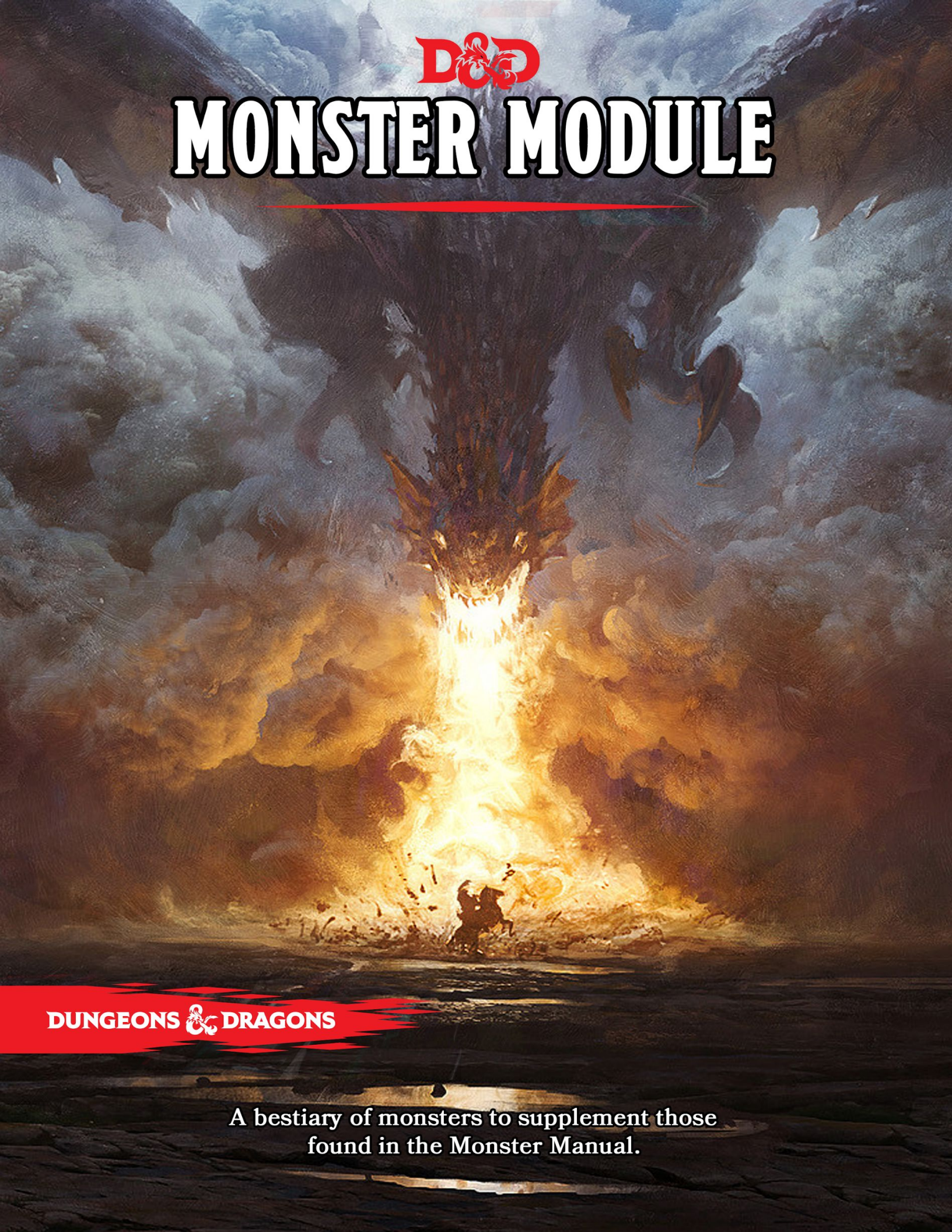




MONSTER MODULE

DUNGEONS & DRAGONS

A bestiary of monsters to supplement those
found in the Monster Manual.

CREDITS

Lead Designer/Producer: Jonoman3000

References: Player's Handbook, Monster Manual, Volo's Guide to Monsters, Forgotten Realms Wiki

Cover Illustrator: Grzegorz Rutkowski

Interior Illustrators: Brynn Metheney (pg. 4), Stephan Wood (pg. 5), Lee Kent (pg. 7), Jong Il Kim (pg. 8), Toh Seng Kai (pg. 9), Paul Bannon (pg. 10), Julien Carrasco (pg. 12, 15), Lynx Sphinx (pg. 14), William O'Connor (pg. 16), Joanna Wolska (pg. 19), Armiche Lora (pg. 19), Dio Mahesa (pg. 20), Mike Azevedo (pg. 21), M ZM (pg. 22)

TABLE OF CONTENTS

Aarakocras.....	3
Aboleths.....	5
Angels.....	7
Animated Objects.....	9
Ankhegs.....	12
Azer.....	13
Banshees.....	14
Basilisks.....	15
Beholders.....	17
Blights.....	18
Bugbears.....	20
Bullywugs.....	21



Created March 2017

ON THE COVER

Grzegorz Rutkowski illustrates the final moments of a brave paladin before his imminent demise to the breath of an ancient red dragon.

Disclaimer: If your party gets absolutely, utterly destroyed by any of the creatures presented in this book, I offer you my greatest condolences. In the event of such a catastrophic encounter with any or all entities presented here, just blame your Dungeon Master. If the "or all" statement was applicable, you should absolutely blame your Dungeon Master. If you don't want to blame them, I suppose you could blame me instead. But know that I'll just make even deadlier monsters for your Dungeon Master to throw at you if you do.



AARAKOCRA

The small tribes of Aarakocra that dot the Elemental Plane of air and the other worlds of D&D are made up of both fierce warbands and priestly orders devoted to their goddess, Aerdrie Faenya. While most Aarakocra worship Aerdrie, a small number of tribes worship other gods and goddesses as well.

AARAKOCRA CAPTAIN

An aarakocra captain is, as its name describes, the captain of an aarakocra warband. Proven warriors and inspiring leaders, aarakocra captains lead their tribe's warriors into battle against their enemies, and quickly muster a defense when their tribes are attacked. A captain of an aarakocra warband is generally chosen on the basis of merit, where the strongest among the tribe fiercely compete for the position.

