.

Legendary Actions

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

Move. The narzugon moves up to half its speed.
Hellish Command (Costs 2 Actions). The narzugon uses Infernal Command or Terrifying Command.
Lance (Costs 2 Actions). The narzugon makes a Hellfire Lance attack.

Ravenous Nupperibo

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	13 (+1)	3 (-4)	8 (-1)	1 (-5)

Skills Perception +1
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities blinded, charmed, frightened, poisoned
Senses blindsight 10 ft. (blind beyond this radius), passive Perception 11
Languages understands Infernal but can't speak
Challenge 1 (200 XP)

Cloud of Vermin. Any creature, other than a devil, that starts its turn within 20 feet of the nupperibo must make a DC 11 Constitution saving throw. A creature within the areas of two or more nupperibos makes the saving throw with disadvantage. On a failure, the creature takes 2 (1d4) piercing damage.

Hunger-Driven. In the Nine Hells, the nupperibos can flawlessly track any creature that has taken damage from any nupperibo's Cloud of Vermin within the previous 24 hours.

Ravenous. The nupperibo can take a bonus action to make one bite attack against a creature that doesn't have all its hit points. Attacks against the nupperibo have advantage until the start of the nupperibo's next turn.

Actions

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

Orthon Scalphunter

Large fiend (devil), lawful evil

Armor Class 17 (half-plate)
Hit Points 184 (16d10 + 96)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	15 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +9, Con +11, Wis +8
Skills Perception +13, Stealth +14, Survival +13
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 23
Languages Common, Infernal, telepathy 120 ft
Challenge 14 (11,500 XP)

Innate Spellcasting. The orthon's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The orthon can innately cast the following spells, requiring no material components:

At-will: *hunter's mark*
1/day each: *conjure volley, steel wind strike, teleport*

Invisibility Field. The orthon can use a bonus action to become invisible. Any equipment the orthon wears or carries is also invisible as long as the equipment is on its person. This invisibility ends immediately after the orthon makes an attack roll or is hit by an attack.

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

Sharpshooter. The orthon's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the orthon's ranged weapon attack rolls.

Slay Foe (1/Turn). The orthon deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The orthon makes two melee weapon attacks.

Infernal Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage, and the target must make a DC 17 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. On a failure, the target is also poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infernal Crossbow. *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, plus one of the following effects:

1. Acid. The target must make a DC 18 Constitution saving throw, taking an additional 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

2. Blindness (1/Day). The target takes 5 (1d10) radiant damage. In addition, the target and all other creatures within 20 feet of it must each make a successful DC 18 Dexterity saving throw or be blinded until the end of the orthon's next turn.

3. Concussion. The target and each creature within 20 feet of it must make a DC 18 Constitution saving throw, taking 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.

4. Entanglement. The target must make a successful DC 18 Dexterity saving throw or be restrained for 1 hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 18 Dexterity or Strength check. Any creature other than an orthon that touches the restrained creature must make a successful DC 18 Dexterity saving throw or become similarly restrained.

5. Paralysis (1/Day). The target takes 22 (4d10) lightning damage and must make a successful DC 18 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. Tracking. For the next 24 hours, the orthon knows the direction and distance to the target, as long as it's on the same plane of existence. If the target is on a different plane, the orthon knows which one, but not the exact location there.

Reactions

Explosive Retribution. When it is reduced to 15 hit points or fewer, the orthon causes itself to explode. All other creatures within 30 feet of it must each make a DC 18 Dexterity saving throw, taking 9 (2d8) fire damage plus 9 (2d8) thunder damage on a failed save, or half as much damage on a successful one. This explosion destroys the orthon, its infernal dagger, and its brass crossbow.

Drow

Drow High Inquisitor

Medium humanoid (elf), neutral evil

Armor Class 16 (breastplate)
Hit Points 169 (26d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	16 (+3)	22 (+6)	21 (+5)

Saving Throws Con +8, Wis +12, Cha +11
Skills Insight +12, Perception +12, Religion +9, Stealth +8
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 22
Languages Elvish, Undercommon
Challenge 17 (18,000 XP)

Discern Lie. The drow knows when she hears a creature speak a lie in a language she knows.

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 19). She can innately cast the following spells, requiring no material components:

At will: *dancing lights, detect magic*

1/day each: *clairvoyance, darkness, detect thoughts, dispel magic, faerie fire, levitate (self only), suggestion*

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

Smite. As a bonus action, when the drow hits a creature with a weapon attack, she can expend a 1st level spell slot to deal 9 (2d8) necrotic or poison damage to the target. If the drow expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The drow is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, message, poison spray, resistance, thaumaturgy*
1st level (4 slots): *bane, cure wounds, inflict wounds*
2nd level (3 slots): *blindness/deafness, silence, spiritual weapon*
3rd level (3 slots): *bestow curse, dispel magic, magic circle, protection from energy*
4th level (3 slots): *banishment, divination, freedom of movement*
5th level (2 slots): *contagion, dispel evil and good, insect plague*
6th level (1 slot): *harm, true seeing*
7th level (1 slot): *divine word, symbol* (pain)

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

Actions

Multiattack. The drow makes three death lance attacks.

Death Lance. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage plus 18 (4d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage it takes. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Legendary Actions

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

Move. The drow moves up to half her speed without provoking opportunity attacks.
Lance (Costs 2 Actions). The drow attacks with her Death Lance.
Cast Spell (Costs 1-3 Actions). The drow uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that she has prepared. Doing so costs 1 legendary action per level of the spell.

Drow Shadowblade Elite

Medium humanoid (elf), neutral evil

Armor Class 17 (studded leather)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	16 (+3)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Dex +11, Con +8, Wis +7
Skills Perception +7, Stealth +11
Senses darkvision 120 ft., passive Perception 17
Languages Elvish, Undercommon
Challenge 14 (11,500 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate* (self only)

Shadow Step. While in dim light or darkness, the drow can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

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

Actions

Multiattack. The drow makes two attacks with its shadow sword. If either attack hits and the target is within 10 feet of a 5-foot cube of darkness created by the shadow sword on a previous turn, the drow can dismiss that darkness and cause the target to take 21 (6d6) necrotic damage. The drow can dismiss darkness in this way no more than once per turn.

