

MONSTERS OF THE INFINITE PLANES

MULTIVERSE OF MONSTERS AND ADVERSARIES



MONSTERS OF THE INFINITE PLANES



A MULTIVERSE FILLED WITH MONSTERS

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ON THE COVER

Wayne Reynolds brings Orcus, Demon Prince of the Undead, to life in this wonderfully striking art piece. It served as the cover for the 4th Edition Monster Manual too!

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INTRODUCTION

Beyond the Material Plane, the multiverse stretches out in infinite directions with infinite possibilities. It would be foolish to think life didn't exist in this vast landscape, though that life is most certainly going to look and act somewhat differently than the creatures on the Material Plane. How does a beleaguered Dungeon Master handle it all?

By using ***Monsters of the Infinite Planes*** of course!

This book compiles the monsters presented in the ***Codex of the Infinite Planes*** series, pulling them together into one tome filled with creatures and denizens that populate the planes. Over 230 monsters are collected here, some of which are updates to classics from previous editions while many are wholly unique creations, each designed to be fun and thematic in play.

Bring the planes of the multiverse alive with a host of creatures ranging from the sunflies of Mount Celestia (challenge rating 1/4) to the mighty shoggoths that roam Pandemonium and beyond (challenge rating 16). For a long time, the planes has been the purview of high-level characters, but the creatures in this collection run the gamut. As a setting and playground, the planes should entice and challenge characters of all levels. Though only the bravest should face the blade golems of Acheron or the wildly strange kleetarn of Limbo in combat!

Take this book and populate your planar adventures with monsters of all kind. When coupled with the ***Codex of the Infinite Planes*** book itself you'll have enough material to fill many campaigns with wonder, excitement, and danger.



AETHON

Eagles and their like are common in the skies above Arvandor, but few match the majesty of the aethon. This bird resembles a large golden eagle with a massive wingspan, a piercing intelligent gaze, and flame-colored feathers. They are noble creatures that become living flame as they fly, shooting across the sky like a comet, and always they watch for threats (or their next meal).

Flaming Guardians. Aethons are descended from a fiery bird that once dwelled on the slopes of Mount Olympus, a great intelligent animal also called Aethon. Long before the titans of that great mountain fell from the plane, Aethon took it upon himself to send his progeny out into the wilds of Arvandor to keep the skies clear of dangerous threats. It proved to be a wise maneuver as Aethon disappeared with the titans of Mount Olympus, but his progeny live on as flaming guardians of the azure skies.

Return of Aethon. The aethons that patrol the skies of Arborea believe that their progenitor, the legendary Aethon, will return one day in a fiery burst of glory. The exact details of Aethon's return have been left to mystery, however. Some of the majestic fire eagles believe their sire's return is predicated upon some curse being lifted from Mount Olympus, while others wait for the rise of a new champion that holds the "blood of Aethon" in their veins.

AETHON

Large beast, neutral good

Armor Class 16 (natural armor)

Hit Points 60 (8d10+16)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	8 (-1)	14 (+2)	12 (+1)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 14

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

Challenge 3 (700 XP)

Fire Flyer. While moving with its fly speed, the aethon becomes living flame and can move through a space as narrow as 1 inch wide without squeezing. It can pass through a hostile creature's space, inflicting 5 (1d10) fire damage to the creature. The aethon cannot be grappled or restrained while moving with its fly speed.

Illumination. The aethon sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

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

ACTIONS

Multiattack. The aethon makes two attacks: one with its beak and one with its talons.

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

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

Fire Burst (Recharge 5-6). The aethon releases a burst of fire in a 30-foot radius centered on itself. Creatures caught in the radius must make a DC 16 Dexterity saving throw, suffering 21 (6d6) fire damage on a failed save, or half as much on a success.

ARCHON

The ideals and principals of Mount Celestia are zealously defended across the multiverse by the well-organized legions of celestial creatures known as archons. These radiant beings defend the innocent and fight to preserve justice in the never-ending struggle of good versus evil. They have a myriad of tools to help them in this fight but chief among them is their singular focus on the greater good. They gather in great numbers on the Seven Heavens and defend the plane against incursions from the Lower Planes, but they can be found elsewhere as well, fighting tirelessly to uphold truth, justice, and order. Archons are unwavering in their dedication, infallible in their loyalty, and utterly devoted to stopping evil wherever it may lurk.

By Station Born and Attained. The archon legions are divided into seven stations. The lowest among them are the lantern archons, who are born when a mortal of high moral standards dies and their soul travels to Mount Celestia. They work diligently to uphold the celestial virtues, and if they prove themselves long enough they transform into hound archons. A hound archon who completes enough quests against evil foes becomes a warden archon, and those that guard the portals of Mount Celestia long enough turn into sword archons. A sword archon that proves itself on the field of battle becomes a trumpet archon, and from there they can ascend to throne archon. The highest rank of the archons are the solars and it is said that only by divine right a throne archon can ascend to that of solar.

Books of Light. The deeds of the archons are recorded in massive tomes known as the Books of Light. The Golden Library of the Great Wyrms houses most copies of the Books of Light, but there have been so many great deeds performed by the celestials over the history of the multiverse that many volumes have been filled, more than enough for any one library, so several copies float around Mount Celestia. An archon instinctively knows when their actions appear in a Book of Light and they strive to ensure their recorded legacy reflects the highest virtues of Mount Celestia. The phrase “by the book” is common among archons, referring to ensuring their actions in everything they do are worthy to be written in the sacred books.

Ornaments of Virtue. Within each archon station, the virtue rank of each individual celestial is marked by their metallic ornaments. Lantern archons are the exception as they are luminous insubstantial beings, but above that rank and below a solar the archons proudly display their virtuous ornaments for everyone to see. They are in order: lead, tin, brass, bronze, silver, gold, and platinum. The ornaments vary by station. For example, hound archons do not wear armor but they do wear armbraces and collars, while throne archons have full helmets and magnificent breastplates. Each archon is inordinately proud of their virtuous ornamentation and jealousy among the ranks is almost unheard of.

Rivals of the Upper Planes. Archons favor direct approaches to their duties. They look down upon tactics that involve subterfuge, stealth, or underhanded tricks, and believe fervently that if a mission cannot be accomplished by the most direct means it should be reconsidered entirely. This attitude puts them at odds with the other celestials of the multiverse, specifically the guardinals of Elysium. The two angelic creatures share the same goal, but how they accomplish this goal can be as different as day and night. Guardinals believe the ends do justify the means, though they do not sacrifice lives while other options remain open, while archons steadfastly refuse to even consider such heinous acts. Archons and guardinals have come together in the face of greater evil, but their philosophies are separate enough to create tension when they meet.

Celestial Nature. Archons do not require air, food, drink, or sleep.



HOUND ARCHON

Medium celestial (archon), lawful good

Armor Class 15 (natural armor)

Hit Points 75 (10d8+30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	12 (+1)	13 (+1)	16 (+3)

Skills Insight +5, Perception +5

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 60 ft., passive Perception 15

Languages all, telepathy 60 ft.

Challenge 5 (1,800 XP)

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

At will: *detect evil and good*, *invisibility* (self only)

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

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

Skill Expertise. The archon adds double their proficiency modifier on Insight and Perception checks.

ACTIONS

Multiattack. The archon makes three attacks: one with its bite and two with its longsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage plus 7 (2d6) radiant damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage, or 10 (1d10+5) slashing damage if wielding the weapon in two hands.

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying, up to 6 feet to an unoccupied space it can see.

LANTERN ARCHON

Small celestial (archon), lawful good

Armor Class 15 (natural armor)

Hit Points 39 (6d6+18)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Skills Insight +5, Perception +5

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 60 ft., passive Perception 15

Languages all, telepathy 60 ft.

Challenge 2 (450 XP)

Ephemeral. The lantern archon can't wear or carry anything. It can move through a space as narrow as 1 inch wide without squeezing.

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

At will: *detect evil and good*, *invisibility* (self only), *mage hand*

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

Skill Expertise. The archon adds double their proficiency modifier on Insight and Perception checks.

ACTIONS

Multiattack. The archon makes two Ray of Light attacks.

Ray of Light. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (2d6+3) radiant damage.

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying, up to 6 feet to an unoccupied space it can see.

HOUND ARCHON

Hound archons are muscular humanoids with the head of a loyal and trustworthy dog. They rarely wear armor, preferring their own thick hide for protection, and tend to be the most showy of the archons – hound archons try to make sure there's an audience for their good deeds. They have an open and welcoming attitude, though, and often serve as hosts to visitors to the Seven Heavens. They are also fierce combatants and make up the largest bulk of soldiers in the main armies of Mount Celestia.

SWORD ARCHON

Large celestial (archon), lawful good

Armor Class 18 (breastplate)

Hit Points 119 (14d10+42)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	14 (+2)	16 (+3)	19 (+4)

Skills Insight +9, Perception +9

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 60 ft., passive Perception 1

Languages all, telepathy 60 ft.

Challenge 8 (3,900 XP)

Dive. If the archon moves at least 20 feet straight toward a target while flying and then hits it with a Radiant Blade 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 16 Strength saving throw or be knocked prone.

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

Innate Spellcasting. The archon's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)
3/day each: *guiding bolt*, *healing word*, *shield of faith*
1/day each: *daylight*, *death ward*, *flame strike*

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

Skill Expertise. The archon adds double their proficiency modifier on Insight and Perception checks.

ACTIONS

Multiattack. The archon makes two Radiant Blade attacks.

Radiant Blade. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+4) slashing damage plus 9 (2d8) radiant damage.

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying, up to 6 feet to an unoccupied space it can see.

THRONE ARCHON

Large celestial (archon), lawful good

Armor Class 18 (breastplate)

Hit Points 187 (22d10+66)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	17 (+3)	14 (+2)	19 (+4)	20 (+5)

Skills Insight +14, Perception +14

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 60 ft., passive Perception 24

Languages all, telepathy 60 ft.

Challenge 13 (10,000 XP)

Celestial Sword. Sword archons do not have hands. They wield their Resplendent Swords through magical focus, which means they cannot be disarmed. They can summon or dismiss their Resplendent Sword with a bonus action.

Innate Spellcasting. The archon's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)
3/day each: *calm emotions*, *dispel magic*, *mirror image*, *remove curse*, *scorching ray*
1/day each: *dawn*, *divine word*, *heal*, *wall of light*

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

Skill Expertise. The archon adds double their proficiency modifier on Insight and Perception checks.

ACTIONS

Multiattack. The archon makes two attacks with its Resplendent Sword and casts one of its spells with a casting time of 1 action.

Resplendent Sword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8+6) slashing damage plus 18 (4d8) radiant damage. If the target is an evil creature, it must succeed on a DC 18 Wisdom saving throw or be frightened until the start of the archon's next turn.

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying, up to 6 feet to an unoccupied space it can see.

TRUMPET ARCHON

Medium celestial (archon), lawful good

Armor Class 18 (natural armor)

Hit Points 120 (16d8+48)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	13 (+1)	17 (+3)	19 (+4)

Skills Insight +11, Perception +11

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 60 ft., passive Perception 21

Languages all, telepathy 60 ft.

Challenge 10 (5,900 XP)

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

At will: *bless*, *detect evil and good*, *invisibility* (self only)

3/day each: *dispel magic*, *faerie fire*, *shatter*

1/day each: *charm monster*, *freedom of movement*

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

Skill Expertise. The archon adds double their proficiency modifier on Insight and Perception checks.

ACTIONS

Multiattack. The archon makes three Silvered Sword attacks.

Silvered Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 9 (2d8) radiant damage.

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying, up to 6 feet to an unoccupied space it can see.

Glorious Trumpet (Recharge 5-6). The piercing beauty of the archon's radiant trumpet rings out with inspiring music within 120 feet. Evil creatures within the range must succeed on a DC 16 Charisma saving throw or be affected by the *bane* spell for 1 minute. Good and neutral creatures gain the benefit of the *bless* spell for 1 minute. In addition, if a good creature is already under the effect of the *bless* spell, the die bonus from the spell increases from d4 to d6.

Paralyzing Trumpet (Recharge 5-6). The archon's radiant trumpet blows a powerful note that sends shockwaves out. The archon chooses a single target within 120 feet that must succeed on a DC 16 Charisma saving throw or be paralyzed for 1 minute. Evil creature suffer disadvantage on this saving throw. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the effect ends on the target.

WARDEN ARCHON

Large celestial (archon), lawful good

Armor Class 16 (natural armor)

Hit Points 102 (12d10+36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	17 (+3)	14 (+2)	11 (+0)	17 (+3)

Skills Insight +6, Perception +6

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 60 ft., passive Perception 16

Languages all, telepathy 60 ft.

Challenge 7 (2,900 XP)

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

At will: *detect evil and good*, *detect magic*, *invisibility* (self only)

3/day each: *find traps*, *locate object*

1/day each: *arcane eye*, *divination*, *scrying*

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

Skill Expertise. The archon adds double their proficiency modifier on Insight and Perception checks.

ACTIONS

Multiattack. The archon makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage plus 9 (2d8) radiant damage.

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying, up to 6 feet to an unoccupied space it can see.

LANTERN ARCHON

The lowest station of archon is the lantern archon which appears as a ball of luminous radiant energy. They have no distinct form beyond their ball-like shape, though they change colors to represent their moods – red for anger, green for interest, yellow for caution, and blue for sadness. Lantern archons are the most numerous of the celestial residents of Mount Celestia and can be found almost exclusively on Lunia, the first layer. The Beacon Towers of the Silver Sea are patrolled by lantern archons who keep watch on the surrounding region for any threats to the plane.

SWORD ARCHON

Sword archons look like tall humans with sharp angular features, and might be able to pass for a particularly beautiful person if not for their wings. Instead of arms a sword archon has a pair of magnificent snow-white wings, and they wield their magical weapons through sheer magical power. They are often used as messengers and scouts in the celestial armies and wear collars, breastplates, and leg greaves that represent that virtuous rank.

THRONE ARCHON

Second only to the solars in the archon stations, throne archons are metal-clad, golden-skinned humanoids that radiate visible light. They wear magnificent armor and helms decorated with intricate details, and their swords are powerful tools of justice in their war against evil. Throne archons often lead cities and larger realms within Mount Celestia, meting out justice and handling the day-to-day care of a lawful organization. When roused to action, they are fearsome opponents and can bring a mighty host of magical powers to bear against their foes.

TRUMPET ARCHON

A trumpet archon appears as a lithe elf with silvered wings sprouting from their back and striking emerald green skin. They wear a breastplate and carry silvered rapiers, but their most powerful tool is their distinctive trumpet. The trumpet of a trumpet archon is unique to each individual and carries most of the archon's ornamentation. It never leaves their side, and if lost can be summoned with a thought from anywhere in the multiverse. The armies of the Abyss and the Nine Hells have come to fear the clarion ringing of a trumpet archon's namesake item.

WARDEN ARCHON

Warden archons are powerfully built humanoids with the head and paws of a bear. A smooth coat of fur covers their muscular bodies and they rarely wear armor, preferring belts, girdles, and shoulder pads for their celestial ornamentation. Warden archons are charged with protecting gates and portals, normally leading into and out of Mount Celestia, but some units of warden archons have been given orders to keep guard over other portals as well across the multiverse. In many planar metropolises, such as the City of Glass on the Plane of Water and Ravnica the City of Guilds, the presence of a warden archon is a sure sign of a gate to the Seven Heavens.



ARROWHAWK

Sinewy and dangerous, arrowhawks are scavengers that scour the Plane of Air looking for scraps and leftovers. They have feathered, snake-like bodies covered in azure scales, with a long tail and a razor-sharp peaked snout. A pair of strong feathered wings are attached at both the bottom and top of the arrowhawk's body, and its this physiology that allows it to fly and maneuver with the greatest speed and agility.

Floating Eggs. Arrowhawk eggs have a natural levitation trait that keeps them floating even if they are outside the Plane of Air. The egg shells are radiant blue in color but are thin, so the arrowhawks keep them protected in nests of clouds. Intact arrowhawk eggs are known to fetch high prices in planar markets, especially to collectors of exotic creatures and wizards interested in studying aeromancy.

Unlucky Scavengers. On the Plane of Air, clutches of arrowhawks follow the movements of gargoyles and other invading creatures, seeking to clean up the scraps from combats waged in aerial battlegrounds. Arrowhawks are known to follow sky ships from Calypso, having learned that the pirates tend to leave good eating in the wake of their raids. For their part, most residents of Calypso consider arrowhawks to be omens of bad luck and they avoid them as much as possible.



ARROWHAWK

Medium elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 44 (8d8+8)

Speed 0 ft., fly 50 ft.

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

Skills Perception +3

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (1,800 XP)

Aerial Acrobatics. While flying, the arrowhawk can use a bonus action to Dodge. Melee attacks against the arrowhawk ignore the effects of the creature's Dodge.

ACTIONS

Multiattack. The arrowhawk can use its bite and electricity ray in a combat round.

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

Hit: 7 (1d8+3) piercing damage.

Electricity Ray. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 10 (3d6) lightning damage.



ASSASSIN CROW

Dangerous, silent, and predatory, assassin crows are lethal aerial monsters that lurk in the skies above Othrys, Calathys, and Colothys on the prison plane of Carceri. They appear as enormous black birds, their skin stretched thin and gaunt over their bones, with great outstretched wings filled with uneven misshapen black feathers. The assassin crow's eyes are large like an owl, saucer-like and yellow, while its beak is coated in a thick ebony ichor it uses to poison victims.

Silent Stalkers. Assassin crows prefer their meat fresh and living, and their fiendish nature means they're always hungry regardless of the last time they ate. They often travel in small groups, winging over the bleak landscape of Carceri in search of easy pickings, using their natural invisibility and impressive stealth to catch victims unaware. While most common crows feast on dead carcasses and scavenge from the kills of others, assassin crows move instead to attack lively targets, savoring the screams as part of the meal.

Prized Poison. The tarry substance on an assassin crow's beak contains a highly toxic poison that attacks not just the body but the mind as well of living targets. Thieves and assassins across the planes prize such a debilitating poison though distilling it down to use on a weapon requires great alchemical skill. The demonic poisoner Sinmaker in the scarlet jungle of Cathrys is one of only a handful known to harness such poisons, and it pays very well for the delivery of assassin crow tar to its strange apothecary.

ASSASSIN CROW

Large fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 85 (10d10+30)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	22 (+6)	16 (+3)	3 (-4)	10 (+0)	10 (+0)

Saving Throws Dex +9

Skills Perception +6, Stealth +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages can't speak but understands Abyssal and Infernal

Challenge 8 (3,900 XP)

Disappear. The assassin crow can use a bonus action to cast the *invisibility* spell without requiring components.

Evasion. If the assassin crow is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin crow instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

ACTIONS

Multiattack. The assassin crow makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 10 (1d8+6) piercing damage, and the target must make a DC 14 Constitution saving throw against the assassin crow's poison. The poison is highly variable and could affect mental or physical abilities. Roll 1d8 on the below table.

1d8	Poison Effect
1	Strength score is reduced by 1d4+2
2	Dexterity score is reduced by 1d4+2
3	Constitution score is reduced by 1d4+2
4	Intelligence score is reduced by 1d4+2
5	Wisdom score is reduced by 1d4+2
6	Charisma score is reduced by 1d4+2
7	Strength and Dexterity scores are reduced by 1d4
8	Intelligence and Wisdom scores are reduced by 1d4

Creatures die if an affected ability score is reduced to 0 by this poison; otherwise the reduction lasts until the target finishes a short or long rest. A successful save reduces any ability score reduction by half.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 17 (2d10+6) slashing damage.



ASTRAL DEVA

Golden-skinned angelic celestials originally from the Upper Planes, astral devas are protectors of the innocent and lost. They earned their name when they took it upon themselves to patrol the Astral Plane on a regular basis, ferrying lost travelers and protecting them from the various threats the Silver Void can conjure up. Each astral deva is a beautiful humanoid-like creature with golden skin and platinum blonde hair, less muscular than their Upper Planes deva cousins but more lithe and agile. A pair of feathery wings sprout from their back, the snowy white color dusted with gold flecks. They wield delicate rapiers made of refined white steel.

Lich-Queen Bounty. As the astral devas protect non-evil creatures from the dangers of the Astral Plane, they find themselves continually at odds with the highly militarized might of the githyanki. So much so that Vlaakith the Lich-Queen has placed a standing bounty on astral devas, rewarding githyanki warriors and assassins that kill them and claim their rapier in combat with elevation in rank. The githyanki astral ship *Bleak Dawn* and its crew specialize in hunting down astral devas; the captain has claimed two dozen rapiers as trophies.

The Lost Lantern. Long ago, the astral deva Monaccus rescued a monk grandmaster from the githyanki, and the two formed a powerful bond. The monk was inspired to found the Holders of the Silver Lantern with Monaccus' assistance to aid the small number of astral devas helping travelers in the Silver Void, and together they built the Inn of the Silver Lantern as a place of sanctuary and rest. The monk grandmaster was captured in a daring githyanki raid, however, and Monaccus has been scouring the Astral Sea ever since. His searching has taken him the length and breadth of the infinite plane, and he keeps hope alive that his friend, the Lost Lantern, can one day be rescued.

ASTRAL DEVA

Medium celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 120 (16d8+48)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	16 (+3)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Skills Insight +9, Perception +9

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 9 (5,000 XP)

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components.

At will: *detect evil and good*, see *invisibility*
1/day each: *blade barrier*, *raise dead*

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

ACTIONS

Multiattack. The deva makes two melee attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 18 (4d8) radiant damage. If the target is a creature, it must succeed on a DC 17 Intelligence saving throw or be stunned until the start of the astral deva's next turn.

Healing Touch (3/Day). The deva touches another creature. The target magically regains 20 (4d8+2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Mind Blank (3/Day). The astral deva touches another creature. The target is affected by the *mind blank* spell for 24 hours.



ASTRAL STALKER

Created by some unknown power long ago to serve as assassins, astral stalkers are known as consummate hunters across the multiverse. They are humanoid in shape, with broad shoulders and jet black skin, but their arms are unnaturally long and bulky. Retractable claws like blades hide in their forearms and they are adept at striking foes from a position of advantage. They make poisonous darts from their throat saliva that they use to slow targets down before they move in for a kill.

Lone Trophy Hunters. Astral stalkers live for the thrill of the hunt, stalking chosen prey for weeks or even months while they wait for the perfect moment to strike. When they take down their prey they take a trophy as a reminder of the hunt, a token that meant as much to the prey as possible. It is theorized that they derive some sustenance from these trophies, but planar scholars have little actual data to back that up. Astral stalkers are solitary creatures and avoid each other whenever possible.

Across the Multiverse. Astral stalkers keep a lair of some sort in the Astral Plane as it gives them easy access to the rest of the multiverse. When they choose a target, which can be by random chance or a directed mission by some higher power, they are able to move across the planes using the color pools of the Silver Void as their means of transportation. They use their wits and cunning to avoid problems when necessary while keeping their attention focused on their chosen target.

ASTRAL STALKER

Medium aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 136 (16d8+64)

Speed 30 ft., climb 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +9, Wis +6

Skills Perception +10, Stealth +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., Passive Perception 20

Languages all, telepathy 60 ft.

Challenge 10 (5,900 XP)

Innate Spellcasting. The astral stalker can innately cast the following spell, requiring no material components.

At will: *invisibility*

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

Sneak Attack (1/Turn). The astral stalker deals an extra 21 (6d6) damage on a melee attack if it has advantage on the attack roll or it has an ally adjacent to the target that is not incapacitated.

ACTIONS

Multiattack. The astral stalker makes two attacks (claw and/or throat dart).

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft. one target. *Hit:* 12 (2d6+5) slashing damage and 18 (4d8) psychic damage.

Throat Dart. *Ranged Weapon Attack:* +9 to hit, range 60/180 ft., one target. *Hit:* 9 (1d8+5) piercing damage. If the target is a creature it must succeed at a DC 17 Wisdom saving throw or suffer the effects of the *slow* spell for 1 minute. The target can attempt a new saving throw at the end of its turn, ending the effect with a success.



AVARI

The avari are bat-like fiends that dwell in the dark caverns that honeycomb the sides of Gehenna's volcanic layers. They are one of the few intelligent native creatures to the Fourfold Furnaces, though their internal squabbling and bickering has prevented them from becoming a larger threat on the plane. Avari have enormous ears and a pair of black leathery wings attached to their forearms. They are ungainly on the ground, hopping along using their small malformed legs and wing claws for support, but in the air they are elegant and dangerous opponents. Their skin covered in mangy fur ranging from red-brown to sickly green in color.

Eaters of Flesh. Avari crave the taste of living flesh. They prefer the flesh of mortal creatures, but when they can they devour the skin of yugoloths and other fiends. They are adept at skinning creatures alive as a form of sadistic torture, which they believe makes the meat "sweeter" to their fiendish palettes. Avari have been known to keep captured prisoners alive for days or weeks on end, slowly removing sections of skin and flesh and letting the poor tortured creature live long enough to heal to provide further sustenance for the bat fiend.

Fallen Rulers of Gehenna. Once, long ago, the avari lived in delicate cities perched on the sides of Khalas and Mungoth. These crystalline structures were built using countless slaves, many pulled from the Material Plane, who then shaped the natural rock to the whims of their avari overlords. Then the yugoloths came, decimated the crystal towers, and drove the avari to the dark caves beneath the volcanic surface. Some cruel joke of the multiverse prevented the avari from developing an immunity to fire, so they must be careful in places like Chamada, but they are quite well-suited to the dark slopes of Mungoth. Some say the Dead Furnace of Krangath still holds frozen cities of the avari but none have sought them out and returned to tell the tales.

AVARI

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 38 (7d8+7)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	13 (+1)	15 (+2)	11 (+0)	10 (+0)

Skills Perception +3

Damage Resistances lightning, force; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold poison

Condition Immunities paralyzed, poisoned

Senses blindsight 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Echolocation. The avari can't use its blindsight while deafened.

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

Keen Hearing. The avari has advantage on Wisdom (Perception) checks that rely on hearing.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d8+4) piercing damage plus 14 (4d6) poison damage, and the target must make a DC 13 Constitution saving throw or be poisoned for 1 hour.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

Sonic Screech (Recharge 5-6). The avari lets loose a screech affecting all non-avari creatures in a 30-foot radius sphere. Creatures in the radius must succeed on a DC 13 Constitution saving throw or be deafened for 1 minute. Poisoned creatures suffer disadvantage on this saving throw, and if they fail they also suffer 14 (4d6) poison damage.

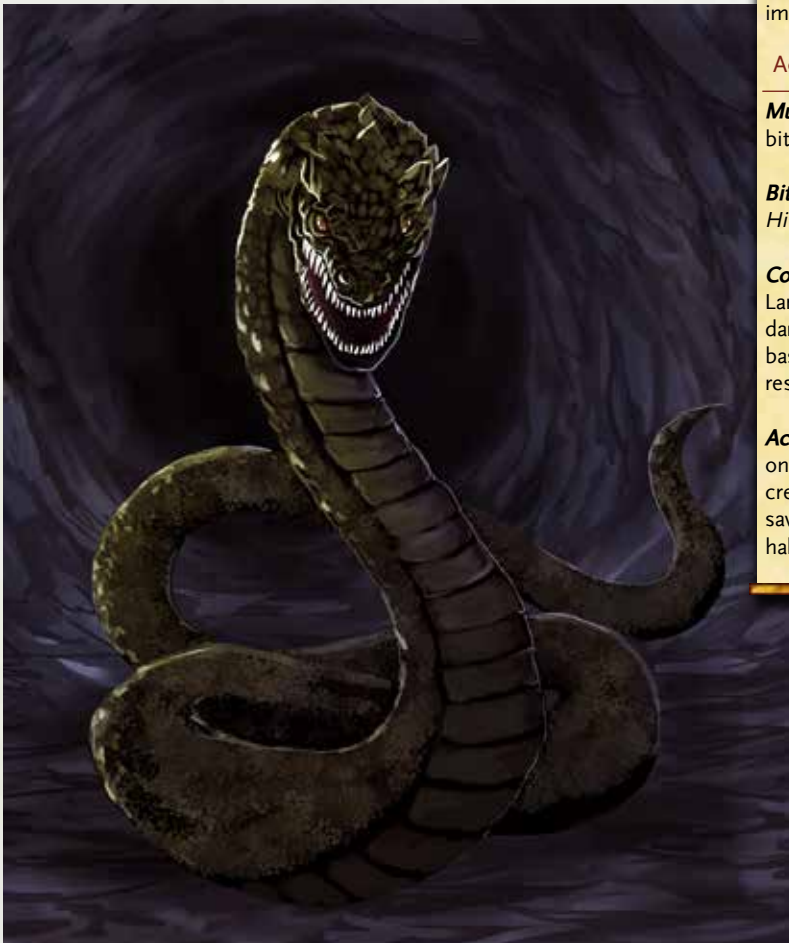
Lords of the Caves. Avari usually keep to their cavernous lairs, daring to venture out only when they know they have the upper hand. They communicate with the fiendish bats that share their homes and use the creatures as spies and informants across the slopes of Gehenna. The avari still keep scores of slaves to do their bidding, but they tend to eat them on wicked whims, which means they're always looking for more slave stock. Quaggoths and grimlocks are favored slaves that are easily cowed by the cruel and vicious bat fiends.

BASILISK, GREATER

The greater basilisks of the Plane of Earth are massive serpentine creatures with no legs that move through the tunnels of the realm seeking prey. They use their acid to eat away at the stone to create passages in search of food, and they use the same acid to devour the petrified victims of their deadly gaze. They are animalistic and cunning but know the Terran language instinctively.

Hunting Snakes of the Dao. The dao are fond of using greater basilisks for a variety of purposes. The most common function is to hunt down escaped slaves, but they are also used for slave discipline. A slave who has disobeyed its dao master or broken the law is turned to stone using a greater basilisk's gaze, after which the monster is allowed to feed on an appendage on the petrified victim. Once the feeding is complete, the dao reverse the petrification and the slave returns to work minus a piece of themselves.

Bejeweled Eggs. Greater basilisks in the wilds of the Plane of Earth do not gather in large numbers. They are typically found as solitary hunters or mated pairs, and the pairs usually have a nest that they guard jealously. Greater basilisk eggs are crusted with naturally occurring gemstones of all shapes and sizes – this is another reason the dao prize them so highly. A mated pair typically has 1d4+1 eggs every fifteen years, and it requires ten years for a hatchling to reach maturity.



GREATER BASILISK

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 161 (14d12+70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Saving Throws Con +9, Wis +6

Skills Stealth +5

Damage Immunities acid, poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages can't speak but understands Terran

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 17 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.

ACTIONS

Multiattack. The greater basilisk makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6+6) piercing damage plus 14 (4d6) acid damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10+6) bludgeoning damage. The target is grappled (escape DC 17) if the greater basilisk isn't already constricting a creature, and the target is restrained until this grapple ends.

Acid Spit. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 21 (6d6) acid damage. The target and each creature within 5 feet of it must make a DC 17 Constitution saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.



BEBILITH

Bebiliths are enormous fiendish blood-red spiders with hard chitinous shells. Their front forelegs end in brutal barbs capable of rending armor and flesh, and its fangs drip poison it uses to debilitate its victims. Bebiliths are often thought to be natives of the Abyss, which is their favorite hunting ground, where they spend their time waiting to ambush demons (their preferred prey), but recently planar scholars have linked them more to the Astral Plane. The fiendish spiders have an innate ability to transport back and forth between the two planes, and it often takes meals back to the Silver Void to devour at its leisure.

Astral Webs. Bebilith webbing interacts strangely with the Astral Plane. Through some unknown property, the webbing can actually be anchored to nothing on the Astral Plane but still act as if it were stuck to solid material. Each bebilith maintains its own mass of webs, which can contain the dried out husks of demons and travelers alike.

The Scarlet Lurker. Most bebiliths look similar, so it can be difficult to identify one from another, but one stands out above the rest. Known as the Scarlet Lurker, this bebilith has a bright crimson streak down its back and along its legs, a marking never seen before on another of its kind. The Scarlet Lurker has earned a reputation among the

BEBILITH

Huge fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 187 (15d12+90)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	14 (+2)	10 (+0)	13 (+1)

Saving Throws Str +11, Con +10, Wis +4

Skills Perception +4, Stealth +8

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., Passive Perception 14

Languages understands Abyssal but cannot speak

Challenge 12 (8,400 XP)

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

Plane Shift. The bebilith can innately cast the *plane shift* spell, requiring no components, but it can only travel between the Astral Plane and the Abyss.

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

ACTIONS

Multiattack. The bebilith makes two attacks with its claws and one attack with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8+7) piercing damage and the target must make a DC 17 Constitution saving throw, suffering 36 (8d8) poison damage on a failed save, or half as much on a successful one.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d6+7) slashing damage. Any nonmagical armor worn by the target is damaged and takes a permanent and cumulative -1 penalty to the AC it offers (nonmagical shields are affected first before armor). The armor is destroyed if the penalty reduces its AC to 10 (or to +0 in the case of shields).

Webbing (Recharge 5-6). The bebilith shoots a glob of powerful webbing at a point it can see within 60 feet. Every creature within 10 feet of that point must make a DC 17 Dexterity saving throw or be restrained by the sticky strands. Stuck creatures can attempt a DC 17 Strength check to break free of the webs. The webbing has AC 10, 25 hit points, fire and nonmagical weapon resistance, and immunity to poison and psychic damage.

lesser demons across the Abyss as a “demon’s ghost story” but the truth is the bebilith is a skilled, patient hunter with a taste for demon blood. The monster is larger than others of its kind and displays an intelligence and cunning that puts it on a higher scale. No one has found its lair on the Astral Plane yet, but given the number of demonic victims it has claimed it is likely an impressive display.

BEHOLDER, EYE OF THE DEEP

The eye of the deep is an offshoot of the beholder race spawned in the deepest chasms of the Plane of Water by some malevolent intelligence. It appears as a spherical crustacean, roughly eight feet across, with thick chitinous plates covering its bulk. A single central eye sits in its center from which it can emit a blinding light, particularly effective in the shadows of the Darkened Depths. It possesses two large pincers and a mouth full of crooked razor-sharp teeth, which it uses to rend flesh from blinded or stunned opponents. Unlike a normal beholder, it only has two eye stalks, but both are tuned to help it hunt in the deep waters.

Solitary Hunters. Eyes of the deep lurk in the aquatic depths of the Plane of Water, stalking prey for days on end when necessary. Like all beholders, they are xenophobic and each believe they are the pinnacle of beholder perfection. The darkness of their territory drives them to solitude, so rarely are they ever encountered with minions.

Shiny Objects. If an eye of the deep has one key weakness, it is for shiny objects. Their lairs are often decorated with the pilfered treasures of their past meals, but only if they reflect their blinding light. Mirrors are prized above all else – they are shiny and they let the eye of the deep admire their own perfect form.

EYE OF THE DEEP

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10+48)

Speed 0 ft., fly 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	12 (+1)	15 (+2)	14 (+2)

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

Skills Perception +5

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Aquan, Deep Speech

Challenge 8 (3,900 XP)

Amphibious. The eye of the deep can breathe air and water.

Blinding Cone. The eye of the deep's central eye emits a 120-foot cone of blinding light. At the start of each of its turns, the eye of the deep decides which way the cone faces and whether the cone is active. Creatures that start their turn in the cone must make a successful DC 14 Constitution saving throw or be blinded until the beginning of their next turn.

ACTIONS

Multiattack. The eye of the deep makes three melee attacks, one with its bite and two with its pincers.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8+4) piercing damage.

Pincers. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target.
Hit: 11 (2d6+4) slashing damage.

Eye Rays. The eye of the deep shoots both of its magical eye rays, choosing targets for each it can see within 120 feet of it.

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 13 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.

2. **Slowing Ray.** The targeted creature must succeed on a DC 13 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, 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.



BELKER

Belkers are demonic-looking creatures, with broad bat-like wings and a face twisted with cruelty and anger. Their large forms are surrounded by smoke and ash at all times, and they have the ability to transform themselves wholly into smoke. They are cruel and evil, though also temperamental and very reclusive. They dwell in the Plane of Ash, attacking travelers that wander away from larger groups.

Exiles. The prevailing theory about belkers is that they were once natives to the Plane of Air, but something happened that forced them to relocate to the Great Conflagration closer to the Plane of Fire. Belkers, like most elementals, are practically immortal, but none of them are willing to divulge the secrets of their origin or what possibly could have driven them from the Plane of Air.

BELKER

Large elemental, neutral evil

Armor Class 16

Hit Points 75 (10d10+20)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	22 (+6)	14 (+2)	14 (+2)	12 (+1)	10 (+0)

Skills Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages Auran, Ignan

Challenge 4 (1,100 XP)

Smoky Form. As a bonus action the belker can assume a smoky form. It retains its flying speed but otherwise the effect is the same as the *gaseous form* spell. The effect lasts until the belker is reduced to 0 hp or chooses to end it.

ACTIONS

Multiattack. If the belker is not in its smoky form, it makes two wing claw attacks.

Smoke Claws. While in smoky form, the belker can occupy the space of a creature and force it to make a DC 13 Constitution saving throw. On a failure, the target inhales enough of the smoke form of the belker to materialize claws in the target's body, inflicting 15 (2d8+5) piercing damage. The damage continues on each of the belker's turns even if the belker moves away from the target. The target can repeat the saving throw at the end of their turn, ending the effect with a success.

Wing Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

Eager Conversationalists. Though cruel and evil, belkers are not without bouts of loneliness, which can drive them to converse with their prey before devouring them from the inside out. They are typically well-mannered in their speech and eager to learn more about their potential victims' background and upbringing. They are knowledgeable about the Inner Planes, having drifted between the realms for a long time, and many keep lairs across the Planes of Ash, Air, and Fire. Conversations with a belker inevitably end in the creature's attempt to attack and eat its guest, but some secrets can be gleaned from the belker if a traveler is brave and willing to flee when things start to look bad.



BILE SPEWER

The sixth layer of the Nine Hells, Malbolge, has undergone some traumatic changes in the recent past. The biggest change was the fall of Malagarde the Hag Countess, the layer's ruler, in a dramatic fashion – the night hag ballooned out to enormous proportions before erupting, sending her body flying across the mountains landscape. Where her blood fell, pools of bile quickly festered, and from these numerous disgusting locations arose the bile spewers.

A bile spewer is a fiend though not part of the devilish hierarchy. They appear as bloated corpses, pale white or green, with empty milky eyes, vomit-dripping mouths, and bellies filled with all manner of vile liquids. Their blood is poisonous to the touch, which spurts out at the slightest provocation, and they can spit acid churned from the pits of their fiendish stomachs. Bile spewers are barely intelligent, preferring to shuffle around the bile lakes while gorging themselves on the muck when left to their own devices.

Pool Attendants of Glasya. Since her appointment as the archduchess of Malbolge, Glasya has taken a keen interest in the lakes of bile and poison that have formed around the layer. She has an innate command over the bile spewers and has ordered many of them to work with her barbed devil subordinates to collect the poisonous liquid for use with her cults across the multiverse. Glasya

BILE SPEWER

Medium fiend, lawful evil

Armor Class 14 (natural armor)

Hit Points 76 (8d8+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	21 (+5)	5 (-3)	10 (+0)	6 (-2)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal

Challenge 4 (1,200 XP)

Poisoned Blood Spurt. Any creature within 5 feet of the bile spewer that succeeds on a melee attack against it is covered in poisonous blood, suffering 5 (1d10) poison damage.

ACTIONS

Multiattack. The bile spewer makes two attacks: one with its claws and one with its spit.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 11 (2d10) poison damage.

Spit. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 18 (4d8) acid damage.

Spew Acidic Bile (Recharge 5-6). The bile spewer shoots a line of vomit and bile out to 60 feet. Creatures caught in the line must make a DC 15 Dexterity saving throw, suffering 36 (8d8) acid damage on a failure, or half as much on a success.

has learned that different pools have different effects as well, ranging from agonizing death to paralyzation to debilitating intoxication. The archduchess has assigned Duke Suzgoth, a pit fiend of low intelligence, to catalog the various pools and their poisonous effects.

Sparks of Malagarde. There have been some incidents with the bile spewers that suggests they were not just born of Malagarde's blood when she died, but may actually carry a spark of the night hag's original life. Duke Suzgoth has had a few minor occurrences of bile spewers undertaking independent actions outside of the commands of the barbed devils, especially around some of the Hag Countess' fallen bones scattered about Malbolge's vast mountainside. So far, Duke Suzgoth has not mentioned these incidents to Glasya and has decided to deal with them himself, though so far he has taken no actions in the matter.



BLACKHIDE

Blackhides are massive, ebon-skinned boar-like creatures that roam the blasted mountains and broken steppes of the various layers of the Abyss. Their skin is thick and armor-plated, giving the creatures their name, and their jagged tusks are capable of rending flesh from bone in an instant. The blackhide's tail ends with a serrated edge stronger than any sword, but the monster's true threat lies in its magic-draining bile.

Magic Hunters. Blackhides have a nose for magic and those that wield it. Some demons, notably nalfeshnee, are fond of training the great beasts to hunt down magical foes. When one such target is found, the blackhides are released to use their anti-magic bile to great effect while the masters swoop in for the kill. In the wilds of the Abyss, herds of blackhides can follow the smell of magic for days, seeking out their favored prey.

Running of the Blackhides. A common occurrence on the Plain of Infinite Portals is the running of the blackhides, a great stampede of the monsters. It occurs when one of the manu pits on the layer expels a great plume of magic from somewhere lower in the Abyss. The resulting black cloud drives the blackhides to frenzy, and they rush about in herds seeking to destroy everything they can. Pazuzu and his flying ilk are fond of dropping travelers into the fray, taking bets on how long a victim lasts before they are trampled, gored, or slashed to death by the rampaging horde.