In battle, the captain leads their troops using hand signals and short phrases, organizing them into formations. They do not stay at the back for long, however. Once a battle starts they quickly charge into the fray with their long, yet surprisingly light lance. Their dive attacks leave enemies vulnerable to incoming attacks from the captain's troops, allowing them to quickly dive in and make their own strike.

AARAKOCRA SHARPSHOOTER

In order to create a well-balanced warband, a variety of both melee and ranged troops are necessary. This is where the aarakocra sharpshooters come in. Highly skilled with the longbow, these warriors make effective skirmishers that can greatly augment the effectiveness of a warband. Among the aarakocra, sharpshooters are the most nimble flyers. They are trained from a young age to fly with great dexterity, allowing them to easily evade their enemy's grasp.

AARAKOCRA CAPTAIN

Medium humanoid (aarakocra), neutral good

Armor Class 16 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	13 (+1)	16 (+3)	15 (+2)

Skills Athletics +3, Perception +7

Senses passive Perception 17

Languages Aarakocra, Auran

Challenge 3 (700 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 14 (4d6) damage to the target, and the next attack roll made against the target before the end of the aarakocra's next turn has advantage.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 10 (1d12+4) piercing damage. If this attack is made against a target within 5 feet of the aarakocra, the attack has disadvantage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

AARAKOCRA SHARPSHOOTER

Medium humanoid (aarakocra), neutral good

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

Skills Perception +6

Senses passive Perception 16

Languages Aarakocra, Auran

Challenge 1/2 (100 XP)

Skirmisher. The aarakocra can take the Disengage action as a bonus action on each of its turns

ACTIONS

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

AARAKOCRA PRIEST OF AERDRIE

Medium humanoid (aarakocra), neutral good

Armor Class 14 (studded leather armor)

Hit Points 71 (11d8 + 22)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	13 (+1)	20 (+5)	14 (+2)

Saving Throws Wis +8, Cha +5

Skills Perception +11, Insight +8, History +4, Religion +4

Senses passive Perception 21

Languages Aarakocra, Auran

Challenge 8 (3,900 XP)

Blessing Of Aerdrie. The aarakocra's staff attacks deal an additional 1d8 thunder damage, included in the attack. When the aarakocra hits a creature with their staff, they can use their bonus action and expend a spell slot of 1st level or higher to deal an additional 2d8 thunder damage. If a spell slot of 2nd level or higher is expended, the extra damage increases by 1d8 for each slot level above 1st.

Innate Spellcasting. The aarakocra priest of aerdrie's spellcasting ability is Wisdom (spell save DC 16). The aarakocra priest of aerdrie can innately cast the following spells, requiring no material components:

At will: *gust, gust of wind, warding wind*

1/day each: *control winds*

Spellcasting. The aarakocra priest of aerdrie is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The aarakocra priest of aerdrie has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, spare the dying*

1st level (4 slots): *bles, fog cloud, guiding bolt, healing word, thunderwave*

2nd level (3 slots): *augury, shatter, spiritual weapon*

3rd level (3 slots): *call lightning, sleet storm, spirit guardians* (radiant)

4th level (3 slots): *control water, ice storm*

5th level (2 slots): *destructive wave* (radiant), *insect plague*

ACTIONS

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

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., *Hit:* 5 (1d6+2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if used with 2 hands, plus 4 (1d8) thunder damage.

Animate Air (1/day). The aarakocra forms an air elemental in an unoccupied space within 60 feet of it. It acts as an ally to its creator, and follows their commands (no action required). The elemental remains for 1 hour, until its creator dies, or until its creator dismisses it as an action.



AARAKOCRA PRIEST OF AERDRIE

Aerdrie Faenya, also known as the Winged Mother or the Lady of Air and Wind, is the goddess that most aarakocra worship. She is an elvish goddess, and the primary patron of the avariell, or winged elves.

Aarakocra priests of Aerdrie have been visited and granted power by Aerdrie herself, who appears to them as a brilliant white bird to grant them her blessing. Only the most accomplished among the aarakocra priesthood receive Aerdrie's blessing, which grants them the innate magical ability to manipulate and animate air to do their will.

Priests of Aerdrie often act as assistants to the tribe's leader, and they may take the leader's responsibilities if they were to make an unfortunate end. As the mouthpiece of their goddess, priests of Aerdrie are some of the most powerful individuals in aarakocra society.

ABOLETH SOVEREIGN

Huge aberration, lawful evil

Armor Class 19 (natural armor)

Hit Points 199 (19d12 + 76)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	18 (+4)	20 (+5)	17 (+3)	21 (+5)

Saving Throws Con +9, Int +10, Wis +8

Skills History +10, Insight +8, Perception +8

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, telepathy 120 ft.

Challenge 16 (15,000 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by a transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 19 Constitution saving throw. On a failure, the creature takes is diseased for 1d4 hours. The diseased creature can breathe only underwater, and has disadvantage on Constitution saving throws.

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

ACTIONS

Multiattack. The aboleth makes four tentacle attacks. It can use psychic blast in place of any tentacle attack.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (3d6+7) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the

diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can only be removed by *heal* or another disease curing spell of 6th level or higher. When the creature is outside a body of water, it takes 13 (2d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage. If the target is Large or smaller, the aboleth sovereign can choose to push it up to 10 feet away.

Psychic Blast. *Ranged Spell Attack:* +10 to hit, range 60 ft., one creature. *Hit:* 14 (4d6) psychic damage and the target can't take reactions until the start of their next turn. If the target is reduced to 0 hit points by this attack, the aboleth sovereign regains a number of hit points equal to the damage dealt.

Enslave. The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 19 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth 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 10 miles away from the aboleth.

LEGENDARY ACTIONS

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

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

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 20 (6d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.



ABOLETHS

Two variants of the aboleth appear here: a “young” aboleth, whose body was recently destroyed and remade, and an aboleth sovereign, the original aboleths of the Forgotten Realms that have lived since the world was young.

YOUNG ABOLETH

Aboleths never truly die. When an aboleth’s body is destroyed, its spirit returns to the elemental plane of water, mind and memories intact. Over a period of days or even months, a new body coalesces for the aboleth. When first recreated, the aboleth’s body is greatly weakened and vulnerable. During this time the aboleth is considered “young,” though that isn’t entirely true. While the aboleth’s body may be undeveloped, its mind is still eternal and unforgetting.