Shadow Sword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage plus 10 (3d6) necrotic damage and 10 (3d6) poison damage. The drow can then fill an unoccupied 5-foot cube within 5 feet of the target with magical darkness, which remains for 1 minute.

Hand Crossbow. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

Shadow Burst (1/Day). The drow can dismiss all of its 5-foot cubes of darkness created by its shadow sword, each of which explodes in a burst of necrotic energy. Each creature except the drow within 5 feet of a dismissed 5-foot cube of darkness must make a DC 13 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much as damage on a successful one. A creature can take this damage multiple times if each time it is struck from a different burst.

Legendary Actions

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

Move. The drow moves up to half its speed without provoking opportunity attacks.
Darkness. The drow casts darkness.
Attack (Costs 2 Actions). The drow attacks with its shadow sword or hand crossbow.

Duergar

Duergar Tyrant

Large humanoid (dwarf), lawful evil

Armor Class 21 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	5 (-3)	22 (+6)	16 (+3)	14 (+2)	13 (+1)

Saving Throws Con +11, Wis +7
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Dwarvish, Undercommon
Challenge 16 (15,000 XP)

Innate Spellcasting (Psionics). The duergar's innate spellcasting ability is Intelligence (spell save DC 16). It can cast the following spells, requiring no components:

At will: *mage hand, minor illusion*
2/day each: *counterspell, misty step, stinking cloud*
1/day: *destructive wave*

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

Psychic Engine. When the duergar suffers a critical hit or is reduced to 0 hit points, psychic energy erupts from its frame to deal 21 (6d6) psychic damage to each creature within 10 feet of it.

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

Actions

Multiattack. The despot makes two iron fist attacks and two stomping foot attacks. It can replace up to four of these attacks with uses of its Flame Jet. It can replace one iron fist attack with Rocket Punch.

Iron Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it must make a successful DC 19 Strength saving throw or be thrown up to 30 feet away in a straight line. The target lands prone and then takes 10 (3d6) bludgeoning damage. A creature that fails its saving throw by 5 or more is also stunned until the end of duergar's next turn.

Stomping Foot. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, or 24 (4d8 + 6) to a prone target.

Flame Jet. The duergar spews flames in a line 100 feet long and 10 feet wide. Each creature in the line must make a DC 19 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Rocket Punch (Recharge 5-6). *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 33 (6d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it must make a successful DC 19 Strength saving throw or be thrown up to 30 feet away in a straight line. The target lands prone and then takes 10 (3d6) bludgeoning damage. A creature that fails its saving throw by 5 or more is also stunned until the end of duergar's next turn. The rocket fist flies back and reattaches itself to the duergar's arm at the end of its turn.

Legendary Actions

The duergar gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The duergar regains spent legendary actions at the start of its turn.
Charge. The duergar moves up to its speed.
Stomp (Costs 2 Actions). The duergar attacks with its stomping foot.
Iron Fist (Costs 3 Actions). The duergar attacks with its iron fist.

Duergar Heavy Hammerer

Large construct, lawful evil

Armor Class 18 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	16 (+3)	6 (-2)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Dwarvish but can't speak
Challenge 4 (1,100 XP)

Engine of Pain. Once per turn, a creature that attacks the hammerer can target the duergar trapped in it. The attacker has disadvantage on the attack roll. On a hit, the attack deals an extra 5 (1d10) damage to the hammerer, and the hammerer can respond by using its Multiattack with its reaction.

Siege Monster. The hammerer deals double damage to objects and structures.

Actions

Multiattack. The hammerer makes two attacks: one with its claw and one with its hammer.

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

Hammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage. If the attack roll against a target succeeds by 5 or more, the target must make a DC 15 Constitution saving throw or be stunned until the end of the hammerer's next turn.

Trembling Slam (Recharge 5-6). The hammerer pounds the ground with both of its limbs, triggering a short earth tremor. All other creatures on the ground within 10 feet of the hammerer that are Large or smaller must succeed on a DC 15 Strength saving throw or be knocked prone.

Duergar Mind Overlord

Medium humanoid (dward), lawful evil

Armor Class 15 (leather armor)
Hit Points 90 (12d8 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)

Saving Throws Dex +7, Int +7, Wis +3
Skills Perception +3, Stealth +7
Damage Resistances poison
Senses darkvision 120 ft., truesight 30 ft., passive Perception 13
Languages Dwarvish, Undercommon
Challenge 5 (1,800 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Mind Stab (3/Day). When the duergar hits a creature with its mind-poison dagger, the duergar can attempt to disrupt its mental faculties. The target must succeed on a DC 15 Constitution saving throw or be incapacitated until the end of the duergar's next turn.

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

Actions

Multiattack. The duergar makes two melee attacks. It can replace one of those attacks with a use of Mind Mastery.

Mind-Poison Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 14 (4d6) psychic damage, or 1 piercing damage and 17 (5d6) psychic damage while reduced.

Invisibility (Recharge 4–6). The duergar magically turns invisible for up to 1 hour or until it attacks, it casts a spell, it uses its Reduce, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Mind Mastery. The duergar targets up to 3 creatures it can see within 60 feet of it. The target must succeed on a DC 15 Intelligence saving throw, or the duergar causes it to use its reaction either to make one weapon attack against another creature the duergar can see or to move up to 10 feet in a direction of the duergar's choice. Creatures that can't be charmed are immune to this effect.

Reduce (Recharges after a Short or Long Rest). For 1 minute, the duergar magically decreases in size, along with anything it is wearing or carrying. While reduced, the duergar is Tiny, reduces its weapon damage to 1, and makes attacks, checks, and saving throws with disadvantage if they use Strength. It gains a +5 bonus to all Dexterity (Stealth) checks and a +5 bonus to its AC. It can also take a bonus action on each of its turns to take the Hide action.