BLACKHIDE

Large beast, chaotic evil

Armor Class 18 (natural armor)

Hit Points 105 (10d10+50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	7 (-2)	10 (+0)	5 (-3)

Saving Throws Int +1, Wis +3

Damage Resistances cold, psychic

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses Passive Perception 10

Languages understands Abyssal but doesn't speak

Challenge 9 (5,000 XP)

Charge. If the blackhide moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 14 (4d6) slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

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

Relentless. If the blackhide takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Sense Magic. The blackhide can sense the presence of a magical creature or one capable of casting spells within 1 mile.

ACTIONS

Multiattack. The blackhide attacks with its tusk and bladed tail.

Tusk. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (4d6+7) slashing damage.

Bladed Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 21 (4d6+7) slashing damage.

Anti-Magic Bile (Recharge 5-6). The blackhide spits tar-like bile in a 60-foot line. Every creature in the line must succeed on a DC 17 Dexterity saving throw. On a failure, they are coated with the tar and suffer 27 (6d8) psychic damage. In addition, if the target has any spell slots available, they lose the 3 highest level spell slots. On a successful save, the target suffers half psychic damage and loses no spell slots.

BLADELING

Bladelings are one of the few natural denizens of Acheron, though it is debated among some planar scholars that their true origin lies elsewhere considering their fiendish nature. They are humanoid creatures with gray, purple, or black skin, covered from head to toe in a multitude of spikes, barbs, and thorns. Their bodies are hairless, and there is little distinction between male and female bladelings, though many groom clusters of barbs in place of hair. What little clothing and armor they wear is filled with holes to allow their natural spikes to protrude unimpeded.

Bladeling Houses. Bladelings are organized, merciless creatures, owing loyalty to their house above all others. Family ties mean nothing to a bladeling, a fact that can confuse outsiders. Their houses are organized by leaders known as keepers, and they accept new members into their ranks only at certain points in a bladeling's life. Before they belong to a house, a bladeling is considered little more than a slave with no rights or responsibilities. They are raised by the old and crippled in their society until they have advanced enough to gain the attention of a house. Many houses focus on one or more activities, such as the skilled assassins of the House of Red Knives, the dark warlocks of the House of High Night, or the mercenary soldiers of the House of Winter Blood.



BLADELING

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Damage Resistances piercing, slashing

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Infernal

Challenge 2 (450 XP)

Spiked Body. At the start of each of its turns, the bladeling inflicts 7 (2d6) piercing damage to any creature it is grappling.

ACTIONS

Multiattack. The bladeling makes two attacks, choosing between scimitar and spike for each.

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

Spike. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Razor Blades (Recharge 5-6). The bladeling expels hundreds of barbs from its body in a 30-foot cone. Each creature in the area must succeed on a DC 13 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much on a success.

Citizens of Zoronar. On the lowest layer of Acheron, hidden among the razor storms of Ocanthus, the bladeling city of Zoronar sits secluded from much of the multiverse. There, the paranoid and xenophobic creatures hone their skills and fight among themselves in silent shadowy conflict. Outsiders are rarely trusted, even to the bladelings with regular dealings outside the city's strange Blood Forest that holds back the shards of razors. A cold and unforgiving city, Zoronar perfectly reflects the bladeling mentality – protect that which is precious, never let in outsiders, and don't trust anyone outside the house.

Superstitious. Though not overly religious, bladelings are incredibly superstitious. They see omens and portents in the mundane, and some houses in Zoronar are devoted to interpreting these strange signs and passing on their meaning to the rest of the city. The current rulers in the House of Shadow Fangs are more devoted than most, and the priestess-queen that sits on the Barbed Throne in Zoronar currently looks to her advisors for the latest signs before taking any major action.

BLEAK RAT

The despair that fills the air of Hades is more than just an emotional burden. Many of the monsters that live in the Gray Waste perpetuate the cycle of apathy, and few embody this concept more than the bleak rats. These savage rat-like fiends are 3 feet long with gnarled gray bodies completely devoid of hair. Their eyes are narrow slits of yellow intensity – smarter than most rats in the Material Plane, yet still very low on the food chain. Enormous incisors protrude from their distended mouths.

Food for Fiends. Bleak rats are the main source of food for hordlings, diakka, and rakkix that prowl the Gray Waste. They are cannibalistic by nature, devouring each other whenever other food sources become scarce, but they always seem to bounce back in population. They are considered mere vermin by most demons and devils, but most yugoloths enjoy the savory taste of roasted bleak rat. They say the flavor is reminiscent of the hopelessness that permeates Hades and should be enjoyed with a fine goblet of aged blood wine (made from only the fattiest of mortals).

Endless Warrens. Bleak rats are found in great numbers on Oinos and Niflheim, though they are almost non-existent in the gray sands of Pluton. They create narrow warrens beneath the surface, cramped and maze-like in their intricacy, through which they hunt and feed on lesser vermin. Bleak rats do not form familial bonds but do have strong combat instincts on taking down larger prey. When they manage to bring down a larger creature, bleak rats fight each other over the choicest bits of food before gnawing on the bones in their underground warrens for weeks.

BLEAK RAT

Small fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 13 (3d6+3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	6 (-2)	11 (+0)	4 (-3)

Skills Stealth +4

Damage Resistances acid, fire

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal and Infernal but can't speak

Challenge 1/2 (100 XP)

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

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

ACTIONS

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

Hit: 5 (1d6+2) piercing damage, and the target must succeed on a DC 12 Wisdom saving throw or suffer disadvantage on attack rolls until the end of the bleak rat's next turn.





BLIND CROAKER

Blind croakers are monstrous creatures that originated from the Far Realm. They are flabby, massive toad-like behemoths, with a wide maw that splits their grotesque form nearly in half. A pair of membranous bat wings extend from their slimy backs allowing them to fly in short hopping bursts, and while their muscular front arms end in razor-sharp claws, the real danger comes from their long tail with a barbed hook at the end. Blind croakers have no eyes in their hollow sockets but sense the area around them with an otherworldly vision. Their slimy, shiny skin shimmers with a wet glaze, changing their color from gray to green to dull blue in random patterns.

Eldritch Brutes. A blind croaker is not a subtle creature, and it possesses no talents at deception or lying. It is a behemoth designed to beat down opponents, and its tactics are straightforward and direct. It uses its croak to stun as many targets as possible before lashing out with claws and stinger. It recognizes nothing but pure strength as manifested by a creature's bulk, so it automatically looks down upon any smaller being as inferior and lesser.

Heralds of Iboltheg. Blind croakers are the chosen heralds of Iboltheg the Squamous Toad, one of the ancient elder beings from the Far Realm that managed at some point to squeeze through the planar barrier and enter Pandemonium nearly bodily. It brought with it legions of flapping, hopping, grotesque monsters, including blind croakers, and many of these powerful creatures still try to release their imprisoned master from its cavernous prison on Agathion.

BLIND CROAKER

Huge aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 105 (10d12+40)

Speed 30 ft., fly 30 ft.

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

Saving Throws Int +5, Wis +6, Cha +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses blindsight 120 ft., passive Perception 12

Languages telepathy 120 ft.

Challenge 10 (5,900 XP)

Alien Form. A critical hit on the blind croaker becomes a normal hit. The blind croaker is immune to any spell or effect that would alter its form or move it outside the plane against its will.

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

Noxious Aura. Creatures that start their turn within 30 feet of the blind croaker suffer 5 (1d10) poison damage.

ACTIONS

Multiattack. The blind croaker uses its Stunning Croak if able and then makes two attacks: one with its claws and one with its stinger.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) slashing damage plus 9 (2d8) poison damage.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 26 (4d10+4) piercing damage plus 18 (4d8) poison damage.

Stunning Croak (Recharge 5-6). The blind croaker releases a thunderous croak in a 30-foot cone. Creatures in the area suffer 18 (4d8) thunder damage and must make a DC 15 Constitution saving throw or be stunned until the end of the blind croaker's next turn.

To this end, blind croakers have tried to order legions of lesser creatures to work dark rituals meant to free Iboltheg. The bindings over the Squamous Toad's prison are strong, so to date the efforts of the blind croakers – unsubtle and lacking any finesse – have not come to fruition. A few of the blasphemous monsters have reached out with their minds to the inhabitants of Windglum deep in Phlegethon to entice them to help, though these efforts have largely produced little but a small band of insane cultists.

Eldritch Nature. A blind croaker doesn't require air, food, drink, or sleep.

BLOOD TONGUE

The rivers of blood that cut through the broken landscape of Avernus, the first layer of the Nine Hells, are not just hideous to behold and disgusting to feel. They also hold very real dangers, the most devastating of which are the schools of blood tongues that swim in their thick crimson waters. Blood tongues are like leeches and look like enlarged muscular tongues, moving through the blood rivers by undulating their rough forms. The tip of the tongue holds a mouth that can open far wider than expected with two large teeth that it uses to latch onto victims. It then sucks the blood out as a vampire, leaving nothing but a dried husk when its done.

Where There's One. Blood tongues are rarely encountered singly, and the devils and demons that continually battle over Avernus know that the monsters are indiscriminate when it comes to which blood they prefer. The barges of siege weapons and other warmongering gear that float down the rivers of blood know to watch out for the monstrous vermin, who are known to jump onto the decks of passing ships in massive waves. Many demons and devils have fallen prey to a sudden swarm of blood tongues.

Amusing Pets. Some of the outcast dukes and lesser devils of Avernus have taken up the idea of taming blood tongues for their own amusement. Some use them as torture devices, while others seem to form a genuine bond with the monstrous beings – or at least as much of a bond as a devil can have. For their part, the blood tongues have little more than animalistic intelligence and simply look for their next meal wherever that may be.

BLOOD TONGUE

Small fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 26 (4d6+12)

Speed 30 ft., swim 30 ft.

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

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

Damage Immunities fire, poison

Condition Immunities blinded, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages --

Challenge 2 (450 XP)

Amphibious. The blood tongue can breathe air and water (including liquid blood).

Pack Tactics. The blood tongue 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.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, and the blood tongue attaches to the target. While attached, the blood tongue doesn't attack. Instead, at the start of each of the blood tongue's turns, the target suffers 7 (2d6) necrotic damage.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the blood tongue regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

The blood tongue can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the blood tongue.

BLOODBLOAT

In the Abyss, few things are as they seem. Blood pools in many layers, running in great rivers and creating lakes in others, and sometimes these grotesque liquids give rise to bloodbloats. A bloodbloat is a walking, vaguely humanoid oozing blood pile. It is intelligent, but the creature is driven by an all-consuming hunger for fresh blood from living victims. It speaks Abyssal in a gurgling, drowned voice, taunting its blood-filled foes. A bloodbloat can be of almost any color given the number of living creatures in the multiverse that have blood, and on the Abyss variations of green, black, and yellow are not uncommon. Red is the most commonly encountered color however.

In the Wake of the Blood War. When demons and devils clash in the eternal battlefields of the Blood War, bloodbloats are often born as a result of the wild and chaotic energies leftover. Fiendish blood is often black or sickly green, and the ooze monstrosities bear the same likeness when they pull themselves up from the blasted ground. Scavengers of such battles often have to fight packs of bloodbloats as they all squabble over the discarded remnants of the skirmish.

Geysers of the Crimson Canyons. Bloodbloats can appear on any Abyssal layer that features blood in its geography or makeup, but they are famous on the 34th layer known as the Crimson Canyons. There, the deep red rocks of the broken landscape are littered with spontaneous geysers that erupt in huge plumes of crimson blood pulled from somewhere deeper in the plane. Bloodbloats are drawn to this layer and revel in the spilled blood.



BLOODBLOAT

Medium ooze, chaotic evil

Armor Class 11

Hit Points 90 (12d8+36)

Speed 30 ft., swim 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	7 (-2)	14 (+2)	8 (-1)

Skills Perception +5

Damage Resistances cold, fire, lightning; bludgeoning and piercing from nonmagical weapons

Damage Immunities poison, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages Abyssal

Challenge 5 (1,800 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

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

ACTIONS

Multiattack. The bloodbloat attacks twice with its slam.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 14 (4d6) necrotic damage.

Pull the Blood (Recharge 5-6). The bloodbloat draws out the blood from living creatures in a 30-foot radius around it. Each living creature in the radius must make a DC 14 Constitution saving throw, suffering 28 (8d6) necrotic damage on a failure, or half as much on a success. The bloodbloat regains hp equal to 10 + the number of targets affected. Bloodbloats and other oozes are immune to this effect.



BOG SHAMBLER

The swamps of Minauros are filled with all manner of horrors birthed from the depths of the blighted landscape. One of the more feared are the bog shamblers – great mounds of black sludge and poisoned roots mixed with the blood of the wicked and depraved that fell in the Minauros swamps. They resemble shambling mounds found on the Material Plane and elsewhere but a deep malevolence lurks in their infernal red eyes, and the rot of decay that lingers around can overwhelm non-devils quickly. Bog shamblers are also notoriously difficult to kill and regain their size and strength through fire.

Greedy as a Goat. Bog shamblers possess very basic intelligence, more than animals but not by much, but they are greedy to a fault. They seek out fresh life constantly to consume and are drawn to fire as a moth. The servants of Mammon, archdevil of Minauros, are known to lure bog shamblers into service with promises of mounds of rotting flesh discarded from the city's refuse. Since the creatures exist outside the devil hierarchy, Mammon has thus far been unable to directly control the bog shamblers but the monsters' natural greed and eternal hunger make them easily fooled.

BOG SHAMBLER

Large fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 171 (18d10+48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +3

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities blinded, deafened, exhaustion, poisoned

Senses blindsight 120 ft. (blind beyond this radius) passive Perception 10

Languages Infernal

Challenge 8 (3,900 XP)

Fire Absorption. Whenever the bog shambler is subjected to fire damage, it takes no damage and regains a number of hit points equal to the fire damage dealt.

Infernal Fortitude. If damage reduces the bog shambler to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the bog shambler drops to 1 hit point instead.

Stench. Any creature that starts its turn within 5 feet of the bog shambler must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the bog shambler's Stench for 24 hours.

ACTIONS

Multiattack. The bog shambler makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage plus 9 (2d8) acid damage.

Swamp Scavengers. Bog shamblers are not the quickest denizens of Minauros and rarely are they the first to a new kill, but they are marvelously adept at cleaning up. Bones, clothing, armor, flesh, it doesn't matter what type of waste is left behind, a bog shambler happily devours it all. Below the hanging city of Jangling Hiter, home of the kytons, an enormous number of bog shamblers gather waiting for easy meals to drop from the chained environment.

BONE WEIRD

Bone weirds are insidious hunters of the Plane of Shadow. They lurk in cemeteries and graveyards, and often slither into the Material Plane through spontaneous portals in search of prey. A bone weird appears as a vaguely serpentine mass of bones, hundreds upon hundreds of them, topped by a large skull. The skull is usually of a large animal, such as a crocodile or moose, but it could be anything, and it is fused to the creature's form.



BONE WEIRD

Large elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (10d10+30)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +4, Wis +3

Damage Immunities piercing, poison, necrotic

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Form of Bones. The bone weird is comprised of hundreds of bones which absorb mighty blows. Critical hits are treated as normal hits against the bone weird. Attacks that deal bludgeoning damage ignore this feature.

Regeneration. As long as the bone weird has more than 0 hit points, it regains 5 hit points at the start of its turn. If the bone weird is reduced to 0 hit points, it reforms with half its maximum hit points in 1d4+1 rounds. The only way to stop this reforming is by destroying the skull of the bone weird after it has been reduced to 0 hit points (the skull has AC 14, 15 hp, and resistance to bludgeoning, piercing, and slashing damage).

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (3d6+3) slashing damage. If the target is a living creature, it must succeed on a DC 14 Wisdom saving throw or have 1d6 of its bones subsumed by the bone weird. The bones are ripped out through the victim's body, inflicting 22 (4d10) force damage, and forcing the victim to succeed on a DC 14 Constitution saving throw. On a failure the victim gains a level of exhaustion from the ordeal.

Natural Manifestation. The bone weird is often mistaken for an undead monster, but it is truthfully a natural manifestation of the Plane of Shadow. It is believed that they come from graveyards in the Shadowfell, where the reflection of old bones coalesces into an elemental creature that forms and crawls out in search of food. Something in that process instills within them an evil mindset, however, and the bone weird delights in causing as much pain and suffering to its food as possible.

Bone Eaters. Bone weirds live off the bones of living creatures, and they do this by subsuming them directly from victims. Bones of deceased creatures can be eaten if the creature is desperate, but it seems to truly enjoy sucking the bones out of still living victims. The process is horrendously traumatic for the victim.



BONESPEAR

Vermin and insects of all kind can be found across the multiverse. On Acheron, massive bonespears are among the most aggressive and dangerous of these types. Each looks like a huge grasshopper, with six strong legs holding wicked barbs at the end that allow the creature to dig into nearly any surface. Its bulbous insectoid head is topped with a pair of wicked spears, giving the bonespear its name, that it can use to shoot out at targets. It then reels the catch in to kill it with its poisonous bite, feasting on the remains.

Patient and Solitary. Bonespears are incredibly patient. Their unusual metabolism allows them to stay in a state of near hibernation for weeks at a time while they wait for prey to wander in range. They are also fiercely territorial, brooking no competition from other bonespears in their chosen region.

Gathering of Spears. Every so often, the bonespears on Acheron all leave their territories and make their way towards an iron cube in Avalas called the Spear Nest to mate. Males and females grow large, thin membranous wings in the weeks leading up to the migration, signaling each to gather as much food as it can. Once their wings are mature enough they take to the skies with their collected food. The droning sound echoes throughout the gray skies for miles and miles, and upon reaching the Spear Nest the bonespears choose mates. The process lasts for several weeks, after which eggs are laid, left on the cube, and the bonespears leave. There is enough food in the Spear Nest for the just hatched creatures to consume, after which they leave to find their own way in Acheron.

BONESPEAR

Large beast, neutral

Armor Class 18 (natural armor)

Hit Points 90 (12d10+24)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	3 (-4)	11 (+0)	10 (+0)

Skills Perception +3, Stealth +7

Damage Resistances fire

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages -

Challenge 6 (2,300 XP)

Anchor Stance. As a bonus action, the bonespear digs its six clawed feet into the ground and anchors itself. It cannot be moved against its will while in this stance and it has advantage on Strength checks and saving throws. The stance lasts until the bonespear is reduced to 0 hit points or it decides to release it.

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

ACTIONS

Multiattack. The bonespear makes two horn attacks and a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage plus 21 (6d6) poison damage.

Horn. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target was hit by the bonespear's horn as a ranged attack, the target is grappled (escape DC 15).

Drag. The bonespear makes an opposed Strength check against a target it is grappling with its horn. If the bonespear succeeds, the target is pulled up to 30 feet closer to the bonespear.



BRAMBLE

Outside the boundaries of the fey courts and the powerful archfey lords, the Plane of Faerie gives way to the dangerous and overgrown region known as the Wild Lands. Gray, bleak, and filled with thorns of all kinds, the Wild Lands hold numerous threats, but few are so vicious or direct as the bramble faeries. These tiny fey monsters are about the size of a pixie, but their skin has turned to green ash and thick thorns protrude from their bodies. They are cruel beings who delight in causing pain and spreading the blight of their Wild Land homes across the Feywild.

Fallen Faeries. Brambles are believed to be pixies, nixies, grigs, sprites, and other fey denizens of the Plane of Faerie that have fallen to the blight of the Wild Lands. The exact process isn't known, and some fey creatures are able to resist the transformation longer than others, but the consuming gray blight of the Wild Lands leeches life and hope from the fey. Eventually, spines grow along their body and they become consumed with spreading the blight of their new home, and a new bramble is born.

BRAMBLE

Tiny fey, neutral evil

Armor Class 16 (natural armor)

Hit Points 18 (4d4+8)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	20 (+5)	14 (+2)	12 (+1)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +7

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge 1 (200 XP)

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

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

Spines. The bramble is covered in razor-sharp spines. Any creature that hits it with an unarmed melee attack suffers 3 (1d6) piercing damage. A creature grappling a bramble suffers 3 (1d6) piercing damage at the start of each of the creature's turns.

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour.

Anti-Flight (1/Day). The bramble chooses a point it can see within 120 feet. Any creature with a flying speed in a 40-foot radius sphere centered on that point must succeed on a DC 12 Strength saving throw. On a failure, their flying speed is reduced to 0 for 1 hour. Affected creatures that lose their flying speed while in the air suffer falling damage unless they have a way to slow their fall.

Fearless and Overconfident. Brambles are ridiculously overconfident in their own abilities and believe no bargain or trust to be too sacred to break. They often challenge larger creatures to wrestling matches in elaborate wagers, though a bramble never has any intention of honoring the terms of such deals. For whatever reason, a bramble never feels fear as well, and they remain defiant in the face of all odds, believing that their Wild Lands will eventually consume all of the Plane of Faerie and the Material Plane beyond it.

BREKEKEX

Swampy regions of Arcadia are filled with all manner of creatures, but few are as curious or dangerous as the brekekex. A specialized breed of giant frog, brekekex can be heard long before they are seen as their loud croaking echoes for miles, but once spotted they are easily identified. The creature's skin is slimy black streaked with white, or slimy white streaked with black for the females. Both genders croak loudly, the males during the day and the females during the night, intoning gutturally and harmoniously a sound similar to its namesake.

Fierce Defenders. Brekekex fiercely defend their chosen territories from outsiders. They lash out with their great tongues, slapping down opponents with ruthless efficiency, while occasionally releasing a devastating thunder croak. Their tongues are just as skilled at catching the numerous large insects that populate their swamps and marshes. Brekekex defend their territories as they contain their mates and their young, in either egg or tadpole form.

Song of Sorrow. Legends relate that the brekekex trace their origins back to a single huge frog, equally black and white. It lived an immortal life of simple pleasures, moving amidst the swamps of Arcadia. It accidentally hopped into the dividing line between day and night, and in a panic it froze. It didn't know which way to go. It croaked for days upon days, singing a song of sorrow that echoed throughout the plane. Eventually, the Storm Kings looked upon the tortured creature and split it into two parts, releasing it from its prison. The two halves spawned others of their kind and hopped across the plane, but the two original brekekex – still immortal – found that they could not meet each other except on the line between day and night.

BREKEKEX

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3

Damage Immunities thunder

Condition Immunities deafened

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 2 (450 XP)

Amphibious. The brekekex can breathe air and water.

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

ACTIONS

Tongue Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage

Booming Croak (Recharge 5-6). The brekekex releases a booming croak in a 30-foot cone from its mouth. Creatures caught in the area must succeed on a DC 12 Constitution saving throw, suffering 22 (5d8) thunder damage on a failure, or half as much on a success. Creatures that fail their save are also knocked prone.

BUZZFLY

One of the most common nuisance creatures in Mechanus is the buzzfly. This creature resembles a large mechanical fly, about the size of a dog, with delicate clockwork wings and a wickedly spinning circular saw attached to its thorax. They spray caustic acid from an opening at their mouth that eats away at metal and flesh just as easily, allowing the creature to lap up the sizzling remains. Buzzflies generate a distinct buzzing sound that can be heard up to 100 feet away, making them bad at stealthy approaches, but they make up for it in sheer numbers and lethal acidic spray.

Vermín of Mechanus. Mechanus doesn't have a lot of vermin found elsewhere in the multiverse, so the buzzfly occupies this ecological niche. It eats gears and cogs dissolved with its acid, requiring the modrons to constantly follow the swarms to clean up, which also means the buzzflies are responsible for the largest amount of refuse. The scavenger tribes tend to follow the movement patterns of the buzzfly swarms as well, keeping a low profile and picking out the best junk before the modrons haul it away to a Scrap Tract. The scavengers themselves have to watch out, however, as the buzzflies have been known to attack them just as quickly as the gears of Mechanus, especially since many members have replaced their limbs with moving mechanical parts.

BUZZFLY

Small construct, unaligned

Armor Class 16 (natural armor)

Hit Points 33 (6d6+12)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	14 (+2)	2 (-4)	8 (-1)	6 (-2)

Damage Immunities acid, poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages --

Challenge 2 (450 XP)

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

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

ACTIONS

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

Acid Spray (Recharge 5-6). The buzzfly sprays out a 15-foot cone of acid. Creatures caught in the radius must make a DC 12 Dexterity saving throw, suffering 14 (4d6) acid damage on a failure, or half as much on a success.

CADMAL

Graceful animals of all kind are native to the fields, forests, and pastures of Arcadia. The residents know to keep a close eye out for silver foxes, however, as they could be a cadmal on the prowl. In their normal form, the cadmal resembles a silver fox as large as wolf, with sleek fur, quick jaws, and golden eyes. They have the ability to change their size, increasing to as large as a horse or decreasing down to the size of a common fox, and in each size they are well-suited for different tasks.

Wilderness Watchers. Cadmal are guardians of the natural order, and they seek out imperfections in the Arcadian landscape that would threaten the balance of the wilderness. They are intelligence, speaking Common and other languages, and use their charming voices and magical abilities to slow down enemies rather than face them in direct combat. They are solitary guardians, but they keep on good terms with the other animals and beasts of their region and usually call upon their aid if they run into an instigator of trouble.

Uneasy Friendship. Cadmal are natives of the wilderness and try not to venture too close to the Peaceable Kingdoms. They are capable of defending themselves if necessary, but most see the native residents of the plane as part of the natural harmony of Arcadia – the kingdoms don't need the cadmal's protection because of the Lex and other forces. But the silver foxes still keep their distance, and some of the more militantly minded use strong tactics to make sure their territories are kept safe. Others actually strike up casual alliances or even friendships with farmers and others that border the wilderness regions of Arcadia.

CADMAL

Medium beast, lawful neutral or lawful good

Armor Class 15 (natural armor)

Hit Points 44 (8d8+8)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	18 (+4)

Saving Throws Dex +5, Cha +6

Skills Insight +2, Perception +2, Persuasion +6, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the cadmal can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the cadmal is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the cadmal instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

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

At will: *faerie fire*, *minor illusion*, *speak with animals*
3/day each: *calm emotions*, *hold person*, *silence*

ACTIONS

Multiattack. The cadmal makes two bite attacks.

Change Size. The cadmal can increase or decrease its size, choosing between Large, Medium, and Small as an action. The statistics below reflect the cadmal at its Medium size. At Large size, its bite damage changes to 10 (2d6+3) and it has advantage on Strength checks and Strength saving throws. At Small size, its bite damage changes to 5 (1d4+3) and it has advantage on Dexterity checks and Dexterity saving throws. The cadmal remains its size until it chooses to change size again.

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

Hypnotic Voice (Recharge 5-6). The cadmal speaks in a magically hypnotic voice. Creatures within 30 feet of the cadmal that can hear it must make a DC 14 Wisdom saving throw. On a failed save, the creature becomes charmed for 1 minute. While charmed by the cadmal's hypnotic voice, the creature is incapacitated and has a speed of 0. The effect ends if the affected creature takes any damage or if someone else uses an action to shake the creature out of its trance.

CALLER FROM THE DEEPS

It is theorized that callers from the deep are natural occurrences in the Plane of Water, where cast-offs of all manner are common. Where magic and death come to rest in the Darkened Depths, malevolence grows, and sometimes that malevolence grows impatient for its next meal. The caller from the deep appears as a monstrous mass of writhing black tentacles, reaching and grasping for its next meal. It has no mouth or eyes but senses living things in the water around it.

Patient Lurker. A caller from the deep lurks in the shadows and crevasses of the deepest sections of the Plane of Water, but it is not uncommon for one to form in the Sea of Light, especially in a particularly devastating sea wreck. It feeds on ambient life energy and can go for long stretches without feeding.

Necromantic Hunger. It has been theorized by some hydromancers that a caller from the deep only appears when a planar crack appears between the Plane of Water and the Plane of Shadow. That would explain the creature's life draining capabilities and hunger for living creatures, though no definitive research has been done to date. All attempts have ultimately resulted in the demise of all researchers.

CALLER FROM THE DEEPS

Huge elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 157 (15d12+60)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	14 (+2)	12 (+1)	14 (+2)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses blindsight 120 ft., passive Perception 11

Languages Aquan

Challenge 7 (2,900 XP)

Water Breathing. The caller from the deep can breathe only underwater.

ACTIONS

Multiattack. The caller from the deep makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* The target takes 16 (3d6+6) bludgeoning damage, and it is grappled (escape DC 15). Until this grapple ends, the target is restrained, cannot regain hit points, and it takes 27 (6d8) necrotic damage at the start of each of its turns. The caller from the deep can constrict up to four targets at a time.

Luring Song (Recharge 5-6). The caller from the deep emits a magical lure in the form of a powerful subsonic song. The luring song can be felt by creatures up to 120 feet, and all non-elementals in range must make a DC 15 Charisma saving throw. On a failure, they must move their full movement towards the caller from the deep on each of their turns for 1 minute. Each victim can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





CATHSHAY

Dangerous, capricious, and mischievous, the cathshay is a fey creature found in the rural landscape of Bytopia's pastoral layer, Dothion. Many planar scholars believe the creature is not native to Bytopia, perhaps originating in the Plane of Faerie or other similar realm, but instead migrated across the plane for some purpose. Cathshay resemble large black cats with unusually long legs and enormous ears. Their black fur is marked only by a patch of white on the chest in a pattern unique to each cathshay. They are intelligent pranksters with a penchant for cruel jokes.

Gatherers of Things. Cathshay love collecting things, and each has a personal hoard stashed somewhere in a secret location where they deposit their gathered things. Many have preferences as to their collection – some cathshay are fascinated with shining or sparkling items such as gems and jewelry, while others collect baubles and relics that resemble hands, eyes, cats, or other animals. A cathshay jealously guards the location of their stash but often brags about its size and decoration to anyone it chooses to berate.

CATHSHAY

Medium fey, chaotic neutral

Armor Class 15

Hit Points 39 (6d8+12)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	15 (+2)	16 (+3)	15 (+2)	16 (+3)

Skills Perception +4, Stealth +7

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 14

Languages Common, Sylvan, Gnomish

Challenge 3 (700 XP)

Fey Step. As a bonus action, the cathshay can teleport up to 60 feet to an unoccupied space it can see.

Keen Senses. The cathshay has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) slashing damage.

Steal Soul (Recharge 5-6). The cathshay targets one creature it can see within 30 feet of it that is not a construct, undead, or elemental. The target must succeed on a DC 13 Wisdom saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: if the total equals or exceeds the target's Wisdom score, that score becomes 0. The target is stunned while its Wisdom score is 0.

The cathshay can return the target's original Wisdom score as a bonus action from any range, but while the cathshay lives there is no means outside of divine intervention that can increase the Wisdom score above 0. If the cathshay dies, the target's Wisdom score remains 0 but can be restored with a *greater restoration* or similar spell.

Above all other things, cathshay prize their collection of souls above all others. When a cathshay uses their ability to steal a soul, they can transfer that soul over to a physical object if they so choose. There is no known limit to the number of souls a cathshay can possess though it's not clear why they do it. The creatures do not eat the soul leading many scholars to believe it's simply a mental need to take things belonging to others. Often times a cathshay will bargain with the family of a victim, requesting strange, rare, or simply bizarre objects in exchange for the return of the soul.

CAVE GOAT

The winding tunnels of Pandemos contain numerous strange creatures, but cave goats are one that give most travelers pause. A cave goat appears as a massive goat nearly 10 feet tall at the shoulder, with scraggly thin gray hair over its body and an oversized pair of curved black ram horns over its head. It has no eyes though, and it makes little noise as it bounds around its cavernous home with grim determination. Black ice forms around the cave goat's mouth as its drool freezes on contact with the air, and black ice patches can be found in abundance around its stomping grounds.

CAVE GOAT

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d10+18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	6 (-2)

Damage Immunities cold, thunder

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft., passive Perception 11

Languages --

Challenge 3 (700 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone. The goat ignores movement penalties due to difficult terrain from ice and snow.

ACTIONS

Multiattack. The goat makes two attacks: one with its hooves and one with its rams. The attacks must be against different targets.

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

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

Icy Spray (Recharge 5-6). The cave goat releases a blast of icy shards from its mouth in a 30-foot cone. Creatures caught in the radius must make a DC 13 Constitution saving throw, suffering 27 (6d8) cold damage on a failure, or half as much on a success. The ground in the affected area becomes difficult terrain from the ice for 1 minute.



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Goats of Black Ice. Some natural element of the cave goat's bodily juices reacts with the wind of Pandemonium to create powerfully cold black ice. It can spray the ice out to attack foes or to simply coat their lairs, as the hooves of the cave goat seem immune to the otherwise incredibly slippery resultant ice.

Beasts of Laerth Struum. There have been numerous residents of Madhouse that have attempted to break a cave goat and use it as a beast of burden, and only a few of these attempts have resulted in anything other than tragedy. The most successful of these is a deranged drow elf named Laerth Struum, who has managed to wrangle a herd of a dozen cave goats to do his bidding. His bidding, however, seems to be restricted to keeping his property in Madhouse free of intruders, but for the right price the mad drow has been persuaded to lend out a cave goat or two to travelers who set out into Pandemonium. The cave goats are ornery, mean-spirited, and cruel, and turn on their riders at the worst possible moment, but they are great for traversing otherwise treacherous or difficult terrain in the tunnels.

CINDERBONES

Travelers and creatures who die on the Plane of Fire sometimes can return to stalk the land as undead abominations known as cinderbones. Suffused with hatred for the living and given strength from the plane itself, these monsters crave the souls of those who have not fallen to the fiery realm's embrace. They are easily identified by their blackened bones, though some more intelligent variants have taken to luring living beings away under disguises, their true nature becoming evident only when it's too late.

Hunger for Life. Cinderbones are consumed with a hunger for the life force of a living creature, and are drawn to non-elementals like a moth to a flame. Living creatures that are killed by a cinderbones ignite in white-hot flames, which the undead monster feeds upon. Little is left after a cinderbones has fed upon a fallen foe.

The Fiery Faithless. There are rumors of a huge pack of cinderbones that travel the burning landscape of the Plane of Fire, consuming all life they find. If the rumors are to be believed, this pack was once a contingent of monks and priests dedicated to Imix, Prince of Evil Elemental Fire, serving their fiery master on the Prime Material Plane at the base of a volcano. Somehow, they angered Imix, and the entire group was pulled into the Plane of Fire. Cast aside by Imix, the followers burned and their blackened skeletons returned as cinderbones. Cursed now to wander the plane, the Fiery Faithless are obsessed only with destroying life wherever they find it.

CINDERBONES

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 37 (5d8+15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning, cold

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Ignan

Challenge 2 (450 XP)

Fiery Aura. Any creature that starts its turn within 5 feet of a cinderbones must make a DC 11 Dexterity saving throw, suffering 3 (1d6) fire damage on a failure.

ACTIONS

Ash Breath (Recharge 5-6). The cinderbones exhales a cloud of burning ash in a 20-foot cube. Each living creature in that area must make a DC 11 Constitution saving throw. On a failure the creature gains a level of exhaustion. The ash cloud remains until the start of the cinderbones' next turn. Any creature that starts its turn in the ash cloud must make a DC 11 Constitution saving throw, gaining a level of exhaustion on a failure.

Flaming Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage and 3 (1d6) fire damage.



CINDERWIND

Cinderwinds are the very expression of hate and rage on Phlegethos, the fourth layer of the Nine Hells. Birthed from belching volcanoes and constantly erupting flame pits, cinderwinds are brutal fiends that attack weakness without mercy and descend upon any stranger in their fire-laden layer. They resemble air elementals, with orange and red burning embers flying around their vague forms that can transform in an instant to a massive hand or a leering face. Cinderwinds speak in little more than grunts and harsh cackles and take true delight in setting victims on fire.

Cursed by Belial and Beloved by Fierna. The lords of Phlegethos, Belial and his daughter Fierna, have wildly different relationships with the cinderwinds that inhabit their realm. Belial has always hated the things, largely because they are outside his direct control and the archduke despises things that are outside his control. Lake Fierna, on the other hand, has worked with the cinderwinds of Phlegethos to cultivate a bond with the cloud-like fiends. They are not loyal to a fault, not yet at least, but they do listen to Fierna when she speaks and mostly recognize her authority on the plane.

Duke of the Raging Winds. While cinderwinds are not part of the devilish hierarchy, recently a creature has risen up to claim the title of Duke of the Raging Winds, an honorific bestowed upon the supposed ruler of the cinderwinds. It hasn't been used or recognized for countless generations, and most of the fiends are leery of any who claim the lofty position. Thus far, the creature – whoever or whatever it is – has kept a low profile, living in a series of volcanic geysers far from the main areas of Phlegethos. Some cinderwinds have gone on to talk about the newcomer, however, and they talk about the return of a true power in the land, one that could even challenge the archdukes.

CINDERWIND

Large fiend, lawful evil

Armor Class 15

Hit Points 112 (15d10+30)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

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

Senses darkvision 120 ft., passive Perception 10

Languages Infernal

Challenge 7 (2,900 XP)

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

Insubstantial. Ranged attacks suffer disadvantage against the cinderwind because of its constantly shifting and insubstantial form.

ACTIONS

Multiattack. The cinderwind makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage plus 7 (2d6) fire damage.

Inferno (Recharge 4-6). Each creature within a 30-foot sphere centered on the cinderwind must make a DC 16 Strength saving throw; creatures in the cinderwind's space make the save with disadvantage. On a failure, a target takes 21 (6d6) fire damage and is knocked prone. If the saving throw is successful, the target takes half the fire damage and isn't knocked prone.

CLAWRG

Burrowing beneath the ground of the Plane of Faerie, the clawrg dig continuously and without end. They are voracious hunters and serve the plane by churning the dirt, renewing it and refreshing it for future growths across the Feywild. Physically, a clawrg looks like a massive badger, about the size of a horse, with brown and green stripes along its furred back. Its front claws are massively oversized, allowing the creature to churn through dirt, earth, armor, and flesh when necessary. A clawrg has been known to strip armor from opponents, rendering it useless before it finishes off foes.

War Machines of the Fomorians. Clawrg were originally bred by the giants that came to the Plane of Faerie with dreams of conquest. These giants brought with them packs of massive badgers from their homes, and the magical nature of the plane warped them and enhanced their natural tools. The giants used the clawrg to dig out tunnels in the Feydark, allowing them to burrow up and surprise their archfey foes in a series of daring raids. When the giants fell under the curse that transformed them into fomorians, the clawrgs were released and spread out into the wilderness.

Rocky Diet. Clawrg eat rocks, but they are very particular about which rocks they eat. Veins of unusually brittle stone cut through the Feydark at irregular intervals, and these ribbons are the choicest foods a clawrg can dine upon. They often dig for days in search of the next pocket. Geomancers who have studied the chosen rocks of the clawrg have determined that the creatures are actually weeding out the weakest and least stable portions of the Feydark, and are making the plane stronger by systematically devouring these brittle sections.

CLAWRG

Large fey, unaligned

Armor Class 14 (natural armor)

Hit Points 76 (8d10+32)

Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	19 (+4)	3 (-4)	12 (+1)	8 (-1)

Senses darkvision 120 ft., Passive Perception 11

Languages understands Giant and Sylvan but doesn't speak

Challenge 4 (1,100 XP)

Siege Monster. The clawrg deals double damage to objects and structures.

ACTIONS

Multiattack. The clawrg makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (2d12+3) slashing damage. In addition, nonmagical armor worn by the target is shredded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Whirlwind Rend (Recharge 5-6). The clawrg spins in a circle, attacking all targets around it. Each adjacent creature must succeed on a DC 14 Dexterity saving throw, suffering 26 (4d12) slashing damage on a failed save, or half as much on a successful one. Any nonmagical armor worn by targets in the area is shredded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.





CONFLAGRATION OOZE

Poisonous rivers of sludge wind through the cyclopean ruins that dot the wastelands of Maladomini, Nine Hells' seventh layer. Many horrendous monsters have been birthed from these pools of fetid evil but few are as destructive as the conflagration oozes. These horrendous oozes emerge when a particularly foul sludge river crosses too close to the many fires that burn across Maladomini's wasteland. Conflagration oozes are moving, living agents of pure destruction, melting and destroying everything they can in a spiteful existence of pain and suffering. Their globular forms shift constantly, with ribbons of red, orange, and black shooting through their amorphous bubbling masses.

Living Embodiments of Destruction. A conflagration ooze possesses a terrifying appetite for destruction, and they are responsible for the ruination or collapse of many of Maladomini's ancient structures. They are constantly hungry and have just enough intelligence to feel pain and suffering, feelings that drive them forward to consume and dull the emotions. While such situations are not uncommon across the multiverse, conflagration oozes use that drive to willfully destroy beauty, art, and creation. They are monsters in the purest sense of the word but their drive is not unrelatable.

The Nightmare Eye. Long, long ago, Maladomini gave birth to a conflagration ooze greater than that of its fellows. This massive behemoth ooze became known as the Nightmare Eye and it possessed an intelligence and purpose that attracted the attention of Baalzebul, the lord of Maladomini. The scheming Prince of Lies used the Nightmare Eye in a grand scheme to usurp Asmodeus, but the plan failed and as a result the Nightmare Eye was

CONFLAGRATION OOZE

Huge ooze, lawful evil

Armor Class 12 (natural armor)

Hit Points 209 (22d12+66)

Speed 20 ft., swim 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	17 (+3)	7 (-2)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, fire, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

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

Languages Infernal

Challenge 9 (5,000 XP)

Amorphous Form. The ooze can occupy another creature's space and vice versa. It is not affected by difficult terrain.

Aversion to Cold. If the ooze takes cold damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Burning Aura. Any creature that starts its turn within 5 feet of the ooze suffers 7 (2d6) fire damage.

Killer Response. Any creature that starts its turn in the ooze's space is targeted by a pseudopod attack if the ooze isn't incapacitated.

ACTIONS

Multiattack. The ooze makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage plus 7 (2d6) fire damage.