If an aboleth’s body is destroyed during this time, the time it takes to coalesce is increased. While an aboleth killed while fully grown often regenerates over a few days or weeks, an aboleth killed in this state may take months to reform.

YOUNG ABOLETH

Large aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 91 (14d10 + 14)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	13 (+1)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Con +4, Int +7, Wis +5

Skills History +7, Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, telepathy 120 ft.

Challenge 5 (1,800 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by a transformative mucus. A creature that touches the aboleth or hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1 hour. The diseased creature can breathe only underwater.

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

ACTIONS

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature’s skin becomes translucent and slimy, the creature can’t regain hit points unless it is underwater, and the disease can only be removed by *heal* or another disease curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

ABOLETH SOVEREIGN

The abolethic sovereignty consists of the eldest aboleths, who came from the Far Realm eons ago, when the world was young and the gods absent. They came to the material plane though no plans of their own, as their great city, Xxiphu, plummeted from the Far Realm into the primordial oceans of the world.

Since then, the aboleth sovereigns have long dissociated themselves with the other aboleths of the realms, who regard them with both fear and disdain. Far older than the other aboleths, aboleth sovereigns have different thought patterns and beliefs that set them apart from their cousins.

AN ABOLETH SOVEREIGN’S LAIR

Aboleth sovereigns make their lair in the deepest depths of the ocean, where their ancient cities and obelisks have existed since the beginning of time. It is here where they spend the majority of their existence, plotting their revenge against the gods.

LAIR ACTIONS

When fighting inside is lair, an aboleth sovereign can invoke ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the aboleth sovereign takes a lair action to cause one of the following effects:

- The aboleth sovereign casts phantasmal force (no components required) on any number of creatures it can see within 60 feet of it. While maintaining concentration on this effect, the aboleth can’t take other lair actions.
- Pools of water within 150 feet of the aboleth sovereign surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 19 Strength saving throw or be pulled up to 20 feet into the water and restrained until the end of their next turn. The aboleth can’t use this lair action again until it has used a different one.
- Water in the aboleth sovereign’s lair becomes momentarily charged with psychic energy. The aboleth sovereign can target any number of creatures it can see in such water within 150 feet of it. A target must succeed on a DC 19 Wisdom saving throw or take 14 (4d6) psychic damage and become paralyzed until the end of their next turn. The aboleth can’t use this lair action again until it has used a different one.

REGIONAL EFFECTS

The area containing an aboleth sovereign’s lair contains all the same effects as an aboleth, as listed in the Monster Manual.

VARIANT: ABOLETH SPELLCASTING

Occasionally, an aboleth might be gifted with innate spellcasting ability. Normal aboleths with this variant gain the following innate spellcasting feature:

Innate Spellcasting. The aboleth’s innate spellcasting ability is Charisma (spell save DC 16). The aboleth can innately cast the following spells, requiring no material components.

At will: *silent image*

1/day each: *phantasmal force*, *hypnotic pattern*, *major image*

Aboleth sovereigns instead gain this innate spellcasting:

Innate Spellcasting. The aboleth sovereign’s innate spellcasting ability is Charisma (spell save DC 19). The aboleth can innately cast the following spells, requiring no material components.

At will: *major image*

3/day each: *phantasmal force*, *hypnotic pattern*

1/day each: *telekinesis*, *programmed illusion*



ANGELS

The gods send out celestial agents into the planes in the form of angels. Two such angels are described here.

AGATHION

An agathion is a lesser angel, far weaker than the angels formed from shards of the divine. Instead created from the souls of benevolent humanoids, agathions are given their angelic form as a reward for the good deeds they performed in life. Embodying the concepts of peace and goodness, agathions bring order and justice to those they encounter.

When a mortal soul becomes an Agathion, it gains a bestial aspect that takes the form of a creature that exemplifies their personality. Many agathion choose to stay in this bestial form for most of their time, silently watching over mortals and only taking on their true form when there is judgement to be done.

AGATHION

Medium celestial, lawful good

Armor Class 17 (half-plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft., fly 60 ft.

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

Saving Throws Wis +5, Cha +5

Skills Insight +5, Perception +7

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 17

Languages all, telepathy 60 ft.

Challenge 4 (1,100 XP)

Angelic Weapons. The agathion's weapon attacks are magical. When the agathion hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

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

Shapechanger. The agathion can use its action to polymorph into its beast form, or back into its true form. An agathion has one beast form, which can resemble a black bear/panther (speed 40 ft., climb 40 ft.), an eagle (10 ft., fly 90 ft.), a giant frog (40 ft., swim 40 ft.), or a wolf (50 ft.). Its statistics are the same in each form, except it has an AC of 13 and the speed changes noted. Any equipment it is wearing or carrying is transformed with it. It reverts back to its true form if it dies.

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

At will: *detect good and evil*

1/day each: *commune*, *revivify*

ACTIONS

Multiattack. The agathion makes two melee attacks.

Longsword (Bite In Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 9 (2d8) radiant damage.

Healing Touch (3/Day). The agathion touches another creature. The target magically regains 10 (2d8+1) hit points and is freed from any curse, disease, poison, blindness, or deafness.

VALKYRIE

Medium celestial, lawful good

Armor Class 20 (chain shirt)

Hit Points 76 (9d8 + 36)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Wis +7, Cha +8

Skills Insight +7, Perception +10

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft. passive Perception 20

Languages all, telepathy 120 ft.

Challenge 8 (3,900 XP)

Angelic Avenger. Whenever a friendly creature is reduced to 0 hit points while within 30 feet of the valkyrie, the valkyrie can use its reaction to move up to its speed towards the creature that attacked them and make a melee weapon attack against that

creature. On a hit, this attack deals an additional 9 (2d8) radiant damage to the target. If this attack reduces the creature to 0 hit points, the friendly creature is revived with 1 hit point.

Angelic Weapons. The valkyrie's weapon attacks are magical. When the valkyrie hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Divine Blessing. The AC of the valkyrie includes its Charisma bonus.