Duergar Heavy Screamer

Large construct, lawful evil

Armor Class 18 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	16 (+3)	5 (-3)	5 (-3)	5 (-3)

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

Senses darkvision 60 ft., passive Perception 7
Languages understands Dwarvish but can't speak
Challenge 4 (1,100 XP)

Engine of Pain. Once per turn, a creature that attacks the screamer can target the duergar trapped in it. The attacker has disadvantage on the attack roll. On a hit, the attack deals an extra 11 (2d10) damage to the screamer, and the screamer can respond by using its Multiattack with its reaction.

Siege Monster. The screamer deals double damage to objects and structures.

Actions

Multiattack. The screamer makes one drill attack and uses its Sonic Scream.

Drill. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d12 + 4) piercing damage.

Sonic Scream. The screamer emits destructive energy in a 30-foot cube. Each creature in that area must succeed on a DC 13 Strength saving throw, taking 14 (4d6) thunder damage and is knocked prone on a failed save, or half as much damage on a successful one.

Eladrin

Autumn Eladrin, Elder

Medium fey (elf), chaotic neutral

Armor Class 20 (natural armor)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	15 (+2)	18 (+4)	20 (+5)

Saving Throws Dex +9, Wis +9, Cha +10
Skills Insight +9, Medicine +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Sylvan
Challenge 16 (15,000 XP)

Beguiling Strike. When the eladrin hits a creature with a weapon attack, it can choose to deal no damage. The creature gains disadvantage to its saving throws against being charmed and enchantment spells until the end of the eladrin's next turn.

Enchanting Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 18 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Enchanting Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.

Fey Step (Recharge 4–6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *calm emotions, hold person, sleep, suggestion*
3/day each: *beacon of good hope, cure wounds (as a 5th-level spell), lesser restoration*
1/day each: *greater restoration, heal, heroes's feast, raise dead, hold monster*

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

Actions

Multiattack. The eladrin makes two weapon attacks. The eladrin can cast one spell in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands, plus 27 (6d8) psychic damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 27 (6d8) psychic damage.

Legendary Actions

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

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Pacify. The eladrin casts *calm emotions* or *sleep*.
Attack (Costs 2 Actions). The eladrin makes a longsword or longbow attack.

Reactions

Foster Peace. If a creature charmed by the eladrin hits with an attack roll while within 60 feet of the eladrin, the eladrin magically causes the attack to miss, provided the eladrin can see the attacker.

Spring Eladrin, Elder

Medium fey (elf), chaotic neutral

Armor Class 20 (natural armor)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	18 (+4)	13 (+1)	20 (+5)

Saving Throws Dex +9, Wis +6, Cha +10
Skills Deception +10, Persuasion +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, Sylvan
Challenge 16 (15,000 XP)

Fey Step (Recharge 4–6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *charm person, heroism, invisibility, Tasha's hideous laughter*
3/day each: *compulsion, confusion, enthrall, suggestion*
1/day each: *hallucinatory terrain, heroes' feast, mass suggestion, Otto's irresistible dance*

Joyful Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 18 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Joyful Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

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

Actions

Multiattack. The eladrin makes three weapon attacks. The eladrin can cast one spell in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit: 6* (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands, plus 9 (2d8) psychic damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 9 (2d8) psychic damage.