Melt Ground (Recharge 5-6). The ooze emits an intense heat that causes the ground in a 120-foot radius centered on itself to warp, buckle, and melt, becoming sludge-like for 1 minute. The area is considered difficult terrain. Creatures affected by difficult terrain that start their turn in the affected area must succeed on a DC 16 Strength saving throw or have their walking speed reduced by half.

frozen in stone blocks that now stand in the wasteland. It still lives, trapped in a hundred blocks that radiate the heat of a volcano's heart but unable to free itself, but somehow it still communicates with other conflagration oozes around Maladomini. What revenge does the Nightmare Eye plan?

Crave Horror

In Arborea, passions rule the day, and the creatures that dwell there thrive on their powerful emotions. Fear, anger, love, joy, sorrow, and more are felt keenest by the people of Arborea, they would say more so than any other plane, but these relentless passions have a dark side. When someone gives in fully to their passion and lets it consume them, they become an undead monster known as a crave horror. Gaunt, hollow-eyed, and sallow-skinned, crave horrors have lost the passion that once filled their lives and now seek to steal it from any they can.

Crave Horror

Medium undead, chaotic evil

Armor Class 14

Hit Points 38 (5d8+15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	17 (+3)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages speaks and understands the languages it knew in life

Challenge 2 (450 XP)

Aura of Despair. Living creatures that start their turn within 30 feet of the crave horror must succeed on a DC 13 Charisma saving throw. On a failure, they are overcome with despair and suffer disadvantage on attack rolls until the start of their next turn.

Regeneration. The crave horror regains 10 hit points at the end of its turn if it reduced a target's Charisma score during its action.

ACTIONS

Multiattack. The crave horror makes two attacks, one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage plus 7 (2d6) psychic damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4), and the target's Charisma score is reduced by 1d4. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new crave horror rises from the corpse 1d4 hours later.



A Passionate Curse. Some small communities in Arborea believe the first crave horrors were created when a village gave themselves over to a passion born of darkness and hate. The village set upon one of their own in a maniacal frenzy that went further than reason, descending into maddening craving that nothing could satiate. They moved into the forest seeking new passions but they found their bellies were filled only by consuming the emotions of others.

Mother of Dead Eyes. Crave horrors are universally feared and reviled in Arborea, but one stands out among the others. Known as the Mother of Dead Eyes, this crave horror was once a human woman of exceeding beauty, but she gave into her lust in such a way that her passion consumed her. Now she wanders the forests of Arvandor with a pack of crave horrors, luring travelers into danger with alluring sounds of celebration and merriment. The Mother of Dead Eyes is able to mask her true nature and that of her fellow undead monsters as part of the ruse, which she drops at the highest moment of passionate exultation experienced by the unwitting victims.

Undead Nature. A crave horror doesn't require air, food, drink, or sleep.

CRAWLING MIST SERPENT

The vast Sea of Mists holds few natural inhabitants, but the fiercest and most feared is the crawling mist serpent. This creature appears as a 30-foot long snake, with a wide head and eerie black-pointed eyes, and it is entirely made up of swirling mists similar to the strange sea that it dwells in. It swims invisibly through the air, looking for ships to attack with its caustic breath weapon, and though it is clearly intelligent it does not have the ability to speak or communicate.

Predator of the Mists. Crawling mist serpents are thankfully solitary creatures, and they hunt the ships and crews that sail the Sea of Mists. It is theorized that they eat the ethereal souls and forms of those that die in the Plane of Dreams, especially as the creature does not subsist on anything solid. Are the crawling mist serpents natural extensions of the Sea of Mists, or are they conjured by some ancient decree? How many lurk in the foggy depths? None know for sure.

Foggy Strike. When a crawling mist serpent chooses its target, it follows close behind and waits until night descends. Many seasoned captains of the Sea of Mists post watch guards at the rear of their ships to keep a lookout for following crawling mist serpents, and the best watchers have learned to spot the subtle shifts in the swirling mists of the sea around them to detect the hunting beast. When it strikes, the crawling mist serpent lunges out from the fog at the back of the ship and sprays caustic vapor in a cone on anyone it can find, and then it weaves its way onboard to hunt down remaining crew members. Its misty body combined with its speed and agility make it an excellent hunter, and many ship crews have fallen in less than a minute into the attack.

CRAWLING MIST SERPENT

Huge aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 136 (16d12+32)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+7)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +11

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid, lightning

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

Senses darkvision 120 ft., passive Perception 14

Languages understands Common but cannot speak

Challenge 12 (8,400 XP)

Caustic Mist. The body of the crawling mist serpent is comprised of caustic vapors pulled from the air around it. Any creature that starts its turn in the same space as the crawling mist serpent must succeed on a DC 17 Constitution saving throw, suffering 18 (4d8) acid damage on a failure, or half as much on a success.

Gaseous Form. The crawling mist serpent can enter and occupy the space of another creature, and it has advantage on Strength, Dexterity, and Constitution saving throws. It can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces.

Misty Camouflage. In an area of heavy mists or fog, the crawling mist serpent has advantage on Dexterity (Stealth) rolls to hide and gains the benefits of the *invisibility* spell.

ACTIONS

Breath Weapon. The crawling mist serpent exhales a 60-foot cone of white caustic gas. Creatures caught within the cone must succeed on a DC 17 Constitution saving throw, suffering 27 (6d8) acid damage on a failure, or half as much on a success.



CREEPING STONE

Creeping stone are oozes native to the Plane of Earth that silently move through the realm, devouring rocks and dirt as they go. They draw nutrients from the plane itself, but when presented with a living creature they seek it out instinctively – the taste of a petrified victim ground to powder in its bulk is a tasty treat to these creatures. They appear as large sticky masses of earth spread out like a blanket, oozing and forming over itself as it travels.

Elemental Janitors. The creeping stone act as the cleanup crew for the Plane of Earth, removing detritus and debris cast off by other creatures and turning it into natural rocks in their wake.

A Calming Bath. The dao use creeping stone as a means to relax, soaking their bodies in a pool of the ooze creatures to release tension and exfoliate their genie skins. More than one slave has fallen victim to the creeping stone's engulf ability while preparing a soaking bath for their master.

CREEPING STONE

Large ooze, unaligned

Armor Class 7

Hit Points 102 (12d10+36)

Speed 20 ft., burrow 20 ft., climb 20 ft.

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

Damage Resistances slashing, piercing, bludgeoning

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone

Senses tremorsense 120 ft., passive Perception 10

Languages -

Challenge 6 (2,300 XP)

Amorphous. The creeping stone can move through a space as narrow as 1 inch wide without squeezing.

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

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft. one target. *Hit:* 13 (2d8+4) bludgeoning damage, and if the target is a living creature it must make a DC 14 Constitution saving throw. On a failure the target suffers the effects of the *slow* spell until the end of its next turn.

Engulf. The creeping stone moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the creeping stone enters a creature's space, the creature must make a DC 14 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the creeping stone. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the creeping stone enters the creature's space, and the creature takes 14 (4d6) bludgeoning damage and is engulfed. The engulfed creature can't breathe, is restrained, and must make a DC 14 Constitution saving throw at the start of each of the creeping stone's turns. On a failure, the engulfed creature becomes petrified. When the creeping stone moves, the engulfed creature moves with it. An engulfed creature petrified by the creeping stone is ground to pebbles on the creeping stone's next turn.

An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the creeping stone.

CRYSTAL SOLDIER

The dwarves of Erackinor have perfected the construction of crystal soldiers to protect their underground realm. These constructs are built completely out of multi-faceted crystals of many different colors and hues shaped to look like a stout dwarven warrior. Crystal soldiers are similar to golems, with single-minded directions on protection and guardianship, but with a special focus against what dwarves feel is their greatest threat – magic.

Hall of Gemstones. The largest workshop in the realm of Erackinor that produces crystal soldiers is the Hall of Gemstones. This massive underground region is filled with enormous crystals and gemstones pulled from rich deposits all across Solania, the fourth layer of Mount Celestia. They are brought here for the dwarven gem binders to imbue with the spark of life, creating crystal soldiers to tirelessly defend Erackinor.

Magical Item Components. Crystal soldiers are imbued with the properties of two powerful magical items found across the multiverse – a *ring of spell turning* and a *robe of scintillating colors*. The dwarven artificers that create the crystal soldiers go about creating the construct by different methods than the magical items, but the result is similar in effect. So similar, some greedy merchants and workers have actively sought out crystal soldiers to dismantle and transform into these powerful individual items. Attempts at this have proven unsuccessful so far, but that's largely due to the difficulty in actually finding, defeating, and retrieving the components of a crystal soldier.

CRYSTAL SOLDIER

Medium construct, unaligned

Armor Class 20 (natural armor)

Hit Points 95 (10d8+50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	20 (+5)	3 (-4)	10 (+0)	1 (-5)

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

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Dwarven but can't speak

Challenge 6 (2,300 XP)

Immutable Form. The crystal soldier is immune to any spell or effect that would alter its form.

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

Magic Weapons. The crystal soldier's weapon attacks are magical.

Spell Turning. If the crystal soldier succeeds on a saving throw against a spell where it is targeted specifically, the spell has no effect on the crystal soldier and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

ACTIONS

Multiattack. The crystal soldier makes two slam attacks.

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

Scintillating Color (3/Day). The crystal soldier emits dazzling patterns of brilliant prismatic color, shedding bright light in a 30-foot radius and dim light for an additional 30 feet until the end of the crystal soldier's next turn. Creatures that can see the crystal soldier have disadvantage on attack rolls against the crystal soldier. In addition, any creature in the bright light that can see the crystal soldier when this power is activated must succeed on a DC 15 Wisdom saving throw or become stunned until the effect ends.

DARKSTRIKER

Also known as smoke snakes, darkstrikers are dangerous predators that slither through the twilight-filled landscape of Brux seeking prey to devour. They are clever hunters, keeping to their transparent smoky form as they hunt down other beasts or intruders. Though capable of speech like all the beasts of the Beastlands, darkstrikers have little to say to outsiders and prefer to attack first to deal a lethal blow rather than chat.

Cruel Hunters. Darkstrikers are vicious beasts that delight in chasing down a target through the forests and jungles of Brux. They are predators of the highest orders with a powerful bite and a smoky form that lets them sneak up and sneak out without being detected. Occasionally, a darkstriker may taunt its target, but usually this is only when the victim has proven a boring sport and the smoke snake must do something to liven up the situation for all involved.

Unwilling Agents of Satassis. The Jungle of Slithers on Brux is the realm of Satassis, the animal lord of snakes, and the darkstrikers are the favored agents of this busy yet deceptively charming denizen. For their part, darkstrikers are not stupidly loyal followers, and they always demand something from Satassis before agreeing to any mission or function. The preferred gift is a bipedal creature capable of running and thinking in order to give the darkstriker a challenge, but they are also known to covet black gemstones.



DARKSTRIKER

Large beast, any alignment

Armor Class 16 (natural armor)

Hit Points 90 (12d10+24)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

Skills Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Celestial

Challenge 7 (2,900 XP)

Keen Senses. The darkstriker has advantage on Wisdom (Perception) checks that involve smell or hearing.

Smoke Form. As a bonus action on its turn, the darkstriker can transform its physical body into a thin smoky tendril. While in this form, the darkstriker has a flying speed of 30 feet, resistance to all damage, and advantage on Strength, Dexterity, and Constitution saving throws. In dim light, the darkstriker in smoke form is invisible. The creature can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces.

While in this form, the darkstriker can't talk or make any attacks. It can drop the smoke form and resume its normal physical form at any time on its turn.

Sneak Attack. Once per turn, the darkstriker deals an extra 27 (6d8) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of any ally that isn't incapacitated and the darkstriker doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The darkstriker makes two bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+6) piercing damage.

DELPHON

The River Oceanus teems with life. Schools of fish swim about, providing natural sustenance for the people that live and work along the mighty waterway along with the predators that swim along. Freshwater sharks are not uncommon throughout the River Oceanus, but few are as curious as the delphon. Also known as the songshark, a delphon looks like many other types of sleek, fast-moving sharks, except for its scales, which range from brilliant red to vibrant green. They are intelligent creatures though they only speak their own language, an alien sound that resembles a strange, discordant song.

Secrets of the River Oceanus. The delphons are tuned into the interplanar workings of the River Oceanus so deeply that their strange language contains secrets to how it works. Unfortunately, however, the song of the delphon is alien to non-delphon senses, and most creatures hear nothing but an oddly disquieting melody. Crazy sailors along the River Oceanus claim that if you give yourself over to the song and let it sink in, the riddle of the river can be picked up and ancient secrets unlocked. Few have succeeded and many that have tried have gone mad listening.

Shiver of Songsharks. Delphons keep together in familial groups called shivers, ranging from three to as many as twenty. They are not as aggressive as regular sharks though they do prey on smaller fish, and if confronted by hostile forces most of the time they simply transport themselves elsewhere along the River Oceanus.

DELPHON

Large beast, neutral

Armor Class 14 (natural armor)

Hit Points 37 (5d10+10)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Skills Perception +4

Damage Immunities psychic

Condition Immunities blinded, charmed, prone

Senses blindsight 60 ft., passive Perception 14

Languages Delphon

Challenge 2 (450 XP)

Water Breathing. The delphon can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8+4) piercing damage.

Oceanus Shift (1/Day). The delphon chooses a safe location on the River Oceanus in another plane or layer and transports itself there. The plane must be one that contains the River Oceanus (Arborea, Beastlands, and Elysium).

Song of the Delphon (Recharge 5-6). Any creature that can hear within a 60-foot radius centered on the delphon must make a DC 13 Wisdom saving throw. Success or failure, targets cannot be affected by another use of the Song of the Delphon for the next 24 hours. On a failed save, roll 1d12 and consult the following chart.

1d12	Song Result
1-3	The target is charmed by the delphon for 1 hour.
4-6	The target is stunned for 1 minute.
7-9	The target suffers from the <i>confusion</i> spell for 1d6 rounds.
10-11	The target is paralyzed for 1d6 rounds.
12	The target gains an understanding about the River Oceanus. This could include the location of the nearest gate, how to avoid a natural hazard while traveling on the river, or other piece of information.



DEMODAND

The demodands are the closest Carceri has to native fiendish inhabitants. They are a constant threat across most of the orbs of the Tarterian Depths, moving in small packs in the swamps of Othrys, the scarlet jungles of Cathrys, the sands of Minethys, and the crags of Colothys. They are only rarely encountered in the shallow seas of Porphatys, and then aboard makeshift vessels to stay afloat, and they avoid Agathys (along with most other sane creatures). The demodands consider themselves the keepers of Carceri and they take their jobs very seriously, scheming and developing fiendish plots to ensnare and capture travelers that stumble into the prison plane.

Demodands are divided into three castes of increasing power and responsibility. Lowest are the farastu, also known as tarry demodands, who are also the most numerous. Above them are the kelubar, or slimy demodands, and the most powerful are the shator, or shaggy demodands. All demodands are conniving fiends filled with hatred and loathing for all other creatures, but they have never been known to squabble or fight among their own kind.

Three Revenges. In their native guttural language of Demodandish the demodands refer to themselves as gehreleths, which roughly translates to “product of the three revenges.” The idea of revenge is paramount to the demodands, stretching back to the original betrayal that sent Apomps into Carceri originally, but it is intrinsically tied to the number three. Apomps is referred to as the Three-Sided One which the demodands identify as the

original three revenges. Some planar scholars believe that these three revenges are embodiments of great injustices done to Apomps in the time before the birth of the demodands, but the fiends themselves do not speak to outsiders about the specific details.

Born of Spite. Demodands are spawned when a creature dies in the Lower Planes with hate and spite in their hearts. Apomps witnesses these deaths and breathes fiendish life into the shell, animating it with divine power as a farastu, where it is drawn to Carceri like a fly to honey to collect its black pyramid. Rarely, a farastu defies the divine call and wanders the multiverse without the link to the demodand memories, though these lost fiends are no less vicious and cruel than their brethren in the Tarterian Depths.

Black Pyramids of Apomps. Each demodand carries a small black pyramid of dull stone. This item contains a powerful link to Apomps, the supreme deity of the demodands, and allows each fiend to access the collective memories of their kind. In this way, all treacheries, betrayals, and imprisonments are remembered by all demodands, and they harbor grudges like few in the multiverse. A demodand that loses their black pyramid stops at nothing to retrieve it, marshaling as many other forces as possible to reclaim the lost treasure. The few planar sages that have come into possession of these rare items have not been able to puzzle through their secrets before the fiendish hosts of Carceri descend and take them back. Do they allow direct communication with Apomps? Are non-demodands able to tap into the memories of the demodands?

FARASTU DEMODAND

Medium fiend (demodand), neutral evil

Armor Class 17 (natural armor)

Hit Points 90 (12d8+36)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	11 (+0)	10 (+0)	16 (+3)

Skills Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Demodandish, Infernal

Challenge 7 (2,900 XP)

Adhesive Tar. A creature succeeding on a melee weapon attack against the farastu must make a DC 14 Dexterity saving throw. On a failure, the melee weapon becomes stuck to the farastu's tarry hide, disarming the attacker. Removing a stuck weapon requires an action by the farastu or an adjacent creature.

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

At will: *detect magic*, *invisibility*, *tongues*
3/day each: *bestow curse*, *fear*, *dispel magic*

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 12 (2d6+5) piercing damage plus 10 (3d6) acid damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d8+5) slashing damage plus 10 (3d6) acid damage.

FARASTU

Tall and lanky, the farastu are the most common type of demodand. Their lean sinewy bodies are covered in sticky black tar that continually oozes from every inch of their skin, though they possess some measure of control over the tar that allows them to dictate when they leave tracks and when they don't. Their thin wings allow them some measure of flight, and they descend upon any creature with little thought of their own safety. Farastu fight viciously with every tool at their disposal, rarely backing down from a confrontation, and tend to be the most belligerent of all demodands. They are cruel, vicious brutes who enjoy pushing around lesser beings and ruling over them as kings and lords.

KELUBAR DEMODAND

Medium fiend (demodand), neutral evil

Armor Class 19 (natural armor)

Hit Points 135 (18d8+54)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	17 (+3)	16 (+3)	10 (+0)	19 (+4)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Demodandish, Infernal

Challenge 11 (7,200 XP)

Hideous Stench. Any non-demodand that starts its turn within 30 feet of the kelubar must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour. Creatures that succeed on this saving throw are immune to the Hideous Stench of a kelubar for 1 hour.

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

At will: *detect magic*, *invisibility*, *spider climb*, *tongues*
3/day each: *bestow curse*, *dispel magic*, *fear*

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 19 (2d12+6) piercing damage plus 18 (4d8) acid damage and the target must succeed on a DC 16 Constitution saving throw against the kelubar's poison. On a failure, the target deals only half damage with weapon attacks that use Strength for 1 minute.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 11 (1d10+6) slashing damage plus 18 (4d8) acid damage.

KELUBAR

Kelubar are black-slime coated fiends with broad heads, spindly legs, and enormous mouths filled with jagged teeth. The slime that exudes from their skin is acidic to the touch, and their mouths drip with a poison that saps the strength away from victims. More than any other demodand, kelubars hoard trinkets, especially wands and rods, in hopes of impressing Apomps and be transformed into shator. The beady eyes of a kelubar are shrewd and calculating but the fiends possess a destructive appetite to rival that of most demonic hordes.

SHATOR

The shator are the greatest of the demodands, though also the most physically loathsome and hideous. Their squat bodies are folded over with mounds of saggy flesh, giving them the nickname shaggy demodand, and their face and features sag beneath flabby putrescent flesh. At the top of the demodand chain, shator are the most cunning of the Carceri fiends, but also the most likely to be found outside the prison plane. Shator have a great love of learning, and many travel the multiverse in search of scrolls, tomes, and libraries to plunder and dominate.

SHATOR DEMODAND

Medium fiend (demodand), neutral evil

Armor Class 19 (natural armor)

Hit Points 204 (24d8+96)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	20 (+5)	18 (+4)	10 (+0)	21 (+5)

Skills Deception +10, Perception +5, Persuasion +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Demodandish, Infernal

Challenge 16 (15,000 XP)

Innate Spellcasting. The shator's spellcasting ability is Charisma (spell save DC 18). The shator can innately cast the following spells, requiring no material components:

At will: *detect magic*, *invisibility*, *spider climb*, *tongues*

3/day each: *bestow curse*, *dispel magic*, *fear*, *stinking cloud*

1/day each: *cloudkill*, *enervation*, *legend lore*

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

ACTIONS

Multiattack. The shator makes three attacks: two with its claws and one with its bite. It can use a melee weapon in place of a claw attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 19 (2d12+8) piercing damage plus 27 (6d8) acid damage and the target must succeed on a DC 18 Constitution saving throw against the shator's poison. On a failure, the target deals only half damage with weapon attacks that use Strength for 1 minute.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 13 (1d10+8) slashing damage plus 27 (6d8) acid damage.

DEVIL, FANG

Schemers, sorcerers, spies, and so much more, fang devils are the arcane masters of the Nine Hells. They are humanoid in appearance, with black or green mottled scales over their serpentine bodies. The head of a fang devil is that of a hooded serpent, like a cobra, with a pair of horns curling over their hairless eyebrows. More than most other devils, fang devils dress in fine clothing and adorn themselves with jewelry, much of it magical, and they are never afraid to use their arcane arsenal to advance their interests. Delicate runes of eldritch power are tattooed into their arms and bodies, usually covered by robes, that form the source of their magical mastery.

Librarians of Hell. Many powerful dukes and most of the archdukes keep a contingent of fang devils on hand to attend to their libraries that contain their contracts with mortals and other beings. Some of the older archdukes, such as Baalzebul and Belial, keep a secret library filled with lore they've collected over the centuries, and these are tended to by only the most devoted of fang devils. Fang devils pride themselves on the size of their collection and they fight over the coveted positions in Maladomini and Phlegethos respectively.

Secret Spies of Set? With their superficial resemblance to snakes, it is widely feared that many fang devils are secret spies of Set, an ancient deity that dwells in the Midnight Desert on Stygia. Certainly some fang devils are agents of Set but most are not, as they all fall into the devilish hierarchy and must obey the Rules of Hell. Even dukes and archdukes who know better still keep most fang devils at arm's length for fear that they may be secretly communicating with Set, perhaps even against their will.

Arcane Masters of the Nine Hells. Fang devils are some of the most skilled spellcasters in the Nine Hells, second only to the highest ranking abishai and several of the dukes and archdukes. They crave magical power above all else, and have learned ancient ways to transform captured souls into pure arcane energy to power their infernal experiments. Unlike a traditional wizard, however, fang devils do not keep spellbooks, but instead transcribe their spell secrets onto their very bodies in a language known only to them.

FANG DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 117 (18d8+36)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	21 (+5)	14 (+2)	13 (+1)

Saving Throws Wis +6, Cha +5

Skills Arcana +9, Perception +6

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Infernal telepathy 120 ft.

Challenge 10 (5,900 XP)

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

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

Spellcasting. The devil is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The devil has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *poison spray*, *shocking grasp*

1st level (4 slots): *chromatic orb*, *magic missile*, *ray of sickness*, *sleep*

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

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *lightning bolt*

4th level (3 slots): *dimension door*, *greater invisibility*, *ice storm*

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

6th level (1 slot): *disintegrate*

7th level (1 slot): *power word pain*

Poison Exploit. Poisoned creatures suffer disadvantage on saving throws against spells cast by the devil.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage. If the target is a living creature, it must make a DC 17 Constitution saving throw. On a failure, the target becomes poisoned and suffers 27 (6d8) poison damage. On a success, the target is not poisoned and suffers only half damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 9 (2d8) poison damage.



DHARCULUS

A dharculus is a rare monster that dwells in the Border Ethereal, lurking around the edges of towns and cities in the swirling gray mists. It is believed to originate from the Far Realm, a place of alien proportions and unearthly madness-inducing behemoths, and it certainly seems to share no known lineage with other denizens of the Ethereal Plane. It appears as a globular mass, sickly yellowish-gray in color, with one massive mouth dominating its circular body. Six long tentacles extend from its bulk, each ending in a sucking mouth lined with razor-sharp teeth. Six smaller tentacles also protrude from its body, each of these ending in large inhuman eyeballs that it uses to detect creatures with an otherworldly sense. It can extend its tentacle maws into the Material Plane, pulling victims into the Border Ethereal so that it can feast on them.

Insatiable Hunger. If a dharculus reproduces naturally, it has not been recorded or witnessed by any known sage or hunter. The creature seems utterly driven by an insatiable hunger, and it devours victims completely, leaving no scraps behind. In fact, it leaves no trace of a meal at all, leading some to wonder if there's a functioning portal inside a dharculus that transports the digested bits somewhere else. To date no one has proven this theory and returned to tell the tale.

DHARCULUS

Huge aberration, unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d12+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	12 (+1)	12 (+1)	14 (+2)

Skills Perception +4

Senses truesight 60 ft., passive Perception 14

Languages -

Challenge 7 (2,900 XP)

Ethereal Pierce. As a bonus action, the dharculus in the Border Ethereal can push up to two of its tentacle maws to the Material Plane, each originating from points up to 20 feet away. Each tentacle maw cannot move from the point it enters the Material Plane, but it can attack targets within 10 feet of it.

Ethereal Retract. As a bonus action, the dharculus in the Border Ethereal can retract one of its tentacle maws from the Material Plane back to the Ethereal Plane. Grappled targets are allowed a DC 13 Wisdom saving throw to avoid being pulled into the Ethereal Plane against their will. Targets that are grappled with more than one tentacle maw suffer disadvantage on the saving throw.

ACTIONS

Multiattack. The dharculus makes six tentacle maw attacks and one bite attack each round.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 25 (4d10+4) piercing damage.

Tentacle Maw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) piercing damage and the target is grappled (escape DC 13). The dharculus can attach additional tentacle maws to the target by making additional attacks against the grappled target with other tentacle maws. If the target escapes successfully without the dharculus releasing it, the target takes 4 (1d6+1) piercing damage for each tentacle maw removed.

Attracted to Wild Magic. Perhaps owing to their connection to the Far Realm, dharculus are drawn to extreme incidents of wild magic surges. Some sorcerers have reported encountering the fearsome creatures after particular powerful wild magic surges, though it is not known how far a dharculus can sense the power unleashed. One particularly unlucky wild magic sorcerer caused several surges in a row, much to the chagrin of her companions, and when the dharculus showed up it found easy prey of most of the party.

DIAKK

A diakk (plural: diakka) is a large, flightless bird-like fiend that lives exclusively in the Gray Waste. They have greasy gray feathers matted down to their jet-black skin by a natural oily secretion, and their beaks end in a long piercing bill capable of great damage against unarmored foes. Their long stork-like legs are thin but capable of moving them with rapid speed across the landscapes of Oinos, Niflheim, and Pluton. Diakka are not very intelligent and serve as a food source for many other creatures in Hades, but they have a number of magical defenses they can bring to bear against unprepared foes.

Flock of Diakka. Diakka gather together in flocks, as few as 4 or 5 but as many as a hundred, pecking away at the soil for insects, bits of forgotten flesh, bleak rats, and other sources of meat. The leader of a flock is the largest and strongest diakk, rarely the smartest, so the creatures tend to move in predictable ways. Some night hags have observed a diakk flock leader exhibit stronger magical power than its brethren, with particular danger around its psychic and enfeebling attacks on intruders. Whether these variants are naturally occurring or the result of some diakk “hive mind” isn’t known.

Fiendish Culinary Staple. Most fiends find the taste of a diakk to be pleasing, believing the creature’s low intelligence and muscular build provide a close comparison for mortals of the Material Plane (usually a preferred meal choice). Roasted diakk is a common dish in the Abyss and Nine Hells, where fiendish chefs prepare the birds with all manner of variants – stuffed diakk with a flesh-marmalade glaze, diakk breasts cooked in the rib cage of a human soaked in a plum wine reduction sauce, and diakk spit-roasted over a viper tree fire are all staples in the kitchens of demon lords and devil princes.

DIAKK

Medium fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 39 (6d8+12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	5 (-3)	11 (+0)	16 (+3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages --

Challenge 3 (700 XP)

Innate Spellcasting. The diakk’s spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material or somatic components.

At will: *jump*

3/day each: *dissonant whispers*, *ray of enfeeblement*

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

ACTIONS

Bill Stab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+6) piercing damage.

DOBHAR

The wilderness of Bytopia is home to multiple creatures, many of which populate the landscapes of other uncivilized planes. There are a few unique residents, and the dobhar is one of them. These creatures resemble otters the size of a horse, and their slick fur grows over a layer of fish-like scales across their bodies and tail. They are aggressively territorial and they often dwell in the wild rivers of Shurrock, but some communities in Dothion have been driven out by a family of dobhar that were pushed into new regions by other predators.

Playful Hunters. Like their normal-sized otter cousins, dobhar can have a playful attitude when observed in their natural habitat. They splash around, run and swim quickly through their homes, and nip at one another in a friendly manner. When it comes time to hunt prey, however, that attitude becomes more sinister as the dobhar play with their targets before finally devouring them. The dobhar's diet primarily consists of fish in the rivers and lakes of Bytopia but they have been known to take down wolves, bears, and other predators that wander into their territory.

Wrath of Wildbones. The abundant natural resources of Shurrock attract many of the guildclanns of Bytopia who work to harvest the vast forests and ship it back to Dothion in the form of lumber. Great logging camps have been setup, but not everyone agrees with the harvesting of the land in this way. Several logging encampments have been attacked by packs of dobhar under the leadership of a mysterious gnome druid known as Wildbones. She leads the creatures in lightning strikes against the loggers and more than one camp has been completely demolished by the aggressive creatures. Several guildclanns have tried to work with Wildbones and her dobhar pack in order to coexist peacefully, but the crafty druid has given only an ultimatum – stop harvesting lumber from Shurrock or continue to feel the wrath of the ferocious dobhar.

DOBHAR

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 42 (5d10+15)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	2 (-4)	10 (+0)	13 (+1)

Skills Acrobatics +4, Athletics +5

Senses passive Perception 10

Languages --

Challenge 2 (450 XP)

Aggressive. The dobhar has advantage on initiative rolls.

Amphibious. The dobhar can breathe air and water.

Keen Hearing. The dobhar has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (1d10+4) slashing damage.



DRAUGR

The relationship between celestials and undead isn't well understood by planar scholars. By most accounts, it seems celestials cannot become undead, willingly or unwillingly, but there are examples that prove the opposite. The draugr is one such example. The celestials of Ysgard, the jotuns, have strong connections to ideals of honor and glory, whether they exhibit them selfishly or for the good of the world around them. When they fail these ideals and die outside the plane of Ysgard, a jotun can rise as a draugr – an undead monster, more animalistic in their instincts.

A draugr appears as a broad-shouldered, long-limbed giant, similar to a living jotun, except they are completely hairless and their skin is a deep death-blue color. A rotting stench accompanies them wherever they go, and their fingernails have extended to filthy claws capable of rending flesh from bone. They retain their jotun ability to change sizes, a trait they use only to increase their advantage, and they are notoriously difficult to put down permanently.

Dishonorable in Life and Death. A draugr has dishonored the ideals of Ysgard and died while doing it outside the plane. The bitter jotuns produce the largest number of draugr considering their foul attitude, but all types can fall to temptation in the wilds of the multiverse. This dishonor follows the draugr as strongly as the decaying stench that hangs around them, and some skalds in Ysgard claim the rotting smell is a physical manifestation of their dishonor. Draugr can only growl like an animal, having lost their tongue in the transformation process, and they use every dirty tactic to demolish their opponents.

DRAUGR

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 102 (12d10+36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	17 (+3)	6 (-2)	11 (+0)	15 (+2)

Saving Throws Con +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Common and Jotun but can't speak

Challenge 5 (1,800 XP)

Decaying Stench. Living creatures that start their turn within 30 feet of the draugr must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute.

Undead Fortitude. If damage reduces the draugr to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the draugr drops to 1 hit point instead.

ACTIONS

Multiattack. The draugr makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+6) slashing damage, or 19 (3d8+6) slashing damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the draugr magically increases in size, along with anything it is wearing or carrying. While enlarged, the draugr is Huge, deals increased damage with Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the draugr lacks the room to become Huge, it attains the maximum size possible in the space available.

Black Sails of Jarl Krakoth. Draugr live in caves, forgotten tombs, and other remote places, lying in wait for years at a time for victims to come wandering by. They hunt in darkness, lurking around the edges of halls and towns, stealing away lone wanderers in the night, always afraid to take on a foe that they can't defeat with their claws. These things do not bother Jarl Krakoth, a draugr who somehow maintained his intelligence and perseverance into undeath. Jarl Krakoth led a band of draugr and stole a sky viking longship, converting it into a black-sailed pirate ship, and uses it to raid and pillage the earthbergs of Ysgard with reckless abandon. His deeds are legendary, as his is bloodlust, but his carnage is so complete that few are left alive to tell the story of the draugr pirate captain. It seems Jarl Krakoth seeks nothing more than to destroy everything on Ysgard singlehandedly, tearing down the works of jotuns, mortals, and the Aesir alike.

Undead Nature. A draugr doesn't require air, food, drink, or sleep.

DREAM CAT

Dream cats are known to be one of the oldest inhabitants of the Plane of Dreams. They are highly intelligent, and though they can communicate telepathically with other creatures they often choose not. Physically they appear as any other normal cat, but even normal cats in the Dreamland can sport unusual fur coloration and striping patterns that include green, blue, red, yellow, orange, black, and purple. The eyes of a dream cat sparkle like gemstones, much more than any normal cat, and they have natural resistances to magic and psychic effects.

Rulers of Ulthar. Dream cats can be found anywhere in the Dreamland, but they are concentrated in the city of Ulthar. There, the dream cats have dominated an entire race of albino goblins, and use the monsters as playthings, servants, and hands when necessary. The buildings of Ulthar are constructed to the dimensions of a normal humanoid, not a goblin or cat, leading some planar scholars to theorize that the original rulers of Ulthar were not the cats but some other force. The cats certainly don't talk about it, and they grow bored when the topic comes up. The Temple of Cats in the center of Ulthar is where the dream cats gather every day to lounge and enjoy each other's company, and it's also where they hear the requests of visitors from outside the city.



DREAM CAT

Tiny beast, any alignment

Armor Class 12

Hit Points 10 (4d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	16 (+3)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +4

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., Passive Perception 13

Languages telepathy 60 ft.

Challenge 1/2 (100 XP)

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

Innate Spellcasting. The dream cat's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material, somatic, or verbal components:

3/day: *charm person*

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

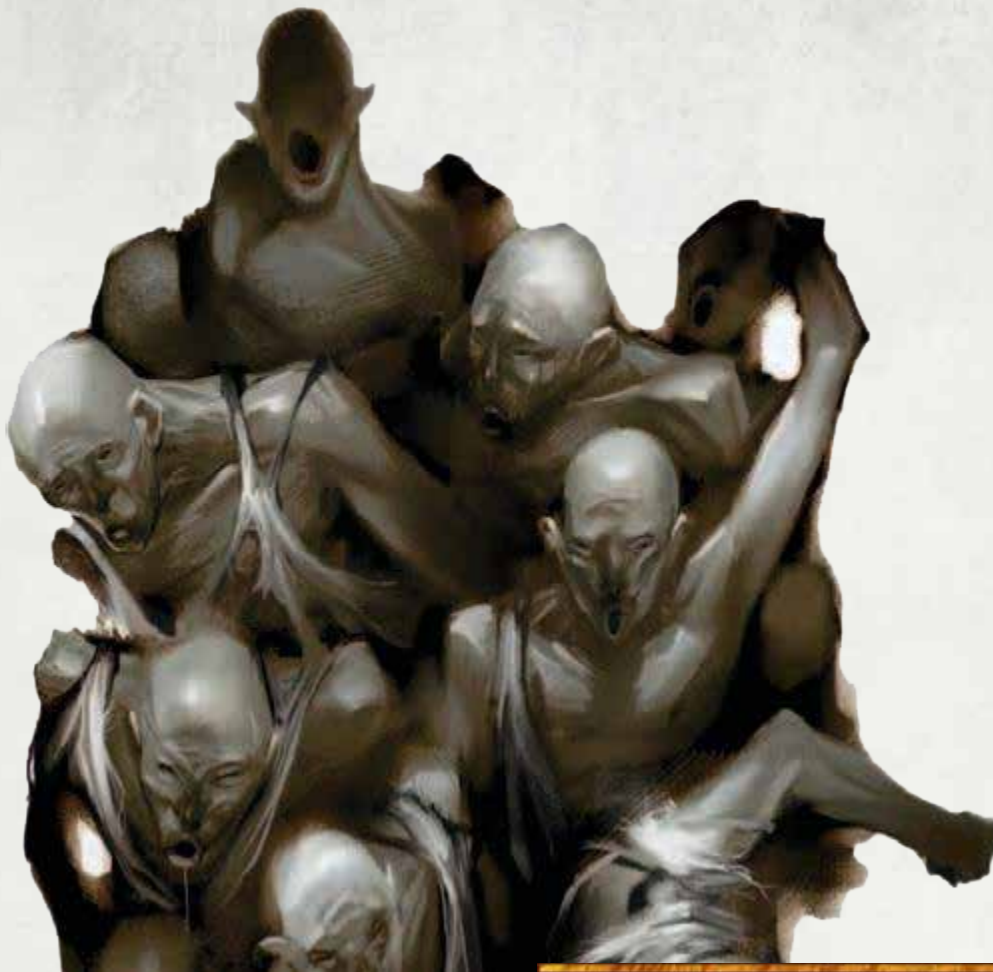
ACTIONS

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

Psychic Stab. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 7 (1d8+3) psychic damage.

Fickle and Carefree. Like normal cats, dream cats have fickle desires – one moment they can be amused by the antics of a small insect, and then just as suddenly they can grow bored and seek entertainment or pleasure elsewhere. They are light on their feet, quick to dart in and out of places, and are not afraid to attack creatures that displease them with their claws or mental stab.

Linked Together. Dream cats share a telepathic bond with one another, and when one of them suffers pain or dies they all know about it and instinctively know the details. This has led to an almost reverence of cats by the inhabitants of the Plane of Dreams, because you never know if the cat that scratched you is just a regular cat, or one of the dream cats. Killing a cat is against the law in Dylath-Leen for fear of reprisal from Ulthar.



DRIFT SOUL

The most common visitor to the Astral Plane is also the most silent and easily overlooked – the souls of the dead from across the multiverse, traveling along astral conduits to their final destination. Sometimes, however, a conduit is damaged, or souls are pulled into the Astral Plane without the aid of guidance. In these cases, a drift soul is created, wandering the Silver Void, forever in search of a way to a final destination it cannot find.

Unreachable. A drift soul is not evil, but its behavior is erratic, and it seems drawn to other living creatures like a moth to a flame. Theoretically, if a drift soul were to be led through a portal to its final resting place, it would find peace and cease being a threat. But whatever instinct drives other souls to find their conduits is lost to the drift soul, which seems incapable of communicating with anyone to relate its needs.

Disconnected. Drift souls are unusual undead creatures as they seem completely disconnected from both the Positive Energy Plane and the Negative Energy Plane, rendering them immune to necrotic and radiant damage. Is this a quirk of the Astral Plane? Certainly the two energy planes are no more connected to the Astral Plane than any other in the multiverse, which means they're pretty detached, but then from where does a drift soul derive its energy? The question has baffled planar scholars for centuries.

DRIFT SOUL

Medium undead, chaotic neutral

Armor Class 12

Hit Points 22 (4d8+4)

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

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison, psychic, radiant

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

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Incorporeal Movement. The drift soul can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Soul Grasp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) necrotic damage, and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a humanoid dies from this attack, a new drift soul rises from the corpse 1d4 hours later.

DRIPPING CRAWLER

Dripping crawlers are massive beetle-like insects that live in the muck and slime of the Plane of Ooze. They have thick black carapaces dotted with brown marks that extend along their six large legs, which suit them both for moving around in the swamp and digging through it. Their heads are small but with relatively large mandibles that it uses to rend flesh from bone, and their front set of legs have pairs of sharp pincers it can use to attack foes. They are solitary creatures by nature and live off dissolving material in their stomachs, including trees, roots, rocks, and other denizens that it can find.



DRIPPING CRAWLER

Huge beast, unaligned

Armor Class 18 (natural armor)

Hit Points 133 (14d12+42)

Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages -

Challenge 6 (2,300 XP)

Swamp Step. The dripping crawler ignores difficult terrain in a swamp terrain.

ACTIONS

Multiattack. The dripping crawler makes one pincer attack and one bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 16 (2d10+5) piercing damage and 18 (4d8) acid damage.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 18 (3d8+5) piercing damage.

Spit Acid (Recharge 5-6). The dripping crawler spits a glob of acid at a point up to 60 feet away. Every creature in a 20-foot radius area from that point must make a DC 15 Dexterity saving throw, suffering 45 (10d8) acid damage on a failure, or half as much on a success.

Swamp Scavenger. Dripping crawlers are opportunistic eaters and usually seek the easiest meal possible. Their large size means many other creatures are viewed as “easy” meals so they do not hesitate to attack a small group of smaller humanoids if they’re hungry or provoked. Most of the time they scour the bottom of the Swamp of Oblivion, rooting through the castoffs and debris that regularly gurgle up from the Plane of Earth or get swept in from the Plane of Water.

Hidden Nests. A single dripping crawler keeps to an area that can span dozens of miles, but somewhere in their chosen territory they keep a nest below the surface of the swamp. The nest is usually a semi-solid hole up to 100 feet below the ground, where the earthen material of the Plane of Ooze becomes more rigid. The main reason for the nest is to protect the dripping crawler’s eggs, which are produced and fertilized once every few years. The eggs are gray and soft, and they gestate after a year into young dripping crawlers. In certain planar markets, such as the City of Brass on the Plane of Fire or the Sevenfold Mazework in the Plane of Earth, dripping crawler eggs are a rare delicacy that can fetch very high prices.

EARTH WEIRD

Similar to the aquatic water weirds, an earth weird is a serpentine mass of rock and dirt. They are territorial creatures by nature, whether encountered on their native Plane of Earth or as bound guardians to a specific location on the Material Plane, and fight to protect their chosen or specified patch of land to the death.