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

Innate Spellcasting. The valkyrie's spellcasting ability is Charisma (spell save DC 16). The valkyrie can innately cast the following spells, requiring no material components:

At will: *compelled duel*, *detect evil and good*, *heroism*
1/day each: *commune*, *revivify*

ACTIONS

Multiattack. The valkyrie makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage plus 13 (3d8) radiant damage.

Healing Touch (3/Day). The valkyrie touches another creature. The target magically regains 15 (3d8 + 2) hit points and is freed from any curse, disease, poison, blindness or deafness.

VALKYRIE

Valkyries are the divine agents of war gods and gods of victory and courage. Almost always female, a valkyrie appears as a strong and beautiful human or elf with long flowing hair and pure white wings.

Hosts of valkyries join battles at the command of their gods, where they shift the tides of war, inspiring heroism in their allies and enacting vengeance upon their foes.

VARIANT: DEVA VARIANTS

In addition to the base deva in the Monster Manual, there are three more specialized variants of the deva presented here.

An astral deva is an angel tasked with watching over the upper planes and the astral plane. It gains the following additions to its innate spellcasting feature:

At will: *sending*

3/day each: *plane shift*

1/day each: *astral projection*

A monadic deva is a watcher of the Ethereal Plane and the Elemental Planes. It gains the following ability:

Ethereal Sight. The deva can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

And the following action:

Etherealness. The deva magically enters the Ethereal Plane, or vice versa.

A movanic deva is a soldier angel tasked with fighting undead and fiends throughout the planes. It gains the following additions to its innate spellcasting feature:

At will: *protection from evil and good*

3/day each: *banishment*

1/day each: *dispel evil/good*

And the following ability:

Divine Enemy. When the deva hits a fiend or undead with any weapon, the weapon deals an extra 1d8 radiant damage



ANIMATED OBJECTS

Crafted with potent magic, animated objects are used in the service of powerful spellcasters as guards for their strongholds and towers. Such a place may contain one or more of the following animated objects.

ANIMATOR'S STAFF

This intricately crafted staff, adorned with a glowing orb filled with magical power, dances through the air casting powerful spells as a conduit of its creator's power.

Arcane Orb. Every animator's staff has an arcane orb, which stores its magical power. If destroyed, the staff drops to the ground and becomes inanimate. A new orb can then be crafted for the staff, allowing it to transfer to a new owner. Crafting an orb requires 1 week, costs 1000 gp in components, and requires the casting of any spells it will be imbued with.

ANIMATOR'S WAND

This small, wooden wand dances through the air, casting weak spells at its creator's command. Weak and not particularly hardy, an animator's wand most often serves as a distraction rather than an actual threat.

ANIMATOR'S STAFF

Small construct, unaligned

Armor Class 10 (13 with mage armor)

Hit Points 39 (6d6 + 18)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Con +5

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. passive Perception 7

Languages -

Challenge 3 (700 XP)

Antimagic Susceptibility. The staff is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the staff must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the staff remains motionless, it is indistinguishable from a normal staff.

Spellcasting. The animator's staff is a 6th-level spellcaster. Its spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks). The animator's staff has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *green-flame blade*, *mage hand*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *mirror image*, *misty step*, *scorching ray*

3rd level (3 slots): *fireball*, *stinking cloud*

ACTIONS

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

FLYING SHIELD

Rarely found alone, a flying shield rushes to the defense of its allies, where it begins to fight with them in perfect unison. While mainly used for the defense of other creatures and animated objects, a flying shield also bashes into its opponents with great strength.

Often paired with a flying sword, this combination creates an animated unit that fights like a single warrior.

FLYING CALTROP

Merely an animated spike, a flying caltrop isn't much of a threat on its own. When encountered in groups, however, these constructs can be quite formidable.

SACK OF SMOTHERING

This hardy burlap sack is programmed to fly at an opponent's head, covering their eyes and blinding them, opening them up for attack. While simple in design, these animations can prove especially deadly. Once they latch on to a creature's head, they can be particularly hard to remove without endangering the creature beneath.

ANIMATOR'S WAND

Tiny construct, unaligned

Armor Class 11

Hit Points 13 (3d4 + 6)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	14 (+2)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Con +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. passive Perception 7

Languages -

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The wand is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the wand must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the wand remains motionless, it is indistinguishable from a normal wand.

Spellcasting. The animator's wand is a 3rd-level spellcaster. Its spellcasting ability is Constitution (spell save DC 12, +4 to hit with spell attacks). The animator's wand has the following wizard spells prepared:

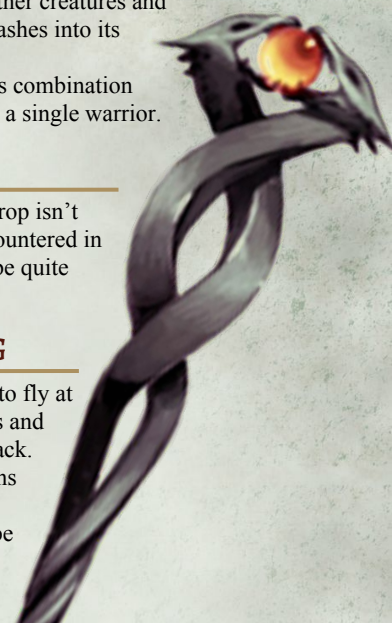
Cantrips (at will): *fire bolt*, *prestidigitation*

1st level (4 slots): *magic missile*, *shield*

2nd level (2 slots): *mirror image*, *scorching ray*

ACTIONS

Poke. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



PLAYER OPTION: ANIMATE CONSTRUCT SPELL

In some campaigns this additional spell might be available, allowing players to create their own animated objects.

ANIMATE CONSTRUCT

3rd-level transmutation

Casting Time: 8 hours

Range: Self

Components: V, S, M (the inanimate form of the construct, which must be worth at least an amount of gp equal to 50 + 400 multiplied by the construct's challenge rating)

Duration: Instantaneous

After spending the casting time writing magical runes and symbols along the inanimate form of the construct, you create an animated construct with a challenge rating of 1 or less. This spell can target any non-animated object that can be animated, such as a weapon, armor, or the base of a homunculus (the DM has the creature's statistics). When you cast the spell, you give the construct a basic command that it follows for the duration of its existence, such as "guard this area" or "protect me."