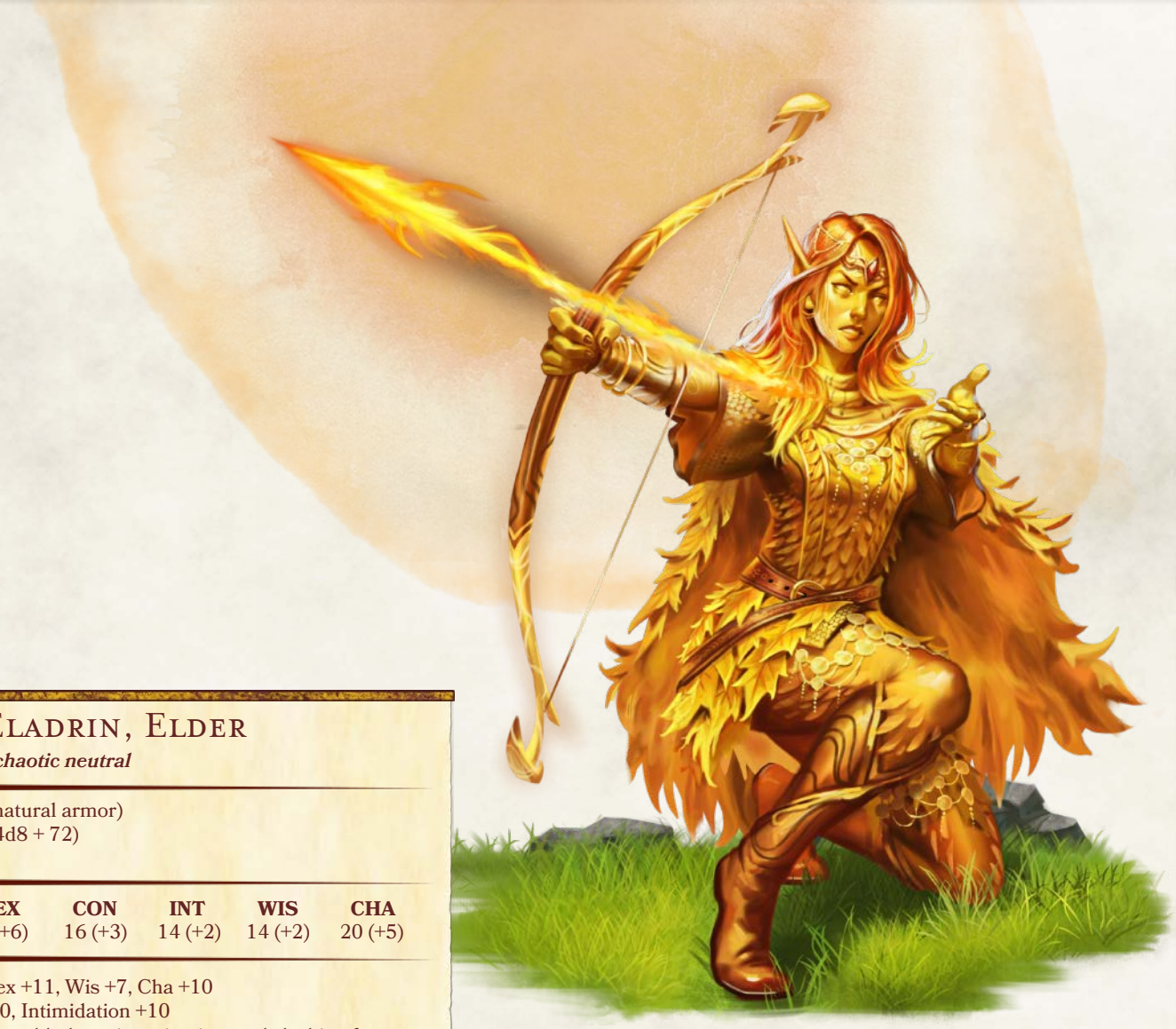
Legendary Actions

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

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Captivate. The eladrin casts *charm person* or *Tasha's hideous laughter*.
Attack. The eladrin makes a longsword or longbow attack.

Reactions

Instinctive Charm (3/Day). The eladrin tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The eladrin must decide to do so before the attack hits or misses. The attacker must make a DC 18 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than eladrin or itself. If multiple creatures are closest, the attacker chooses which one to target.



Summer Eladrin, Elder

Medium fey (elf), chaotic neutral

Armor Class 20 (natural armor)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	16 (+3)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Dex +11, Wis +7, Cha +10
Skills Athletics +10, Intimidation +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 16 (15,000 XP)

Fearsome Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 18 Wisdom saving throw. On a failed save, the creature becomes frightened of the eladrin 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 any eladrin's Fearsome Presence for the next 24 hours.

Fey Step (Recharge 4–6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

Fiery Smite (3/Day). As a bonus action, when the eladrin hits a creature with a weapon attack, it can deal an extra 13 (3d8) fire damage and the target gains disadvantage to being frightened until the end of the eladrin's next turn.

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *bane, hunter's mark*
3/day each: *hellish rebuke*
1/day each: *fireball, haste*

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

Actions

Multiattack. The eladrin makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 15 (2d10 + 5) slashing damage if used with two hands, plus 9 (2d8) fire damage.

Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) fire damage.

Legendary Actions

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

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Wrathful Glare. The eladrin targets one frightened creature it can see within 30 feet of it. The target must make a DC 18 Wisdom saving throw. On a failure, the target is paralyzed until the eladrin deals damage to it, or until the end of the eladrin's next turn.
Attack (Costs 2 Actions). The eladrin makes a longsword or longbow attack.

Reactions

Parry. The eladrin adds 4 to its AC against one melee attack that would hit it. To do so, the eladrin must see the attacker and be wielding a melee weapon.

Winter Eladrin, Elder

Medium fey (elf), chaotic neutral

Armor Class 20 (natural armor)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	16 (+3)	20 (+5)	19 (+4)	15 (+2)

Saving Throws Dex +5, Wis +9, Cha +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 16 (15,000 XP)

Fey Step (Recharge 4–6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

Freezing Smite (3/Day). As a bonus action, when the eladrin hits a creature with a weapon attack, it can deal an extra 13 (3d8) cold damage and if the target isn't immune to cold, it must succeed on a DC 15 Constitution saving throw. On a failed save, the creature's speed its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. The effects last until the start of the eladrin's next turn.

Innate Spellcasting. The eladrin's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *fog cloud, gust of wind, sanctuary, silence*
3/day each: *snilloc's snowball swarm*
1/day each: *cone of cold, enervation, ice storm, sleet storm*

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

Sorrowful Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. While charmed in this way, the creature has disadvantage on ability checks and saving throws. The charmed 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 any eladrin's Sorrowful Presence for the next 24 hours.

Actions

Multiattack. The eladrin makes two weapon attacks. The eladrin can cast one spell in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands, plus 4 (1d8) cold damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage plus 4 (1d8) cold damage.

Legendary Actions

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

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Attack. The eladrin makes a longsword or longbow attack.
Gust of Wind. The eladrin casts *gust of wind*.

Reactions

Frigid Rebuke. When the eladrin takes damage from a creature the eladrin can see within 60 feet of it, the eladrin can force that creature to succeed on a DC 18 Constitution saving throw or take 16 (3d10) cold damage.

Firenewts

Firenewt Flame Warrior

Medium humanoid (firenewt), neutral evil

Armor Class 16 (chain shirt, shield)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities Fire
Senses passive Perception 10
Languages Draconic, Ignan
Challenge 1 (200 XP)

Amphibious. The firenewt can breathe air and water.

Enflame Weapon (Recharges after a Short or Long Rest). The firenewt can take a bonus action to spit flame on its weapon. For 1 minute, the firenewt's weapon deals an extra 1d4 fire damage.

Actions

Multiattack. The firenewt makes two attacks with its scimitar.

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

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 20 feet of it. The creature must make a DC 12 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Firenewt High Warlock of Imix

Medium humanoid (firenewt), neutral evil

Armor Class 10 (13 with *mage armor*)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	7 (-2)	11 (+0)	16 (+3)

Damage Immunities Fire
Senses passive Perception 10
Languages Draconic, Ignan
Challenge 3 (700 XP)

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

Enflame Weapon (Recharges after a Short or Long Rest). The firenewt can take a bonus action to spit flame on its weapon. For 1 minute, the firenewt's weapon deals an extra 1d4 fire damage.

Innate Spellcasting. The firenewt's innate spellcasting ability is Charisma. It can innately cast *mage armor* (self only) at will, requiring no material components.

Spellcasting. The firenewt is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): fire bolt, guidance, light, mage hand, prestidigitation
1st–3rd level (2 3rd-level slots): burning hands, counterspell, fear, fireball, flaming sphere, hellish rebuke, scorching ray

Imix's Blessing. When the firenewt reduces an enemy to 0 hit points, the firenewt gains 5 temporary hit points.

War Magic. When the firenewt uses its action to cast a cantrip, it can make one morningstar attack as a bonus action.