Fossil Remnants. Earth weirds strip fallen victims of all flesh and muscle, discarding it away through their elemental digestive process, leaving only their bones. The earth weird then consumes some natural aspect of the bones, leaving only petrified bones – fossils – in its wake. A massive cavern on the Plane of Earth known as the Bones of the Earth contains hundreds of discarded fossilized skeletons, the result of a mass gathering of earth weirds.

Servants of Oghremoch. Oghremoch, Prince of Evil Elemental Earth, is fond of using earth weirds in his plots, and often sends them as “gifts” to his cultists across the Material Plane. Some of these gifts turn against their master’s followers and escape, creating pockets of earth weirds in unexpected places across the multiverse. Around his Stone Spire, Oghremoch keeps a nest of loyal earth weirds with a particularly large cruel streak.

EARTH WEIRD

Large elemental, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10+27)

Speed 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses tremorsense 30 ft., passive Perception 10

Languages understands Terran but doesn’t speak

Challenge 3 (700 XP)

Earth Glide. The earth weird can burrow through nonmagical, unworked earth and stone. While doing so, the earth weird doesn’t disturb the material it moves through.

Invisible in Earth. While burrowed beneath the ground the earth weird is invisible.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6+3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the earth weird. Until this grapple ends, the target is restrained, the earth weird tries to drown it in the earth, and the earth weird can’t constrict another target.



EINHERJAR

For the residents of Ysgard, death in combat is simply a temporary state of being. Most slain on the battlefield on the plane rise the next day in full health, ready to pick up the fight where they left off. For the rare few, their deeds and deaths are recognized by Ysgard itself and they rise not as flesh and blood but as the ghostly einherjar. These spectral warriors are the sworn guardians of Ysgard itself, and appear as bluish phantasms of their former physical forms.

Legions of the Honorable Dead. Einherjar are highly regarded by the vanir people of Ysgard, and they view elevation to the ghostly ranks as one of the greatest honors that can be bestowed upon a warrior. These spectral warriors are bound by stronger oaths than the typical Ysgardian to fight honorably, and they are well equipped to face nearly any foe in combat. They can be called upon to aid in times of need, summoning herds of spectral steeds to carry warriors from one earthberg to the next in search of glorious combat. The einherjar rarely participate in these skirmishes – they are concerned more with keeping Ysgard safe.

EINHERJAR

Medium undead, any alignment

Armor Class 15 (spirit force)

Hit Points 33 (6d8+6)

Speed 0 ft., fly 100 ft. (hover)

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

Damage Resistances acid, cold, fire

Damage Immunities force, poison; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 3 (700 XP)

Honor Bound. The einherjar cannot take opportunity attacks or attack paralyzed, prone, or restrained targets.

Incorporeal Movement. The einherjar can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spirit Force. The einherjar adds their Charisma modifier to AC. Any weapon wielded by the einherjar inflicts force damage.

ACTIONS

Multiattack. The einherjar makes two spectral sword attacks.

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

Summon Spectral Steeds (1/Day). The einherjar summons up to 10 large spectral horse-like beings, each equipped with saddle, bit, and bridle. The spectral steeds can be ridden by creatures chosen by the einherjar. The creatures use the statistics for a riding horse, except it has a flying speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. The spectral steeds last for 1 hour or until the einherjar takes an action to dismiss them.

Defenders of Ysgard. The einherjar serve no master but Ysgard itself, but in that capacity they have great freedom. Many work with the Aesir to protect places of great value, such as the Hall of Valhalla and the Bifrost, yet the einherjar do not bow to even the whims of the mighty Odin and his godly fellows. No one really knows exactly how many there are as well, certainly enough to stop most outside forces, as exemplified in the Siege of Trollsgarden. In that wooden realm, demonic servants of Vaprak, the god of trolls who dwells in the Abyss, launched an attack that besieged the forest of Trollsgarden. The people and trolls fought bravely but when the fiendish horde broke the line it all looked bleak – until the einherjar suddenly appeared. Their spectral blades cut through the demonic trolls and sent the attackers reeling.

Undead Nature. An einherjar doesn't require air, food, drink, or sleep.

ELDER THING

These utterly alien creatures have desires and plans that grow beyond the understanding of most rational creatures. They have a titanic city frozen on the Plane of Ice, and to date travelers that have stumbled upon it have awakened horrors locked in icy stasis. Very little is known about the elder things, who have a shape unlike any in the Inner or Outer Planes. Most planar scholars agree that they have something to do with the Far Realm, that twisting plane of madness and insanity wherein dwell terrors that constantly seek to escape their prison. But did the elder things escape from the Far Realm, fleeing some other terror, or did they leave willingly? Why did they build a magnificent city on the Plane of Ice?

Elder things appear as membranous barrel-shaped creatures, standing upon a mass of tentacles at its base that allow it to walk and swim effectively. A pair of transparent wings wrap around their body perfectly that, when unfurled, allow them to fly surprisingly well. Five arm-like appendages radiate out from the center of the elder thing's body, each segmented out five times that allow for flexible movement and attacks. The head of the elder thing is a sprouting opening of four tentacles, each topped with an alien eye. Elder things speak a language that sounds like whistling that few non-elder things can speak or understand.

Ancient Calamity. The elder things that have been encountered by travelers are isolated to those frozen in hibernation around a great city hidden somewhere on the Plane of Ice. Why are they in hibernation in their city? Was the city built on the Plane of Ice originally by the elder things or was it transported from somewhere else, like the Far Realm? The stones used to build the city are clearly not native rocks to the Frostfell, so it is surmised by planar scholars that the city originated from somewhere else. But the details of what happened to bring the elder things and their fantastic city to the Plane of Ice remain a mystery.

Alien Creators. Elder things are utterly alien in appearance and thought to the normal inhabitants of the planes, and somehow they've created life that is just as bizarre within their city. Adventurers that have explored the city and returned tell of massive bubbling masses of protoplasmic sludge that move with intelligence, along with traps and corridors containing unusual metal magical objects. One adventurer, driven mad by her experience, babbles about a great lake beneath the city that holds more dangers of the elder thing's ancient designs.



ELDER THING

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 51 (6d8+24)

Speed 20 ft., fly 30 ft., swim 30 ft.

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

Saving Throws Con +6, Wis +5

Damage Resistances fire

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Elder Thing

Challenge 3 (700 XP)

Hibernation. The elder thing can enter a state of hibernation, a process that takes 1 minute to complete. While hibernating, the elder thing is treated as if sleeping, and during the hibernation it requires neither food nor water. It can remain in hibernation for as long as it desires, and the elder thing does not age while hibernating. If jostled or attacked during hibernation, the elder thing can awaken, but the process requires 1d4 rounds to complete.

ACTIONS

Multiattack. The elder thing makes three tentacle attacks.

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

ELEMENTAL, BORDER

Similar to the core Elemental Planes, the Border Elemental Planes are inhabited by creatures comprised of the basic elements of their home. These elementals are some of the purest expression of their respective planes, whether that be ash, ice, magma, or ooze, and they often treat travelers into their realms as hostile invaders to be dealt with accordingly.



ASH ELEMENTAL

Large elemental, neutral

Armor Class 14

Hit Points 102 (12d10+36)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan

Challenge 5 (1,800 XP)

Ash Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. The space it occupies is heavily obscured.

Fumes. A creature that starts its turn in a space occupied by the elemental suffers 5 (1d10) poison damage and must succeed on a DC 15 Constitution saving throw. On a failure the creature suffers the effects of the *stinking cloud* spell.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

ASH ELEMENTAL

An ash elemental is a swirling tornado-like creature of sooty wind and burnt embers. The sound of crackling fire echoes around it, and it moves with chaotic motions as it flies around its home plane. A strong stench of burning material fills the air around the ash elemental, which it can use against opponents as poisonous vapors – and worse.

ICE ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 90 (12d10+24)

Speed 30 ft., burrow 30 ft. (ice and snow only)

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., Passive Perception 10

Languages Aquan, Auran

Challenge 5 (1,800 XP)

Frigid Aura. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.

Ice Glide. The elemental can burrow through nonmagical ice and snow. While doing so, the elemental doesn't disturb the material it is moving through.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage and 7 (2d6) cold damage.

ICE ELEMENTAL

An ice elemental is a vaguely humanoid entity standing over ten feet tall with body and limbs carved from a single block of semi-transparent ice. The air around an ice elemental plummets in temperature, so much so that it can damage opponents that get too near or attempt to strike it while standing too close. They are slow movers on broad ice-chiseled legs but they are unimpeded by the natural hazards of their elemental domain. They have been known to burrow through snow to catch invaders by surprise.

MAGMA ELEMENTAL

Large elemental, neutral

Armor Class 13 (natural armor)

Hit Points 102 (12d10+36)

Speed 30 ft., swim 60 ft. (magma only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., Passive Perception 10

Languages Ignan, Terran

Challenge 5 (1,800 XP)

Magma Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. The first time it enters a hostile creature's space, that creature takes 5 (1d10) fire damage.

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

ACTIONS

Multiattack. The elemental makes two slam attacks or two magma throw attacks.

Magma Throw. *Ranged Weapon Attack:* +6 to hit, range 40/120 ft., one target. *Hit:* 13 (3d6+3) fire damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage and 7 (2d6) fire damage.

MAGMA ELEMENTAL

A magma elemental is a creature of constant change. Its rocky body is blackened from the heat, and seams between its body plates reveal dull red ribbons of lava just beneath the surface, like veins on a living being. They move surprisingly quick on their feet and they are adept at swimming through the lava of their home plane. A magma elemental's fists are nearly as powerful as an earth elemental, and it can hurl great chunks of its flaming body at opponents that stay out of slamming range.

OOZE ELEMENTAL

Large elemental, neutral

Armor Class 9

Hit Points 114 (12d10+48)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The elemental makes two mud spit attacks.

Mud Spit. *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 15 Dexterity saving throw or be restrained for 1 minute. The target may repeat the saving throw at the end of each of its turn to end the condition early.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8+4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turn, each target grappled by it takes 13 (2d8+4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.

OOZE ELEMENTAL

An ooze elemental is a mound of black and brown muck, rolling and reforming over itself constantly as it moves about. It grows arms and legs out of its bulk as necessary, and its favorite tactic is to lay hidden in a pool of slime on the Plane of Ooze for an invader to come close. It surprises opponents by enveloping them in its oozy bulk and strangling them to death, or spitting globs of pure acid at targets too far away to engulf bodily.



ELEMENTAL, PRIMAL

The swirling soup of Limbo pulls in raw elemental power from the Inner Planes and combines it in new and surprising ways. Elementals spawn randomly, and occasionally the wild chaotic stuff of the plane fuses into two or more elementals to create a massive primal elemental. These creatures are rare, but they are devastating. Contained within their vaguely humanoid forms are flowing water, solid rock, scorching flames, and blowing winds, though everything shifts constantly and one element never remains dominant for very long.

Unpredictable and Dangerous. Primal elementals are possessed of the chaotic spirit that infuses Limbo. They shift about in surprising ways, twisting their forms to suit their whims, and they are just as likely to attack a creature they see as they are to let it go. Many of these fierce elementals relish destruction for nothing more than its own sake, pounding and burning away at anything constructed or otherwise not naturally occurring in the Inner Planes.

Connected to Elemental Collisions. The massive collisions of elemental power that occur regularly across Limbo have been known to spontaneously spawn a primal elemental. Even if one of the creatures isn't created from such an event, these elementals have an innate sense for when they occur and they are drawn to any occur within a wide area (10 miles). Some planar sages theorize that the primal elementals actually feed on the ambient energy from the collision, but if this is true they do not go about it obviously.

PRIMAL ELEMENTAL

Huge elemental, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 133 (14d12+42)

Speed 60 ft., fly 40 ft. (hover), burrow 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages Primordial

Challenge 8 (3,900 XP)

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

Elemental Form. The elemental is comprised of churning, raw elemental power. Creatures that enter the elemental's space suffer 18 (4d8) bludgeoning damage and are placed adjacent to the elemental where it chooses.

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

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Limbo Native. The elemental is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes three slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage plus 7 (2d6) fire damage.

Overcharge (Recharge 4-6). Each creature within 20 feet of the elemental must make a DC 16 Dexterity saving throw as wild elemental energy ripples out in a wave, taking 21 (6d6) fire damage and 21 (6d6) lightning damage on a failed save, or half as much on a success. The elemental can choose to draw targets in or push them away with this ability.

If it chooses to draw targets in, creatures in the radius must make a DC 16 Strength saving throw. On a failure they are drawn 10 feet closer to the elemental. If it chooses to push targets away, creatures in the radius must make a DC 16 Strength saving throw. On a failure, they are pushed back 10 feet and knocked prone.

ELEMENTAL, STORM

The Storm Kings that command and direct the weather of Arcadia are powerful if somewhat detached presences of the plane. From their Compass Citadels they pull down rain, clouds, wind, and lightning according to a complex but perfectly ordered plan. While powerful in their own right, they cannot be everywhere, and each commands a nearly unlimited supply of storm elementals. These creatures resemble a gray funnel cloud, their forms marked by arcs of lightning and a driving wind that surrounds them at all times.

Agents Across Arcadia. The Storm Kings usually do not leave their Compass Citadels except to meet every cycle to determine the next cycle's weather patterns. But they each maintain interests in the goings on with the Peaceable Kingdoms below, and they use storm elementals as potent agents and representatives. In this capacity, the storm elemental records everything it hears around it, saving the information for later retelling to the Storm King directly.

Treachery of Jaraskus. The role of Storm King has been held by numerous creatures throughout time, but few have abused their position or created more problems than Jaraskus the Lightning King. He was a storm giant from a reputable family, and his father and grandfather had held the position of Lightning King before him. But upon assuming the Storm King mantle, Jaraskus became obsessed with finding the treasure he felt was hidden away in the Stormvault, a secret hiding place accessible only by the combined efforts of all four kings.

Jaraskus plotted to kidnap his fellows and force them to aid him, and he managed to assault the Compass Citadel of the Rain King and take it over briefly with an overwhelming force of storm elementals. The Cloud King and Wind Queen combined forces to eliminate Jaraskus, but the Lightning King's elemental forces went berserk and fled across the planes. Jaraskus' fate is not known, but a new Lightning King took over and the courts of the Storm Kings settled peacefully after that.

STORM ELEMENTAL

Large elemental, neutral

Armor Class 14

Hit Points 102 (12d10+36)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, thunder, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Storm Wind Aura. Powerful winds surround the storm elemental, buffeting and blowing down opponents. Creatures that start their turn within 10 feet of the storm elemental must succeed on a DC 14 Strength saving throw, suffering 13 (3d8) bludgeoning damage on a failure, or half as much on a success. Medium or smaller creatures that fail the saving throw are knocked prone as well. Ranged attacks against the storm elemental from further than 10 feet away suffer disadvantage. Fog, smoke, and other gases are kept 10 feet away from the storm elemental.

The storm elemental can drop or summon this aura at will on its turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage.

Lightning Bolt (Recharge 4-6). The storm elemental releases a crackling bolt of lightning in a 60-foot line. Creatures caught in the bolt's path must make a DC 14 Dexterity saving throw, suffering 21 (6d6) lightning damage on a failure, or half as much on a success.

ELF, SEA

In the beginning of the multiverse, the elves sprang forth and populated the lands. Most were captivated by the forests of the varied worlds, but to a select few the watery depths of the unpredictable Plane of Water drew them like a beacon. These elves dove deep beneath the waves, and were transformed through their experience into sea elves. Though they exist on many Material Planes, most sea elven historians trace their historic roots back to the Plane of Water that forever changed them.

Sea elves are somewhat shorter than regular elves with pale green or blue skin. Their hair is usually long and wavy, even when out of the water, and tends towards hues of the sea - blue, green, gray, and all shades between. They make clothing out of underwater plants and reeds, with intricate designs woven into the delicate patterns. They speak Elven and Aquan.

Home Beneath the Waves. Sea elves gather in small communities they refer to as bands. A band normally has less than one hundred members and they prefer to shape their homes out of coral using their natural magical talents. They specialize in making tridents and crossbows to ward off attackers and they are adept at using nets underwater to subdue opponents. Like all elves, sea elves have very long lifespans but their affinity towards the Plane of Water allows for change - when change is needed.

Poor Relations. As a whole, sea elves are an anti-social race. They build their homes to blend in with the surroundings as much as possible and they hunt in small groups in order to keep the location of their homes a secret. A band usually trades with locathah at an agreed upon location and the two enjoy a trading relationship, but otherwise sea elves avoid contact with other races in the Plane of Water.

Bound by Hate. The exception to the sea elves avoidance of others is the sahuagin. The two aquatic races are linked by some shared ancestry, though both refuse to acknowledge any similarities. Sea elves attack sahuagin without mercy or hesitation, and for their part the sahuagin do the same to the sea elves. It is a vicious cycle of hate that has been going on for as long as either race remembers. In the City of Glass, the sea elf and sahuagin councillors on the Azure Council rarely recognize each others' existence.

Malenti. One curious aspect of the strained relationship between sahuagin and sea elves is the birth of a malenti among the sea devils. A malenti appears physically as a sea elf but has the mindset and personality of a sahuagin. Sea elves refuse to believe malenti are real, but more than one band has been infiltrated by one of these spies and betrayed to the sahuagin at the wrong moment.

SEA ELF

Medium humanoid (elf), chaotic neutral

Armor Class 14 (seaweed vest)

Hit Points 11 (2d8+2)

Speed 30 ft., swim 30 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Elvish

Challenge 1/4 (50 XP)

Amphibious. The sea elf can breathe air and water.

Friend of the Sea. Sea elves can communicate with Small or smaller beasts that have a natural swimming speed using gestures and sounds..

ACTIONS

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Spear. Melee Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack, or 5 (1d6+2) piercing damage if thrown.

ETHEREAL MARAUDER

Ethereal marauders are aggressive carnivores native to the Ethereal Plane. They resemble bipedal blue-skinned lizards, with a long sinewy tail and a wide triangular mouth filled with jagged teeth. Three red eyes are set along the maw between smaller mandibles that it uses to latch onto prey.

Marauding Packs. Ethereal marauders are pack hunters, and they are rarely encountered in groups of less than five. They move about the Border Ethereal, stalking targets and waiting for the perfect moment to leap into the Material Plane and strike. For larger targets, ethereal marauders focus their attacks on the single foe, utilizing their ambush tactics to devastate the creature before it has a chance to retaliate.

Broad Territories. Ethereal marauders keep a large area of the Border Ethereal as their regular hunting grounds, and it's not uncommon to find packs that have marked an area of over 100 miles as their territory. The pack leader marks the territory using a strange and potent musk gland located at the tip of its tail. To an ethereal marauder, the smell can be detected in the Border Ethereal from over 50 miles away. Some strange property of the musk also allows it to be sensed in the adjoining Material Plane location, but only within 30 feet. The smell is reminiscent of putrid eggs.

ETHEREAL MARAUDER

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d8+6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	3 (-4)	12 (+1)	11 (+0)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., Passive Perception 13

Languages -

Challenge 2 (450 XP)

Ethereal Ambush. In the first round of combat, if the ethereal marauder is undetected in the Ethereal Plane and moves into the Material Plane, it gains advantage on its first attack. If the attack hits, it deals an extra 14 (4d6) damage.

ACTIONS

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

Hit: 11 (2d8+2) piercing damage.

Ethereal Jaunt. As a bonus action, the ethereal marauder can move between the Ethereal Plane and the Material Plane, and vice versa.



FELL SOLDIER

Shambling corpses of fallen warriors on Acheron are not uncommon, but sometimes these undead monsters become fused with the battle prowess of multiple fallen fighters. These fell soldiers are tough, capable opponents, wielding their weapons and armor with the skill of a seasoned warrior. Their skin is dry and leathery while their eyes are nothing but pinpricks of vibrant fire in otherwise dark and hollow sockets. When they speak, they do so in a hollow, raspy voice.

Elite Soldiers of the Necromancer King. Fell soldiers were first animated and used by the Necromancer King, a powerful lich with delusions of godhood that leads a horde of undead horrors in Acheron. The lich's fell soldiers are the elite fighters in the lich's army, backing up the rank and file skeletons and zombies and helping to coordinate maneuvers against their enemies.

Split Souls. The unholy magic that creates a fell soldier takes the souls of multiple fallen warriors and fuses them in one body. The process is dangerous, and even when successful the souls can sometimes war within the fell soldier's body. Some of these souls have unfinished business and urge the animated body to fulfill their final task.

FELL SOLDIER

Medium undead, lawful evil

Armor Class 19 (splint, shield)

Hit Points 76 (9d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Con +6, Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Infernal

Challenge 4 (1,100 XP)

Martial Advantage. Once per turn, the fell soldier can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of any ally of the fell soldier that isn't incapacitated.

Undead Fortitude. If damage reduces the fell soldier to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the fell soldier drops to 1 hit point instead.

ACTIONS

Multiattack. The fell soldier makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage, or 9 (1d10+4) slashing damage if used with two hands.





FEYR

Large groups of people that experience strong emotions of terror and fear can spontaneously create a feyr (pronounced “fear”) as the barrier to the Plane of Dreams weakens for a moment under the emotional onslaught. They are also encountered frequently in the Dreamland, usually close to civilized lands, but are generally regarded as annoying pests than anything else by the residents.

Feyrs resemble small hunchbacked creatures, with mottled hide not unlike the spongy texture of a brain. Its shifting, bulbous body is supported by a pair of trunk-like tentacles that serve as legs, with numerous other appendages squirming out around its form. The feyr’s massive jaw splits its body in half with rows of crooked black teeth, above which sits one to five eyes the color of melted gold. Its body is multicolored, shifting subtly as it moves, and shines like it’s covered with oil.

Emotional Predator. Feyrs prey on creatures exhibiting strong emotions. They slither and crawl in shadows, seeking out sources of emotional outbursts. Children and teenagers are favored targets by feyr as they have not learned to master their emotions.

Down with the Dawn. Feyrs have no fear and no thought except to feed, so they are usually destroyed come morning. They are not tactically minded enough to avoid sunlight or even to stop its relentless pursuit of strong emotions, which usually keeps their numbers in check in the Plane of Dreams.

FEYR

Small aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 22 (4d6+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	5 (-3)	11 (+0)	10 (+0)

Damage Resistances psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., Passive Perception 12

Languages understands Common but cannot speak

Challenge 1 (200 XP)

Sunlight Hypersensitivity. The feyr takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage. Any creature damaged by the feyr's bite suffers disadvantage on Wisdom saving throws until the end of their next turn.

Frightful Presence. Each creature of the feyr's choice that is within 30 feet of the feyr and aware of it must succeed on a DC 13 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 feyr's Frightful Presence for the next 24 hours.

GREAT FEYR

When multiple feyrs gather together, usually formed as a result of a particularly traumatic or powerful event, they slide their bulks together and form a single great feyr. A great feyr resembles its lesser brethren, except its bulk has expanded out to more than 10 feet wide, and three hideous mouths sit around the blasphemous section that passes for the monster's face. Great feyrs are intelligent, wicked, and less prone to slink away with the sun, but capable of spreading fear and madness for years if left unchecked.

GREAT FEYR

Large aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 120 (16d10+32)

Speed 30 ft., fly 60 ft.

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

Damage Resistances psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 8 (3,900 XP)

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

At will: *detect thoughts*, *greater invisibility* (self only)

3/day: *confusion*

1/day: *weird*

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

ACTIONS

Multiattack. The great feyr makes three attacks with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) piercing damage. Any creature damaged by the feyr's bite suffers disadvantage on Wisdom saving throws until the end of their next turn.

Frightful Presence. Each creature of the feyr's choice that is within 120 feet of the feyr and aware of it must succeed on a DC 15 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 feyr's Frightful Presence for the next 24 hours.

FEYSTAG

Feystag are unusual creatures of the Plane of Faerie with an innate control over magical items and objects. They are intensely curious and usually seek out travelers from outside the Feywild in search of new and interesting objects to study and control. A feystag appears as a large house cat, roughly four feet tall, that can walk on its hind legs or on all fours as it chooses. A pair of antlers rise from their heads, and their front paws end in long clawed fingers and a thumb that allow them to manipulate objects. They often speak multiple languages picked up in their travels.

Curious Cats. Feystags can control magical items, but rarely do they use this ability for harmful or evil ends. Often times, they simply explore the capabilities of such items, which can often lead to dangerous results for those around them. They can sense magical items in the same way that a cat can smell a mouse, and once they hone in on an item they begin to puzzle through what it can do. They automatically pick up command words but using their innate abilities they do not need to speak them aloud to trigger desired effects.

Solitary Hoarders. Feystag rarely gather together, preferring instead to keep to their own lives and secrets. They hoard magical trinkets of all kind, usually minor baubles and the like, and they can be bargained with for new and interesting items. They have long memories and are sometimes sought out specifically for their extensive knowledge of magical items and artifacts.

FEYSTAG

Small fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 22 (5d6+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	18 (+4)	15 (+2)	16 (+3)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses darkvision 120 ft., Passive Perception 14

Languages Common, Sylvan, any four other languages

Challenge 2 (450 XP)

Dweomer Sense. The feystag detects the presence of magical items and auras automatically to a range of 60 feet.

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

3/day: *dispel magic*, *invisibility*

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

ACTIONS

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

Control Magical Item. The feystag chooses a non-artifact magical item within 60 feet of it and attempts to take control over the item. If the item is unattended, unattended, and non-intelligent, the attempt is automatically successful. If the object is held, attuned, or intelligent, the possessor must succeed on a DC 14 Intelligence saving throw. On a failure, the feystag assumes control of the item until the end of its turn.

A feystag with control over a magical item chooses one of the following effects to occur:

Suppress Magic. The magical item is rendered inert and does not function for 1 minute or until the feystag releases the suppression as a bonus action.

Trigger Magic. The feystag chooses an effect or power available to the wielder of the magical item and triggers it. If this effect or power would target the wielder of the magical item, the feystag can choose itself as the target of the power.

FIRE FLY

Not all of the bright lights in the air on the Plane of Fire are burning remnants falling to the scorched ground. Some of them are large beetle-like creatures called fire flies, barely identifiable by the sound of their wings beating together which resembles the sound of burning paper. They are each about a foot long, with six legs tucked in close for flight, dark red carapace that protects them, two large mandibles for grasping food, and a thorax that glows with the same black and orange light as flaming debris.

Voracious Swarms. Fire flies are voracious hunters and are drawn instinctively to burnt carcasses. After large battles on the Plane of Fire where the dead and wounded litter the ground, clouds of fire flies descend to pick clean the bodies of the fallen. It is common to see a swarm of fire flies near packs of wandering cinderbones.

Cycle of Life. A fire fly has an expected life span of one year. They emerge as large larva from white hot eggs buried in ash and within a week transform into their normal winged forms. Fire fly egg shells are thought to possess magical qualities when used as material components for some fire-based spells.

FIRE FLY

Small elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 13 (3d6+3)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-2)	18 (+4)	12 (+1)	5 (-3)	10 (+0)	10 (+0)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Ignan

Challenge 1 (200 XP)

Burst. When a fire fly is reduced to 0 hit points, the fiery energy inside of it bursts out. Every non-elemental creature within 5 feet of the burst fire fly must make a DC 12 Dexterity saving throw, suffering 5 (2d4) points of fire damage on a failure.

Glow. A fire fly sheds dim light in a 30 foot radius around itself at all times.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d4+4) piercing damage.

FIRE HOUND

Great packs of fire hounds roam the blasted landscape, posing a constant danger to the unprepared (or slow). These creatures resemble crimson mastiffs of larger than normal size with flames licking at their fur and tails and burning embers for eyes. Their teeth are capable of tearing flesh from bone, and once they've clamped down on a victim death is usually their only release.

Hunting Hounds. Fire hounds are often trained from birth to be hunting animals by both the efreet and azer. Many efreet lords keep kennels of the great beasts with the sole purpose of torturing slaves, and they delight in sending them out to track down escaped slaves. The Grand Sultan of the City of Brass is known to bet on fire hound races which have become a lucrative gambling sport in the city. Azer are known to train fire hounds as guardians of their underground lairs and generally treat them much better than the efreet.

Cinderjaws the Untamed. Rumors in the City of Brass have recently spread about a very large fire hound that has been stalking the wastes outside the city walls. Known as Cinderjaws, this great beast commands an independent pack of his kin and has been seen hunting down efreet that travel in small numbers from the City of Brass. Whispers in the halls of the Charcoal Palace say Cinderjaws was once a favored pet of the Grand Sultan that grew too violent for racing and was set free rather than destroyed.

FIRE HOUND

Large elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10+14)

Speed 50 ft.

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

Skills Perception +4, Stealth +5

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Passive Perception 14

Languages -

Challenge 2 (450 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 3 (1d6) fire damage. If the target is a creature, the fire hound locks its jaws onto the victim.

Flaming Jaws. If the fire hound has its jaws locked onto a victim, it automatically deals 7 (1d6+4) piercing damage and 7 (2d6) fire damage each round on its turn instead of a bite. The fire damage increases by 1d6 for each additional round the fire hound keeps its jaws locked. A locked fire hound can be removed with a DC 14 Strength check.



FLAVABEEK

Flavabeeks are one of the unusual native creatures found in the Ever-Changing Chaos of Limbo. They have the general shape of a pelican, with a sharpened beak capable of holding a large number of tiny prey, but they are completely featherless. Fish-like scales cover their body, and a thin membrane stretches between their wings to propel them in the air and water. Flavabeeks have no legs, which on Limbo isn't much of an impediment, and its natural immunities to elemental damage keep it alive through the colliding power of the plane.

Debated Origin. Flavabeeks appear to be the combination between a fish and bird, but planar sages debate about the origin beyond this generally accepted fact. The creature's scaly body and ability to breathe water is definitely fish-like, while its form and large pelican-like beak are avian in nature. Are they result of an arcane experiment gone awry, similar to the owlbear? Or are they refugees from the early days of the multiverse when gods experimented with life and this one simply survived?

Fluid Gender. Flavabeeks lay eggs in nests built from pools of elemental energy, but the creature's gender can switch spontaneously as the need or whim arises. There is no physical difference between the male and female flavabeek, and some sages contend that the creature is actually a third gender that combines the reproductive capabilities of both sexes. It doesn't reproduce asexually, however, and a mated pair stay together until one of them lays eggs.

FLAVABEEK

Medium aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 22 (4d8+4)

Speed 0 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +4

Damage Immunities acid, cold, fire, lightning

Senses darkvision 60 ft., passive Perception 14

Languages --

Challenge 1 (200 XP)

Amphibious. The flavabeek can breathe air and water.

Dive Attack. If the flavabeek is flying or swimming and dives at least 30 feet toward a target and then hits with a bite attack, the attack deals an extra 7 (2d6) damage to the target.

Flyby. The flavabeek doesn't provoke an opportunity attack when it flies or swims out of an enemy's reach.

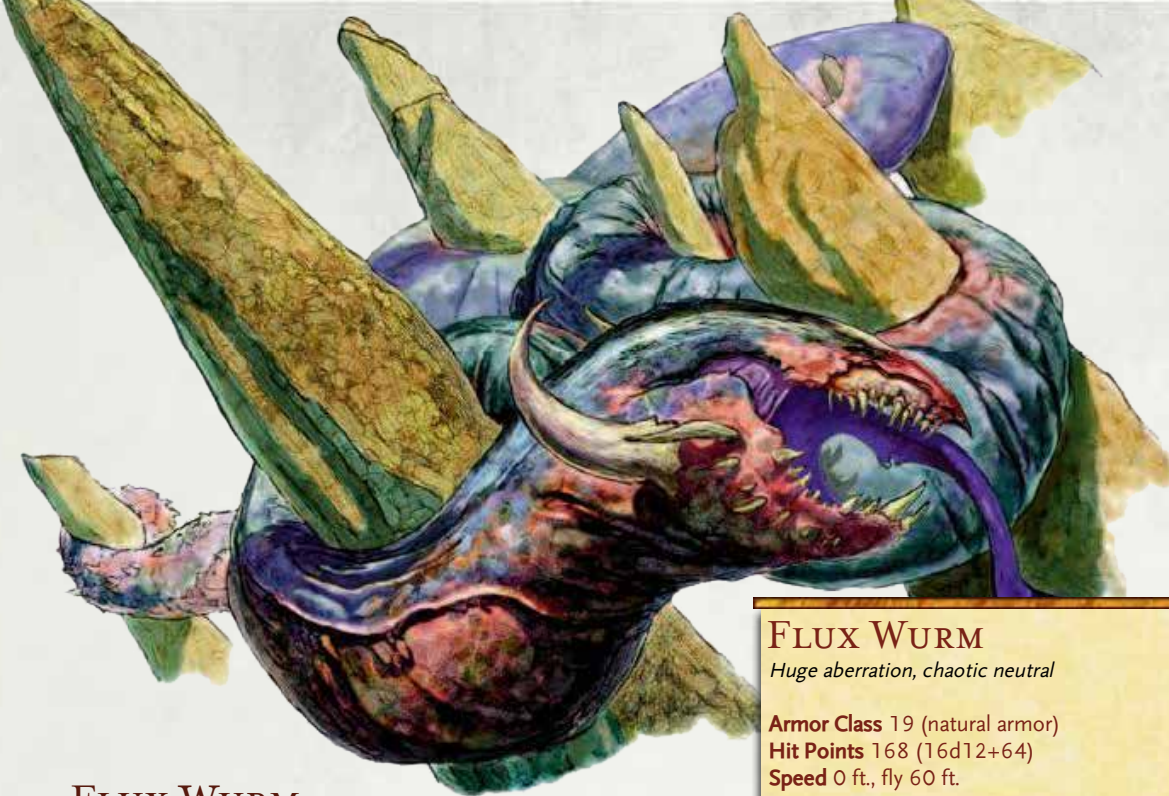
Keen Sight. The flavabeek has advantage on Wisdom (Perception) checks that rely on sight.

Limbo Native. The flavabeek is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

ACTIONS

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

Dissonant Squawk (Recharge 5-6). The flavabeek lets out a squawk that carries a distinct dissonant tone that repels creatures. Non-flavabeek creatures within a 60-foot cone must make a DC 12 Wisdom saving throw. On a failed save, it takes 7 (2d6) psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from the flavabeek. On a successful save, the creature takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.



FLUX WORM

Flux wurms are long, serpentine monsters that move swiftly through Limbo's jumble of elemental collisions. Shimmering black and cobalt blue scales cover its length, broken up by patterns of bright blue that shift and move as the flux worm flies about. Its head is crocodilian, with a long tooth-filled snout, but it has no arms, legs, or wings – it moves about by coiling and uncoiling on unseen electrical currents in the air. A dazzling frill arches along its spin which it uses to collect and harness lightning power.

They earned their name from a natural ability to convert incoming elemental energy into lightning, which it uses as superfuel, regaining health and increasing speed and ferocity after such events. As befits a creature of Limbo, the flux worm's conversion ability is not constant and occurs randomly, but that doesn't deter the creature from relying upon it in combat.

Lightning Fast Predators. Flux wurms are solitary hunters feeding on the electrical energy of living creatures. They dart quickly about, searching for food, but they are not patient creatures – when they spot prey, they move in with lightning speed to strike hard and fast. Flux wurms have been known to follow chaos storms across Limbo, waiting for the unpredictable storm to waylay smaller creatures. The random elemental damage thrown around by chaos storms can aid flux wurms in their endeavors.

Masters of the Wurmways. The Wurmways is a great cloud of semi-solid vapor and earth particles floating through Limbo, largely resisting the natural fluctuations of the plane to spontaneously transmogrify into other elements. Streaks of lightning fill the cloud and hundreds of tube-like tunnels crisscross its interior, giving the structure its name, for flux wurms are drawn to the Wurmways like moths to a flame. Did they originate somewhere in the strange vapor stone cloud? Do they guard eggs inside? Few that have ventured inside have come out with anything more than horror stories of flux wurms larger than any previously encountered.

FLUX WORM

Huge aberration, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 168 (16d12+64)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	19 (+4)	7 (-2)	11 (+0)	7 (-2)

Skills Perception +4, Stealth +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning

Condition Immunities stunned

Senses blindsight 120 ft., passive Perception 14

Languages understands Common but cannot speak

Challenge 9 (5,000 XP)

Energy Flux. Whenever the worm is subjected to acid, cold, or fire damage, roll 1d20. On a roll of 11 or higher, the damage type is changed to lightning.

Immutable Form. The worm is immune to any spell or effect that would alter its form.

Limbo Native. The worm is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

Lightning Absorption. Whenever the worm is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt. In addition, until the end of the worm's next turn, it benefits from the effects of the *haste* spell.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its tail barb.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) piercing damage and 14 (4d6) lightning damage.

Tail Barb. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8+7) slashing damage.



FORMIAN

Across all the multiverse, few creatures are as single-minded or industrious as the ant-like formians. These creatures appear as a cross between a centaur and an ant of varying size depending on the type of formian. Their rigid caste-based society is inflexible but efficient, with little or no individuality among the ranks. All efforts are done for the greater benefit of the hive with no regard for the cost to the one or few. It's a harsh life but each formian understands their purpose in the hierarchy and performs their duties without personal thought.

Hive Structure. Formians divide themselves into three broad castes, though some hives have specialized members of one or more castes suited to specific needs. The lowest caste are the drones, who are also the smallest formians. They are suited to menial labor and excel at performing physical tasks such as digging or building in service to the hive. The second caste are the warriors, charged with defending the hive against enemies and working as a unit. The third caste are the elite queenguards, more intelligent than the lower castes with magical talents to help aid them in their assigned tasks. The top caste is the queen herself. There is no mobility among the ranks. A drone is born a drone and is destined to die a drone.

Planar Expansion. The goal of every formian hive is to expand to control as much territory as possible. They force order upon the world at the drive of their queen, who sees everything non-formian as unbridled chaos. They build expansion colonies to hold their territories and they have little regard for the lives of creatures that stand in their

FORMIAN DRONE

Small monstrosity, lawful neutral

Armor Class 14 (natural armor)

Hit Points 11 (2d6+4)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	9 (-1)

Damage Resistances fire, lightning

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, petrification, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Formian

Challenge 1/2 (100 XP)

Hive Mind. Each formian shares a psychic link to every other formian within a 1-mile radius. Information and details are passed instantly between the formians as long as they are all connected through the hive mind.

Industrious. The formian has advantage on Dexterity and Strength ability checks.

Repair. The formian can use the *mending* cantrip at will without material, somatic, or verbal components.

ACTIONS

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

way. Formians originate from the Clockwork Nirvana of Mechanus where the largest hive-cities stand, and their expansion efforts have brought them across the multiverse. In Arcadia, several hive-cities have sprung up but the queens in charge have taken a less aggressive stance towards their goal of total domination, instead working within the confines of the law-based structure that guides the workings of that plane.

Body Language. The Formian language is not spoken but instead performed in an efficient manner quicker and more nuanced than most spoken languages. Formians use every part of their body when “speaking” to one another, making it impossible for non-formians to communicate in it (without the use of antennae, segmented bodies, mandibles, and other specific body parts the language falls apart).

Will of the Queen. Each formian hive is ruled by a queen, a monstrosity huge creature with potent magical abilities but the inability to move for herself. The queen sits at the top of the rigid society and is supposed to be the only one with free will, as it is her vision and drive that moves the hive toward greater and greater glories and conquests. Few queens are altruistic, and some are ruthless and cruel in their machinations. Their breeding chambers are filled with hundreds or thousands of eggs, the result of their mating with the elite queenguards chosen as consorts.

FORMIAN SOLDIER

Medium monstrosity, lawful neutral

Armor Class 15 (natural armor)

Hit Points 26 (4d8+8)

Speed 40 ft., climb 40 ft.

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

Damage Resistances fire, lightning

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, petrification, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Formian

Challenge 2 (450 XP)

Hive Mind. Each formian shares a psychic link to every other formian within a 1-mile radius. Information and details are passed instantly between the formians as long as they are all connected through the hive mind.

Industrious. The formian has advantage on Dexterity and Strength ability checks.

Pack Tactics. The formian has advantage on an attack roll against a creature if at least one of the formian's allies is within

ACTIONS

Multiattack. The formian makes two attacks: one with its claws and one with its stinger.

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

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage plus 7 (2d6) poison damage.

DRONE

Drones are the most common type of formian, and a hive is usually comprised of at least 50% drones among its members. They are small, no bigger than a large dog, but industrious and single-minded in their pursuits. They cannot speak but are fluent in the Formian body language, which is adept at conveying complex messages in short time frames. Drones do not wield weapons but can defend themselves with claws if the livelihood of their queen or hive is threatened.

WARRIOR

The formian warriors are larger than the drones, each standing about 7 feet tall. Their claws are larger and more jagged than the drones, capable of piercing thicker hides, and their tail has developed a poisonous stinger it uses to attack opponents. Warriors use the formian hive mind in combat, picking up on the subtle clues of its allies to strike at the least vulnerable locations on a target. Formian warriors take orders delivered from a queen or a queenguard through their linked hive mind – most hives have no other commanders or generals than this link.

FORMIAN QUEENGUARD

Large monstrosity, any lawful alignment

Armor Class 18 (plate armor)

Hit Points 67 (9d10+18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	16 (+3)	11 (+0)	9 (-1)

Damage Resistances fire, lightning

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, petrification, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Formian

Challenge 6 (2,300 XP)

Hive Mind. Each formian shares a psychic link to every other formian within a 1-mile radius. Information and details are passed instantly between the formians as long as they are all connected through the hive mind.

Industrious. The formian has advantage on Dexterity and Strength ability checks.

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

At will: *detect magic*, *detect thoughts*

3/day: *charm monster*, *locate object*, *teleport*

ACTIONS

Multiattack. The formian makes three attacks: one with its stinger and two with its spear or claws.