If the construct is ever reduced to 0 hit points, you must spend half of its material cost to repair it. Otherwise, it can be repaired with *mending* over the duration of a long rest.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you can animate an object with a higher challenge rating: 2 with a 5th-level slot, 3 with a 7th-level slot, and 4 with a 9th-level slot.

FLYING CALDROP

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. passive Perception 6

Languages -

Challenge 1/8 (25 XP)

Antimagic Susceptibility. The caltrop is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the caltrop must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the caltrop remains motionless, it is indistinguishable from a normal caltrop.

ACTIONS

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

FLYING SHIELD

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 0 ft., fly 40 ft.

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

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. passive Perception 7

Languages -

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The shield is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the shield must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the shield remains motionless, it is indistinguishable from a normal shield.

ACTIONS

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

REACTIONS

Protect. The shield imposes disadvantage on an attack roll that targets a target other than the shield that is within 5 feet of the shield.



SACK OF SMOTHERING

Small construct, unaligned

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. passive Perception 6

Languages -

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The sack is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sack must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While attached to a creature, the sack takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the sack remains motionless, it is indistinguishable from a normal sack.

ACTIONS

Smother. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4+2) bludgeoning damage and if the target is Large or smaller, the sack attaches to the target's head, and the target is blinded and unable to breathe while the sack is attached. While attached, the sack can make this attack only against the target and has advantage on the attack roll. The sack can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the sack by succeeding on a DC 12 Strength check.

SWARM OF FLYING CALTROPS

Medium swarm of Tiny constructs, unaligned

Armor Class 13 (natural armor)

Hit Points 36 (8d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 60 ft. passive Perception 6

Languages -

Challenge 1 (200 XP)

Antimagic Susceptibility. The caltrops are incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the caltrops must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the caltrops remain motionless, they are indistinguishable from normal caltrops.

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 caltrop. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Pierces. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 14 (4d6) piercing damage or 7 (2d6) if the swarm is at half its hit points or fewer. Additionally, the target's walking speed is reduced by 10 feet until the end of their next turn.

SWARM OF BALL BEARINGS

Medium swarm of Tiny constructs, unaligned

Armor Class 13 (natural armor)

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 60 ft. passive Perception 6

Languages -

Challenge 1 (200 XP)

Antimagic Susceptibility. The ball bearings are incapacitated

while in the area of an *antimagic field*. If targeted by *dispel magic*, the ball bearings must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the ball bearings remain motionless, they are indistinguishable from normal ball bearings.

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 ball bearing. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bludgeon. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 14 (4d6) bludgeoning damage or 7 (2d6) bludgeoning damage if the swarm has half its hit points or fewer.

Roll. The swarm of ball bearings moves up to its speed. While doing so, it can enter creature's spaces. Whenever the ball bearings enter a creature's space, the creature must make a DC 12 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) bludgeoning damage, or 3 (1d6) bludgeoning damage if the swarm has half its hit points or fewer, and is knocked prone.

ANKHEGS

In the jungles of the world, some ankhegs have adapted themselves to this new, harsh wilderness. Tested and honed by hosts of deadly creatures, these ankhegs have become a much more fearsome foe to face. This new member of the ankheg family is presented here.

JUNGLE ANKHEG

Found in remote jungles and ancient swamps, a jungle ankheg is a fearsome predator that burrows through the dark undergrowth and loose earth. Resembling a large, sickly green insect with long, sharp claws and deadly mandibles, this creature has adapted to its environment over many generations. While still quite similar to regular ankhegs, a jungle ankheg is slightly larger, its legs are longer, and it has its distinct green coloring.

Solitary Hunters. While most regular ankhegs are found in groups, jungle ankhegs are more solitary in nature, meeting up only about once every six months to mate. Even so, these creatures still create vast arrays of small earthen tunnels for themselves, allowing them to hunt their prey with ease while solidifying their hold on their territory.

When a jungle ankheg hunts, it utilizes a powerful acid to dissolve its prey before eating it. As they get older, this acid even seeps into their bloodstream, making their wounds spray acid at attackers. A single jungle ankheg contains enough of this acidic compound to create around 30 vials of acid.

Hard Carapace. A jungle ankheg carapace is a sought after treasure. Hard yet light and flexible, this material can be utilized by talented armorsmiths to make a breastplate.

JUNGLE ANKHEG

Large monstrosity, unaligned

Armor Class 15 (natural armor), 12 while prone

Hit Points 105 (14d10 + 28)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	2 (-4)	14 (+2)	7 (-2)

Damage Immunities acid

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 12

Languages -

Challenge 5 (1,800 XP)

Acidic Blood. A creature that hits the ankheg with a melee attack while within 5 feet of it takes 3 (1d6) acid damage.

ACTIONS

Multiattack. The ankheg can make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 7 (2d6) acid damage. If the target is a Large or smaller creature, the ankheg can choose to grapple it (escape DC 15). Until this grapple ends, the creature can bite only the grappled creature and has advantage on attack rolls to do so.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The ankheg can have up to 2 creatures grappled in this way at once.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled with its bite. Each creature in that line must make a DC 15 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.



AZER LORD

Medium elemental, lawful neutral

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Con +6

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Ignan

Challenge 6 (2,300 XP)

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

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

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

ACTIONS

Multiattack. The azer makes two melee attacks.

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

Leadership (Recharges After A Short Or Long Rest). For 1 minute, the azer can utter a special command or warning whenever a non hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the azer. A creature can benefit from only one Leadership die at a time. This effect ends if the azer is incapacitated.

REACTIONS

Parry. The azer adds 3 to its AC against one melee attack that would hit it. To do so, the azer must see the attacker and be wielding a melee weapon.

AZER

An azer city or establishment contains a great variety of people. Two such variants are presented here.

AZER ARTISAN

An azer artisan, renowned for their skill with the hammer, toils away at their work in hot, smoke-filled smithies. While they aren't trained warriors, their strong arms and masterfully crafted weapons make them hard opponents to face when a creature gets on their bad side.