Actions

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

Flame Wave (Recharge 6). Searing flames surge from the firenewt and burn those around it. Each creature within 10 feet of it must succeed on a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Cloud Giant Elder Smiling One

Huge giant (cloud giant), chaotic neutral

Armor Class 15 (natural armor)
Hit Points 287 (23d12 + 138)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Con +11, Int +7, Cha +9
Skills Deception +14, Insight +8, Perception +8, Sleight of Hand +11
Senses passive Perception 18
Languages Common, Giant
Challenge 14 (13,000 XP)

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

Mists of Memnor. The cloud giant constantly projects a magical aura of thin bluish mist. A creature hostile to the cloud giant that starts its turn within 10 feet of the cloud giant must make a DC 15 Charisma saving throw, unless the cloud giant is incapacitated. On a failure, the target begins to giggle uncontrollably. It can't take reactions or maintain concentration until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn but fall prone into fits of laughter. At the end of the creature's turn, the effect ends. If a creature's saving throw is successful, the creature is immune to the cloud giant's mists of memnor for the next 24 hours.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic, fog cloud, light*
3/day each: *feather fall, fly, misty step, telekinesis*
1/day each: *control weather, gaseous form*

Spellcasting. The giant is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The giant has the following bard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, vicious mockery*
1st level (4 slots): *cure wounds, disguise self, silent image, Tasha's hideous laughter*
2nd level (3 slots): *invisibility, suggestion*
3rd level (2 slots): *major image, tongues*

Actions

Multiattack. The giant makes two attacks with its morningstar.

Morningstar. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. ***Hit:*** 21 (3d8 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Change Shape. The giant magically polymorphs into a beast or humanoid it has seen, or back into its true form. Any equipment the giant is wearing or carrying is absorbed by the new form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

Legendary Actions

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

Move. The giant moves up to half its speed.
Cantrip. The giant casts a cantrip.
Morning Star (Costs 2 Actions). The giant makes a morningstar attack.
Casts Spell (Costs 1-3 Actions). The giant expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

Fire Giant Dreadnought Elite

Huge giant (fire giant), lawful evil

Armor Class 21 (plate, shields)
Hit Points 200 (16d12 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	23 (+6)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Dex +4, Con +11, Cha +6
Skills Athletics +14, Perception +5
Senses passive Perception 15
Languages Giant
Challenge 16 (15,000 XP)

Dual Shields. The giant carries two shields, each of which is accounted for in the giant's AC. The giant must stow or drop one of its shields to hurl rocks.

Double Shield Clap. If a creature is hit by both of the giant's fireshield attacks in the same turn, it must succeed on a DC 22 Constitution saving throw or become stunned until the end of its next turn.

Actions

Multiattack. The giant makes two fireshield attacks.

Fireshield. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

Shield Charge. The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a fireshield attack against that creature. If the attack hits, the target must also succeed on a DC 22 Strength saving throw or be pushed ahead of the giant for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 19 (3d6 + 9) bludgeoning damage, or 30 (6d6 + 9) bludgeoning damage if it was already prone.

Legendary Actions

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

Move. The giant moves up to half its speed.
Measure Foe. The giant chooses a creature within 30 feet of it that it can see. Until the end of its next turn, the giant has advantage on its next melee weapon attack roll against the target.
Fireshield (Costs 2 Actions). The giant makes a fireshield attack.

Stone Giant Elder Dreamwalker

Huge giant (stone giant), chaotic neutral

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Dex +6, Con +10, Wis +3
Skills Athletics +15, Perception +3
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 13
Languages Common, Giant
Challenge 12 (8,400 XP)

Dreamwalker's Charm. An enemy that starts its turn within 30 feet of the giant must make a DC 13 Charisma saving throw, provided that the giant isn't incapacitated. On a failed save, the creature is charmed by the giant. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it succeeds on the saving throw, the creature is immune to this giant's Dreamwalker's Charm for 24 hours.

Actions

Multiattack. The giant makes two attacks with its greatclub.

Greatclub. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must make on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Petrifying Touch. The giant touches one Medium or smaller creature within 10 feet of it that is charmed by it. The target must make a DC 18 Constitution saving throw. On a failed save, the target becomes petrified, and the giant can adhere the target to its stony body. Greater restoration spells and other magic that can undo petrification have no effect on a petrified creature on the giant unless the giant is dead, in which case the magic works normally, freeing the petrified creature as well as ending the petrified condition on it.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Dreamwalker's Breath (Recharge 6). The giant exhales tranquilizing gas in a 30-foot cube. Each creature in that area must succeed on a DC 18 Wisdom saving throw. On a failed save, a target falls unconscious. While unconscious, the target is dreaming and cannot be woken. The unconscious target can repeat the saving throw at the end of each of its turns. On a success, the effect ends on the target.

Frost Giant Elite Everlasting One

Huge giant (frost giant), chaotic evil

Armor Class 15 (patchwork armor)
Hit Points 216 (16d12 + 112)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	24 (+7)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Str +12, Con +12, Wis +6
Skills Athletics +12, Perception +6
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 15 (13,000 XP)

Extra Heads. The giant has a 25 percent chance of having more than one head. If it has more than one, it has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Reckless. At the start of its turn, the giant 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.

Regeneration. The giant regains 10 hit points at the start of its turn. If the giant takes acid or fire damage, this trait doesn't function at the start of its next turn. The giant dies only if it starts its turn with 0 hit points and doesn't regenerate.

Vaprak's Rage (Recharges after a Short or Long Rest). As a bonus action, the giant can enter a rage at the start of its turn. The rage lasts for 1 minute or until the giant is incapacitated. While raging, the giant gains the following benefits:

- The giant has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.
- The giant has resistance to bludgeoning, piercing, and slashing damage.

Actions

Multiattack. The giant makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage, or 30 (3d12 + 11) slashing damage while raging.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Legendary Actions

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

Detect. The giant makes a Wisdom (Perception) check.
Move. The giant moves up to half its speed.
Greataxe (Costs 2 Actions). The giant makes a greataxe attack.

Gnolls

Gnoll Flesh Gnawer Elite

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

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

Saving Throws Dex +5
Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 2 (450 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The gnoll makes three attacks: one with its bite and two with its shortsword. The gnoll can use Sudden Rush in place of its two shortsword attacks.