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

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

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 14 (4d6) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

QUEENGUARD

As large as a pony, the queenguard formians are the elite members of the hive that serve the needs of the queen directly. They have minor magical powers and a well-developed poison in their stinger, but they prefer to attack with oversized spears. Queenguards wear specialized plate armor over their bodies, further marking their station in the hive. They are intelligent, cunning, and competent, executing the needs of their queen and hive with ruthless efficiency. The greatest deficiency of a formian queenguard is its general lack of imagination, a trait lacking in most formians other than a queen.

GALAYON

Kind, gentle, and supportive, galayons are spectral beings that protect halfling homes and burrows. They rarely appear physically, preferring to remain invisible, but when they choose to manifest they appear as an incorporeal elderly halfling suffused with radiant blue light. They are well-regarded by halfling families and welcomed into their homes as kindly spirits who help defend and teach the younger generations.

Teachers and Guides. Galayons are not just guardians against intruders. They are also well-regarded as teachers, advisors, and guides, and when they attach to a family they voraciously seek out all family knowledge in order to learn from the past and teach the future. They are patient teachers, and many halfling children have grown up in households with a galayon as their tutor, teaching them their family history, basics of math and science, and the principals of a good life spent working towards the betterment of the community.

Council of Generations. In the Green Fields of Mount Celestia, Yondalla and the other halfling powers live and play with countless halfling families. Galayons are an important part of life in the Green Fields and nearly all halfling burrows have at least one to help raise younger generations. A group of galayons help advise Yondalla herself. Known as the Council of Generations, these galayons are well-versed in the lore of the halflings as a whole and help provide advice to Yondalla. Though her own wisdom is great, the halfling goddess is always eager to hear other points of view, and the Council of Generations holds more knowledge of halfling history than any other single group in the multiverse.

GALAYON

Small celestial, lawful good

Armor Class 13

Hit Points 55 (10d6+20)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	14 (+2)	10 (+0)	17 (+3)	17 (+3)

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

Damage Immunities cold, necrotic, poison, radiant

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Halfling

Challenge 4 (1,100 XP)

Guardian Ward. The galayon can target up to 8 creatures that spend a long rest within sight of it with a guardian ward. Creatures with the guardian ward receive 14 (4d6) temporary hit points and gain resistance to acid, fire, lightning, and thunder damage. These effects last until the creature takes a long rest.

Incorporeal Movement. The galayon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The galayon can use a bonus action to turn invisible. The effect ends if the galayon attacks or casts a spell.

ACTIONS

Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6+3) radiant damage.

Guiding Light (3/Day). The galayon chooses up to 8 creatures it can see within 60 feet. Once per round, the targeted creature can roll a d4 and add the number rolled to an ability check. The effect lasts for 1 hour.

GAR FISH

Arborea's aquatic second layer, Aquallor, is a freshwater ocean of green and blue water. It holds numerous creatures that are normally not found in freshwater locations, such as sharks and whales, but the numerous gar fish are a constant threat. These large flesh-eating fish have thick scales and long narrow mouths capable of lightning quick snaps at targets, and they produce a natural poison that make them a deadly foe to face underwater.

Though the gar are found predominantly in Aquallor's shallow depths, the numerous rivers and lakes that crisscross Arvandor have also played home to schools of these deadly predatory fish. They are patient hunters with unusual lungs that allow them to stay still for long periods of time, waiting for the right moment to strike. Gar can also be found in the deeper swamps of Arborea.

Spawning Pools & Pearled Eggs. Gar travel far from their spawning regions, which are usually located in shallow swamps filled with reeds and thick vegetation. On Aquallor, these spots occur spontaneously as islands are pushed from the ocean floor complete with mats of heavy seaweed that provide perfect cover for the gar's spawn. Eggs are laid in great pods in these spawning pools and then left to fend for themselves. Many eggs are devoured by water insects and ambitious fish, but some hatch into newborn gar who then mature rapidly.

Rarely, a gar on Aquallor lays an egg that is not an egg, but instead a shimmering blue pearl. The sea elves believe this is a blessing of Deep Sashelas, their aquatic god, and teams of pearl hunters have been known to scour the spawning pools of the gar in search of these rare objects. Each one is unique but most possess fantastic magical properties. The sea elves consider it a great blasphemy for a non-sea elf to be in possession of a pearled gar egg.

ARMORED GAR

One of the smaller species of gar, the armored gar is covered with thick scales that protect its insides from many attacks. They are slower than many other fish, but when they move to strike they can lunge with surprising speed and accuracy. The elves of Nasselaithess have been known to hunt the armored gar and use the scales to make fashionable armor plates, a practice borrowed from their aquatic cousins the sea elves in the shallow waters of Aquallor.

HUNTING GAR

Large enough to challenge sharks, the hunting gar is a feared predator with a knack for taking down bigger prey. The jaws of the hunting gar are wider than its body but just as long as its smaller cousins, and this massive bite is capable of tearing through flesh and bone in an instant. When a hunting gar senses blood, like a shark it moves in for the quickest kill to feast on the unfortunate victim at its leisure.

ARMORED GAR

Medium beast, unaligned

Armor Class 17 (natural armor)

Hit Points 45 (6d8+18)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 2 (450 XP)

Water Breathing. The gar can breathe only underwater.

ACTIONS

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

Hit: 7 (1d10+2) piercing damage plus 14 (4d6) poison damage.

ROTTEN GAR

Sometimes, in the passionate realm of Arborea, nature and life take a dark turn. No one has yet been able to identify how or why some gar transform into undead monsters, but rotten gar are feared creatures by all dwelling in the waters of Aquallor and around the rivers of Arvandor. The natural poison of the fish is amplified in the rotten gar allowing it to exhale clouds of dangerous fumes capable of killing stout elves and other fish with ease. They are not possessed of any keen malevolence and seem to want nothing more than to eat and survive just as other gar, but there is something unnatural about them.

The sea elves of Aquallor believe the rotten gar originate from a dark place in the ocean known as the Bones of the Cold Caller. Deep Sashelas and her priests have forbid any talk of the unholy place within the Crystal Temple, but everyone knows it's a foul and dark place. Exactly what happened there and why it's shunned by the sea elves is a legend few of the aquatic dwellers are willing to tell strangers.

Undead Nature. A rotten gar doesn't require air, food, drink, or sleep.

HUNTING GAR

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 68 (8d10+24)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 3 (700 XP)

Blood Hunter. The gar inflicts an extra 9 (2d8) damage to a target that is below its maximum hit points.

Water Breathing. The gar can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8+4) piercing damage plus 14 (4d6) poison damage.

ROTTEN GAR

Medium undead, unaligned

Armor Class 15 (natural armor)

Hit Points 75 (10d8+30)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 13

Languages --

Challenge 5 (1,800 XP)

Noxious Aura. Living creatures that start their turn within 30 feet of the gar must succeed on a DC 14 Constitution or be poisoned until the start of their next turn.

Water Breathing. The gar can breathe only underwater.

ACTIONS

Multiattack. The gar makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 10 (1d10+5) piercing damage plus 14 (4d6) poison damage.

Poisonous Cloud (Recharge 5-6). The gar releases a poisonous cloud in a 30-foot radius centered on itself. Creatures in the area must make a DC 14 Constitution saving throw, suffering 21 (8d6) poison damage on a failure, or half as much on a success.

GARGOYLE, ANCIENT

Ancient gargoyles, or true gargoyles as they refer to themselves as, are creatures born out of the Plane of Earth through some forgotten process. They are more intelligent and cunning than standard gargoyles though no less cruel, and their long life spans give them a unique perspective on the activities and schemes around them. Their stony skin and wings ranges in color from pale gray to rocky brown but their eyes are gemstones – emeralds, rubies, sapphires, diamonds, and other types.

A Dying Race. Whatever process spawned the ancient gargoyles has been lost to the ages for centuries. As long as an ancient gargoyle dies on the Plane of Earth, however, it reforms some days later, creating an immortal race as long as they don't leave their home plane. Despite this, their numbers are limited, but some of the Gargoyle Princes are seeking ways to create more of their kind. If they were to succeed they would be able to sweep over the Plane of Earth in a wave of conquest and bloodshed.

Puppet Masters. Ancient gargoyles are rarely seen as the rank and file soldiers – they view such assignments as beneath them. They are much more likely to be pulling the strings of a plot from far away, using magical items and other resources to the best of their ability to control the outcome of planned events. They are rarely encountered outside the Plane of Earth, but when they are they are extremely cautious.



ANCIENT GARGOYLE ASSASSIN

Medium elemental, neutral evil

Armor Class 19 (natural armor)

Hit Points 65 (10d8+20)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +7, Wis +5

Skills Perception +8, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Terran

Challenge 5 (1,800 XP)

Assassinate. During its first turn, the ancient gargoyle assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the ancient gargoyle assassin scores against a surprised creature is a critical hit.

Cunning Action. On its turn, the ancient gargoyle assassin can take a bonus action to Dash, Disengage, or Hide.

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Magic Resistance. A ancient gargoyle has advantage on saving throws against spells and other magical effects.

Return to Stone. When reduced to 0 hp, as long as the ancient gargoyle is on the Plane of Earth, their stone bodies dissolve into the earth immediately, leaving behind any equipment. They reform 2d6 days later in a location of their choice within 1 mile of their death. They retain all memories of their life when they reform.

Sneak Attack (1/Turn). The ancient gargoyle assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of any ally of the ancient gargoyle assassin that isn't incapacitated and the ancient gargoyle assassin doesn't have disadvantage on the attack roll.

Stone Strength. A melee weapon deals one extra die of its damage when the ancient gargoyle hits with it (included in the attack).

ACTIONS

Multiattack. The ancient gargoyle assassin makes two melee attacks.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

ANCIENT GARGOYLE WARRIOR

Medium elemental, neutral evil

Armor Class 17 (natural armor)

Hit Points 85 (10d8+40)

Speed 30 ft., fly 60 ft.

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

Saving Throws Con +7, Wis +3

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Terran

Challenge 5 (1,800 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Magic Resistance. A ancient gargoyle has advantage on saving throws against spells and other magical effects.

Return to Stone. When reduced to 0 hp, as long as the ancient gargoyle is on the Plane of Earth, their stone bodies dissolve into the rocks immediately, leaving behind any equipment. They reform 2d6 days later in a location of their choice within 1 mile of their death. They retain all memories of their life when they reform.

ACTIONS

Multiattack. The ancient gargoyle warrior makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.



GARMR

The foggy pine forests of Niflheim are populated with dangerous beasts of all kinds, each uniquely adapted to their gloomy terrain. The mournful howl of the garmr, lost in the fog and coming from seemingly everywhere, sends a shiver down even a fiend's spine. Garmr resemble wolves, larger and leaner with a more pronounced jaw, with ghost-gray fur covering their surprisingly lean frames. The eyes of a garmr glow a dull orange and are usually only visible in the Niflheim fog moments before the powerful predator leaps out to savagely attack a target it has marked as prey.

Hounds of the Gloom. Garmr are found exclusively in Niflheim, and are known as hounds of the gloom by the deathly members of the courts of Hel and Arawn. Their knack for moving swiftly and silently in the obscuring fog makes them difficult to track and most try to avoid the known garmr territories. Unfortunately, the boundaries of these territories are notoriously difficult to discover, and more than one visitor to the Halls of Hel or the Isles of the Cursed have fallen victim to a pack of garmr in the pine forest wilderness.

GARMR

Large fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10+24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	5 (-3)	13 (+1)	8 (-1)

Skills Perception +5, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 60 ft., darkvision 60 ft., passive Perception 15

Languages understands Giant but cannot speak

Challenge 4 (1,100 XP)

Fog Jump. While heavily obscured, the garmr can use a bonus action to teleport to an unoccupied space it can see within 60 feet.

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (1d11+4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage.

Hunting Pack of Hel. Hel, one of the goddesses of death that makes up the Triumvirate of the Grave, has keeps a kennel in her realm where savage garmr are raised and trained to hunt for their mistress. These beasts are unusually large and ferocious, and work together as a team to take down larger foes as chosen by Hel or one of her chosen hunters. The hunters that keep the garmr are undead barbarians just as savage as their beasts – no leashes or collars are used, and the hunters are just as likely to join in the savagery with bare hands when they fall upon prey in the Niflheim forests.

GASPAR

Gaspar are massive herd animals that wander the grasslands and light forests of the Beastlands, specifically in sun-filled layer of Krigala. They are proud creatures that often run with the herds of Batris the elk lord, but even the animal lord is wary of the gaspar's ability to rip holes in the multiverse to send foes hurtling across the planes. Male and female gaspar have magnificent racks of gleaming horns – male horns are gold while female horns are silver. Reddish fur covers their thick, muscled bodies and their hooves are capable of pounding foe and ground alike.

Antlers of Planar Power. Gaspar are hunted by ruthless individuals seeking their horns, which possess powerful planar transportation abilities even after the creature is dead. The creature's sheer size, strength, and defensive ability makes taking one of the beasts down a difficult prowess for all but the canniest of hunters. The elk lord Batris holds a special grudge for any hunter that kills a gaspar only for its horns.

Migration Movements. As a herd animal, gaspar travel in regular migration patterns across the landscape of Krigala. With no definite seasonal change, however, the timing of the migration is difficult for outsiders to predict. Sometimes, a gaspar herd remains in a region for months at a time, while other times they are constantly on the move in search of other lands. Planar scholars believe they are in tune to the natural needs of the Beastlands, and their migration patterns are dictated by the desires of the plane itself rather than self-preservation. The land in the wake of a gaspar herd is trampled and torn, but from such soil disruption new plant life emerges almost immediately.



GASPAR

Huge beast, any alignment

Armor Class 15 (natural armor)

Hit Points 105 (10d12+40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages Celestial

Challenge 7 (2,900 XP)

Charge. If the gaspar moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 27 (6d8) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

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

ACTIONS

Multiattack. The gaspar makes two attacks, one with its hooves and one with its gore.

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

Planar Rip (1/Day). The gaspar uses its horns to rip a temporary hole in the multiverse. Creatures within 20 feet of the gaspar must succeed on a DC 16 Wisdom saving throw or be pulled into the hole and sent to a random plane. Choose a plane or roll randomly on the Astral Color Pools table in the *Dungeon Master's Guide* to determine the destination. All of the creatures that fail the saving throw are transported to the same plane.

GENIE, DAO

Few would argue that the dao are the most powerful force on the Plane of Earth – certainly no dao would argue with this point! They are greedy and cruel, always seeking to curry favor with the Great Khan and his allies in order to secure their own position of power in the khanate. The largest concentration of dao is found in the Sevenfold Mazework, also known as the City of Jewels, but many other outposts are maintained throughout the Plane of Earth.

Dao see every non-dao as innately inferior, and they view inferior creatures as nothing more than slaves. Their outposts and cities are filled with all manner of slaves captured from both the Plane of Earth and across the multiverse. Earth elementals, pech, sandlings, gargoyles, dwarves, and gnomes are the most common, but elves, humans, and genasi can also be found in great numbers.

No Place Like a Mazework. Dao outposts across the Plane of Earth are located in mazeworks – a series of tunnels and passages carved to confuse and disorient intruders. Most mazeworks contain a 50:1 ration of slaves to dao, though some hold teams of digging and mining slaves in much greater quantities. The mazework interior is broken up into wings for each individual dao and their personal servants along with pens for the working and warrior slaves. The center of each mazework is normally reserved for the head of the family, normally a khan, who seeks greater glory for their family and selves in the eyes of the Great Khan in the Sevenfold Mazework.

Seeking the Motherlode. Dao are continually searching the plane for the rarest of mineral veins referred to as the Motherlode. This serpentine vein of priceless ore moves constantly, a phenomena believed by many to be the simple shifting of the plane's massive earth layers. Others believe the Motherlode has an intelligence of its own. Finding the Motherlode is the dream of all dao, and when they come upon access to the vein they move with speed and deliberation. Usually they only get a day of mining before the vein leaps and disappears into the earth once again.

Gem Lovers. To the dao, gemstones are precious and full of uses. Gemstones of all shapes and sizes can be enchanted to hold great and powerful magic, and they can also provide dim light for slaves to work by. They can be crushed and sprinkled over food as a delightful spice or they stud a building for a fantastic prismatic glow.

NOBLE DAO

Large elemental, neutral evil

Armor Class 18 (natural armor)

Hit Points 315 (18d10+126)

Speed 130 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	18 (+4)

Saving Throws Int +6, Wis +6, Cha +9

Condition Immunities petrified

Senses darkvision 120 ft., passive Perception 11

Languages Terran

Challenge 13 (10,00 XP)

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

Elemental Demise. If the dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

Innate Spellcasting. The dao's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *passwall*, *move earth*, *see invisibility*, *stone shape*, *tongues*
3/day each: *conjure elemental* (earth elemental only), *disintegrate*, *gaseous form*, *invisibility*, *phantasmal killer*, *plane*

ACTIONS

Multiattack. The dao makes three fist attacks or three gem-studded maul attacks.

Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 15 (2d8+6) bludgeoning damage.

Gem-Studded Maul. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 19 Strength check or be knocked prone.

LEGENDARY ACTIONS

The noble dao 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 noble dao regains spent legendary actions at the start of its turn.

Gem Shield. The noble dao creates a shimmering shield of force, adding +3 to hits AC until the start of its next turn.

Maul Attack. The noble dao makes a gem-studded maul attack.

Spell (Costs 2 Actions). The noble dao casts one of its at will or 3/day innate spellcasting spells.

GENIE, DJINNI

Like most genies, the djinn of the Plane of Air are proud to the point of arrogance, but they have much to be proud of. The djinn have built massive citadels on the elemental plane, havens of freedom and institutions of learning available to all who pay their proper respects. Though they are as wild and chaotic as the winds of their native land, djinn have an innate sense of honor and a deep reverence for customs and traditions – when it suits their needs.

Whims of the Winds. The mood of a djinni is like a storm – volatile, powerful, and unpredictable. They can be amenable hosts, especially to gracious and flattering guests, but the slightest social misstep can send them into a furious rage. That rage can be abated by a joke, sending the djinni into fits of laughter that cause it to forget the slight in the first place. Non-natives that deal with the djinn in their homeland should be prepared to expect the unexpected.

Ambitious Schemers. Djinn that live long enough to hold the title of noble are ambitious and crafty, even if they have the best interests of other creatures at heart. The schism between what is right and what is wrong becomes blurred for these djinn, who often justify their actions as means to a noble end. This can cause more than a few to act more in line with the efreets that they loathe so much, a comparison sure to cause an upset to any djinni.

Hall of Welcome. Every djinni citadel is built with a special room called the Hall of Welcome, where visitors are greeted and treated to food and wine to their heart's content. Most djinn keep their doors open to travelers on the Plane of Air, for they know that places of respite and safety are few and far between across the realm. In the Citadel of Ice and Steel, the home of the Great Caliph of the Djinn and largest of all djinn strongholds, the Hall of Welcome is a full palace unto itself, with well-respecting servants attending to all the needs of travelers.

NOBLE DJINNI

Large elemental, any chaotic alignment

Armor Class 19 (natural armor)

Hit Points 275 (22d10+154)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	24 (+7)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Dex +9, Wis +9, Cha +11

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 14

Languages Auran

Challenge 14 (11,500 XP)

Innate Spellcasting. The djinni's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *create food and water* (can create wine instead of water), *detect evil and good*, *detect magic*, *thunderwave*, *tongues*, *wind walk*

3/day each: *conjure elemental* (air elemental only), *creation*, *gaseous form*, *invisibility*, *lightning bolt*, *major image*

1/day each: *control weather*, *plane shift*, *power word stun*, *weird*

ACTIONS

Multiattack. The djinni makes three ice steel scimitar attacks.

Ice Steel Scimitar. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) slashing damage plus 10 (3d6) lightning or thunder damage (djinni's choice).

Create Whirlwind. A 15-foot-radius, 40-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 19 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it. A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 19 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

LEGENDARY ACTIONS

The noble djinni 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 noble djinni regains spent legendary actions at the start of its turn.

Cutting Whirlwind. Any creature in the noble djinni's whirlwind suffers 18 (4d8) slashing damage.

Scimitar Attack. The noble djinni makes an ice steel scimitar attack.

Spell (Costs 2 Actions). The noble djinni casts one of its at will or 3/day innate spellcasting spells.

GENIE, EFREETI

Few beings that live on the Plane of Fire command as much respect across the multiverse as the powerful efreet. They are native creatures of the plane, most towering above twelve feet tall, with black, purple, or crimson skin. They are skilled swordsman and accomplished arcane magic-users, though priests are virtually unheard of. The primary worship of an efreeti is power and the things that bring power, including treasure and dominion over other creatures. Slavery is not only accepted within efreet society it is highly valued – an efreeti lord's social status is partially derived from how many slaves they possess. It is also derived from how far removed the efreeti is from the Grand Sultan, an immensely powerful and rich creature that dwells in the most magnificent Charcoal Palace within the City of Brass.

Efreet are often regarded as the most dangerous of the true geniekind (the others being the dao of the Plane of Earth, marid of the Plane of Water, and djinn of the Plane of Air). Male and female efreet exist, though all are muscular, and they typically dress in loose fitting, specially-treated silk clothing. They have an innate sense of superiority to all other creatures, though the djinn of Elemental Air are especially despised.

Title is Power. As a race, efreet have a rigid lawful society and most are evil. They delight in bureaucracy and are skilled at negotiating contracts that are notorious for being one-sided (weighted towards their side). In efreeti society titles are a form of power that they use over one another to gain prominence in the court of the Grand Sultan. In descending order the following are the notable ranks of the efreet: Grand Sultan (of which there is only one), sultan, grand vizier, vizier, nazir, bey, and khedive. Outside of the City of Brass, the title of shah is given to a leader instead of sultan. The higher ranking the efreeti is the more influence and power he wields. This power manifests as greater command over innate magic, which some planar scholars say is a manifestation of the plane's natural energy.

Planar Astrology. A sect of efreet within the City of Brass have dedicated themselves to the mapping and charting of climatological activities within the Plane of Fire and beyond. They call this practice al-buraj, and the efreeti who divine its meanings are known as sahaars, and within the court of the Grand Sultan they command great respect. The movement of the sun on the Plane of Fire, its activity or lack thereof, and many other factors are all considered in this esoteric and ritual-based practice, but their results are credible. Across the plane, sahaars have established remote observatories that communicate back to the City of Brass, reporting on the events that happen across the realm, and there have even been reports of secret observatories established elsewhere in the planes. Are the sahaars using al-buraj to predict some great event?

NOBLE EFREETI

Large elemental, lawful evil

Armor Class 19 (natural armor)

Hit Points 250 (20d10+140)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Int +7, Wis +6, Cha +9

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 13 (10,500 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect magic*, *enlarge/reduce*, *tongues*

3/day each: *conjure elemental* (fire elemental only), *gaseous form*, *invisibility*, *major image*, *plane shift*, *wall of fire*

1/day each: *disintegrate*, *fireball* (as a 5th-level spell), *hold monster*, *modify memory*, *true seeing*

ACTIONS

Multiattack. The noble efreeti makes three scimitar attacks or uses its Hurl Flame three times.

Brass Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 24 (7d6) fire damage.

LEGENDARY ACTIONS

The noble efreeti 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 noble efreeti regains spent legendary actions at the start of its turn.

Hurl Fire. The noble efreeti makes a hurl flame attack.

Scimitar Attack. The noble efreeti makes a brass scimitar attack.

Spell (Costs 2 Actions). The noble efreeti casts one of its at will or 3/day innate spellcasting spells.

GHOST, ANCIENT

Powerful and dangerous, ancient ghosts are the restless spirits of creatures that have died sometime in the past and did not pass on correctly. Most ancient ghosts start out as regular ghosts, and then become more potent through a deep connection to the Ethereal Plane. This can be caused by a strong tie a unique location in the Border or Deep Ethereal, or an anomalous event from somewhere in the Ethereal, inner, or Material Plane. Regardless of how they formed, they are potent foes, able to command minor magics at will and use a variety of visage attacks against foes. They are cunning, relentless, and utterly devoted to tasks that drove them in life or unlfe.

ANCIENT GHOST

Medium undead, any alignment

Armor Class 14

Hit Points 117 (18d8+36)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	17 (+3)	22 (+6)

Saving Throws Wis +8, Cha +11

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

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

Damage Immunities cold, necrotic, poison

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

Senses truesight 120 ft., passive Perception 18

Languages any languages it knew in life

Challenge 15 (13,000 XP)

Ethereal Sight. The ghost can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice verse.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The ghost's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *fog cloud*, *gust of wind*, *mage hand*, *sleep*
3/day each: *confusion*, *dispel magic*, *fear*, *telekinesis*

Legendary Resistance (3/Day). If the ghost fails a saving throw, it can choose to succeed instead.

Rematerialize. A destroyed ancient ghost reforms in the Border Ethereal with full hit points in 24 hours unless it's been laid to rest.

ACTIONS

Multiattack. The ancient ghost uses its Powerful Visage, after which it can make three withering touch attacks.

Rest Conditions. Each ancient ghost has specific conditions that must be met in order for it to be fully destroyed and put to rest after it has been reduced to 0 hit points. The conditions must be met within 1 minute of the ancient ghost being destroyed else it reforms in 24 hours. The conditions are usually tied to the events or circumstances that created the ancient ghost in the first place. For example, the deceased lord of a castle, haunting his former home as a regular ghost, has his castle pulled into the Ethereal Plane suddenly. Now an ancient ghost, the lord can only be put to rest by sprinkling crushed stone from his castle over his ethereal remains.

Withering Touch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 33 (6d8+6) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it ins the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Powerful Visage. The ancient ghost chooses one of the effects below, affecting each non-undead creature within 60 feet of the ancient ghost that can see it. Targets that succeed on their saving throw against a visage or have the effect ended are immune to that visage from this ghost for the next 24 hours.

Blinding Visage. Targets must succeed on a DC 19 Constitution saving throw or be struck blind for 1 minute.

Charming Visage. Targets must succeed on a DC 19 Wisdom saving throw or suffer from the *charm person* spell.

Chilling Visage. Targets must succeed on a DC 19 Constitution saving throw, suffering 36 (8d6) cold damage on failure, or half as much on a success.

Exhausting Visage. Targets must succeed on a DC 19 Wisdom saving throw, gaining 2 levels of exhaustion on a failure, or 1 level on a success.

Horrifying Visage. Targets must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. Frightened targets also age 1d4 x 10 years.

LEGENDARY ACTIONS

The ghost 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 ghost regains spent legendary actions at the start of its turn.

Ethereal Push (Costs 2 Actions). The ghost choose a target within 30 feet, who must succeed on a DC 19 Strength saving throw or be knocked prone.

Spell. The ghost uses one of its at will innate spells.

Withering Touch. The ghost makes a withering touch attack.

Deep Ethereal Connection. Ancient ghosts have a stronger connection to the Ethereal Plane than their common ghost brethren. Most retreat fully into the recesses of the Deep Ethereal, dwelling in forgotten landscapes of protomatter that drift through the eternal swirling mists or in hidden demiplanes away from the cares of the regular world. Some are cruel, viewing their fate as a cosmic joke, and seek to cause as much harm as possible.

Others are thoughtless and uncaring, moving about their homes or even further with listless abandon in their ethereal steps. Perhaps because of their strong connection to the Ethereal Plane, ancient ghosts can actually see and influence the other Material Plane echo realms, including the Planes of Shadow, Faerie, and Dreams.





GHOST, HUNGER

Twisted, emaciated, and thoroughly evil, hunger ghosts are incorporeal monsters that feed on death. They are driven by instinctive needs to feed on the souls of living creatures who are dying, quickening the process and gaining strength as victims slip closer to their final death. There have been two basic types of hunger ghosts encountered, each distinct only in appearance. The first is a shriveled humanoid figure, nearly skeletal, with a monstrosously wide mouth and a spectral tongue that licks the air searching for living souls. The other is a large black mastiff, similarly emaciated, possessing an oversized jaw.

Born of Death. Some creatures killed while in the Border Ethereal by a hunger ghost rise as hunger ghosts themselves. It's not exactly clear why some rise as these undead monsters and others do not, and planar scholars debate whether it has anything to do with the victim and the means of their death. It isn't clear at all how the hunger ghosts that appear as mastiffs are created, as normal hunger ghosts seem uninterested in the souls of non-humanoid creatures.

HUNGER GHOST

Medium undead, chaotic evil

Armor Class 13

Hit Points 78 (12d8+24)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	5 (-3)	10 (+0)	10 (+0)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Devour Life. Dying humanoid creatures within 30 feet of the hunger ghost make death saving throws at disadvantage. If a humanoid creature fails a death saving throw within 30 feet of the hunger ghost, the hunger ghost gains 11 (2d10) temporary hit points. If a humanoid creature dies within 30 feet of the hunger ghost, the hunger ghost regains all lost hit points and has advantage on attack rolls and saving throws for 1 hour.

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

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Withering Ferocity. The ghost has advantage on its first attack in a round. If the attack hits, it deals an additional 14 (4d6) necrotic damage.

ACTIONS

Multiattack. The ghost makes two spectral claw attacks.

Spectral Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) force damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by another on the other plane.

Hounds of Ill Omen. The hunger ghosts that appear as mastiffs have been nervously referred to as hounds of ill omen. Sometimes, a solitary hunger ghost hangs around a specific town or village, especially one suffering some sort of large scale tragedy, and it simply lurks in the Border Ethereal and waits for locals to start dying. Its mournful howl echoes through the air whenever it devours the soul of the dead.



GHOUR

The degenerate remnants of some ancient race, ghouls are humanoids with pale flesh, incredibly lanky arms and legs, and a distinct canid face and muzzle. They are hairless and possess little cunning beyond that found in a wolf or other pack hunting animal, but they can and do speak Common.

Ageless. Ghouls are effectively immortal and cannot die of old age.

Flesh Eaters. Ghouls eat the flesh of humanoid creatures, and are widely feared and hated for their cannibalistic rites and practices. They raid settlements and towns in the Dreamland and beyond, snatching victims away and pulling them down into the Underworld to feast upon later. Bones are treated with special care, as many ghour tribes believe that a person's memories are contained in the bones themselves. Great heaps of deposited bones exist within the hideous Vale of Pnath, one of the ghouls' ancient sites in the Underworld.

GHOUR

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 22 (4d8+4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	7 (-2)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +4

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 1 (200 XP)

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

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

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

ACTIONS

Multiattack. The ghour makes two claw attacks.

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

Underworld Tunnels. Ghouls are diligent creatures, and given their long life spans they can dedicate a great amount of time to certain menial tasks. One of the most visible of those tasks is the creation and expansion of the tunnels within the Underworld beneath the Dreamland. They dig tirelessly, but to what end none can say for sure. Some planar scholars who have studied the Plane of Dreams claim the ghouls are digging for remnants of their ancient fallen civilization, but little evidence has been found to support this claim.

Walkers Between Worlds. Some unknown property of the Underworld creates natural keyless portals to the Material Plane from the Plane of Dreams, and the ghouls are able to sense these portals and use them to their advantage, stealing away victims and pulling them into the Dreamland. These portals usually only open for ghouls, perhaps a legacy of their ancient heritage, and stories of nighttime raids by hairless wolf-like pale-skinned monsters can be found across the Material Plane. By happenstance or design, many of these portals lead to regions near civilization. Or did civilization on the Material Plane naturally spring up around these unknown portals?

GIANT, BLIGHT

Mithardir, the third layer of Arborea, is mostly a desolate landscape of endless white grit and sand, with rolling dunes and blinding glare. If the weather doesn't get to travelers, the roaming bands of blight giants can certainly cause trouble. The prevailing theory is that these gaunt, hairless albino giants are all that remain of a civilization of titans that once dominated Mithardir. If this is true, the giants have truly fallen far from their lofty position, as blight giants are savage brutes with no interest or skill in creating or maintaining permanent buildings. They move in small bands, hunting each other, and living off unusually large bleached rocks that occasionally appear amidst the blowing white sands.

At first blush, a blight giant may be mistaken for an albino stone giant, and the two species have similar physical characteristics. However, where the stone giant is lanky but full of sinewy muscle, the blight giant is gaunt and near-skeletal, with arms and legs elongated and developed to move quickly across the desert sands. They wield blades made from huge bones, usually of their own dead kin, and sharpened on white stone plateaus that appear when the winds of Mithardir blow in just the right way.

Feuding Roving Bands. Blight giants gather together in small roving bands, with individuals numbering between three and ten, each bound together by blood. In their crude dialect of Giant, these giants name themselves after natural phenomena around them, such as the Razor Wind, the White Flare, the Sand Shifters, or the Sun Fighters. Each band is closely knit, with duties shared equally among male, female, young, and old, but often times their activities are focused on finding and eliminating their rival band.

The feud between individual bands of blight giants is absolute and without reason or compromise. When another band has been labeled a rival, it is for life and usually continues along the generations (though blight giants live a long time and only rarely give birth to offspring). The band moves in concert to eliminate their rival with whatever means necessary.

Deeply Distrustful. Many blight giants are cruel, relentless hunters of the sand dunes, but some are merely concerned with the basic survival of their immediate band. All blight giants are deeply distrustful of anyone or anything outside their tightly knit group, and when faced with strangers most prefer to hide and wait for the opportunity to strike from a hidden position.

BLIGHT GIANT

Huge giant, chaotic evil or chaotic neutral

Armor Class 18 (leather armor)

Hit Points 115 (10d12+50)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	21 (+5)	6 (-2)	11 (+0)	8 (-1)

Saving Throws Dex +9, Con +8

Skills Perception +3, Stealth +9, Survival +3

Damage Immunities necrotic

Senses darkvision 120 ft., passive Perception 13

Languages Giant

Challenge 7 (2,900 XP)

Cunning Action. The giant can use a bonus action to Dash, Disengage, or Dodge.

Sand Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Sand Walker. The giant is not affected by difficult terrain caused by sand or dirt.

Sneak Attack. Once per turn, the giant deals an extra 22 (4d10) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the giant that isn't incapacitated and the giant doesn't have disadvantage on the roll.

ACTIONS

Multiattack. The giant makes two bone blade attacks.

Bone Blade. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 17 (2d10+6) bludgeoning damage.

GIANT, DEATH

Death giants are adopted inhabitants of the Plane of Shadow who have given over any shred of their Material Plane lives to become suffused with necrotic energy. They are thinner and stringier than their strength would indicate, and they dress in archaic armor reminiscent of a forgotten epoch long since vanished from the multiverse. Their skin is gray and no hair grows on their body. Death giants are cruel, merciless, and selfish, and see themselves as the true rulers of the Shadowfell.

From Conquerors to Slaves. The creatures that would become death giants entered the Plane of Shadow generations ago with intentions of glorious conquest. They came in great numbers and built titanic cities in the Shadowfell, but something in the plane eroded their very being. Refusing to give up, giant shamans delved into solutions, and they found that they could harness the souls of their countless slaves to sustain their forms while on the Plane of Shadow.

They perfected the art of reaping souls, and in doing so they ended up replacing their own souls with shadowstuff, and they became death giants as a result. Their cities collapsed with no slaves to maintain them, falling into the darkness of the plane, and the death giants scattered, seeking out more souls to harvest in order to maintain their own existence.

Immortal Rulers. Death giants rarely organize together. Instead they surround themselves with lesser living creatures, both as a means of conquering their enemies and providing them with fresh souls in case situations turn against them. Some death giants still haunt the collapsed ruins of their former fortresses, and it seems as though the process of reaping souls keeps them effectively immortal.

DEATH GIANT

Huge giant, neutral evil

Armor Class 17 (splint)

Hit Points 247 (23d12+92)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	19 (+4)	12 (+1)	18 (+4)	24 (+7)

Saving Throws Str+13, Con+9, Wis+9, Cha+12

Skills Athletics +13, Intimidate +12, Perception +9

Damage Immunities necrotic

Condition Immunities exhaustion, frightened

Senses darkvision 60 ft., Passive Perception 19

Languages Common, Giant

Challenge 13 (10,000 XP)

Reap Soul. A creature within 30 feet of the death giant reduced to zero hit points is killed immediately, and the death giant gains 40 temporary hit points. A creature killed in this way may not be returned to life until the death giant is slain. If multiple death giants are in range, only one gains this benefit. The death giant may voluntarily release a creature's soul if it chooses.

ACTIONS

Multiattack. The death giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (3d12+8) slashing damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 34 (4d12+8) bludgeoning damage.

Frightful Keening (Recharge 5-6). Each creature of the giant's choice within 60 feet must succeed on a DC 16 Wisdom saving or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the giant's Frightful Keening for the next 24 hours.





GLASS HOUND

The recent arrival of the Glass God into the plane of Mechanus has brought strange occurrences and mysterious visitors to the ordered cog landscape. Some entire gears have transformed completely from metal into prismatic glass, retaining all of its former strength but shining brighter than any other around it. The modrons that maintain Mechanus don't even seem to notice the changes, but the scavenger tribes and many other residents are more than a little worried. Glass-eyed acolytes of the Glass God have been seen spreading a word of harmony, but their peaceful words are undermined by the fierce and savage glass hounds spotted around them.

Glass hounds are large quadrupedal creatures as big as a dire wolf made entirely of prismatic glass. Their form is made up of thousands of sharp angles, and in fact no curved facet is found on their bodies. The head of a glass hound is just as angular, largely triangular with seven diamond-like eyes studded around its brow. It does not speak, at least any language known to the multiverse, but it can communicate via telepathy when it needs. It rarely does so, however, choosing instead the silent stalk of a predator.

Not From Around Here. Since they first arrived in Mechanus, planar scholars and wizards have tried to study the glass hounds to learn more about where they came from and how they're connected to the strange Glass God. Initial attempts at reading their minds resulted in blasted psyches and stupefied bodies. The few images gleaned, and by cross referencing with other details, leads most to

GLASS HOUND

Large aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 152 (16d10+64)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	19 (+4)	12 (+1)	9 (-1)

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

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities force, psychic

Condition Immunities charmed, exhaustion, paralyzed

Senses truesight 120 ft., passive Perception 17

Languages telepathy 120 ft.

Challenge 10 (5,900 XP)

Alien Mind. The glass hound has an abstract, alien mind. It can concentrate on any number of spells at a time, though it must make concentration checks under appropriate circumstance for each one. Any attempt to read its thoughts or mind fails automatically, and the creature attempting the action must make a DC 15 Intelligence saving throw, suffering 36 (8d8) psychic damage on a failure, or half as much on a success.

Innate Spellcasting. The glass hound's spellcasting ability is Intelligence (spell save DC 15). The glass hound can innately cast the following spells, requiring no material components:

3/day each: *far step*, *haste*, *slow*

ACTIONS

Multiattack. The glass hound makes two glass claw attacks.

Glass Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) slashing damage plus 18 (4d8) psychic damage.

Psychic Wave (Recharge 5-6). The glass hound releases a wave of psychic energy. Living creatures in a 60-foot radius must make a DC 15 Intelligence saving throw. If they fail, they must choose to either suffer 36 (8d8) psychic damage or be paralyzed until the end of the glass hound's next turn.

believe glass hounds originate from the Far Realm, in a place referred to as Tindalos.

Angles of Space. Glass hounds can jump magically between the angles around them, stepping into one and reappearing in another as a form of teleportation. They seem repelled by spheres and curved spaces, which are not common in Mechanus, the plane of gears and cogs. It has been theorized that a glass hound could be captured if kept in a large sphere but so far none have been successful at the attempt. The creatures are cunning and intelligent in alien ways, making them dangerous foes who recognize traps

GLOOMGAUNT

Gloomgaunts are savage winged bat-like horrors spawned from the most alien pits of the Far Realm. They wing through the tunnels of Pandemonium's second layer, Cocytus, in great flocks, picking off anything living that happens to wander into the elder ruins. They appear as enormous bats comprised of living amorphous shadow, at home in the darkness of Pandemonium and capable of reducing a victim to quivering immobile jelly.

Opportunistic Scavengers. Gloomgaunts are not brave, and usually do not attack unless they have strength in numbers over their opponents. They prefer to glide silently through the darkness of their tunnels seeking out easy prey to overcome. As far as anyone has observed, gloomgaunts do not need to eat – they do not eat their victims at all. Some planar scholars theorize that the eldritch creatures feed on fear or some other emotion, which may explain why they only attack in large flocks.

Messengers. Gloomgaunts make perfect messengers considering their great speed and ability to squeeze through nearly any opening. Some cultists of the alien gods in the Far Realm have learned to summon and control gloomgaunts to serve their needs, and in this capacity the creatures seem perfectly content to take orders. Their cowardly nature remains, however, and they have been known to simply flee rather than face destruction.

Eldritch Nature. A gloomgaunt doesn't require air, food, drink, or sleep.

GLOOMGAUNT

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 59 (7d10+21)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	17 (+3)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +7

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 60 ft., passive Perception 13

Languages --

Challenge 4 (1,100 XP)

Alien Form. A critical hit on the gloomgaunt becomes a normal hit. The gloomgaunt is immune to any spell or effect that would alter its form or move it outside the plane against its will.

Amorphous. The gloomgaunt can move through a space as narrow as 1 inch wide without squeezing.

Keen Hearing. The gloomgaunt has advantage on Wisdom (Perception) checks that rely on hearing.

Shadow Stealth. While in dim light or darkness, the gloomgaunt can take the Hide action as a bonus action.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 10 (1d10+5) piercing damage plus 5 (1d10) necrotic damage. Living creatures must make a DC 13 Constitution saving throw or have its Dexterity score reduced by 1d4. The target is paralyzed if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 8 (1d6+5) slashing damage plus 5 (1d10) necrotic damage.

GNASHER

Lurking in the treetops and mountains of the Plane of Faerie are packs of wicked dog-like monsters known as gnashers. These evil creatures look like wolves with oversized mouths filled with jagged teeth, and a pair of bat-like wings attached to their forelegs and running the length of their bodies enable them to fly and leap with ease across the landscape. They howl and bray when they sense weak targets, moving in to attack at the most opportune time.