Skills for Hire. If asked politely (with "politely" implying a large amount of money), an azer artisan might lend a buyer their skills. Capable of creating and enchanting weapons and armor, an azer artisan may be willing to create the item featured under "Master Crafted Weapons" in its statblock.

AZER LORD

Tough and charismatic, an azer lord is intimidating beyond their small stature. As the leader of a city or similar establishment, they need to be a strong face for their people.

Also accomplished warriors and war leaders, azer lords lead their armies into battle when necessary. On the battlefield they lead from the front, inspiring their men and felling the enemy.

AZER ARTISAN

Medium elemental, lawful neutral

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Ignan

Challenge 3 (700 XP)

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

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

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

Master Crafted Weapons. The azer's weapons are masterfully crafted. Their warhammer is a +1 weapon (included in the attack), and it has four charges, which are regained at dawn. The azer can expend one of the charges to cast one of the following spells as a 2nd level spell: *aganazzar's scorcher*, *flaming sphere*, *pyrotechnics*, or *scorching ray*. (spell save DC 13, +5 to hit with spell attacks)

ACTIONS

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage or 9 (1d10 + 4) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

BANSHEES

Banshees are spiteful creatures formed from the spirits of female elves. Occasionally, one of these spirits is instead formed as a bewailer, a creature that exists in a state of constant agony and anguish.

BEWAILER

Like perfect clockwork, a bewailer's woeeful cries can be heard at the same time each and every day, haunting an area with their presence. Not bound by the night like regular banshees, bewailers are sometimes called daywraiths. This name isn't perfectly accurate, however—a bewailer can potentially be present at any time of day, and the only thing that determines that time is their time of death. For example, a bewailer that died at 3 pm would be active from 2 pm to 4 pm, while one that died at 2 am would be active from 1 am to 3 am.

Divine Curse. A bewailer, like the banshee, was once a female elf that became afflicted with the banshee's curse. The only real difference that causes a creature inflicted with the curse to instead become a bewailer is their cause of death. A bewailer is formed when the cursed creature is driven to commit suicide, completing their transformation into an undead monster.

The bewailer appears as a white-skinned, frail spirit that closely resembles their mortal form. Their cause of death is often quite obvious, displayed by the marks along their neck.



BEWAILER

Medium undead, chaotic evil

Armor Class 13

Hit Points 78 (12d8 + 24)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	19 (+4)

Saving Throws Wis +4, Cha +7

Damage Immunities cold, necrotic, poison

Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 7 (2,900 XP)

Detect Life. The bewailer can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Ethereal Sight. The bewailer can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The bewailer can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Timed Etherealness. The bewailer is trapped in the ethereal plane during all times of day except the time period within 1 hour of her time of death. For example, a bewailer that died at 3 pm is only

on the Material Plane from 2 pm to 4 pm every day. During this time, if the bewailer is on the Ethereal Plane at the start of her turn, she is immediately transported to the Material Plane. At the end of this 2-hour period, she forcibly returns to the Ethereal Plane.

ACTIONS

Corrupting Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 31 (8d6+3) necrotic damage.

Ethereal Deception. The bewailer enters the Ethereal Plane from the Material Plane, and leaves behind an illusory double where she was on the Material Plane. If this double is within 5 feet of a creature when it appears, it feigns a corrupting touch attack against that creature. The attack always appears to miss.

The illusory double lasts until the start of the bewailer's next turn. It has all the same statistics as the bewailer, except it has 1 hit point. If reduced to 0 hit points, the illusory duplicate explodes in a burst of necrotic energy. Each creature within 5 feet of it must succeed on a Dexterity saving throw or take 21 (6d6) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the bewailer that can see her must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the bewailer is within line of sight, 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 bewailer's Horrifying Visage for the next 24 hours.

Wail (Recharge 6). The bewailer releases a mournful wail. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 15 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.



BASILISKS

Basilisks are adaptive and varied predators, and they come in many different forms. Two such forms are described here.

MARINE BASILISK

Bright blue in color and monstrous in its demeanor, a marine basilisk is a rare variation of the ground-dwelling basilisk. Adapted to the environment of the great oceans and lakes of the world, these creatures are skilled swimmers and are surprisingly quiet in the water. Their bodies are large and streamlined, like the body of a crocodile.

Petrifying Water. A marine basilisk has petrifying enzymes within its stomach that it can release after inhaling a large amount of water. This deadly mixture is able to petrify any creature that it touches, allowing a marine basilisk to hunt prey that doesn't look at it. This is especially useful for marine basilisks that hunt in the deep sea, as many creatures there are naturally blind.

Sea Hunter. As marine basilisks almost exclusively hunt underwater, they don't have the same warning signs that terrestrial basilisks have. Most of their prey is small enough to be eaten whole after the petrification process, and the creatures that aren't just sink to the bottom of whatever body of water the basilisk hunts in, making it hard to see the typical warning signs of a basilisk.

MARINE BASILISK

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 20 ft., swim 40 ft.

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

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Amphibious. The basilisk can breathe air and water.

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature

magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

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

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 10 (3d6) poison damage.

Petrifying Water (Recharge 5-6). The basilisk unleashes a torrent of water from its mouth that is 15 feet long and 5 feet wide. Each creature in that line must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) bludgeoning damage and suffer the same effect as if they had failed the save against the basilisk's petrifying gaze. If the creatures are underwater, they have disadvantage on the save.



GREATER BASILISK

The serpentine greater basilisk is one of the most fearsome creatures a traveler might come across. Far larger and more dangerous than its closely-related cousin, a greater basilisk is feared not just for its petrifying gaze and terrifying size, but also for its potent venom.

The poison of a greater basilisk can be delivered through its bite, as well as through the two prongs at the end of its tail. It can also spit its poison a considerable distance, covering a creature and splashing the surrounding area. As deadly as these creatures are, this venom is often sought after by hunters and adventurers for its use in poisons and alchemical compounds.

Apex Predators. Greater basilisks usually make their lairs in coastal caves, from which they patrol the surrounding area for potential meals. Far more intelligent than its cousins, greater basilisks often “tame” lesser basilisks, using them as guards for their lairs in exchange for protection and food.