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

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

Sudden Rush. Until the end of the turn, the gnoll's speed increases by 60 feet and it doesn't provoke opportunity attacks.

Gnoll Hunter Elite

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (studded leather)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Gnoll
Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Steady Aim (3/Day). As a bonus action, the gnoll takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the gnoll deals an an extra 3 (1d6) damage with its ranged weapon attack against the target.

Actions

Multiattack. The gnoll makes two melee attacks with its spear or two ranged attacks with its longbow.

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage when used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Gnoll Elder Witherling

Medium undead, chaotic evil

Armor Class 12 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

Damage Immunities poison
Condition Immunities exhausted, poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Gnoll but can't speak
Challenge 1 (200 XP)

Rampage. When the witherling reduces a creature to 0 hit points with a melee attack on its turn, the witherling can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The witherling makes two attacks: one with its bite and one with its club, or two with its club.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and if the target is a creature, it must succeed on a DC 11 Constitution saving throw against disease or become poisoned until the disease is cured. For every 24 hours that elapses, the target must repeat the saving throw, reducing its hit point maximum by 2 (1d4) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

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

Actions

Vengeful Strike. In response to a gnoll being reduced to 0 hit points within 30 feet of the witherling, the witherling makes a melee attack.

Hobgoblins

Hobgoblin Devastator Elite

Medium humanoid (goblinoid), lawful evil

Armor Class 13 (studded leather)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 5 (1,800 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Devastating Spell (1/Day). When the hobgoblin casts a spell from the 1st-level slot, it can choose to make this spell deal maximum damage.

Distracting Magic. When the hobgoblin hits a creature with a damaging spell attack, the next attack roll made against the target before the end of its next turn has advantage.

Spellcasting. The hobgoblin is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*
1st level (4 slots): *fog cloud, magic missile, thunderwave*
2nd level (3 slots): *gust of wind, Melf's acid arrow, scorching ray*
3rd level (3 slots): *fireball, fly, lightning bolt*
4th level (3 slots): *arcane eye, ice storm, vitriolic sphere*
5th level (1 slot): *stoneskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Hobgoblin Iron Shadow Elite

Medium humanoid (goblinoid), lawful evil

Armor Class 15
Hit Points 52 (8d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	16 (+3)	15 (+2)	11 (+0)

Skills Acrobatics +5, Athletics +4, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 3 (700 XP)

Combat Advantage. Once during its turn when the hobgoblin hits a target with a weapon attack and has advantage on the attack roll, it deals an extra 3 (1d6) damage.

Spellcasting. The hobgoblin is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, true strike*
1st level (4 slots): *charm person, disguise self, expeditious retreat, silent image*
2nd level (3 slots): *blur, darkness, shadow blade*

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

Actions

Multiattack. The hobgoblin makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

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

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

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. It then has advantage on the first melee attack it makes before the end of the turn. Both the space it is leaving and its destination must be in dim light or darkness.

Kobolds

Kobold Dragonshield Elite

Small humanoid (kobold), chaotic evil

Armor Class 18 (scale mail, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1
Damage Resistance see Dragon's Resistance
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 3 (700 XP)

Dragon's Resistance. The kobold has resistance to a type of damage based on the color of dragon that invested it with power (choose or roll a d10): 1–2, acid (black); 3–4, cold (white); 5–6, fire (red); 7–8, lightning (blue); 9–10, poison (green).

Heart of the Dragon. If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

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

Shield Charge. If the kobold moves at least 10 feet straight toward a target and then hits it with its shield slam attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

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

Actions

Multiattack. The kobold makes three melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

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

Reaction

Protection. When a creature the kobold can see attacks a target other than itself within 5 feet of it, the kobold imposes disadvantage on the attack roll.

Kobold Elder Scale Sorcerer

Small humanoid (kobold), chaotic evil

Armor Class 16 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 4 (1,100 XP)

Spellcasting. The kobold is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, mending, poison spray*
1st level (4 slots): *charm person, chromatic orb, expeditious retreat*
2nd level (3 slots): *dragon's breath, invisibility, misty step*
3rd level (3 slots): *fireball, lightning bolt*
4th level (1 slots): *sickening radiance*

Sorcery Points. The kobold has 7 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the kobold casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components. Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Shifty. The kobold can take a bonus action to take the Disengage action.

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

Actions

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

Tiamat's Breath (1/Day). The kobold chooses from acid, cold, fire, lightning, or poison and expends a spell slot. The kobold exhales energy of the chosen type in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 3d6 damage of the chosen energy type per spell slot level on a failed save, or half as much damage on a successful one.

Korred Elder

Small fey, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 136 (16d6 + 80)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	10 (+0)	16 (+3)	9 (-1)

Skills Athletics +11, Perception +7, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 17
Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon
Challenge 9 (5,000 XP)

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 14 Dexterity saving throw or become grappled by the rope (escape DC 14). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated.

A rope of korred hair has AC 20 and 20 hit points. It regains 1 hit point at the start of each of the korred's turns while it has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

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

At will: commune with nature, meld into stone, stone shape

1/day each: *conjure elemental* (as 6th-level spell; galeb duhr, gargoyle, earth elemental, or xorn only), *Otto's irresistible dance*

Rhyme of Calling. The korred can use a bonus action to target up to two creatures within 30 feet of it that can hear it. Each target can use their reaction to move up to half its speed without provoking opportunity attacks.

Stone Camouflage. The korred has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stone's Strength. While on the ground, the korred deals 2 extra dice of damage with any weapon attack (included in its attacks).

Actions

Multiattack. The korred makes two attacks with its greatclub or hurls two rocks. It can use Hair Slam in place of one of its attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage if the korred is on the ground.

Hair Slam. The korred slams a creature grappled by its hair into another creature it can see within 30 feet of it or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (1d8 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage if the korred is on the ground, and be stunned until the end of the korred's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Fool's Dance. The korred chooses a creature it can see within 30 feet of it. The target must make a DC 15 Wisdom saving throw. On a failed save, it takes 13 (3d8) psychic damage and must immediately use its reaction to perform a comical dance (shuffling, tapping its feet, and capering) and move as far as half its speed allows away from the korred. This movement will provoke opportunity attacks. On a successful save, the target takes half as much damage and doesn't dance and move away. Creatures that can't be charmed are immune to this feature.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, or 24 (4d8 + 6) bludgeoning damage if the korred is on the ground.