Nocturnal Pack Hunters. Like their Material Plane kin, gnashers are pack hunters and are usually encountered in groups of six or more. They are nocturnal and actively avoid the sun, which usually doesn't pose a problem in the Plane of Faerie as they frequent regions that are blanketed by continuous night. The howling and barking of the gnashers in the Feywild night can strike fear into the most hardened of travelers.

GNASHER

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages understands Sylvan but cannot speak

Challenge 1 (200 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

GOLEM, BLADE

On Acheron, iron golems are prized possessions as tireless guards, relentless soldiers, and unmoving guardians. In the great junkyards of Thuldadin, the plane's second layer, one gifted wizard has taken the art of golem creation to a new level. Calling herself the Golem Master, she has taken the iron golem formula and advanced it into a construct of brutal terror and unyielding power called a blade golem. Larger than its iron golem cousins, the blade golem's massive wrists hide enormous retractable blades capable of cutting opponents to shreds. The construct can summon a whirling field of blades when it needs to cut down multiple close targets at once.

BLADE GOLEM

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 253 (22d12+110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 17 (18,000 XP)

Fire Absorption. Whenever the golem is subject to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

ACTIONS

Multiattack. The golem makes two melee attacks.

Greatsword Arm. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 33 (4d12+7) slashing damage.

Blade Field (Recharge 6). The golem creates a whirling field of blades in a 30-foot sphere centered on itself. When a creature enters the field for the first time on a turn or starts its turn there, the creature must make a DC 19 Dexterity saving throw. On a failed save, the creature takes 52 (8d12) slashing damage. On a successful save, the creature takes half as much damage. The field lasts until the start of the golems next turn and it moves with it.



GOLEM, BONE

Bone golems are agile guardians created from the discarded remnants of bones from all manner of creatures. Each is unique, but they generally appear as a tall humanoid with slumped shoulders and mismatched bones through its form. Only one skull is used in the creation of a bone golem, and this head forms the center piece of the construct. Bone golems are surprisingly quick and agile, and their cackle can paralyze the stoutest of warriors.

Origin. It's difficult to pinpoint the origin of the bone golem. Certainly members of the Tenebrous Cabal excel at their creation, and the Bleak Academy in the Plane of Shadow is guarded by more than a few of these tireless constructs. But bone golems are mentioned in one of the earlier volumes of the Book of Shadows, which predate the Tenebrous Cabal by many years. Some scholars claim the Dark Powers gifted the secrets of bone golem construction to one of their darklord prisoners, and from there the secret escaped the mists and out into the multiverse.

BONE GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 114 (12d10+48)

Speed 40 ft.

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

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

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

Senses darkvision 60 ft., Passive Perception 9

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

Challenge 7 (2,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

Necrotic Absorption. Whenever the golem is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hi:* 15 (2d10+4) bludgeoning damage.

Cackle (Recharge 5-6). The golem lets loose a horrendous cackle meant to strike fear in the hearts of the living. Every living creature within 60 feet must succeed at a DC 15 Wisdom saving throw or be frightened for 1 minute. If the saving throw fails by 5 or more the victim is also paralyzed for 2 rounds. A frightened creature can repeat the saving throw at the end of each its turn, ending the effect on itself with a success. A creature that saves against a golem's cackle or has the frightened effect end for it is immune to the cackle of all bone golems for 24 hours.

GOLEM, CLOCKWORK

Golems of all kind can be found in the Clockwork Nirvana of Mechanus. Some are the guardians of communities, some are seekers on a mission, and some are just lost among the gears, wandering with no other purpose than to wander. The most frequently encountered type of construct is the clockwork golem, which are created and used by the members of the Confederacy of the Cog. The artificers there have perfected the mass production of clockwork golems and treat them like expendable servants. They usually appear as humanoids constructed entirely out of moving gears, pistons, and cogs, like the inner working of a clock. Any eyes or facial expressions are purely for decoration as the golem needs neither to sense its surroundings.

Legions of the Cog Confederacy. Clockwork golems are built primarily by the artificers of the Confederacy of the Cog in their splendid Transcendent Academy. It is considered a point of pride for each member to build their own clockwork golem, if nothing more than to prove their skill to their fellows, though the constructs are handy to have around in a lab. In the rare times the Confederacy must take military action against some force, such as when a spurned artificer turned rogue, the clockwork golems are marshalled and sent to do battle on behalf of the academy.

Construction Secrets. Transcendent Academy records indicate that the first clockwork golem was actually a gift from Primus to the artificers that first formed the Confederacy of the Cog. It came with well-wishes and a warning that the constructs were not be abused or taken advantage of lest the artificers risk an uprising. The words were enough to scare the first few generations, but over time most believed Primus was merely being poetic. Each clockwork golem is the creation of the personal artificer and they all go through rigorous inspection for flaws or irregularities. None have been found, so surely the golems are just the mindless creations they seem to be.

CLOCKWORK GOLEM

Medium construct, lawful neutral

Armor Class 17 (leather armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 2 (450 XP)

Death Burst. When the golem dies, it explodes in a burst of broken machinery. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much on a successful one.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Precision Strike. The golem has advantage on its first attack in a round.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) slashing damage.

GOLEM, SCRAP

The Golem Master, a powerful wizard dwelling in a lone tower on Acheron's junkyard layer of Thuldadin, creates scrap golems on a regular basis from the collected refuse of the plane's many pitted cubes. They are loyal soldiers, obeying her commands without question or hesitation, and it is widely believed she has a way to see through their eyes and speak through their cobbled voices. A scrap golem appears as vaguely humanoid piles of spare junk, its limbs fused together from various components to form functional arms and legs. No two scrap golems are exactly the same, but they are all constructed with powerful fire magic that fuels their inner workings.

SCRAP GOLEM

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 60 (8d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 3 (700 XP)

Fire Fusion. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

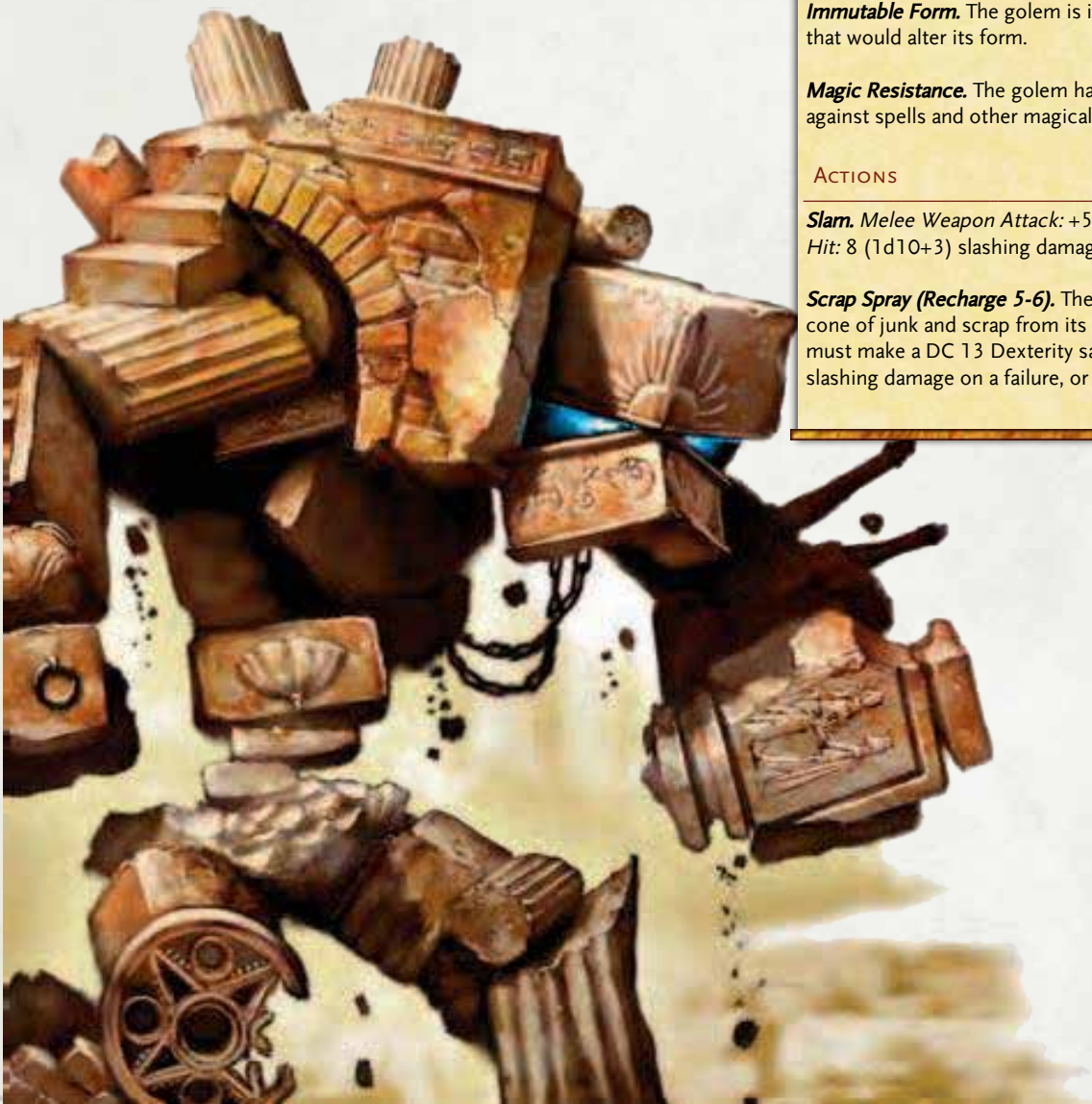
Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

ACTIONS

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

Scrap Spray (Recharge 5-6). The golem releases a 30-foot cone of junk and scrap from its body. Each creature in the area must make a DC 13 Dexterity saving throw, suffering 21 (6d6) slashing damage on a failure, or half as much on a success.



GORE WORM

Arcadia is a plane of harmony and balance, where everything works together towards a general betterment. Sometimes, the equilibrium that keeps this harmony together is thrown out of balance, and when this happens the gore worm appears. These burrowing monsters resemble 30-foot long pale-yellow segmented worms, with a gaping mouth lined on all sides with tiny teeth and a single wicked horn protruding from its head. It burrows beneath the ground of Arcadia, waiting to strike at creatures or objects that threaten the harmony of the plane.

Divine Punishment. The detailed records of the Lex identify the first appearance of the gore worm as a direct result of a god that dwelled in Arcadia long ago. Believing itself to be the one thing holding the plane's harmonic balance together, the god saw discord and strife among the Peaceable Kingdoms, though in reality it was simply a difference of opinion that was fair and natural. The god summoned up a swarm of gore worms and sent them to attack the kingdom, which they did in a single night of terror and destruction. For this heinous act, the god was cast out of Arcadia by the Lex and every Peaceable Kingdom, but the gore worms could not be controlled.

Hunters of Chaos. Gore worms can sense chaotic creatures with a predatory instinct. They are usually found burrowing slowly beneath the Arcadian ground, far enough down to not cause any disturbances but close enough to sense chaotic creatures. They have been known to strike suddenly on chaotic creatures regardless of whether they have broken any laws – the gore worms have no concept of laws and the Lex have been unable to capture and control the monsters. Many altruistic einheriar of Arcadia come to the aid of travelers that are attacked in this fashion, but such is not always the case.

GORE WORM

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 142 (15d12+45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	17 (+3)	3 (-4)	11 (+0)	7 (-2)

Saving Throws Con +6, Wis +3

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 10

Languages --

Challenge 7 (2,900 XP)

Axiomatic Sense. The worm senses the exact location of any creature with a chaotic alignment (chaotic good, chaotic neutral, or chaotic evil) within 120 feet.

Charge. If the worm moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 22 (4d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

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

Siege Monster. The worm deals double damage to objects and structures.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its gore.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 19 (3d8+6) piercing damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 28 (4d10+6) bludgeoning damage.

GREMLIN

Gremlins are sneaky fey that enjoy messing up plans and wreaking as much havoc as possible. They are usually about 2 feet tall, with hideous faces split with an unnaturally wide mouth and broad ears flanking their oversized heads. Gremlins are mostly hairless and their skin color ranges from dark brown to black, allowing them to better sneak around in dark underground places away from the prying eyes of larger creatures.

Petty and Vengeful. Crossing a gremlin is never a good idea. They are petty to a fault, and if one of them detects any sort of slight against them they go to great lengths for revenge. What could raise the ire of a gremlin? Anything really, but examples include stepping on a leaf meant for someone else, taking a left turn rather than a right at a fork in the road, or speaking the wrong words in the moonlight. Gremlins have been known to follow the perpetrators of such slights for days or weeks, crossing out of the Plane of Faerie when necessary, waiting for the right moment to strike with their jinx.



GREMLIN

Tiny fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 14 (4d4+4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	19 (+4)	13 (+1)	14 (+2)	13 (+1)	15 (+2)

Skills Deception +4, Perception +3, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1 (200 XP)

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

At will: *dancing lights*, *mage hand*, *minor illusion*
3/day: *dimension door*

Sneak Attack. Once per turn, the gremlin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the gremlin that isn't incapacitated and the gremlin doesn't have disadvantage on the attack roll.

ACTIONS

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

Gremlin Jinx (Recharge 5-6). The gremlin chooses a target it can see within 60 feet. The target must succeed on a DC 12 Wisdom saving throw or suffer from the effects of the *bestow curse* spell. The spell lasts for 1 minute or until dispelled.

Spies for the Queen. Gremlins do not pay homage to any of the archfey courts, but they are often used as independent spies by the Queen of Air and Darkness of the Gloaming Court. Even she knows not to trust a gremlin with too important a task, but the small fey creatures do have a knack for getting into places others may find difficult. The Queen of Summer despises gremlins and seeks to eradicate them at every possible moment, so many gremlins sign up with the Gloaming Court out of sheer spite.

GRIG

Rare even in the Plane of Faerie, grigs are fun-loving fey creatures that look like a cross between an elf and a grasshopper. They have the upper body of a delicately beautiful elf with the lower torso and six legs of a grasshopper, along with thin membranous wings that allow them to fly. Each grig stands about 1 foot tall, and while they carry a delicate rapier at their side for defense they abhor violence.

Dance the Night Away. Grigs are famed throughout the Feywild as being expert musicians, and many archfey and powerful fey lords welcome the presence of a grig to their court for the sheer entertainment value. By rubbing its legs together, the grig is able to produce fiddle-like music that inspires others around it to dance, and some dance parties with multiple grigs have lasted days and nights.

Lilah and the Glitterbuds. The most famous grig in all of the Plane of Faerie is Lilah and her band of fellow faeries called the Glitterbuds. Lilah has performed for the Queen of Summer herself, and usually tours around the Feywild with an entourage of followers and admirers. Lilah enhances her fiddle playing with bardic magic, but she needs no such trickery – her natural skill is legendary. She has been known to ask the favor of adventurers from time to time, especially as her schedule with the Glitterbuds keeps her busy and always under scrutiny.



GRIG

Tiny fey, neutral good

Armor Class 15 (natural armor)

Hit Points 13 (3d4+6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	16 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

Challenge 1 (200 XP)

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

3/day each: *hold person*, *invisibility*

ACTIONS

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

Fiddle (3/Day). The grig rubs its grasshopper legs together to create a magically infectious tune, inspiring creatures around it to dance and cavort. Each target the grig chooses within 30 feet must succeed on a DC 13 Wisdom saving throw. On a failure, the target is affected by the *Otto's irresistible dance* spell for 1 minute. Creatures that can't be charmed are immune to this effect.



GRIZZLEPAW

Bears are one of the toughest, most formidable creatures of the wilderness, pound for pound. They have thick muscles, sharp claws, and powerful jaws. In the Beastlands, the oldest and most feared bears are the grizzlepaws. These ancient creatures have seen multiple lifetimes of hunting and living, and that experience has made them canny opponents on par with some of the greatest warriors of the Material Plane. Their hides are crisscrossed with so many scars they have developed thick callouses stronger than most armor, and they have grown to truly enormous size.

Aged Wisdom. Grizzlepaws are not just renown for being ferocious and capable warriors. Their great age has given them expanded wisdom that only comes from years of experience. A grizzlepaw has walked the land for countless years and knows the ways of the wilderness better than most, though its knowledge is more practical than academic. Rarely, a grizzlepaw takes on an apprentice bear, teaching them what they know, grooming them to join the revered ranks of the most powerful of bears in the multiverse.

Grizzled Guardians of Great Bear Mountain. The first grizzlepaws emerged as the elite warriors of the bear lord who rules from Great Bear Mountain on Krigala. Blessed with powerful fighting skills and an indomitable spirit, these capable creatures defended the home of their lord against outside incursion on countless occasions. The bear lord blessed them and granted them immortality so that they could continue their service to Great Bear Mountain for as long as they were able. They are known now as the Grizzled Guardians and they serve whomever sits as bear lord within the complex of caves below their mountain charge.

GRIZZLEPAW

Huge beast, any alignment

Armor Class 15 (natural armor)

Hit Points 184 (16d12+80)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	10 (+0)	15 (+2)	7 (-2)

Saving Throws Str +12, Con +9, Wis +6

Skills Perception +6

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed

Senses blindsight 60 ft., passive Perception 16

Languages Celestial

Challenge 12 (5,900 XP)

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

Indomitable (3/Day). The grizzlepaw can reroll a failed saving throw.

ACTIONS

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (4d12+8) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d10+8) slashing damage. The grizzlepaw can choose one of the following effects to occur on the target:

Disarm. The target must make a DC 17 Strength saving throw or drop an item it is holding. The object lands 1d6 x 5 feet away in a random direction.

Distract. The next attack roll against the target by an attacker other than the grizzlepaw has advantage if the attack is made before the start of the grizzlepaw's next turn.

Menace. The target must make a DC 17 Wisdom saving throw or be frightened until the end of the grizzlepaw's next turn.

Push. The target must make a DC 17 Strength saving throw or be pushed up to 15 feet away from the grizzlepaw.

Trip. The target must make a DC 17 Strength saving throw or be knocked prone.

GUARDINAL

Guardinals are native celestials of Elysium, wholly devoted to the principal of hope and prosperity triumphing over despair and malfeasance. They are fierce warriors of justice, staunch defenders of peace, and stalwart paragons of truth and virtue throughout the multiverse, and though their numbers are not great, the guardinals can marshal powerful forces in times of need, both within Elysium's blessed borders and the wider planes beyond.

The guardinals are divided loosely by type, but they are not especially organized nor do they adhere strictly to a hierarchy. The types have broad duties and responsibilities for which they are known and take great pride in, but the needs of the moment generally dictate the leadership of any particular group or gathering. Each type is based upon an animal found commonly in the Material Plane, from the goat-like cervidals all the way to the powerful lion-like leonals. Their bestial appearance lends some to believe they originated from the Beastlands, but the guardinals insist that Elysium has always been their home.

Comfortable Living. Guardinals do not construct cities or fortresses in Elysium, though they can be found in the numerous settlements that can be found across all four of the plane's layers. The guardinals prefer to live comfortably, and the exact form of that comfort is different from celestial to celestial. The cervidals, the most common of the guardinals, generally congregate in small mobile herds throughout Amoria, while the equinals and avorals prefer the majestic wilderness of Eronia's rough peaks. Few live permanently in watery Thalasía. When on Elysium, guardinals are peaceful caretakers of the natural world around them, living in harmony with their fellow creatures, but they are keenly aware of disruptions to such a life, and they never hesitate to help those in need.

Proud and Altruistic. All guardinals share an altruistic viewpoint that values the lives of others above themselves. They are noble and proud of their heritage and prowess, and though sometimes their claims can come across as boastful, the guardinals truly do have a history worth remembering. Unless under extreme or dire circumstances, a guardinal never tells a lie, even if it's uncomfortable, and they are slow to raise an attack unless another life is threatened.

Call Against Tyranny and Chaos. On Elysium, guardinals are peaceful celestials that defend themselves and others when needed but generally live comfortable quiet lives. Outside of the Blessed Fields, however, is another story. Guardinals are known for taking on far-ranging campaigns throughout the multiverse to fight tyranny and chaos wherever it may manifest. A guardinal possesses a special communication it can use to call its fellows in times of need that resonates across the planes, and rare is it for such a call to go unheeded. Whether its facing devilish slavemasters from the Nine Hells, demonic hordes boiling out of the Abyss, or any number of other evil powers, guardinals stand up to help the innocent and defend the righteous wherever they find the need. They require no payment and seek no fame, and many plots have been thwarted by a guardinal special force before anyone else was even aware there was a threat.

Six Companions. The most powerful of the guardinals are known as the Six Companions. These supremely capable celestials represent the strongest and brightest of each type, from Duke Lucan of the lupinals to Duchess Calisto of the ursinals. They are nominally led by Prince Talisid, a leonal warrior that has commanded legions of celestial forces throughout the multiverse on campaigns against fiendish forces. For the most part, each of the Six Companions can be found on Elysium, watching the movements of evil forces across the planes and marshalling their own powers and allies to match them. They sometimes congregate in a large open building on Amoria known as the Laughing Hall, though all are welcome there and many guardinals can be found around it all times.

AVORAL

Avorals are the guardinals of the sky, blending features of bird and human into a powerful figure. They are quick, agile, and sharp-eyed, with razor-sharp claws and large feathered wings capable of knocking foes to the ground. Avorals possess great healing powers and are able to mend wounds with a touch, making them perfect front-line medics in the guardinals war against evil across the multiverse. They rarely gather in groups of more than two or three, preferring the solitary lifestyle among the clouds over Elysium.

CERVIDAL

The ram-headed cervidals are the most common guardinals in Elysium. They are also the most social, with most living in family groups of ten to thirty or more in the Blessed Fields of Amoria. Cervidals are the most practical of the guardinals as well, preferring a calm and measured approach to problems, and their wise counsel is heeded by the other celestials of the plane. Though they do not possess a unique ability like many of their kin, cervidals use their powerful horns in battle, charging at foes and headbutting targets where appropriate.

EQUINAL

Proud and strong, the equinals are the second most common type of guardinal in Elysium. They have horse-like features, with iron-strong fists that resemble hooves and a long equine face. Like other guardinals they are bipedal, but they stand taller than others and move the quickest across open plains. Equinals love moving and they rarely settle in one place for very long, especially when there's a righteous cause to pursue or an evil force to stomp down.

AVORAL

Medium celestial, neutral good

Armor Class 19 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	16 (+3)	14 (+2)	16 (+3)	19 (+4)

Skills Perception +6

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 16

Languages Celestial, Common, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

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

At will: *command*, *dimension door*, *gust of wind*, *hold person*, *light*

1/day each: *dispel magic*, *fear*, *lightning bolt*

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

ACTIONS

Multiattack. The avoral makes two attacks with its talons.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage plus 9 (2d8) radiant damage.

Lay on Hands (3/Day). The avoral touches a creature. The target regains 20 hit points and the avoral can remove one of the following conditions: blinded, deafened, poisoned, or a level of exhaustion.

Wing Buffet. The avoral chooses a Large or smaller target within 10 feet. The target must succeed on a DC 15 Strength saving throw or be knocked prone.

CERVIDAL

Medium celestial, neutral good

Armor Class 15 (natural armor)

Hit Points 37 (5d8+15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	12 (+1)	14 (+2)	16 (+3)

Skills Athletics +6, Perception +4

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 14

Languages Celestial, Common, telepathy 120 ft.

Challenge 3 (750 XP)

Charge. If the cervidal moves at least 20 feet straight toward a target and then hits with a headbutt attack on the same turn, the target takes an extra 6 (1d12) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Guardinal Force. The cervidal's weapon attacks are magical. When the cervidal hits with any weapon, the attack deals an extra 1d8 radiant damage (included in the attack).

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

At will: *bless*, *command*, *dimension door*, *light*
1/day each: *dispel magic*, *hold person*

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

ACTIONS

Multiattack. The cervidal makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage plus 4 (1d8) radiant damage.

Headbutt. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage plus 4 (1d8) radiant damage.

EQUINAL

Medium celestial, neutral good

Armor Class 16 (natural armor)

Hit Points 60 (8d8+24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	14 (+2)	14 (+2)	16 (+3)

Skills Athletics +8, Perception +5

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 15

Languages Celestial, Common, telepathy 120 ft.

Challenge 5 (1,800 XP)

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

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

At will: *bless, command, dimension door, fog cloud, light*
1/day each: *dispel magic, slow, wall of stone*

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

ACTIONS

Multiattack. The equinal makes two hoof-fist attacks.

Hoof-Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage plus 9 (2d8) radiant damage.

Whinny (Recharge 5-6). All creatures in a 30-foot cone must succeed on a DC 14 Wisdom saving throw or be deafened for 1 minute.

LEONAL

Medium celestial, neutral good

Armor Class 19 (natural armor)

Hit Points 150 (20d8+60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	17 (+3)	14 (+2)	16 (+3)	20 (+5)

Skills Athletics +10, Perception +7

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 17

Languages Celestial, Common, telepathy 120 ft.

Challenge 13 (10,000 XP)

Guardinal Force. The leonal's weapon attacks are magical. When the leonal hits with any weapon, the attack deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The leonal's spellcasting ability is Charisma (spell save DC 17). The leonal can innately cast the following spells, requiring no material components:

At will: *command, dimension door, dispel magic, hold monster, light*
3/day each: *fireball, hallow, heal, wall of force*

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

ACTIONS

Multiattack. The leonal attacks twice with its claws and once with its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage plus 18 (4d8) radiant damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage plus 18 (4d8) radiant damage.

Roar (3/Day). All creatures that the leonal chooses in a 60-foot cone must succeed on a DC 17 Charisma saving throw or suffer the effects of the *divine word* spell.

LUPINAL

Medium celestial, neutral good

Armor Class 18 (natural armor)

Hit Points 105 (14d8+42)

Speed 40 ft.

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

Skills Athletics +7, Perception +6

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 16

Languages Celestial, Common, telepathy 120 ft.

Challenge 9 (5,000 XP)

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

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

At will: *blur*, *command*, *dimension door*, *light*
1/day each: *cone of cold*, *dispel magic*, *fly*

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

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

ACTIONS

Multiattack. The lupinal makes two attacks with its claws and one attack with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 10 (1d10+5) piercing damage plus 13 (3d8) radiant damage. If the target is Large size or smaller it must succeed on a DC 15 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 9 (1d8+5) slashing damage plus 13 (3d8) radiant damage.

Howl (3/Day). All creatures that the lupinal chooses in a 30-foot circle centered on the lupinal must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. Targets that fail can attempt the saving throw at the end of their turns, ending the condition early with a success.

URSINAL

Medium celestial, neutral good

Armor Class 17 (natural armor)

Hit Points 127 (17d8+51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	19 (+4)	19 (+4)	20 (+5)

Skills Arcana +8, History +8, Perception +8

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 18

Languages Celestial, Common, telepathy 120 ft.

Challenge 11 (7,200 XP)

Guardinal Force. The ursinal's weapon attacks are magical. When the ursinal hits with any weapon, the attack deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The ursinal's spellcasting ability is Charisma (spell save DC 17). The ursinal can innately cast the following spells, requiring no material components:

At will: *bless*, *command*, *dimension door*, *hold monster*, *light*, *sleep*
3/day each: *dispel magic*, *greater restoration*, *heal*, *magic missile* (as with a 9th level spell slot), *screy*
1/day each: *divine word*, *mass suggestion*, *mirage arcana*

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

ACTIONS

Multiattack. The ursinal make two attacks with its claws and one attack with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 12 (2d6+5) piercing damage plus 18 (4d8) radiant damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 10 (1d10+5) slashing damage plus 18 (4d8) radiant damage.

LEONAL

The most powerful of the guardinals are the lion-like leonals. Regal, confident, and surprisingly gentle, these celestials are master strategists and tacticians that often lead strike teams across the multiverse on precision-like raids to destabilize evil regimes. Their mighty roar contains divine power that stuns or drives away lesser foes, and the leonals are never shy to use it, letting their foes quake in fear at the terrible force bearing down on them.

LUPINAL

The lupinals are wolf-like guardinals that roam the mountains and more hostile regions of Elysium in small bands. They are loners by nature, preferring to sneak in, strike silently, and then move out without being detected, and they make excellent advance scouts for guardinal forces across the multiverse. The loyalty of a lupinal is hard won but once given becomes a bond as strong as iron – friends of a lupinal can count on the guardinal in any situation, no matter the circumstances.

URSINAL

It surprises many to learn that the great bear-like ursinals are the renown sages and scholars of the guardinals. They are the biggest guardinal by girth and weight, and their mighty paws can cut down foes almost as easy as the ferocious leonals, but the true strength of the ursinal lies in their magical aptitude and deep knowledge. Each ursinal keeps a private library on Elysium where they store their vast collection of tomes and books, and this sanctum is shared by no other creature – and only proven allies are even allowed inside.





GUG

Masters of the hunt, gugs are the apex predators in the Underworld of the Plane of Dreams. They stand hunchbacked about 16 feet tall, and their sleek black bodies are covered in rough matted gray hair. Their limbs are unusually jointed, allowing the gug to move quicker than its bulk would imply on its two legs, and its arms split at the joint to create two clawed forearms. The gug's head splits open vertically, with irregular jagged teeth lining its blood-red maw.

Ageless. Gugs are effectively immortal and cannot die of old age.

Feared Savages. Gugs are not overly intelligent and are prone to simplistic tactics that send them straight into combat against foes. It does not speak, and its mind is so alien as to confuse attempts to read its thoughts, but it seems intent on feeding at all times. They are generally solitary creatures, and usually flee with downed victims if they're reduced to half their hit points or less rather than stay and fight it out until the end.

GUG

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 142 (15d10+60)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +5

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages understands Common but cannot speak

Challenge 10 (5,900 XP)

Rend. If the gug hits a single target with two or more claw attacks, it deals an extra 18 (4d8) damage to the target.

Underground Senses. While underground, the gug gains advantage on Wisdom (Perception) and Dexterity (Stealth) checks.

ACTIONS

Multiattack. The gug makes five attacks, four with its claws and once with its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8+6) slashing damage.

Gug Savant. Occasionally, a more intelligent gug rises above the rest and learns to command its fellow beasts. These gug savants are fearsome opponents, capable of driving their followers into conflict their instincts would normally tell them to flee from. Gug savants are the result of a dark gift from alien entities in the Far Realm, and in the Plane of Dreams the Dweller in Darkness occasionally lifts up and gifts a particular gug with such powers.



GWIDDON

A gwiddon is an evil druid dedicated to the Plane of Shadow who has taken special steps to become an undead creature. This process was originally perfected by a deposed demon lord of the Abyss, but the secrets were stolen by the Raven Queen and spread to a circle of followers dedicated to rot and death. A gwiddon appears as a gaunt, desiccated human, skin parched and drawn tight against the bones. The creature's voice is a raspy whisper that sounds like sand blowing across a desert dune.

Shadow Gardens. The Plane of Shadow contains a number of blighted, desecrated sites known as Shadow Gardens, each tended by one or more gwiddon and a flock of undead monstrosities. Terrible things grow in a Shadow Garden, each a dark and twisted reflection of the natural beauty contained within a standard garden, but there are some rare items that only grow there. Potent material components to certain shadow and necromantic spells can be harvested from a Shadow Garden, but the gwiddon never allows even a single leaf from being removed.

GWIDDON

Medium undead, neutral evil

Armor Class 17

Hit Points 83 (15d8+15)

Speed 30 ft.

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

Saving Throws Dex +7, Wis +8, Cha +5

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Druidic, Common

Challenge 9 (5,000 XP)

Aura of Blight. The gwiddon is surrounded by an aura that drains vitality from those around it. Any living creature that starts their turn within 5 feet of the gwiddon must make a DC 16 Constitution saving throw or suffer 9 (2d8) necrotic damage.

Innate Spellcasting. The gwiddon is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The gwiddon has the following druid spells prepared:

Cantrips (at will): *poison spray*, *produce flame*, *resistance*, *thorn whip*

1st level (4 slots): *entangle*, *jump*, *thunderwave*

2nd level (3 slots): *enhance ability*, *gust of wind*, *spike growth*

3rd level (3 slots): *call lightning*, *dispel magic*, *sleet storm*

4th level (3 slots): *blight*, *ice storm*, *polymorph*

5th level (1 slot): *insect plague*

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

ACTIONS

Multiattack. The gwiddon makes two ranged attacks.

Blight Ray. *Ranged Weapon Attack:* +7 to hit, range 60/200 ft., one creature. Hit: 18 (4d8) necrotic damage.

Circle of Rot. Gwiddons practice a blasphemous form of druidic magic tied to the Circle of Rot. Most druids around the multiverse view this as the worst kind of defiling magic, but there are some isolated regions where a gwiddon can be summoned and forced to teach the secrets of the rot magic to willing subjects. The natural vegetation around a shepherd of the Circle of Rot withers and dies, and the power of the druid is stolen directly from nature. Most druids regard such practices as beyond redemption and seek to end any signs of its use.



HAG, FATE

Destiny and fate are curious bedfellows on a plane as passionate and chaotic as Arborea, but its roots in portents run deeper than many expect. The once proud titans that dwelled on Mount Olympus were slaves to this powerful force, and though they are all but gone from Arvandor now, the fate hags that served them still persist. The fate hag appears as a withered crone bent with age, with a great hunched back and gnarled hands that end in wicked-sharp claws. Scraggly gray hair hangs from their spotted pates and across their craggy, weathered face, but the eyes of a fate hag are bright and luminous. They speak in a honeyed voice that is more angelic than their fearsome form would suggest.

Fate hags are usually solitary creatures dwelling in remote places across Arvandor. Whatever calamity befell Mount Olympus drove them away from that mighty mountain and few dwell anywhere near it now.

Eyes of the Future. Fate hags are renown for their ability to foretell the future. Their unusually large eyes see the strands of possibility coalescing around great events and people, and they can focus this vision to accurately predict actions moment to moment or expand it to encompass the passing of epochs. This ability makes them sought after by ancient heroes and kings who wish to

FATE HAG

Medium fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	13 (+1)	17 (+3)	21 (+5)

Saving Throws Wis +6, Cha +8

Skills History +4, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elven, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells:

At will: *detect thoughts*, *chromatic orb*

3/day each: *arcane eye*, *divination*, *locate creature*, *true seeing*

Magic Resistance. The hag has advantage on saving throws against spells and 3d other magical effects.

ACTIONS

Multiattack. The fate hag makes two attacks with her claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) slashing damage plus 9 (2d8) psychic damage.

REACTIONS

Control Fate. After a creature has rolled an attack roll or saving throw within sight of the hag, she can change the number rolled on the d20 to 5 or 15 (her choice).

divine their fate from the lips of fate's messenger, but a hag does not give out such details for free. They demand high prices for their words, bargains that few travelers find in their favor in the long run.

Coven of Prophecy. Fate hags are solitary creatures most of the time, though occasionally a trio may come together to form a temporary coven in pursuit of a greater or more accurate foretelling of momentous events. On very rare occasions, the known fate hags across Arborea have gathered in a hidden underground lair to convene the Coven of Prophecy. Some elven sages believe the fate hags gather to transcribe high forebodings in the Scroll of Tomorrow. The Scroll of Tomorrow is said to contain the fate of gods, dragons, and the planes themselves. Few have ever seen the infamous document and no fate hag would reveal its presence or contents to an outsider.



HILDISVINI

Beasts of all kinds wander the earthbergs of Ysgard, from mighty cave bears to fierce mountain lions. These creatures are deadly, larger than their mortal counterparts, and incredibly territorial, but their territories are usually limited to the earthberg where they were born. The hildisvini, or battle swine, is a gray-furred warthog of immense proportions and stands as one of the most feared beasts in Ysgard, not only for its goring tusks, stomping feet, and relentless endurance, but also for its ability to simply jump between most earthbergs, giving it a greater range than most other predators. A hildisvini considers an incredibly large area of the floating space in Ysgard its territory, and its ability to sniff out invaders and hunt them down is legendary.

Legacy of Ottar. The first hildisvini was Ottar, the personal pet and companion of Freya, one of the Aesir. Ottar was a brave and loyal friend, intelligent and fierce, who served Freya as both advisor and mount for many years. Ottar grew to be enormous, even by hildisvini standards, and eventually age caught up with the mighty creature. When it was Ottar's time to die, Freya honored the memory of her fallen friend by casting the boar's blood out across Ysgard. Where the blood fell a new hildisvini was born, and it is believed every battle swine on the plane originated from this sacred blood. Hildisvini only reproduce when they die and their blood mixes with the ground of Ysgard, creating a new battle swine somewhere on the earthberg.

Fosstrand and the Golden Hammer. In the vanir settlement of Fosstrand, the people have a time-honored tradition of facing off against a great hildisvini that dwells in a nearby earthberg. This hildisvini, known as the Golden Hammer, is an ancient beast that is believed to be from the original blood of Ottar. When a youth comes of age in Fosstrand they must go out and face the Golden Hammer in combat, but not to kill the creature. The test is to draw its blood and return with it on their weapon in Fosstrand. The Golden Hammer is an ornery creature but it seems to enjoy the sport and the chance to test the youths, and it has been known to pull away from a killing blow, leaving a wounded person to regain themselves and try to gather the blood another day.

HILDISVINI

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 149 (13d12+65)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	21 (+5)	5 (-3)	11 (+0)	6 (-2)

Damage Resistances cold, fire

Senses passive Perception 10

Languages understands Common and Jotun but can't speak

Challenge 8 (3,900 XP)

Charge. If the hildisvini moves at least 20 feet straight toward a creature and then hits it with a tusk attack on the same turn, that target takes an extra 11 (2d10) slashing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Incredible Leap (Recharges after a Long Rest). If the hildisvini moves at least 50 feet immediately before jumping it can cover a distance up to 24 miles in length.

Relentless (Recharges after a Short or Long Rest). If the hildisvini takes 27 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The hildisvini makes two attacks: one with its tusk and one with its stomp.

Tusk. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 29 (4d10+7) slashing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 29 (4d10+7) bludgeoning damage.

Ground Pound (Recharge 5-6). Creatures on the ground within 10 feet of the hildisvini must make DC 18 Strength saving throws, suffering 18 (2d10+7) bludgeoning damage on a failure, or half as much on a success. Targets that fail the saving throw also fall prone.

HORDLING

Hordlings are the most numerous occupant of Hades and can be found on all three layers. They are misshapen, twisted fiends, no two exactly alike, with a hatred for life and a knack for terror. Hordlings come in all shapes and sizes – tall, thin, short, stocky, winged, snouted, and more. They hop, leap, climb, crawl, walk, or run on two or more legs, and some visitors have noted a hordling spontaneously change their appearance under unknown circumstances, sprouting wings or flippers in a monstrous shift. They travel in packs, falling upon creatures in a wave whenever they find them, using their numbers to overwhelm foes.

Reborn Fiends ... Sort Of. It is widely believed that hordlings are the echo of fiends that have died on Hades. When a fiend dies in the Gray Waste, the gods of the Triumvirate of the Grave do not get to collect the fallen soul for the fiend has no soul in the traditional way. Instead, the fiend is usually reborn on their native plane, but Hades claims a portion of their power in the form of a new hordling. Because the Blood War has ravaged the plane for countless centuries, hordlings are near limitless.

Minions and Pawns. Hordlings are self-serving creatures that delight in nothing more than misery for its own sake, which makes them easily coerced minions for greater powers. Demons, devils, and yugoloths have all conscripted great numbers of hordlings in the past, though this is usually done out of desperation. Hordlings rarely follow any plan more complicated than “go eat that thing” and are liable to turncoat on their “masters” at the first self-serving opportunity. They care only for the spreading of suffering, but a clever general can twist this nature to their own purpose.

HORDLING

Medium fiend (hordling), neutral evil

Armor Class 14 (leather armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	7 (-2)	9 (-1)	6 (-2)

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Common, Hordling

Challenge 2 (450 XP)

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

Mutation. The hordling has one of the following mutations, determined randomly by rolling a d20 or chosen by the DM. The hordling’s mutation can change at any time as determined by the DM.

1-2: Amphibious. The hordling can breathe air and water.

3-4: Blindsight. The hordling has blindsight out to a range of 10 feet.

5-6: Hop. The hordling can hop up to 20 feet in a straight line by using only 5 feet of movement.

7-8: Flight. The hordling has grotesque misshapen wings and a flying speed of 30 feet.

9-10: Spider Climb. The hordling can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

11-12: Long Arms. The hordling’s claw attack has a reach of 10 feet.

13-14: Hammer Fists. The hordling’s claw attack deals bludgeoning instead of slashing damage.

15-16: Keen Hearing and Smell. The hordling has advantage on Wisdom (Perception) checks that rely on hearing or smell.