A greater basilisk born and raised in captivity can be domesticated and trained, but doing so is a far harder task than training a regular basilisk. However, a properly trained greater basilisk is one of the most effective guardians around, so their eggs go for exorbitant prices.

Gaze of Stone. A greater basilisk’s supernatural gaze is able to turn creatures to stone instantaneously. Then they consume their meals in much the same way a regular basilisk does, except they are able to hunt much larger prey. It is not uncommon to find a stone statue of a huge beast near the lair of a greater basilisk.

The fluids within the basilisk’s gullet are able to produce an oil capable of returning petrified creatures to life, just like its smaller cousins.

GREATER BASILISK

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	6 (-2)	13 (+1)	8 (-1)

Saving Throws Con +7, Wis +5

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 90 ft. passive Perception 11

Languages —

Challenge 10 (5,900 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 15 Constitution saving throw if the basilisk isn’t incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn’t surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can’t see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

The basilisk does not target itself with its gaze.

ACTIONS

Multiattack. The basilisk makes two melee attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 14 (4d6) poison damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, it must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. *Ranged Weapon Attack:* +9 to hit, range 25/50 ft., one creature. *Hit:* 17 (5d6) poison damage. The target and each creature within 5 feet of it must make a DC 15 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.



BEHOLDERS

Expanding on the beholder-like creatures described in Volo's Guide to Monsters, another dream-spawned beholder-kin is presented here.

EYE OF THE DEEP

An eye of the deep is a lesser beholder that might come into being when a beholder has a nightmare of drowning in the depths of the ocean. The creature has only two eye rays, with its other two replaced by crab-like pincers. It slightly resembles the shape of the beholder that dreamed it into existence, but it is covered in a colorful chitin and has a mouth filled with rows of teeth.

Coastal Menace. An eye of the deep terrorizes whatever body of water it ends up in, destroying and consuming the natural wildlife and harassing any seaside settlements that are unfortunate enough to be near it. While it mostly remains underwater, terrorizing ships and other vessels, an eye of the deep often ventures onto the shore for short periods of time in order to find new victims.

A Light in the Depths. The central eye of the eye of the deep emits a glaringly bright magical light that can light up even magical darkness. This light can be used to attract the prey that instinctively swim towards it, to their own demise. A creature that comes too close to this light becomes temporarily blinded by its brightness. It is at this point that the eye of the deep attacks unleashing its claws and eye rays upon its unfortunate victim.

EYE OF THE DEEP

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 0 ft., fly 20 ft. (hover), swim 30 ft.

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

Saving Throws Int +4, Wis +5, Cha +3

Skills Perception +8

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 5 (1,800 XP)

Amphibious. The beholder can breathe air and water.

Cone Of Light. The beholder's central eye emits a 20-foot cone of magical light. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. Any creature that starts its turn in the area that can see must succeed on a DC 14 Constitution saving throw or become blinded until the start of their next turn.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the beholder until the start of its next turn, when it can avert its eyes

again. If it looks at the beholder in the meantime, it must immediately make the save.

ACTIONS

Multiattack. The beholder makes three attacks: one with its bite and two with its claws. It can use Eye Rays in place of its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage.

Eye Rays. The beholder shoots two of the following magical eye rays at random (reroll duplicates), choosing up to two targets it can see within 120 feet of it:

1. **Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

2. **Pushing Ray.** The targeted creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet directly away from the beholder and have its speed halved until the start of the beholder's next turn.

3. **Paralyzing Ray.** The targeted creature 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.

4. **Sleep Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

BLIGHTS

A gulthias tree might have one or more of the following types of blight under its control.

BRAMBLE BLIGHT

Appearing as a mass of dead branches and thorny brambles, a bramble blight is a particularly potent version of the blight. Capable of speech, these blights act as warriors and pseudo-leaders to the other blights. Unlike others of their kind, a bramble blight creates weapons that it imbues with the deadly poison that courses throughout its body.

BRANCH BLIGHT

Travelers who happen upon a branch blight rarely live to tell the tale. Large and malevolent, these creatures prowl blighted forests with a mindless appetite for violence. Other, smaller blights often flock to their side, using their immense strength as a means of protection.

WOOD BLIGHT

Tall and bipedal, a wood blight might be mistaken for a human traveler in the dim light. Upon closer inspection, their bark covered, wooden form becomes obvious. The creatures that get this close are soon met with the blind rage of the wood blight.

BRAMBLE BLIGHT

Medium plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth +3

Damage Immunities poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Common

Challenge 1 (200 XP)

Death Burst. When the blight dies, it leaves behind a cloud of poison that fills a 5-foot cube centered on its space. The area is lightly obscured, and any creature that starts its turn there must make a DC 12 Constitution saving throw. On a failed save, a creature takes 7 (2d6) poison damage and is poisoned until the start of their next turn. On a successful one, a creature takes half as much damage and is not poisoned. Wind disperses the cloud, which otherwise lasts for 1 minute.

False Appearance. While the blight remains motionless, it is indistinguishable from a mass of dead branches.

Poisonous Weapons. In the blight's hand, its weapon deals 7 (2d6) extra poison damage and applies the poisoned condition (included in the attack).

ACTIONS

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10+2) piercing damage plus 7 (2d6) poison damage, and the target is poisoned until the end of their next turn.





BRANCH BLIGHT

Large plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	5 (-3)	11 (+0)	4 (-3)

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 3 (700 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a mass of branches.

ACTIONS

Branch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage and a Large or smaller creature is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the blight can't grapple another target.

Crush. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target grappled by the blight. *Hit:* 22 (4d8+4) bludgeoning damage.

Smash. The blight smashes down with a mass of branches that is 10 feet long and 5 feet wide. Each creature in that line must succeed on a DC 14 Dexterity saving throw or take 13 (3d8) bludgeoning damage and be knocked prone.



WOOD BLIGHT

Medium plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	17 (+3)	5 (-3)	10 (+0)	3 (-4)

Damage Vulnerabilities fire

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

ACTIONS

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

REACTIONS

Primal Rage (1/day). As a reaction to taking damage, the blight begins to fight with primal ferocity. For 1 minute, the blight has resistance to bludgeoning, piercing, and slashing damage, has a speed of 30 feet, and has advantage on Strength checks and Strength saving throws. At the end of each of the blight's turns, the rage ends if the blight hasn't attacked a hostile creature or taken damage since the end of their last turn.