Mindflayer Alhoon, Ancient

Medium undead, any evil alignment

Armor Class 15 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	20 (+5)	17 (+3)	17 (+4)

Saving Throws Con +8, Int +10, Wis +8, Cha +9
Skills Arcana +10, Deception +9, History +10, Insight +8, Perception +8, Stealth +6
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 18
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 13 (10,000 XP)

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

Innate Spellcasting (Psionics). The alhoon's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no components:

At will: detect thoughts, levitate, misty step, suggestion
1/day each: dominate monster, plane shift (self only)

Spellcasting. The alhoon is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The alhoon has the following wizard spells prepared:

Cantrips (at will): chill touch, dancing lights, mage hand, prestidigitation, shocking grasp

1st level (4 slots): *detect magic, disguise self, magic missile, shield*
2nd level (3 slots): *invisibility, mirror image, scorching ray*
3rd level (3 slots): *counterspell, fly, lightning bolt*
4th level (3 slots): *confusion, Evard's black tentacles, phantasmal killer*
5th level (2 slots): *modify memory, wall of force*
6th level (1 slot): *disintegrate, globe of invulnerability*

Turn Resistance. The alhoon has advantage on saving throws against any effect that turns undead.

Actions

Chilling Grasp. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage.

Mind Blast (Recharge 5–6). The alhoon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned 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.

Legendary Actions

The alhoon gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The alhoon regains spent legendary actions at the start of its turn.
Cantrip. The alhoon casts a cantrip.
Chilling Grasp. The alhoon uses its Chilling Grasp.
Frightening Gaze (Costs 2 Actions). The alhoon fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 15 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 alhoon's gaze for the next 24 hours.
Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the alhoon must make a DC 16 Constitution saving throw against this magic, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

Mindwitness, Elder

Huge Aberration, lawful evil

Armor Class 16 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 0 ft., fly 20 ft. (hover)

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

Saving Throws Int +7, Wis +7
Skills Perception +11
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 21
Languages Deep Speech, Undercommon, telepathy 600 ft.
Challenge 9 (5,000 XP)

Telepathic Hub. When the mindwitness receives a telepathic message, it can telepathically share that message with up to seven other creatures within 600 feet of it that it can see.

Actions

Multiattack. The mindwitness makes two attacks: one with its tentacles and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 23 (6d6 + 2) piercing damage.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mindwitness. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mindwitness kills the target by extracting and devouring its brain.

Mind Blast (Recharge 6). The mindwitness magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 21 (4d8 + 3) psychic damage and be stunned 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.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 30 (6d8 + 3) psychic damage. If the target is Large or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Eye Rays. The mindwitness shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. *Aversion Ray.* The targeted creature must make a DC 15 Charisma saving throw. On a failed save, the target has disadvantage on attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. *Fear Ray.* The targeted creature must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. *Psychic Ray.* The target must succeed on a DC 15 Intelligence saving throw or take 27 (6d8) psychic damage.

4. *Slowing Ray.* The targeted creature must make a DC 15 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. *Stunning Ray.* The targeted creature must succeed on a DC 15 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

6. *Telekinetic Ray.* If the target is a creature, it must make a DC 15 Strength saving throw. On a failed save, the mindwitness moves it up to 30 feet in any direction, and it is restrained by the ray's telekinetic grip until the start of the mindwitness's next turn or until the mindwitness is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is telekinetically moved up to 30 feet in any direction. The mindwitness can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

Salamander, Frost

Frost Salamander, Elder

Huge elemental, unaligned

Armor Class 18 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 60 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	7 (-2)	12 (+1)	7 (-2)

Saving Throws Con +10, Wis +6
Skills Perception +6
Damage Vulnerabilities fire
Damage Immunities cold
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages Primordial
Challenge 15 (13,000 XP)

Aura of Frost. Any creature that starts its turn within 10 feet of the frost salamander takes 5 (1d10) cold damage.

Burning Fury. When the salamander takes fire damage, its Freezing Breath automatically recharges.

Actions

Multiattack. The salamander makes five attacks: four with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage and 5 (1d10) cold damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage and 5 (1d10) cold damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 5 (1d10) cold damage and if the target is a Huge or smaller creature, it must make a DC 19 Strength saving throw or be pushed up to 10 feet away and is knocked prone.

Freezing Breath (Recharge 6). The salamander exhales chill wind in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 66 (12d10) cold damage on a failed save, or half as much damage on a successful one.

Tail Sweep (Recharge 5-6). The salamander attempts to knock multiple targets prone with one swing of its tail in a 15-foot cube. Each creature within the area must make a DC 19 Strength saving throw, taking 19 (3d8 + 6) bludgeoning damage and 5 (1d10) cold damage and is pushed up to 10 feet away and knocked prone on a failed save, or half as much damage and isn't pushed or knocked prone on a successful one.

Legendary Actions

The salamander gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The salamander regains spent legendary actions at the start of its turn.
Move. The salamander moves up to half its speed.
Claw (Costs 2 Actions). The salamander makes a claw attack.
Tail (Costs 3 Actions). The salamander makes a tail attack.

Yugoloth

Canoloth Yowler

Medium fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	5 (-3)	18 (+4)	12 (+1)

Skills Investigation +5, Perception +12
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., truesight 120 ft., passive Perception 22
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 10 (5,900 XP)

Dimensional Lock. Other creatures can't teleport to or from a space within 60 feet of the canoloth. Any attempt to do so is wasted.

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

At-will: *darkness, detect good and evil, detect magic*
3/day: *dispel magic*

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

Magic Weapons. The canoloth's weapon attacks are magical.

Uncanny Senses. The canoloth can't be surprised while it isn't incapacitated.

Actions

Multiattack. The canoloth makes two attacks: one with its tongue or its bite and one with its claws. If available, the canoloth can use Baleful Yowl in place of its tongue or bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Tongue. *Ranged Weapon Attack:* +8 to hit, range 30 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 16), pulled up to 30 feet toward the canoloth, and restrained until the grapple ends. The canoloth can grapple one target at a time with its tongue.