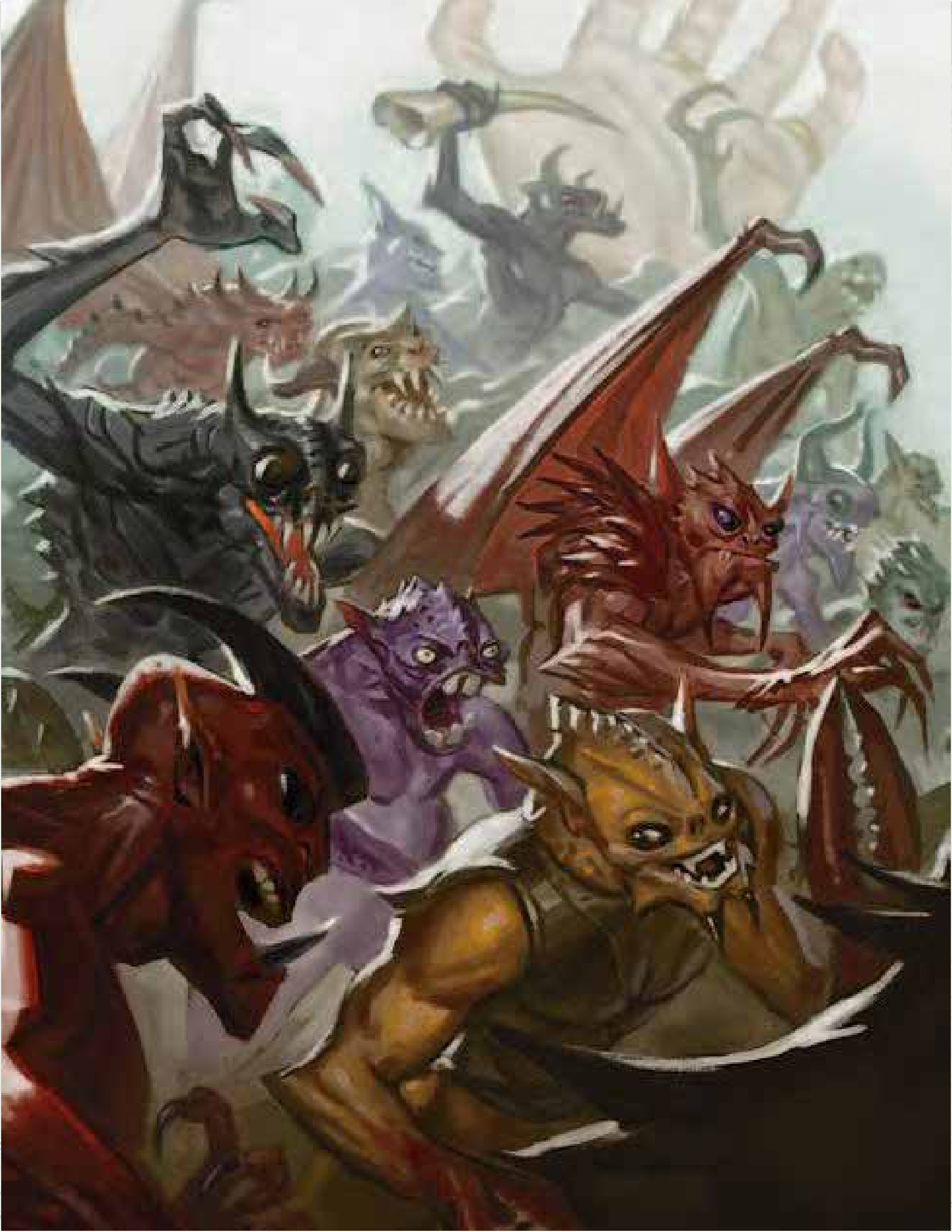
17-18: Digging Claws. The hordling has a pair of extra arms used for digging, giving it a burrowing speed of 30 feet.

19-20: Two-Headed. The hordling has two heads. It has advantage on Wisdom (Perception) checks on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d10+3) slashing damage plus 7 (2d6) poison damage.

Belch (Recharge 5-6). The hordling belches out a cloud of dangerous energy in a 30-foot cone. Roll 1d6 to determine the type of damage – 1: acid; 2: cold; 3: fire; 4: lightning; 5: poison; 6: necrotic. Creatures in the area must make a DC 12 Constitution saving throw, suffering 14 (4d6) damage on a failed save, or half as much on a success.





HORUTH

An offshoot of the aarokocra race, horuth are broad-shouldered owl-like creatures that prefer lives of silent contemplation away from the meddling of lesser races. Their bodies are covered in feathers, ranging in color from dirty brown to sandy yellow, with snowy white being the rarest. A pair of large wings spring from their back, and they are usually draped in heavy robes and cloaks specially designed to allow full movement of their wings. The eyes of a horuth are large, penetrating yellow orbs of mystery. They are rarely seen without a large gnarled quarterstaff clutched in their clawed hands.

Horuth speak their own language, a screeching tongue nearly unpronounceable to non-avian vocal chords. Each horuth has a name in their language, but they often adopt much simpler names in Common that reflect their coloration and actions. Snow White Whisperer, Storm Gray Seeker, and Speckled Brown Teacher are just some examples of horuth adopted names.

Paranoid Librarians. Horuth are solitary creatures that view themselves as keepers of secrets and knowledge that others want to steal for their own devices. Their natural telepathic powers and defenses provide them with ample abilities to horde information, which they transcribe in great personal libraries. A horuth guards its personal library with zealous ferocity – creatures that enter this sacred space uninvited risk the full wrath of a horuth and all its guardians. Their paranoia leads them to trust little but golems and the basest of elemental guardians.

HORUTH

Large monstrosity, any neutral alignment

Armor Class 15 (natural armor)

Hit Points 45 (6d10+12)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	20 (+5)	14 (+2)

Skills Insight +8, Perception +8

Damage Resistances cold

Damage Immunities psychic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 18

Languages Auran, Common, Horuth, telepathy 60 ft.

Challenge 3 (700 XP)

Keen Hearing and Sight. The horuth has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Mind Blank. The horuth is under the effects of the *mind blank* spell at all time.

ACTIONS

Psychic Screech (Recharge 5-6). The horuth releases a 30-foot cone of psychic power. Any creature in the cone must make a DC 14 Intelligence saving throw, suffering 27 (6d8) psychic damage on a failure, or half as much on a successful save.

Psychic Talons. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) psychic damage.

Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage.

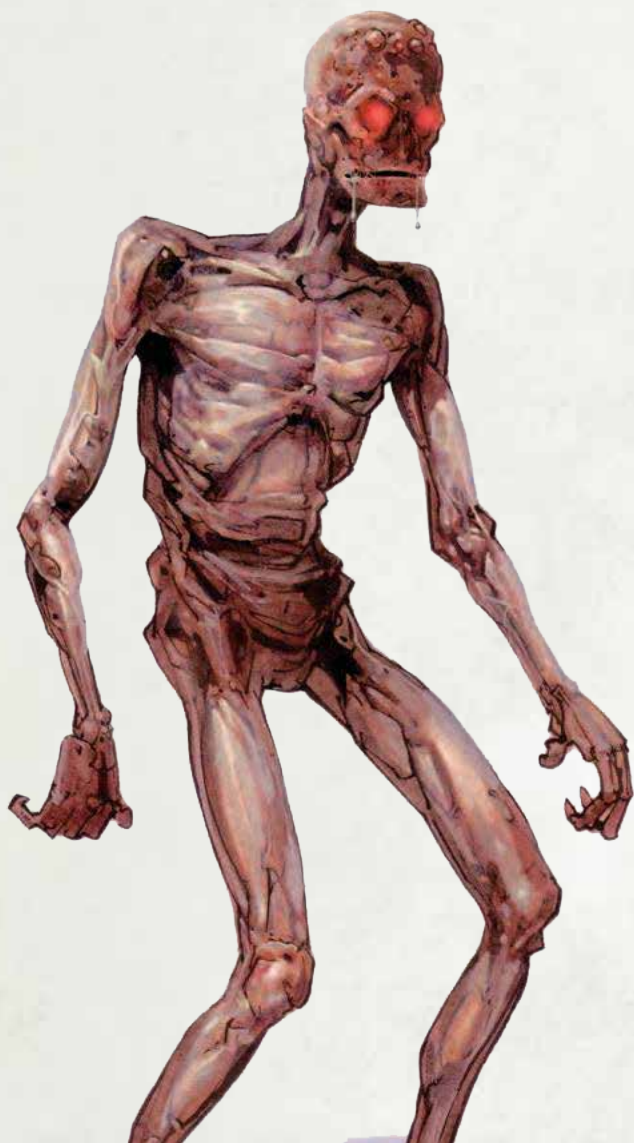
Ancient Denizens. On the Plane of Air, it is widely believed that the horuth were the original builders of the Sky Temples, ruins of which dot the Labyrinth Winds. If true, no horuth has confessed to it, but their library lairs are often located near Sky Temple ruins. It is true that the horuth appear to be incredibly long-lived if not immortal, aging slowly physically while expanding their wisdom and intellect through the ages.

Parliament of the Skies. Horuth are solitary creatures, utilizing guardians and elementals to protect their libraries and help them seek out knowledge, but on occasion they gather in a large group known as the Parliament of the Skies. The exact schedule of this gathering is known only to the horuth – even the Great Caliph of the Djinn has not divined the exact timing. Each Parliament of the Skies is located in a different Sky Temple ruin somewhere in the Plane of Air, and the gathered horuth share information about prophecies and portents between them. It is one of the only times a horuth willingly gives up information to another of its kind.

HUSK

The floating god-isles of the Astral Plane are not without their own risks. Sometimes, a dead god's corpse spawns undead monsters containing a vestige of its former power. These creatures are called husks, and they seem formed of the same material as the dead god, and even exhibit similar traits that can help identify which god they serve. While somewhat intelligent, a husk has no motive beyond attacking any non-husk that steps foot on its god-isle with intent to destroy all intruders.

Parasites or Guardians? Planar scholars debate over the nature of a husk. Is it a guardian, protecting the dead god as loyally as a priest would protect a temple? This is the prevailing theory, but others argue that the husks are simple parasites that feed off the faint lingering divine energy. A third and far less prevalent theory surmises that a husk is actually a manifestation of a loyal worshipper that followed its god even into its final memory form on the Astral Plane.



HUSK

Medium undead, unaligned

Armor Class 13 (natural armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	10 (+0)	8 (-1)	10 (+0)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

God-Corpse Link. Husks are intrinsically connected to the dead god from which they are spawned. The general sphere of influence of the dead god can be guessed at by the property of the resultant husks, which exhibit different traits based on the primary domain available previously to the dead god. The below list provides the most common examples of traits based on the domains in the *Player's Handbook* and *Dungeon Master's Guide*, but other possibilities exist.

Death – Reaper. The husk deals an extra 3 (1d6) necrotic damage with melee attacks. It regains hp equal to the necrotic damage it deals, up to its maximum hp.

Knowledge – Memory. The husk has advantage on attacks against a target it has attacked previously.

Life – Regeneration. At the beginning of its turn, the husk regains 4 hp up to its maximum as long as it has at least 1 hp.

Light – Flare. The husk can use its reaction to impose disadvantage on a single attack roll.

Nature – Feral Nature. The husk has an AC of 16 and adds +2 to damage rolls.

Tempest – Charged Attacks. The husk deals an extra 4 (1d8) lightning damage with melee attacks.

Trickery – Sneak Attack. The husk deals an extra 7 (2d6) damage with melee attacks if it is attacking with advantage or if it has an ally adjacent to its target that is not incapacitated.

War – Multiattack. The husk makes two melee attacks.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Catalogue of Attributes. The Godsblood Fellowship contains extensive records on husks they've encountered across the Astral Plane. They study a husk to help identify the dead god that spawned them, and the members of the fellowship have discovered wild variations across the Silver Void. Pinning down the nature of the god from the husks is a popular debate point in the halls of the Godsblood Citadel.



INEVITABLE

The inevitables are intelligent constructs built originally by Primus to fulfill specific duties around the relationships Mechanus needed to establish with outside creatures. Each type of inevitable is created with a singular purpose around enforcing Mechanus' laws across the multiverse. Inevitables vary in appearance by type, but they appear generally as elaborate golems, incorporating metal, gears, stone, and more in their striking designs.

Factory Born. After their initial creation, the inevitables realized they would need more of their kind in order to enforce their chosen laws. Factories were constructed in Mechanus, but the intelligent constructs tried to break up the work done by each to minimize their weakness – if one factory were to be destroyed, it would be simply one step in the larger process. The most important is the first one, Factory Zero-Zero-One, where the life molds for the inevitables are kept and the actual spark of life is given into each. It is heavily guarded and its location is kept a secret from outsiders.

Active Outside of Mechanus. The task of each inevitable is to enforce a particular law of the multiverse as laid out by Primus. The marut are the most visible to outsiders as these powerful creatures enforce contracts signed in the Halls of Concordance in major planar metropolises, and they are nearly unstoppable in fulfilling their missions. Liches and other undead that push the limits of their power too far may get a visit from an inevitable that enforces the laws of death, while those that tamper with time itself may find themselves facing off against more powerful inevitables.

HADRUT

Medium construct (inevitable), lawful neutral

Armor Class 18 (natural armor)

Hit Points 84 (8d10+40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	17 (+3)	14 (+2)	15 (+2)

Skills Insight +4, Perception +4

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages all

Challenge 4 (1,100 XP)

Immutable Form. The inevitable is immune to any spell or effect that would alter its form.

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

At will: *command*, *hold person*

1/day: *hold monster*

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

ACTIONS

Multiattack. The inevitable makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (1d10+4) bludgeoning damage.

HADRUT

The hadrut are a lesser type of inevitable charged with protecting borders and securing specific locations around the laws of property. They resemble beardless mechanical dwarves, with squat bodies and heavy fists, and like most inevitables they are intelligent though lack imagination. Powerful beings can request the protection of hadrut by appealing to Primus directly, but they were originally built by other inevitables to protect their factories and other sites of interest on Mechanus. Legions of them are used to keep the Scrap Tracts safe from outsiders.

INFERNO WORM

Inferno worms are enormous forces of raw destructive power that tunnel through Gehenna's active volcanic layers, Khalas and Chamada. They burrow close to the surface, leaving a trail of honeycombed tunnels in their wake that often fill up with magma or cause disruptive shifts, creating earthquakes above them. The inferno worm's black hide is crisscrossed with thick veins of bright red leading from its long whip-like tail to its snout, from which three tentacles emerge. The creature uses these radiant crimson appendages to burn through surrounding rock and slap away opponents while it grabs foes with its tail and squeezes the life out of them.

Apocalypse Heralds. The arcanaloths of the Tower Arcane watch the movements of inferno worms closely. Some within the powerful cabal believe grand apocalyptic portents can be gleaned from studying the tunnels left in the wake of these great burrowing monstrosities, and they have certainly built up enough evidence to suggest this is more than a coincidence. Some arcanaloths have gone so far as to tag the inferno worms using magical markers so that they can follow the patterns on enormous maps within the Tower Arcane, and they have forbidden any yugoloth from harming an inferno worm for fear of disrupting the pattern.

Dead Furnace Worms. Inferno worms are instinctively drawn to the magma of Gehenna's volcanic heart, especially Chamada, but some adventurers and planar travelers have found evidence of inferno worm passage on Mungoth and even Krangath. Are there variant worms crawling through the darkness of these other layers? Few reputable sources claim to have encountered such a creature, but at least one scholar Hopelorn claims to have seen a bone-white worm of enormous proportions on the void-filled slopes of Krangath.

INFERNO WORM

Gargantuan monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 198 (12d20+72)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Condition Immunities blinded, charmed, deafend

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

Languages --

Challenge 13 (10,000 XP)

Fire Born. Anytime the worm is subjected to fire damage, it takes no damage and instead heals the same amount up to its maximum hit points.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes four attacks: three with its tentacles and one with its tail.

Tentacles. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage plus 7 (2d6) fire damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 25 ft., one target. *Hit:* 25 (4d8+7) bludgeoning damage plus 14 (4d6) fire damage, and the target is grappled (escape DC 18). The inferno worm can only have one creature grappled at a time. In place of a tail attack, the inferno worm can squeeze a grappled target, inflicting 25 (4d8+7) bludgeoning damage plus 14 (4d6) fire damage.

Magma Spit (Recharge 5-6). The inferno worm releases a stream of powerful, concentrated magma in a 10-foot wide 60-foot line. Creatures caught in the area must make a DC 18 Dexterity saving throw, suffering 28 (8d6) fire damage on a failed save, or half as much on a success. The creature's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hit point maximum to 0.

IRON SHADOW

By every rational account, iron shadows should not exist. They are bulky suits of iron armor, 10 feet high or bigger, but made entirely from a living insubstantial shadowy material. They float through the City of Dis as the secret spies and guardians of Dispatar, dispatching justice and reporting crimes and treachery against the paranoid archduke. Silent as death and quick to strike to eliminate opponents, iron shadows are the will of Dispatar given form.

Born of the Shadowcast Forges. The City of Dis is known renown for its enormous ironworks, with forges and blacksmiths producing the finest quality weapons and armor. Near Dispatar's personal tower, in the deep bowels of the iron city, sits the archduke's secret Shadowcast Forges. Here, devils work in secret to create living iron that is insubstantial yet durable – the iron shadows. Dispatar oversees the “birth” of these monsters personally by traveling via a series of underground tunnels that lead to and from his gothic Iron Tower.

Enforcers of the Iron Tower. Iron shadows are the will of Dispatar in the City of Dis and beyond. The archduke of the second layer has sent individual iron shadows on missions to hunt down betrayers and root out deep-seated plots through the Nine Hells and beyond. And because the iron shadows are not true devils they are not as bound to the Rules of Hell so can be a little more loose with their administration of Dis justice.

IRON SHADOW

Large fiend, lawful evil

Armor Class 20 (natural armor)

Hit Points 105 (10d12+40)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	10 (+0)	13 (+1)	16 (+3)

Skills Stealth +5, perception +4

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

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

Senses darkvision 120 ft., passive Perception 14

Languages Infernal

Challenge 7 (2,900 XP)

Amorphous. The iron shadow can move through a space as narrow as 1 inch wide without squeezing.

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

3/day each: *fear*, *invisibility*, *silence*

1/day: *mental prison*

Shadow Stealth. While in dim light or darkness, the iron shadow can take the Hide action as a bonus action.

Sneak Attack. Once per turn, the iron shadow deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the iron shadow that isn't incapacitated and the iron shadow doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The iron shadow makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 18 (2d12+5) bludgeoning damage.



IRONBONE

Skeletons are regarded by many astute generals as near perfect warriors. They are tireless, loyal, possess more skill than a zombie, and are easier to control than ghouls and other lesser undead. Their greatest weakness is their brittle bones, making them vulnerable to powerful attacks with blunt instruments. The Necromancer King that wanders Acheron found a solution to this problem with the creation of the ironbone.

The Necromancer King took a normal skeleton and fused it with a special metal found in a remote magical floating cube in Acheron's gloomy sky. The metal pools in great lakes, but when dried under magical power hardens like iron. The result is an ironbone, a stronger skeleton fighter that negates its former weakness. In addition, the iron can be shaped, and the Necromancer King's legion of ironbone warriors have elongated claws as sharp as blades.

IRONBONE

Medium undead, lawful evil

Armor Class 18 (natural armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Iron Body. A critical hit against the ironbone is treated as a normal hit.

ACTIONS

Multiattack. The ironbone makes two iron claw attacks.

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

J'KAA'LAA

The githzerai are not natives to Limbo, but they have worked to make the plane their home. Their powerful psychic abilities are honed to a fine degree, which they use to manipulate and stabilize the unending chaos around them. This powerful, unrelenting force can surge to incredible heights, and in some rare cases it can consume the mind and body of a githzerai. When this happens, a j'kaa'laa is left in their wake – the psychic manifestation of the githzerai's frustration and rage at having been defeated by chaos.

J'kaa'laa (which translates to “broken spirit” in Gith) appear as incorporeal versions of their kin, but all colors have been drained, leaving a gray wash behind. Their faces are twisted in rage as they have not only been consumed by utter chaos, they have embraced it. While they lose some of their more potent psionic abilities, the j'kaa'laa is able to manipulate reality around it in surprising ways.

Tragedy of Anarch Felz'zanna. The first appearance of a j'kaa'laa recorded by the githzerai lies in the Tragedy of Anarch Felz'zanna. The story tells of a githzerai monk of revered discipline, Felz'zanna, who worked tirelessly to keep the chaotic powers of Limbo at bay. Her anarch powers allowed her to manipulate the reality of the plane in a great swath, and the cenobites at her monastery learned much from her patient teachings. The tragedy struck with the arrival of a mind flayer and its minions in the middle of a violent chaos storm.

A great battle ensued and Felz'zanna's control over the monastery's stabilizing effects waned as she confronted the illithid. In an instant, the chaos storm overtook her, the cenobites, and the mind flayer and its minions, swallowing them up. The psychic manifestation of Felz'zanna rose from the site, killing many members of the githzerai patrol that arrived soon after. She fled into the Ever-Changing Chaos, and since then other j'kaa'laa have been reported across Limbo.



MONSTERS OF THE INFINITE PLANES

J'KAA'LAA

Medium undead, chaotic evil

Armor Class 18

Hit Points 104 (16d8+32)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	15 (+2)	14 (+2)	22 (+6)	12 (+1)

Saving Throws Int +5, Wis +9

Skills Perception +9

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

Damage Immunities cold, psychic, poison

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

Senses darkvision 60 ft., passive Perception 19

Languages Gith

Challenge 10 (5,900 XP)

Incorporeal Movement. The j'kaa'laa can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Limbo Native. The j'kaa'laa is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

Psychic Defense. The j'kaa'laa's AC includes its Wisdom modifier.

ACTIONS

Multiattack. The j'kaa'laa makes two attacks, using any combination of strikes it has available.

Confusing Strike (Recharge 5-6). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 32 (4d12+6) psychic damage. The target must succeed on a DC 17 Wisdom saving throw or suffer from the *confusion* spell until end of the j'kaa'laa's next turn.

Psychic Strike: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 19 (2d12+6) psychic damage.

Pausing Strike (Recharge 5-6). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 32 (4d12+6) psychic damage. The target must succeed on a DC 17 Wisdom saving throw or suffer from the *slow* spell until the end of the j'kaa'laa's next turn.

REACTIONS

Psychic Redirect. When a creature succeeds with a melee attack against the j'kaa'laa, it can use its reaction to force the attacker to make a DC 17 Wisdom saving throw. On a failure, the attack's damage is applied to a target of the j'kaa'laa's choice within 5 feet of it.

JOTUN

The original inhabitants of Ysgard are the jotuns, celestial giants who are as old as the plane itself. They are powerful warriors filled with a great lust for war and combat, eager to prove themselves on the field of battle whenever and wherever possible. This natural aggressive attitude puts them at odds with the other celestials of the Upper Planes, such as the archons of Mount Celestia and the guardinals of Elysium, who view the jotuns as savage barbarians. For their part, the jotuns don't bother with the planes outside of Ysgard, and they have enough on their own plane to satisfy their bloody needs without having to worry about the concerns of lofty-idealed celestials in other planes.

In their natural form, jotuns resemble oversized humans roughly 10 to 15 feet tall. They are usually well-muscled with thick hair all over their bodies, though the forlorn jotuns in their caves lose all their hair as part of their transformation. There is little distinction between male and female jotuns. They also all have the ability to increase or decrease their size according to their whim, from as small as a humanoid to as large as a giant.

Unlike other celestials, jotuns have no strong tendency towards good and evil, and even among their own types there is no direct correlation between their attitudes and their heritage. Good bitter jotuns are just a common as neutral or evil bitter jotuns.

Strong Feelings. Jotuns feel emotions stronger than mortals and they are often overcome by their senses of grief, rage, or joy. These emotions divide them by type as well, which is how they transform between the various ranks, gaining or losing powers as they become attuned with the higher ideals of Ysgard. A single jotun can transform between a forlorn jotun (the weakest type) and a splendid jotun (the strongest) over the course of its life, or even in a single week if their emotions are strong enough. They also tend to change size in time with their emotions, growing larger as they become boastful, proud, or angry, and shrinking when they become afraid, morose, or humbled. Everything a jotun does is driven by passionate emotions, and they do nothing without their full efforts.

The Aesir War. As lovers of conflict and battle, the jotuns naturally have poor relations with the other residents of Ysgard. The most prominent feud they have is with the Aesir, who arrived long after the jotuns had already made a playground of Ysgard. The Aesir came in and pushed the jotuns out of regions, meeting them time and again on the field of battle in endless wars that drove a bitter wedge between them. Their feud has long simmered, and now no jotun trusts the words or deeds of an Aesir, and for their part the Aesir see the jotuns as nothing more than pests to be exterminated.

Kings and Queens of the Jotundrott. Jotuns are nominally ruled by the most powerful among them, known collectively as the Jotundrott. Their wild, chaotic nature doesn't lend itself to being ruled over, and the jotun kings recognize this as much as any, so they do little more than direct the fierce storm of jotuns to desired places and outcomes. There are dozens of jotun kings (and queens) across Ysgard, living in ancient palaces on the earthbergs, in fortified lava fortresses on Muspelheim, and even hidden cavernous realms of Nidavellir.

Ranked by Emotional Strength. There are six known types of jotuns ranked on how in tune they are with the ideals of Ysgard. They are in order: forlorn, smolder, bitter, laughing, splendid, and glorious. An individual jotun can move up or down through the ranks, increasing or decreasing in power as they go, but always retaining their memories and personalities. The jotun kings and queens are usually exceptional jotuns that have gone through the ranks multiple times, experiencing the range of emotions, before finally settling upon their more powerful form.

Celestial Nature. A jotun doesn't require food, drink, or sleep.



BITTER JOTUN

Large celestial, any chaotic alignment

Armor Class 17 (leather armor)

Hit Points 114 (12d10+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	19 (+4)	12 (+1)	17 (+3)	10 (+0)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, lightning, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Giant, Jotun

Challenge 8 (3,900 XP)

Harness Fire. If a spell or effect would inflict fire damage to the jotun, it can use its reaction to gain the benefit of the *haste* spell until the end of its next turn.

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

At will: *detect magic*, *gust of wind*
3/day each: *dispel magic*, *wind wall*
1/day: *wall of ice*

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

Summon Weapons. The jotun can use a bonus action to create an icicle sword or icicle spear. The weapons dissipate after 1 round if they leave the jotun's hand.

Sure Step. The jotun ignores difficult terrain from ice and snow.

ACTIONS

Multiattack. The jotun makes two attacks with its icicle sword.

Icicle Sword. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 17 (2d10+6) slashing damage plus 14 (4d6) cold damage. If the jotun is enlarged the slashing damage increases to 22 (3d10+6), and if the jotun is reduced the slashing damage decreases to 11 (1d10+6).

Icicle Spear. *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target. *Hit:* 13 (2d8+4) piercing damage plus 28 (8d6) cold damage. If the jotun is enlarged the piercing damage increases to 17 (3d8+4), and if the jotun is reduced the piercing damage decreases to 8 (1d8+4).

Enlarge/Reduce. The jotun magically increases or decreases in size, along with anything it is wearing or carrying. While enlarged, the jotun is Huge, deals increased damage with Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the jotun lacks the room to become Huge, it attains the maximum size possible in the space available. While reduced, the jotun is Medium and deals decreased damage with Strength-based weapon attacks (included in the attacks).

FORLORN JOTUN

Large celestial, any chaotic alignment

Armor Class 15 (natural armor)

Hit Points 76 (8d10+32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	10 (+0)	15 (+2)	8 (-1)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, lightning, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant, Jotun

Challenge 6 (2,300 XP)

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

At will: *detect magic*, *meld into stone*
3/day each: *dispel magic*, *stone shape*
1/day: *wall of stone*

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

Roots of the Earth. If the jotun stands on a stone surface it cannot be moved or become prone against its will.

ACTIONS

Multiattack. The jotun makes two attacks with its stone axe.

Stone Axe. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8+4) slashing damage plus 14 (4d6) force damage. If the jotun is enlarged, the slashing damage increases to (3d8+4), and if the jotun is reduced the slashing damage decreases to 8 (1d8+4).

Boulder. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage plus 28 (8d6) force damage. If the jotun is enlarged, the bludgeoning damage increases to 20 (3d10+4), and if the jotun is reduced the bludgeoning damage decreases to 9 (1d10+4).

Enlarge/Reduce. The jotun magically increases or decreases in size, along with anything it is wearing or carrying. While enlarged, the jotun is Huge, deals increased damage with Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the jotun lacks the room to become Huge, it attains the maximum size possible in the space available. While reduced, the jotun is Medium and deals decreased damage with Strength-based weapon attacks (included in the attacks).

GLORIOUS JOTUN

Large celestial, any chaotic alignment

Armor Class 18 (natural armor)

Hit Points 170 (20d10+60)

Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	20 (+5)	17 (+3)	17 (+3)	19 (+4)	13 (+1)

Skills Athletics +12, Perception +8, Survival +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, lightning, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Common, Giant, Jotun

Challenge 12 (8,400 XP)

Glorious Charge. If the jotun moves at least 20 feet before making a melee attack with its lightning blade and hits with its first attack in the round, the target is struck as if from the *prismatic spray* spell (spell save DC 17).

Innate Spellcasting. The jotun's innate spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *jump*

3/day each: *dispel magic*, *freedom of movement*

1/day: *prismatic wall*

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

Summon Weapons. The jotun can use a bonus action to create a lightning blade or thunderbolt javelin. The weapons dissipate after 1 round if they leave the jotun's hand.

ACTIONS

Multiattack. The jotun makes two attacks with its lightning blade.

Lightning Blade. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 21 (2d12+8) slashing damage plus 22 (4d10) lightning damage, or 27 (3d12+8) slashing damage plus 22 (4d10) lightning damage if enlarged, or 14 (1d12+8) slashing damage plus 22 (4d10) lightning damage if reduced.

Thunderbolt Javelin. *Ranged Weapon Attack:* +12 to hit, range 60/180 ft., one target. *Hit:* 26 (4d8+8) piercing damage plus 22 (4d10) lightning damage and 22 (4d10) thunder damage. If the jotun is enlarged, the piercing damage increases to 30 (5d8+8), and if the jotun is reduced the piercing damage decreases to 21 (3d8+8).

Enlarge/Reduce. The jotun magically increases or decreases in size, along with anything it is wearing or carrying. While enlarged, the jotun is Huge, deals increased damage with Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the jotun lacks the room to become Huge, it attains the maximum size possible in the space available. While reduced, the jotun is Medium and deals decreased damage with Strength-based weapon attacks (included in the attacks).

LAUGHING JOTUN

Large celestial, any chaotic alignment

Armor Class 17 (natural armor)

Hit Points 119 (14d10+42)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	22 (+6)	17 (+3)	19 (+4)	19 (+4)	14 (+2)

Skills Deception +10, Persuasion +10, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, lightning, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Giant, Jotun

Challenge 9 (5,000 XP)

Create Duplicate. The jotun can use the *project image* spell without requiring components or concentration. It can only have one illusory copy of itself at any given time, and the spell ends after 24 hours; the jotun can dismiss it with a bonus action.

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

At will: *detect magic*, *major image*, *Tasha's hideous laughter*

3/day each: *dispel magic*, *greater invisibility*

1/day: *mirage arcane*

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

Summon Weapons. The jotun can use a bonus action to create a poisoned blade or dark dart. The weapons dissipate after 1 round if they leave the jotun's hand.

ACTIONS

Multiattack. The jotun makes two attacks with its poisoned blade.

Poisoned Blade. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8+7) piercing damage plus 18 (4d8) poison damage. If the jotun is enlarged the piercing damage increases to 20 (3d8+7), and if the jotun is reduced the piercing damage decreases to 11 (1d8+7).

Dark Dart. *Ranged Weapon Attack:* +11 to hit, range 60/180 ft., one target. *Hit:* 25 (4d8+7) piercing damage plus 27 (6d8) poison damage. If the jotun is enlarged the piercing damage increases to 29 (5d8+7), and if the jotun is reduced the piercing damage decreases to 20 (3d8+7).

Enlarge/Reduce. The jotun magically increases or decreases in size, along with anything it is wearing or carrying. While enlarged, the jotun is Huge, deals increased damage with Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the jotun lacks the room to become Huge, it attains the maximum size possible in the space available. While reduced, the jotun is Medium and deals decreased damage with Strength-based weapon attacks (included in the attacks).

SMOLDER JOTUN

Large celestial, any chaotic alignment

Armor Class 17 (natural armor)

Hit Points 85 (10d10+30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	17 (+3)	14 (+2)	19 (+4)	12 (+1)

Skills Athletics +8, Perception +7, Survival +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, lightning, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Giant, Jotun

Challenge 7 (2,900 XP)

Harness Frost. If a spell or effect would inflict cold damage to the jotun, it can use its reaction to gain the benefit of the *haste* spell until the end of its next turn.

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

At will: *detect magic*, *heat metal*

3/day each: *dispel magic*, *glyph of warding*

1/day: *wall of fire*

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

Summon Weapons. The jotun can use a bonus action to create a flaming maul or magma boulder. The weapons dissipate after 1 round if they leave the jotun's hand.

ACTIONS

Multiattack. The jotun makes two attacks with its flaming maul.

Flaming Maul. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage plus 14 (4d6) fire damage. If the jotun is enlarged the bludgeoning damage increases to 21 (3d10+5), and if the jotun is reduced the bludgeoning damage decrease to 10 (1d10+5).

Magma Boulder. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. *Hit:* 21 (3d10+5) bludgeoning damage plus 28 (8d6) fire damage. If the jotun is enlarged the bludgeoning damage increases to 27 (4d10+5), and if the jotun is reduced the bludgeoning damage decreases to 16 (2d10+5).

Enlarge/Reduce. The jotun magically increases or decreases in size, along with anything it is wearing or carrying. While enlarged, the jotun is Huge, deals increased damage with Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the jotun lacks the room to become Huge, it attains the maximum size possible in the space available. While reduced, the jotun is Medium and deals decreased damage with Strength-based weapon attacks (included in the attacks).

SPLENDID JOTUN

Large celestial, any chaotic alignment

Armor Class 16 (natural armor)

Hit Points 136 (16d10+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	17 (+3)	15 (+2)	16 (+3)	19 (+4)

Skills Intimidation +8, Persuasion +8, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, lightning, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Giant, Jotun

Challenge 10 (5,900 XP)

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

At will: *bless*, *command*, *detect magic*

3/day each: *dispel magic*, *fear*

1/day: *synaptic static*

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

Summon Weapons. The jotun can use a bonus action to create a silvered blade or silvered javelin. The weapons dissipate after 1 round if they leave the jotun's hand.

ACTIONS

Multiattack. The jotun makes two attacks with its silvered blade.

Silvered Blade. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 18 (2d10+7) slashing damage plus 11 (2d10) psychic damage. If the jotun is enlarged the slashing damage increases to 23 (3d10+7), and if the jotun is reduced the slashing damage decreases to 12 (1d10+7).

Silvered Javelin. *Ranged Weapon Attack:* +11 to hit, range 60/180 ft., one target. *Hit:* 20 (2d12+7) piercing damage plus 33 (6d10) psychic damage. If the jotun is enlarged the piercing damage increases to 26 (3d12+7), and if the jotun is reduced the piercing damage decreases to 13 (1d12+7).

Enlarge/Reduce. The jotun magically increases or decreases in size, along with anything it is wearing or carrying. While enlarged, the jotun is Huge, deals increased damage with Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the jotun lacks the room to become Huge, it attains the maximum size possible in the space available. While reduced, the jotun is Medium and deals decreased damage with Strength-based weapon attacks (included in the attacks).

REACTIONS

Bolster. the jotun chooses a target within 60 feet that it can see after the target has made an attack roll, saving throw, or ability check. The target rolls 1d6 and adds the result to the triggering roll. This reaction must be used before the DM has declared whether the attempt was a success or failure.



BITTER JOTUN

These jotuns have let bitterness and jealousy build up in their hearts, creating an icy armor that manifests as cold-based powers. They are most closely associated with frost giants, and many bitter jotuns end up leading tribes of frost giants in the wilds of Ysgard. Rarely they travel outside the Heroic Domains, but when they do they prefer the colder, more desolate lands. Their skin is blue and their thick hair is silver, white, or gray.

FORLORN JOTUN

The least powerful rank of jotun are the forlorn, who have let despair fill their souls to the point of physical and emotional transformation. Forlorn jotuns have no hair, and their skin is shades of ashen gray. They tend to isolate themselves away from the rest of Ysgard, hiding away in caves or in the deep recesses of Nidavellir, and their stone-based powers allow them to manipulate their natural surroundings to great effect. Stone giant clans have been known to take in a forlorn jotun from time to time, offering the isolated celestial a safe haven, which can sometimes end the tortuous lonely existence and allow the jotun to elevate to a higher rank.

GLORIOUS JOTUN

The pinnacle of the jotun ranks are the glorious jotuns, who have fully embraced a love of joyful combat and glorious life in every aspect of their existence. They are proud, arrogantly so in many cases, but incredibly capable combatants, able to create a powerful prismatic effect as the physical manifestation of their own glorious capabilities. They laugh, they love, they drink and eat heartily, and they do everything with the exuberance of a being truly in sync with the wonders of Ysgard. They appear as golden-skinned giants with flowing blonde hair and thick corded muscles.

LAUGHING JOTUN

The laughing jotuns are physically smaller than most other types of jotuns, and they embrace a less conventional approach to the celebration of life that pervades Ysgard. They are among the cruelest of the jotuns, and they delight in playing pranks and tricks on everyone around them, but especially in battle to confuse their enemies. They have pale skin with black hair, and most laughing jotuns follow the teachings of Loki – the offspring of an Aesir and a jotun queen who was supposed to bridge the gap between the two powerful species, but instead ended up tricking them all.

SMOLDER JOTUN

Anger burns red-hot in the veins of the smolder jotun, and it manifests as physical flames in their hands. These jotun have blackened skin and flaming red hair, and they lead clans of fire giants in the wilds of Muspelheim. They are quick to anger, throwing themselves into a furious rage at the slightest provocation, and they possess a mastery over fire magic that makes them dangerous foes. Smolder jotuns are on good terms with Surtur, god of the fire giants who dwells on the Plane of Fire, and they keep the Spire of Surtur in honor of their distant cousin.

SPLENDID JOTUN

The glorious jotuns may be the pinnacle of all the Ysgardian celestials, but the splendid jotuns are the ones that heard and seen the most often. Their bellowing voices can be heard across fjord and earthberg, and it is usually accompanied by the rumble of thunder and the thrum of a signal horn. Splendid jotuns are the paragons of skalds, bards, and entertainers, though they are second only to the glorious jotuns in terms of battle prowess. Their silver-white hair and bronzed skins are usually left open to the wind and storms of Ysgard.

KEBRO

Deadly scavengers that hunt sources of pure energy across the wastes of Carceri, kebro are thankfully solitary undead monstrosities driven from an insatiable need to feed. A kebro looks like an enormous beetle, with an incredibly hard multicolored carapace absorbing light in a swirling pattern. A massive bleached white horn protrudes from its relatively tiny head, and its long scythe-like legs are similarly colored. Operating on pure animal instinct, kebro serve no master and exist only to feed on the energy of the living.

Burrowers Beneath Carceri. Kebro instinctively understand their unnaturally colored carapace is a liability when it comes to ambushing prey, so they burrow beneath the ground for most of their undead existence. They seem most common beneath the red sands of Minethys, the third layer of Carceri, but the undead monsters have been encountered everywhere but the coldest reaches of Agathys. A few have been seen laying in wait beneath the shallow waters of Porphyatys, for while the kebro do not seem adept at swimming their undead nature means they don't have to breathe.

Coveted Carapace. The shell of a kebro is said to be a key ingredient in the creation of magical items that are used to reflect magic back, specifically a *ring of spell turning*. The undead monster's appetite for elemental energy and deadly combative abilities make them difficult opponents to take down, but more than one wizard has sent an enterprising party of adventurers into Carceri to seek out the carapace of a kebro.

KEBRO

Huge undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 168 (16d12+64)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	19 (+4)	3 (-4)	11 (+0)	5 (-3)

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, poisoned

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

Languages --

Challenge 10 (5,900 XP)

Reflective Carapace. If the kebro suffers damage that is reduced by its natural damage resistances, the damage is reflected out in a wave to all creatures in a 30-foot radius. Creatures in this radius are allowed a DC 16 Dexterity saving throw, suffering the same amount of damage inflicted upon the kebro after its resistance is applied on a failed save, or half as much on a success.

ACTIONS

Multiattack. The kebro makes two attacks: one with its horn and one with its claws.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 27 (4d10+6) slashing damage.

Horn. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 32 (4d12+6) piercing damage.

Spray Acid (Recharge 5-6). The kebro releases a spray of digestive acid in a 30-foot cone. Creatures caught in the spray must make a DC 16 Dexterity saving throw, suffering 35 (10d6) acid damage on a failure, or half as much on a success.



within the kleetarn?

KLEETARN

Few creatures moving through the Ever-Changing Chaos of Limbo inspire as much fear as the dreaded kleetarn. These massive monsters look like multicolored octopuses, though they only have four thick tentacles extending from their great bulbous bodies. Five scintillating eyes ring its bulk, each peering into a spectrum of light and color beyond the understanding of most creatures. For such a bulky monster, the kleetarn has a tiny mouth which it uses to suck in crushed meat and other foods, though it rarely seems to hunt for the purposes of consuming food.

Misunderstood Monsters. The motivations behind a kleetarn are not understood, but they are generally solitary creatures that crawl about regions that have been pulled into Limbo. They speak Common but rarely converse, instead preferring to use their ink cloud abilities and pummeling tentacles to ward off and defend other creatures. They do not have minions and seem driven by an unusual curiosity to learn about the mysteries of Limbo.

Immortal Beings. Kleetarn have no gender and no one has ever encountered a young or significantly smaller version of the creature. The most prevailing theory about why is that kleetarns are products of Limbo's original formation. Their shy nature keeps them away from most travelers but the few that have conversed openly indicate that they are immortal, dying only by violence, but even then they believe they will reform again out of Limbo's primordial soup into their original form.

Ruk'uzz'karr'thass the Witness. Though most kleetarns are shy, one has given counsel to the githzerai since their arrival on Limbo. The githzerai call it Ruk'uzz'karr'thass, which roughly translates to "ancient witness that has seen all history." Special emissaries of Zaerith Menyar-Ag-Gith know how to reach the kleetarn in order to ask for advice, and the great monster's information has aided the githzerai for centuries. But like all of its kin, Ruk'uzz'karr'thass is unpredictable and sometimes it attacks the emissaries. Is this because the creature fears the githzerai? Or does a deeper madness lie

KLEETARN

Gargantuan aberration, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 243 (18d20+54)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	17 (+3)	9 (-1)	10 (+0)	11 (+0)

Saving Throws Wis +5, Cha +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities blinded, charmed

Senses darkvision 120 ft., passive Perception 15

Languages Common

Challenge 17 (18,000 XP)

Limbo Native. The kleetarn is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

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

Penetrating Vision. The kleetarn's scintillating eyes gives it supernatural vision. It has advantage on Wisdom (Perception) checks involving sight.