BUGBEARS

Violent and destructive, bugbears are feared for their strength and ruthlessness. A band of bugbears often has many distinct members, two of which are described here.

BUGBEAR ASSASSIN

Highly trained and extremely capable, a bugbear assassin is a force to be reckoned with. While all bugbears are naturally stealthy, these individuals have honed that ability to become some of the most sought after assassins, especially among the other goblinoid races. Often found under the employment of a troop of hobgoblins, a bugbear assassin is able to dispatch even some of the most powerful foes they might encounter.

This effectiveness comes at a cost, however. A bugbear assassin often asks for large payments to be made up front for it to even consider taking a job, and they are quick to betray their allies if a better offer presents itself.

BUGBEAR CHAMPION OF HRUGGEK

A bugbear champion of Hruggek has been blessed by that feared god of war, gifted with great strength and the ability to cast divine magic. These champions act as war priests, marching into the front lines to both wreak havoc and protect their allies from harm. They often take on more of a supportive role than their allies, using spells like *hold person* and *spiritual weapon* to control the battle.



BUGBEAR ASSASSIN

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (studded leather armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Stealth +10, Athletics +7, Perception +5, Survival +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

Challenge 6 (2,300 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Precise Attacker. The bugbear's weapon attacks score a critical hit on a roll of 18-20. When the bugbear scores a critical hit, it rolls the damage dice three times, instead of twice.

Surprise Attack. If the bugbear surprises a creature during the first round of combat, the bugbear has advantage on the first attack roll against that creature. If the attack hits, it is considered a critical hit.

ACTIONS

Multiattack. The bugbear makes two melee attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage or 15 (2d10 + 4) slashing damage if wielded with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10+4) piercing damage.

BUGBEAR CHAMPION OF HRUGGEK

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (chain shirt, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	9 (-1)	16 (+3)	11 (+0)

Skills Religion +1, Stealth +5, Survival +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 4 (1,100 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear 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.

Spellcasting. The bugbear champion of hruggek is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The bugbear champion of hruggek has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*, *spare the dying*

1st level (4 slots): *bane*, *guiding bolt*, *healing word*

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

3rd level (2 slots): *revivify*, *spirit guardians*

ACTIONS

Multiattack. The bugbear makes two melee attacks.

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

BULLYWUGS

Brutish, frog-like amphibians, bullywugs are a primitive race of hunter gatherers, held together by a corrupt aristocracy and caste system. Bullywug society is defined by these separate castes, and a bullywug in a lower caste always tries to improve its station. Presented here are a few variations on the bullywug, each one a member of a different caste.

BULLYWUG CHIEF

The highest member in the aristocracy, a bullywug chief has fought hard and long to rise to its position of relative splendor. These chiefs often give themselves grand sounding titles and take a large amount of the loot that their tribe acquires, making them quite well off. They often grow fat through laziness and gluttony, which may eventually lead to their downfall as they become too weak to hold on to their position.

Armed with large mauls, a weapon that only the strong can wield, a bullywug chief can make a fierce combatant.

BULLYWUG HUNTER

One of the lowest castes, a bullywug hunter can only go up in life. While they officially go out of the tribe to hunt for food, many of these hunters become makeshift adventurers, hunting for treasures that they can bring to their chieftain in exchange for gaining a higher status.

Armed with the bullywug's signature spear and a set of poison darts, a bullywug hunter is capable of bringing down large prey with a well-placed shot of its blowgun.

BULLYWUG SHAMAN

A member of the caste right below the chieftain, a bullywug shaman is often almost as powerful within bullywug society as the chieftain himself. Armed with potent druidic magic, a bullywug shaman is able create havoc on the battlefield, unleashing giant frogs and toads to attack the enemy as well as entering the fray themselves.

BULLYWUG SHAMAN

Medium humanoid (bullywug), neutral evil

Armor Class 11 (16 with *barkskin*)

Hit Points 58 (9d8 + 18)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	9 (-1)	16 (+3)	8 (-1)

Skills Stealth +3

Senses passive Perception 13

Languages Bullywug

Challenge 3 (700 XP)

Amphibious. The bullywug can breathe air and water.

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

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

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

Spellcasting. The bullywug shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The bullywug shaman has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *magic stone*, *shillelagh*

1st level (4 slots): *absorb elements*, *beast bond*, *fog cloud*

2nd level (3 slots): *barkskin*, *moonbeam*

3rd level (2 slots): *conjure animals* (giant frogs and toads only), *plant growth*

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its staff.

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

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage plus 9 (2d8) poison damage, or +5 to hit and 7 (1d8+3) bludgeoning damage with *shillelagh*





BULLYWUG CHIEF

Medium humanoid (bullywug), neutral evil

Armor Class 16 (chain mail armor)

Hit Points 82 (11d8 + 33)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Skills Stealth +3

Senses passive Perception 11

Languages Bullywug

Challenge 3 (700 XP)

Amphibious. The bullywug can breathe air and water.

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

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

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

ACTIONS

Multiattack. The bullywug makes three melee attacks: one with its bite and two with its maul.

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

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



BULLYWUG HUNTER

Medium humanoid (bullywug), neutral evil

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	7 (-2)	11 (+0)	7 (-2)

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 1/2 (100 XP)

Amphibious. The bullywug can breathe air and water.

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

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

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

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

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

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 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.

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage and the target must succeed on a DC 10 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

A BOOK OF MONSTERS FROM A TO B

The *Monster Module* presents an array of new monsters to supplement those in the *Monster Manual*, such as the divine agathion, the terrifying bewailer, and the fearsome greater basilisk.

A compilation of creatures that are both new and recognizable, this book contains a monstrous assembly for Dungeon Masters that are ready to challenge their players. Many of the monsters are conversions from past editions, culled from D&D's history and updated to fit with the design paradigm of 5th Edition.

If you want to see more of my homebrew, such as the *Dark Arts Player's Companion* and the *Sprouting Chaos Player's Companion*, check out my blog, linked below, or my posts on /r/unearthedarcana



GUIDETOHOMEHBREW.BLOGSPOT.COM