Baleful Yowl (Recharge 5-6). The canoloth unleashes a magical, bloodcurdling yowl. Each creature that isn't a yugoloth within 30 feet of the canoloth that can hear the canoloth must succeed on a DC 16 Wisdom saving throw. On a failed save, the target takes 16 (3d10) psychic damage and 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. On a successful save, the target takes half as much damage.

Dhergoloth Chatterer

Medium fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)
Hit Points 161 (17d8 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	7 (-2)	10 (+0)	9 (-1)

Saving Throws Str +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 10
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 9 (5,000 XP)

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

At will: *darkness, fear*
3/day: *sleep*

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

Magic Weapons. The dhergoloth's weapon attacks are magical.

Actions

Multiattack. The dhergoloth makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Flailing Claws (Recharge 5–6). The dhergoloth moves up to its walking speed in a straight line and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 16 Dexterity saving throw or take 23 (3d12 + 4) slashing damage.

Teleport. The dhergoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Chatter (Recharge 5-6). The dhergoloth rapidly chatters and clacks its mandibles, creating a mindnumbing noise. Each creature that isn't a yugoloth within 30 feet of the dhergoloth that can hear the dhegoloth must succeed on a DC 17 Wisdom saving throw. On a failed save, the target can't take actions except move up to half its speed for 1 minute. Affected creatures can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful saving throw, the creature is immune to the dhergoloth's Chatter for 24 hours.

Hydroloth Elder

Large fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)
Hit Points 231 (22d10 + 110)
Speed 20 ft., swim 40 ft.

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

Skills Insight +6, Perception +6
Damage Vulnerabilities fire
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 13 (10,000 XP)

Amphibious. The hydroloth can breathe air and water.

Innate Spellcasting. The hydroloth's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *darkness, detect magic, dispel magic, invisibility (self only), water walk*
3/day each: *control water, crown of madness, fear, phantasmal killer, suggestion*

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

Magic Weapons. The hydroloth's weapon attacks are magical.

Secure Memory. The hydroloth is immune to the waters of the River Styx as well as any effect that would steal or modify its memories or detect or read its thoughts.

Watery Advantage. While submerged in liquid, the hydroloth has advantage on attack rolls.

Actions

Multiattack. The hydroloth makes two melee attacks. In place of one of these attacks, it can cast one spell that takes 1 action to cast.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) slashing damage.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage.

Steal Memory (1/Day). The hydroloth targets one creature it can see within 60 feet of it. The target takes 4d6 psychic damage, and it must make a DC 18 Intelligence saving throw. On a successful save, the target becomes immune to this hydroloth's Steal Memory for 24 hours. On a failed save, the target loses all proficiencies, it can't cast spells, it can't understand language, and if its Intelligence and Charisma scores are higher than 5, they become 5. Each time the target finishes a long rest, it can repeat the saving throw, ending the effect on itself on a success. A greater restoration or remove curse spell cast on the target ends this effect early.

Stunning Croak (Recharge 5-6). The hydroloth emits a magical stupefying croak. Each creature not a yugoloth within 20 feet of the hydroloth and can hear the hydroloth must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn. When the hydroloth uses Multiattack and Stunning Croak is available, it can use Stunning Croak in place of its bite attack.

Teleport. The hydroloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

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

Leap. The hydroloth moves up to its speed without provoking attacks. The hydroloth can move through Large or smaller creatures and objects during this movement.
Claws (Costs 2 Actions). The hydroloth attacks with its claws.
Phantasm (Costs 2 Actions). The hydroloth casts *crown of madness, fear,* or *phantasmal force*.

Yagnoloth Warmaster

Large fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)
Hit Points 184 (16d10 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +7, Int +8, Wis +8, Cha +9
Skills Deception +9, Insight +8, Perception +8, Persuasion +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 15 (13,000 XP)

Battle Tactician. The yagnoloth learns three maneuvers (*distracting strike, maneuvering attack*, and *menacing attack*) and gains four d8 superiority dice from the Fighter class's Battle Master archetype. The yagnoloth's Maneuver ability is Strength (Maneuver save DC 18).

Innate Spellcasting. The yagnoloth's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *darkness, detect magic, dispel magic, invisibility (self only), suggestion*
3/day: *lightning bolt*

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

Magic Weapons. The yagnoloth's weapon attacks are magical..

Actions

Multiattack. The yagnoloth makes one massive arm attack and one electrified touch attack, or it makes one massive arm attack and teleports before or after the attack.

Electrified Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 31 (7d8) lightning damage.

Massive Arm. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 24 (3d12 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or become stunned until the end of the yagnoloth's next turn.

Life Leech. The yagnoloth touches one incapacitated creature within 15 feet of it. The target takes 37 (8d8 + 5) necrotic damage, and the yagnoloth gains temporary hit points equal to half the damage dealt. The target must succeed on a DC 19 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest, and the target dies if its hit point maximum is reduced to 0.

Battlefield Cunning (Recharge 4-6). Up to two allied yugoloths within 60 feet of the yagnoloth that can hear it can use their reactions to make one melee attack each.

Teleport. The yagnoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Tol-Kendar (Recharge 6). The yagnoloth magically summons its tol-kendar, a huge and wicked-looking 15-foot polearm. The weapon appears instantly in the yagnoloth's massive arm hand. The yagnoloth moves up to its walking speed in a straight line and targets each creature within 30 feet of it during its movement. Each target must succeed on a DC 18 Dexterity saving throw or take 33 (8d6 + 5) slashing damage. The tol-kendar disappears at the end of the yagnoloth's turn.

Legendary Actions

The yagnoloth gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The yagnoloth regains spent legendary actions at the start of its turn.
Teleport. The yagnoloth uses Teleport.
Elecrify (Costs 2 Actions). The yagnoloth uses Electrified Touch.
Massive Arm (Costs 2 Actions). The yagnoloth attacks with its Massive Arm.
Lightning Bolt (Costs 3 Actions). The yagnoloth casts lightning bolt, if available.

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