Wild Magic Aura. Spells cast within 60 feet of the kleetarn automatically trigger a wild magic surge, as outlined in the sorcerer Wild Magic origin.

ACTIONS

Multiaction. The kleetarn makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the kleetarn can't use this tentacle on another target.

Poisonous Ink Cloud (Recharge 5-6). A 60-foot-radius cloud of sickly yellow ink extends all around the kleetarn. Creatures in the area must make a DC 20 Constitution saving throw, suffering 35 (10d6) poison damage on a failure, or half as much on a success.

Confusing Ink Cloud (Recharge 5-6). A 60-foot-radius cloud of multicolored ink extends all around the kleetarn. Creatures in the area must make a DC 20 Wisdom saving throw or suffer from the *confusion* spell for 1 minute. Affected targets can repeat the saving throw at the end of each of its turns, ending the effect on a success.

LAMMASU

The noble lammasu is a powerful force for good and righteousness in the multiverse. It appears as a golden-haired lion with the broad face of a humanoid and a pair of coppery wings sprouting from its shoulders. When a lammasu speaks it is with a deep resonant voice that demands attention, both inspiring confidence in the just and despair in the wicked. They are adept at combining their magical prowess with swipes from their massive clawed paws to maximize their combat effectiveness.

Contemplative Watchers. Lammasus are solitary creatures that tend to set themselves up in ancient temple lairs far removed from civilization. They watch the comings and goings of the world around them with keen eyes, looking for signs of wickedness and depravity. When a lammasu sees such a sign they take measured steps to curb its spread, often working through a complex web of agents and minions so that their own presence is kept hidden from any conflict. If pressed, however, a lammasu is always willing to leap into a fray with spells and claws to help turn the tide.

Loremasters of Mount Celestia. Lammasu are native to the Seven Heavens of Mount Celestia, where they are well-known for their love of knowledge and learning. A score of them assist the gold dragon Semrassa in the Golden Library of the Great Wyrms and countless others maintain archives, libraries, and schools all across the seven layers of the plane. They advise archons, dwarves, halflings, and any others of good or neutral alignment that come without malice or ill intent in their hearts.



LAMMASU

Large celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 67 (9d10+18)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	11 (+0)	19 (+4)	15 (+2)

Skills Perception +7

Damage Resistances acid, cold, fire

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 5 (1,800 XP)

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

Spellcasting. The lammasu is an 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The lammasu has the following cleric spells prepared:

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

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

2nd level (3 slots): *hold person*, *lesser restoration*, *silence*

3rd level (3 slots): *beacon of hope*, *dispel magic*, *spirit guardians*

4th level (3 slots): *divination*, *freedom of movement*, *locate creature*

5th level (1 slot): *flame strike*

ACTIONS

Multiattack. The lammasu makes two claw attacks and casts one of its spells with a casting time of 1 action.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 15 (2d10+4) slashing damage.

Roar (Recharge 5-6). Creatures chosen by the lammasu within 60 feet must succeed on a DC 15 Wisdom saving throw or become vulnerable to magic, suffering disadvantage on saving throws versus spells and other magical effects for 1 minute.



LARVIATHAN

Enormous, mindless, and incredibly dangerous, the larviathan is a monstrous creature that burrows through the Gray Waste in a never-ending quest for food. It appears as a massive maggot, nearly twenty feet long, with a grayish-yellow pallor to its thick undulating hide. The larviathan's bulk is moved by hundreds of appendages along its belly that each resemble small human arms. Its head tapers to a point with a mouth that drips lethal poison from rows of fangs. Its mouth is too small to swallow a creature whole but the larviathan is nothing if not patient – it can chew slowly on food for days, reducing it to a mushy gray paste, before finally devouring the resultant slurry.

Born of Mass Death. Larviathans are born when a great number of mortal creatures die at once in Hades. The souls normally spawn as larvae, but when so many happen at the same time – more than a hundred though the number isn't exactly known – they congeal together and create a larviathan. Some night hags and liches have tried to force the birth of these monstrous creatures in order to capture and control it, but most of these experiments have resulted in abject failure. One particularly ambitious night hag succeeded beyond her wildest imaginings, and the resultant larviathan was so huge she was crushed beneath its bulk.

LARVIATHAN

Gargantuan fiend, neutral evil

Armor Class 14 (natural armor)

Hit Points 232 (16d20+64)

Speed 20 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	19 (+4)	6 (-2)	10 (+0)	2 (-4)

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10

Languages understands Abyssal and Infernal but can't speak

Challenge 14 (11,500 XP)

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

Regeneration. If the larviathan is touching the ground on the Gray Waste of Hades, it regains 20 hit points at the start of its turn. The larviathan dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sense Emotions. The larviathan automatically detects the exact location of living creatures within 60 feet unless they are magically shielded from having their thoughts or emotions detected.

ACTIONS

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 35 (4d12+9) piercing damage plus 18 (4d8) poison damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (2d10+9) slashing damage.

Despair Cloud (Recharge 5-6). The larviathan releases a 60-foot cone of nearly invisible vapor from its mouth. Living creatures in the area suffer 33 (6d10) psychic damage and must succeed on a DC 17 Wisdom saving throw or become filled with despair. Creatures that fail lose half their movement speed and suffer disadvantage on all attack rolls, ability checks, and saving throws. They are allowed an additional saving throw at the end of their turn, ending the effect on themselves with a success.

Seeking Food. Larviathans feed on living creatures with emotions. They typically ignore bleak rats and diakka that form the basis for the food chain on Hades in favor of demons, devils, and mortals, and though its most potent attacks are largely ineffective against fiends, the larviathan is nearly immortal while on Hades. More than one demon and devil force has been scattered by the sudden appearance of a hungry larviathan desperate for food and driven to the surface in search of sustenance.

LAVA SHARK

Lava sharks, despite the name, are more closely related to the bulette than a water-dwelling shark. These massive creatures are over 30 feet long, with slick black plates covering a dull red underside. The lava shark's head is oversized and almost entirely devoted to its mouth, which it can open wide to deliver a powerful bite with its rows of jagged razor-sharp teeth. It only possesses a single pair of webbed forearms that allow it to swim through magma, though its land movement is more like crawling than moving.

Always Moving. A lava shark is constantly on the move through the Plane of Magma, diving through rivers of lava and moving on land when it comes upon a cavern that might contain food. Some instinct drives them to keep on the move, and their tremorsense allows them to pick up the slightest movement around them effectively.

Blood Hunters. The lava shark eats anything organic, but its favorite meal is definitely humanoid creatures. It can go for weeks without eating, but after a certain point the creature becomes desperate with hunger and begins ranging further and further from its typical territory in search of new food. Blood seems to be a big attractor for these predators, leading some planar scholars to theorize the link between lava sharks and water-dwelling sharks may not be so tenuous after all.

Spawning Pool. At some unknown interval, schools of lava sharks gather together in a single lake somewhere on the Plane of Magma and initiate a spawning session. The difference between a male and female lava shark is as of yet unknown, but the results of the spawning are young lava sharks being birthed, which grow in a matter of months to full maturity. This great spawning is a frenzy of activity, with lava shark fighting lava shark for dominance. The Grand Sultan of the Efreet on the Plane of Fire enjoys watching this dangerous event, and he keeps a team of efreeti scholars hard at work to determine the exact timing so that he can plan his festivities more accordingly in the future.

LAVA SHARK

Huge elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 126 (11d12+55)

Speed 20 ft., swim 50 ft. (magma only)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	3 (-4)	10 (+0)	5 (-3)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Condition Immunities poisoned

Senses tremorsense 120 ft., passive Perception 13

Languages -

Challenge 5 (1,800 XP)

Blood Frenzy. The lava shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Magma Amphibious. The lava shark can breathe magma and air.

Standing Leap. The lava shark's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 32 (4d12+6) piercing damage.



LENG SPIDER

The great, bloated, purple spiders that dwell in the Dreamland are thoroughly evil, ruthless, and bent on dominating all existence on the Plane of Dreams. They war with the forces of the Dweller in Darkness, targeting moon-beasts that fly down from the Moonscape in an effort to weaken the Far Realm deity's forces on the plane. They are roughly 20 feet long, with 7 long longs extending out from their grossly oversized arachnid bodies. Some leng spiders have 9 or 11 legs, but they never have an even number.

Birthing on the Plateau of Leng. Leng spiders owe their name to the Plateau of Leng in the wilderness of the Plane of Dreams. There, the leng spiders return to lay their eggs once a century or so, birthing new leng spiderlings though they do not raise them. The relative isolation of the plateau and zealous worship of the lengfolk (chaotic evil satyrs) keep the young creatures from falling prey to outside forces, but nonetheless adult leng spiders have been known to sacrifice their offspring to appease their dark deity.

Spinners of Plots and Webs. Leng spiders, despite their bulk, keep to the shadows whenever possible, manipulating other creatures to perform their desired actions. They lurk in dark places, using their spies to report back on their plans, and always have at least three escape routes to any possible scenario.

Master Trap Builders. When a leng spider chooses its lair, it sets about crafting complex traps intended to maim or capture intruders. They use their webbing, hardening it through a special process to make it as strong as steel, to create ropes, pulleys, loops, doors, and all manner of other mechanisms, and they enhance it all with charmed slaves. A leng spider makes it a point to leave no slave left alive after construction is finished.

LENG SPIDER

Huge aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 184 (16d12+80)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	21 (+5)	15 (+2)	14 (+2)

Skills Arcana +8, History +8, Perception +6

Damage Immunities cold, poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Common, any five other languages

Challenge 11 (7,200 XP)

Innate Spellcasting. The leng spider's spellcasting ability is Intelligence (spell save DC 18, spell attack modifier +10). It can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *invisibility*, *freedom of movement*, *tongue*
3/day each: *major image*

1/day each: *charm monster*, *mirage arcane*

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

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

ACTIONS

Multiattack. The leng spider makes two attacks, one with its web and one with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+7) piercing damage, and the target must succeed on a DC 18 Constitution saving throw against the poison. On a failure, the target is poisoned, suffers 36 (8d8) poison damage, and becomes affected by the *confusion* spell for 1 minute. On a successful save, the target suffers 36 (8d8) poison damage.

Web. *Ranged Weapon Attack:* +8 to hit, range 90/120 ft., one target. *Hit:* The target is restrained by the webbing. As an action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 30; vulnerability to fire damage; immunity to bludgeoning, cold, poison, and psychic

LEGENDARY ACTIONS

The leng spider 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 leng spider regains spent legendary actions at the start of its turn.

Poison Flare. The leng spider inflicts 18 (4d8) poison damage on a target that has been hit by its bite attack since the end of its last turn.

Spell. The leng spider uses one of its at will spells.

Web (Costs 2 Actions). The leng spider makes a web attack.



LILLEND

Lillend are enthralling celestials that have made Ysgard their home. They are lovers of song, with a deep magical heritage that extends back generations across the planes themselves, and they have adopted Ysgard as the perfect place to practice their artistic crafts. A lillend appears as a physically perfect humanoid, male or female, from the torso up, with lithe features that bely a hidden strength and flowing golden or auburn hair. A pair of feathered wings sprout from their back, and from the torso down their forms end in a serpentine body with shimmering scales of hypnotic pattern.

Lillends are peaceful beings who abhor violence, but they recognize they live in a plane filled with it. Most carry longspear to protect themselves, and their tails can be used to whip and grapple opponents. Their spell repertoire focuses on immobilization and distraction so that if they do get caught in a combat, they can use magic to help bring the situation back under control. Failing that, most lillends retreat using their wings.

LILLEND

Large celestial, chaotic good

Armor Class 17 (natural armor)

Hit Points 76 (9d10+27)

Speed 20 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	13 (+1)	15 (+2)	21 (+5)

Skills Performance +11

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison, radiant

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Common

Challenge 7 (2,900 XP)

Enthralling Aura. Creatures have disadvantage on attack rolls against a lillend in the first round of combat. Creatures immune to being charmed do not suffer disadvantage.

Innate Spellcasting. The lillend is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The lillend knows the following bard spells:

Cantrips (at will): *mage hand*, *minor illusion*, *vicious mockery*
 1st level (4 slots): *charm person*, *dissonant whispers*, *heroism*
 2nd level (3 slots): *detect thoughts*, *invisibility*, *suggestion*
 3rd level (3 slots): *dispel magic*, *fear*, *hypnotic pattern*
 4th level (3 slots): *confusion*, *hallucinatory terrain*
 5th level (1 slot): *hold monster*

ACTIONS

Multiattack. The lillend makes three attacks: two with its longspear and one with its tail.

Longspear. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) piercing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage and the target is grappled (escape DC 16). The lillend can't make tail attacks against any other target until the grapple ends.

Patrons of the Arts. Lillends love art in all its form, and they encourage everyone around them to reach for greater heights of artistic expression. Most lillend specialize in one form or another – writing, singing, and playing an instrument are all common specializations. They have hundreds of years to perfect their craft, and they work to perfect every aspect of their chosen artform. Often times, they look about the multiverse, traveling between the cities of the planes in search of other artists like themselves to share in the joy of their craft.

Patterns and Patterns. Each lillend has a unique pattern of multicolored scales along their serpentine forms. They are immensely proud of their own patterns, believing each to be the pinnacle of beauty, and they have an unusual knack for detecting patterns in the scenes and activities around them. Lillends love puzzles, and many specialize in puzzle solving as an artistic expression.

LIVESTONE

The workers of Bytopia are some of the finest artisans and crafters in all the planes. Their goods are sold in markets from the slopes of Mount Celestia to the chain-filled streets of Jangling Hiter in the Nine Hells of Baator. One of the greatest achievements of the Bytopians they've kept largely for themselves in the secret workshops of the Artificer Syndicates – livestone. Elegant and impressive stone statues imbued with magic granting them life and intelligence, livestone creatures are more than golems. They are allies, companions, guardians, and more to the mysterious Artificer Syndicates who jealously guard the secrets of their construction.

Magical Alchemical Creations. It is widely believed that livestone creatures are formed from the intersection of multiple magical fields, including alchemy and elementalism. The secretive Artificer Syndicates have been known to collect special earth from the Plane of Elemental Earth to use in the creation of livestone creatures, but beyond that their makeup is largely unknown. Like other magical creatures and constructions, livestone is immune to the material erosion of Bytopia. Some debate that the livestone creatures are possessed with a special spark of life, such as that found in an elemental like a gargoyle, but most categorize them as more intelligent and independent golems.

Spies and Guardians. Livestone creatures are normally encountered as part of an Artificer Syndicate plot or operation. Specialized versions of livestone are used to accomplish specific missions, such as a livestone hawk watching over a market or street in Yeoman or a livestone bear guarding a mining expedition into the Plane of Elemental Earth. A livestone creature is indistinguishable from a normal statue and they come in many forms as needed by the Artificer Syndicates.

LIVESTONE BADGER

Membership in the Artificer Syndicates is mostly a secret with a few exceptions. One of those is Corver Stonehand, a gifted gnome in the city of Yeoman, who has an obsession with livestone. While he has not come out and said it publicly, his membership in the Artificer Syndicates is widely known considering his association with livestone badgers. These large stone badgers are painted in garish colors and wander around Yeoman on errands for Corver; sometimes he's seen riding one as well, and his relationship with the badgers is a tight one. The sight of the badgers at the guildclann house of the stonemasons is a common one, usually accompanied with a request from Corver for a special ingredient or component.

LIVESTONE BADGER

Medium construct, any alignment

Armor Class 17 (natural armor)

Hit Points 85 (10d8+40)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities acid

Damage Immunities lightning, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands and speaks the languages of its creator

Challenge 4 (1,100 XP)

False Appearance. While the livestone badger remains motionless, it is indistinguishable from an inanimate statue.

Immutable Form. The livestone badger is immune to any spell or effect that would alter its form.

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

Stone Steady. The livestone badger cannot be moved against its will while standing on rock or stone.

ACTIONS

Multiattack. The livestone badger makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

LIVING SPELL

Limbo is the original source of wild magic. Chaos storms regularly cause havoc with magical effects, but one of the more noticeable and permanent results is the creation of living spells. These magically-sustained creatures are permanent manifestations of specific spells, pushed into existence by the raw power of Limbo itself. They are similar to constructs, obeying no whims but their own. They do not eat, sleep, or breathe, and move about fulfilling their original function with unyielding devotion.

Constructed Nature. A living spell doesn't require air, food, drink, or sleep.

Magical Essence. The process that creates a living spell changes the nature of its magic. A living spell isn't subject to *dispel magic* and isn't affected by an anti-magic field.

LIVING CLOUDKILL

Living cloudkills are massive areas of noxious yellow-green vapor, moving about Limbo in search of targets to inflict their deadly poison upon. They are capable of overwhelming many creatures and it seems to draw satisfaction from choking targets to death within its cloudy form.

LIVING COUNTERSPELL

Appearing as a vibrant ball of pure blue arcane light, living counterspells are drawn instinctively towards magical sources. Their singular goal is to end all magical effects, and once it senses a continuous magical effect it moves with all speed towards it. Some powerful beings across the planes pay handsomely for the capture of a living counterspell, which can operate (if controlled) as an effective anti-magic watchdog.

LIVING MAGIC MISSILE

Some tiny motes of light in Limbo's endless sea of chaos are not just sparks of elemental power. They could be living magic missiles, and many of them travel in great swarms across the plane. Wizards and sorcerers of all kind recognize the small creatures, which resemble glowing white darts of arcane energy. They can quickly grow from nuisance to true danger, though, as they surge with the power of a fully cast *magic missile* spell.

LIVING CLOUDKILL

Gargantuan construct, unaligned

Armor Class 10

Hit Points 77 (5d20+25)

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

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	20 (+5)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison

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

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

Languages understands one language (usually Common) but can't speak

Challenge 3 (700 XP)

Cloud Kill. Any creature that starts its turn in the same space as the living spell must succeed on a DC 15 Constitution saving throw, suffering 22 (5d8) poison damage on a failure, or half as much on a success.

Gaseous Form. The living spell can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. The living spell has advantage on attack rolls against creatures in its space.

Limbo Native. The living spell is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

ACTIONS

Choke. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature. *Hit:* 13 (3d8) poison damage.

LIVING COUNTERSPELL

Medium construct, unaligned

Armor Class 13

Hit Points 16 (3d8+3)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Skills Perception +2

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands one language (usually Common) but can't speak

Challenge 1 (200 XP)

Arcane Sense. The living spell senses magical energy in a 120-foot-radius, similar to a *detect magic* spell.

Limbo Native. The living spell is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

Limited Magic Immunity. The living spell can't be affected or detected by spells of 3rd level or lower. It has advantage on saving throws against all other spells and magical effects.

ACTIONS

Pulse. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) force damage. If the target has any ongoing magical effects produced by spells of 3rd level or lower, one of the effects is ended (choose randomly if there are multiple effects).

LIVING MAGIC MISSILE

Small construct, unaligned

Armor Class 14

Hit Points 4 (1d6+1)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	19 (+4)	13 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities force, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages understands one language (usually Common) but can't speak

Challenge 1/2 (100 XP)

Limbo Native. The living spell is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) force damage.

Surge (Recharge 5-6). The living spell pushes itself as it swells to three times its normal size for a moment. It makes a slam attack against a target, and if it hits it inflicts 10 (3d4+3) force damage.

LUCKNUCK

Clever, resourceful, and capricious, lucknucks are small lizard-like creatures with long tails and massive feet and hands. They are intelligent, able to walk bipedal if they choose, and they are incredibly mischievous – a single lucknuck can decimate a tavern or gambling hall overnight with its natural ability to steal and flip luck around it. Their smooth skin changes color based on how frequently they've used their ability, shifting through the prismatic spectrum (red, orange, yellow, green, blue, violet). When a lucknuck speaks, it's most often in an annoying, mocking tone capable of inciting riots in mere moments.

Unwelcome Pests. Lucknucks embody the random whims of fate and chance, and those that know of them know to be wary of them. Their mere presence is enough to scare skilled gamblers and con artists away, making them ideal guardians, but lucknucks owe no allegiance to anything. They are independent-minded beings that enjoy chaos for chaos' sake.

Clock of Luck. They don't speak of it often, but lucknucks believe in an immaterial force that drives chance across the multiverse. They call this the "clock of luck," a whimsical and amusing expression considering clocks are used as a symbol of precision, but the lucknucks wholeheartedly believe in this concept. They move through life, cheating the clock whenever they can, but they can never stop the clock. And when it's their time, the lucknucks know they cannot avoid it. The trick, they say, is always making sure it's someone else's time!

LUCKNUCK

Small aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 27 (6d6+6)

Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	14 (+2)	8 (-1)	15 (+2)

Saving Throws Dex +5, Cha +5

Skills Sleight of Hand +5, Stealth +5

Damage Resistances acid, cold, fire, lightning

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 2 (450 XP)

Innate Spellcasting. The lucknuck's spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components.

3/day: *invisibility*

Limbo Native. The lucknuck is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

Sneak Attack. Once per turn, the lucknuck deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the lucknuck that isn't incapacitated and the lucknuck doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The lucknuck uses its Steal Luck ability and then attacks with its claws.

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

Steal Luck. The lucknuck chooses a target within 30 feet that it can see. The target must succeed on a DC 14 Charisma saving throw. On a failure, the target suffers disadvantage on attack rolls and saving throws until the end of its next turn, and the lucknuck gains advantage on attack rolls and saving throws until the end of its next turn.

REACTIONS

Flip Luck. The lucknuck chooses a target within 30 feet that it can see that is making an attack roll or saving throw with advantage. The target loses advantage for the roll.

LUNA JELLYFISH

The River Oceanus is a beautiful wonder that winds through many of the Upper Planes. On Elysium, the source and destination for the fantastic planar waterway, the River Oceanus becomes something more spectacular. As evening descends, hundreds of large, luminescent, bulbous “caps” rise from the water like enormous living balloons. These are luna jellyfish, playful natives of the plane that drift over the mighty river to form a matching flow of bright stars in the sky overhead. During the day, the luna jellyfish cling to the bottom of the river, waiting for their time to shine in the Elysium skies.

Tendrils of Hhallashaa. Luna jellyfish are peaceful creatures that rarely respond to direct contact. They are animalistic in nature, and most travelers assume them to be harmless natives of Elysium. They are, however, tied directly to Hhallashaa the Great Jellyfish, an enormous and nearly omnipotent being that dwells in a massive underwater trench on Elysium’s fourth layer, Thalasia. Hhallashaa uses the luna jellyfish to keep watch over Elysium and the River Oceanus, and the Great Jellyfish has been known to send these peaceful creatures out across the multiverse as mobile eyes and ears as well. They are quite conspicuous, however, so it is not uncommon for Hhallashaa to recruit outsiders to help as well.

Enhanced Spell Components. The nearly translucent skin of a luna jellyfish can be used to enhance spells that inflict radiant damage, such as *sacred flame*. Enhancements like this are tricky to accomplish and usually require the recitation of special words invoking the name of Hhallashaa. It is rumored that the Great Jellyfish learns of any such invocation wherever it is used across the multiverse, and it does not take kindly to those that use the flesh of its servants in such a destructive manner.

LUNA JELLYFISH

Large beast, unaligned

Armor Class 13

Hit Points 26 (4d10+4)

Speed 0 ft., fly 40 ft. (hover), swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	3 (-4)	12 (+1)	14 (+2)

Damage Immunities acid, cold, fire, poison, radiant

Condition Immunities blinded, deafened, exhaustion, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages --

Challenge 2 (450 XP)

Amorphous. The jellyfish can move through a space as narrow as 1 inch wide without squeezing.

Radiant Aura. Creatures that start their turn within 5 feet of the jellyfish suffer 7 (2d6) radiant damage.

Strange Physiology. Luna jellyfish do not eat or breathe.

ACTIONS

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

Blinding Radiance (Recharge 5-6). The jellyfish radiates a brilliant radiance in a 30-foot diameter sphere. Creatures that can see in this area must succeed on a DC 13 Wisdom saving throw or be temporarily blinded until the end of their next turn.



MAD SLASHER

Mad slashers are frenetic monsters of unusual form. Their small central body largely consists of a single unblinking eye, reptilian-like in its appearance, kept aloft by six multi-jointed legs that end in jagged claws sharper than most swords. They are a blur of movement, darting in and around the darkness of Pandemonium, never staying still for more time than it takes to quickly suck up food with its small mouth found at the bottom of its eye-body. They make no noise but the clacking of their claws on the stone, a sound usually drowned out by the howling winds of their native plane.

Unknown Origins. There is no commonly accepted origin for the mad slashers. The creatures travel in small groups and reproduce asexually by expelling stony eggs, but don't seem to have any loyalty or love for their own kind. They are animalistic in their urges and tendencies, but there is nothing in Pandemonium to suggest the creatures evolved naturally or are well-adapted to their surroundings. All of this suggests the mad slashers were the result of an experimentation gone wrong, which most believe, but the exact nature of that original experiment seems lost to time.

Mad Dogs of Duchess Lenka. Mad slashers are one of the most common encounters in Pandemonium, and the creatures have an uncanny sense for blood. They can be trained, and there is one who uses packs of them to hunt down victims for her. Duchess Lenka is a mad vampire who wanders Pandemonium's tunnels searching for blood, and she uses mad slashers as her hunting hounds to help track down prey. It isn't known if the duchess has a permanent home in the plane or if she is doomed to wander it forever, but she is quite insane.

MAD SLASHER

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 22 (4d8+4)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	5 (-3)	10 (+0)	6 (-2)

Damage Immunities thunder

Condition Immunities deafened, exhaustion

Senses darkvision 120 ft., passive Perception 10

Languages --

Challenge 2 (450 XP)

Blood Lust. The mad slasher has advantage on attack rolls to hit creatures that are below their maximum hit points.

Wild Dancing. The mad slasher can take the Disengage action as a bonus action.

ACTIONS

Multiattack. The mad slasher makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 9 (1d12+3) slashing damage.

Whirl. The mad slasher spins in a wild whirlwind. Adjacent creatures must succeed on a DC 13 Dexterity saving throw or suffer 3 (1d6) slashing damage.



MAGMA OOZE

Dwelling within the molten sea, magma oozes are not intelligent in the strictest sense. Much like the fire elementals they are more animalistic in nature, though few scholars of planar lore claim to understand what sustenance they draw. They can travel swiftly in the lava sea but slowly on land where they slither and burn all that they touch.

MAGMA OOZE

Large ooze, unaligned

Armor Class 10
Hit Points 45 (6d10+12)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances piercing
Damage Immunities fire, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages -
Challenge 2 (450 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The ooze can breathe air, water, and lava.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 9 (2d6+2) bludgeoning damage plus 7 (2d6) fire damage.

Engulf. The magma ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. On a failed save, the magma ooze enters the creature's space, and the creature takes 10 (3d6) fire damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) fire damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

Well of Fiery Doom. One of the efreeti viziers that serves the Grand Sultan in the City of Brass has a favored torture technique. The vizier keeps a large well below his estate, at the bottom of which sits several hungry magma oozes. Even creatures immune to fire fear choking and dying, so the vizier is often able to extract the answers he seeks. Though sometimes the magma oozes are a bit more eager and don't let the victims go willingly.

MARGOYLE

Larger than a standard gargoyle, the margoyle is a wingless brute capable of dealing great damage. Its claws and horns are made for rending and it makes up for a lack of wings with a loping gait that allows it to quickly move along tunnels and passages. They are aggressive and cruel, and regularly bully smaller creatures. When confronted with physically larger foes, a margoyle generally cowers in submission.

Willing Slaves. The dao use margoyles as bodyguards and soldiers and pay them nothing, but the margoyles do not seem to mind. As long as they have a regular opportunity for bloodshed, they are happy to remain as slaves to the dao. Several of the Gargoyle Princes have teams of margoyles for elite warriors as well, but their cautious movements and long term plans generally do not agree with the aggressive tactics of the margoyles, leading to several mutinies over the centuries.

Rakrozz and the Hornclaws. Margoyles typically serve more intelligent masters, such as the dao or the Gargoyle Princes, but this isn't always the case. Somewhere in the Plane of Earth an unusually intelligent margoyle named Rakrozz has organized a mercenary band made up of his fellow margoyles. Calling themselves the Hornclaws, Rakrozz has made a impressive name for himself among the princedoms of the Gargoyle Princes. His margoyle warriors are ruthless, savage, and show no mercy, but Rakrozz is a calculated negotiator who always seeks to have the upper hand.

MARGOYLE

Medium monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 114 (12d8+60)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	20 (+5)	6 (-3)	12 (+1)	8 (-1)

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

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Terran

Challenge 4 (1,100 XP)

False Appearance. While the margoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The margoyle makes two attacks: one with its claws and one with its horns.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 10 (2d6+3) slashing damage.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 16 (3d8+3) slashing damage.

MAULER

Demons are the most common inhabitant of the Abyssal layers, but the chaotic nature of the plane spawns creatures that even they fear. The maulers are such beasts. The mauler is a solitary fiend that resembles a massive bear, with heavily muscled forearms and a bulky body that moves surprisingly quick across the blasted landscapes. They hunt and eat anything they can find, mostly demons but a mauler is not picky as long as the meat is fresh. There are three known varieties of the fearsome monsters, but others may exist across the infinite layers.

GAZER MAULER

Less muscled than its cousins, the gazer mauler appears nearly emaciated, its crimson fur thin and patchy across its body. The gazer mauler's eyes glow with a fierce ruby intensity, and it is capable of delivering a beam of boiling magma that burns even demon flesh. It otherwise attacks with its fearsome bite and mighty claws in combat.

GAZER MAULER

Huge fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 138 (12d12+60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +5

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Senses darkvision 120 ft., passive Perception 15

Languages understands Abyssal but doesn't speak

Challenge 9 (5,000 XP)

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 24 (4d8+6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 16 (3d6+6) slashing damage.

Magma Beam (Recharge 5-6). The mauler shoots extremely hot fire from its eyes in a 60 feet long line. Creatures caught in the line must succeed on a DC 16 Dexterity saving throw, suffering 35 (10d6) fire damage on a failure, or half as much on a success. Against this attack, targets immune to fire are instead to be treated as resistant to fire, and targets normally resistant to fire are treated as having no protection.



IRON MAULER

Huge fiend, chaotic evil

Armor Class 20 (natural armor)

Hit Points 184 (16d12+80)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	21 (+5)	6 (-2)	14 (+2)	8 (-1)

Skills Perception +6

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Senses darkvision 120 ft., passive Perception 16

Languages understands Abyssal but doesn't speak

Challenge 12 (8,400 XP)

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 35 (6d8+8) piercing damage. In addition, nonmagical or magical armor worn by the target is shredded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (4d6+8) slashing damage. In addition, nonmagical armor worn by the target is shredded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

IRON MAULER

The greatest of the known maulers is the iron mauler. Covered in heavy black plates of crude natural iron, the creature is tough to hit and difficult to bring down. Its claws are capable of rending armor worn by foes in moments, and its legendary bite can chew through the most magical armor. Iron maulers are the slowest of the maulers in the Abyss but they are the most feared.

TENTACLED MAULER

Huge fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 161 (14d12+70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	21 (+5)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +6

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Senses darkvision 120 ft., passive Perception 16

Languages understands Abyssal but doesn't speak

Challenge 10 (5,900 XP)

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

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

ACTIONS

Multiattack. The mauler makes three attacks: two with its tentacles and one with its bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 26 (4d8+8) piercing damage.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d6+8) bludgeoning damage plus 7 (2d6) piercing damage.

TENTACLED MAULER

The shoulder blades of the tentacled mauler end in a pair of long, sinewy appendages topped with a pad filled with razor claws. These distinct features give the mauler its name, and also allow it to strike quickly against foes further away than one might expect. Tentacled maulers are not afraid to take on opponents much larger than they, relying on the extended reach of their tentacles to win the day (which they often do!).

MEGALODON

Megalodons are one of the apex predators of the Plane of Water. They are massive sharks, roughly 60 feet long, and they are constantly hunting for prey. Lesser creatures of the plane are thankful that megalodons are solitary creatures, though the great shark god Sekolah is usually followed by a pack of four of these terrifying beasts.

Awe Inspiring. To the sahuagin, a megalodon is a sign of Sekolah's favor and they are treated with awe and reverence. They assign names to these terrifying predators such as Corpsejaw, Maw of Doom, Fleshripper, and Eater of Souls, and some sahuagin tribes are dedicated to following the wake of their movements. The respect is not mutual – to most megalodons, sahuagin are simply another meal.



MEGALODON

Gargantuan beast, unaligned

Armor Class 17 (natural armor)

Hit Points 264 (16d20+66)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	2 (-4)	11 (+0)	6 (-2)

Skills Perception +6

Senses blindsight 120 ft., Passive Perception 16

Languages -

Challenge 10 (5,900 XP)

Blood Frenzy. The megalodon has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The megalodon can breathe only underwater.

ACTIONS

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. If the target is a medium or smaller creature it is grappled (escape DC 16). Until this grapple ends, the megalodon can't bite another target.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Swallow. The megalodon makes one bite attack against a target it is grappling. If the attack hits, the target suffers damage and is swallowed by the megalodon, ending the grapple. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the megalodon, and it takes 14 (4d6) acid damage at the start of each of the megalodon's turns. A megalodon can have only one creature swallowed at a time.

If the megalodon takes 25 damage or more on a single turn from the swallowed creature, the megalodon must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the megalodon. If the megalodon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Bloodtooth. In a hidden city of the sahuagin in the Darkened Depths, the greatest warrior of their race – a six-armed barbarian king – rides a scarred megalodon called Bloodtooth. This megalodon is said to be the spawn of Sekolah itself and is one of the oldest living sharks in all the multiverse. It is rare for Bloodtooth and its barbarian king rider to venture out of the Darkened Depths, but historically every time it has happened, it is said that the waters of the Sea of Light ran red with the blood of their victims and the currents were choked with corpses.

METAL AGENT

Justice on Mechanus is handed out by a powerful force known as the Word of Law, in a grand courtroom in the Scriptorium of Law. This being is fairly immobile, so it must have others do the actual work of bringing criminals to the Scriptorium and then carrying out the sentence. These duties fall to the metal agents, constructs of living metal that resemble oozes more than traditional constructs. There are two castes of metal agents, silver and gold, but beyond their base metallic color they are fairly similar. A metal agent's natural form is a large puddle of liquid metal, but it can form itself into any shape it desires. Its hands elongate and can transform into any weapon, though the gold metal agents have the added ability of infusing their attacks with energy, and both types require neither food nor drink to sustain themselves.

Agents of Supreme Law. Metal agents are imbued with the knowledge of Mechanus' laws by the Word of Law itself, and the silver metal agents are often sent out into the plane to apprehend lawbreakers and criminals and return them to the Scriptorium of Law. Gold metal agents rarely leave the Scriptorium as their prime responsibility is carrying out the sentences of the guilty, which is death in most cases.

Trials Without Passion or Mercy. The Word of Law oversees trials in the Scriptorium of Law that are inherently without bias, passion, or mercy, and the verdicts are rendered quickly in most cases. Gold metal agents are on hand at every trial to swiftly carry out the sentence of death as lawbreakers cannot be allowed to live, while silver metal agents watch over the imprisoned. Defendants before the Word of Law are allowed to argue their own case in an attempt to sway the verdict in their favor, but this rarely works – the Word of Law has supreme knowledge of all laws on Mechanus and it views things in black and white. A law is broken and thus the lawbreaker must be punished. Gold and silver metal agents carry the same dispassionate fervor for justice as their patron and they can rarely be swayed from carrying out their duties.

SILVER METAL AGENT

Medium construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 90 (12d8+36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	17 (+3)	15 (+2)	12 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire, lightning, necrotic, poison, psychic, radiant

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone, restrained

Senses blindsight 120 ft., passive Perception 11

Languages all

Challenge 6 (2,300 XP)

Amorphous. The metal agent can move through a space as narrow as 1 inch wide without squeezing.

Cold Reaction. If the metal agent is subjected to cold damage it acts as if under the *slow* spell until the end of its next turn.

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

Quick. The metal agent is surprisingly fast and takes an extra action each round. The extra action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Weapon Reform. As a bonus action the metal agent can change the damage type of its slam attack to bludgeoning, piercing, or slashing.

ACTIONS

Multiattack. The metal agent makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target.
Hit: 16 (2d10+5) bludgeoning damage.



GOLD METAL AGENT

Medium construct, lawful neutral

Armor Class 19 (natural armor)

Hit Points 150 (20d8+60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	24 (+7)	17 (+3)	19 (+4)	12 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire, lightning, necrotic, poison, psychic, radiant

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone, restrained

Senses blindsight 120 ft., passive Perception 11

Languages all

Challenge 10 (5,900 XP)

Amorphous. The metal agent can move through a space as narrow as 1 inch wide without squeezing.

Cold Reaction. If the metal agent is subjected to cold damage it acts as if under the *slow* spell until the end of its next turn.

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

Quick. The metal agent is surprisingly fast and takes an extra action each round. The extra action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Weapon Reform. As a bonus action the metal agent can change the damage type of its slam attack to bludgeoning, fire, lightning, piercing, psychic, or slashing.

ACTIONS

Multiattack. The metal agent makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10+7) bludgeoning damage.

MOLE

The natives of Bytopia have an uneasy relationship with moles. The creatures burrow through the ground throughout Dothion and Shurrock, creating unstable areas in their wake that, when coupled with the plane's material erosion effect, causes buildings and structures to collapse. And Bytopia is home to a wide variety of moles, normally ranging in size from a common mole less than a foot long to large but mostly harmless albino digging moles.

The gnomes of Bytopia are much more wary of moles, and with good reason. Urdlen the Crawler Below is a titanic monstrous mole straight out of nightmares that once was a blessed pet of Garl Glittergold, chief gnome power. The great evil monster is said to burrow between Bytopia and the Abyss, and in its wake have followed a number of truly hideous creatures bent singly on devastation and destruction. These moles are rightfully feared across all of Bytopia and hunted with a vengeance by the gnomes of the Golden Hills.

The Kalessalsagurd. The gnomes of the Golden Hills tell stories of Urdlen and keep watch for the monster god's presence, but few give the Crawler Below much more than a passing thought. But some gnomes have dedicated their lives to guarding against Urdlen's influence and power across the planes. These gnomes have formed the Kalessalsagurd, which translates from the Gnomish tongue as "cunning arrow against the deep mole," and they are always on the lookout for dangerous monstrous moles. They sometimes recruit outsiders to help deal with particularly nasty problems, and some gnome communities have even petitioned the Golden Hills for squads of the Kalessalsagurd to help alleviate problems across the planes. While informal, these gnomes follow the wisdom of the High Arrow, an ancient gnome ranger named Kasswor Molehunter. Now too old to take the fight to Urdlen and its forces, Kasswor spends his days teaching the younger members of the Kalessalsagurd in the ways of mole hunting.

TERROR MOLE

As large as a horse, the terror mole's smooth skin is pitch black while its claws and teeth shine with a malevolent red hue. It is a skilled tunnel hunter, using a paralyzing screech that sends prey into a panicked frenzy, and it normally hunts in packs of three to four through the deep underground of Bytopia. Crazy cultists of Urdlen have been known to tame terror moles and use them as mounts on their crusade against the gnome powers.

BEHEMOTH MOLE

The behemoth moles are believed to be the direct spawn of Urdlen for they resemble the Crawler Below more than any other creature. Massive and albino, behemoth moles tear through rock, stone, and structures with simple ease and seem to delight in sheer wanton destruction. Their skin is hardened by the underground forces that made them and they go into a frenzy at the sight of an enemy's blood.

TERROR MOLE

Large beast, chaotic evil

Armor Class 14 (natural armor)

Hit Points 136 (16d10+48)

Speed 30 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	4 (-3)	11 (+0)	5 (-3)

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, frightened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages --

Challenge 6 (2,300 XP)

Blind Senses. The mole can't use its blindsight while deafened and unable to smell.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8+4) piercing damage.

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

Terror Screech (Recharge 5-6). Each creature in a 30-foot cone originating from the mole must succeed on a DC 14 Wisdom saving throw or be stunned for 1 round and frightened of the mole for 1 minute. Creatures immune to being frightened are immune to the effects of the mole's terror screech.

STORM MOLE

Storm moles are hairless, blue-skinned moles roughly 4 feet long. They have a black star pattern on the tip of their noses, and from this point they can shoot powerful bolts of lightning at targets that get in their way. The Kalessalsagurd have learned to recognize the smell of burnt ozone underground that precedes the appearance of a storm mole.



BEHEMOTH MOLE

Huge beast, chaotic evil

Armor Class 15 (natural armor)

Hit Points 190 (20d12+60)

Speed 30 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	17 (+3)	4 (-3)	11 (+0)	5 (-3)

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, frightened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 18

Languages --

Challenge 10 (5,900 XP)

Blind Senses. The mole can't use its blindsight while deafened and unable to smell.

Blood Frenzy. The mole has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Siege Monster. The mole deals double damage to objects and structures.

ACTIONS

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (4d10+7) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (2d12+7) slashing damage.

STORM MOLE

Medium beast, chaotic evil

Armor Class 16 (natural armor)

Hit Points 90 (12d8+36)

Speed 30 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	4 (-3)	14 (+2)	5 (-3)

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, thunder

Condition Immunities blinded, charmed, frightened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages --

Challenge 4 (1,100 XP)

Blind Senses. The mole can't use its blindsight while deafened and unable to smell.

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

3/day: *lightning bolt*

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

ACTIONS

Multiattack. The mole makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 7 (2d6) lightning damage.

MOON DOG

Residents of Elysium know not to fear the lonesome howl in the night in their lands. This is the echoing cry of the moon dog, a powerful champion for good causes that always looks out for kind and gentle people. Physically, a moon dog resembles a common wolf, but its fur shimmers with a soft silver radiance and its face is more humanoid than a canine. Its front and back legs end in hands rather than paws, giving it amazing ability and speed across both land and while climbing. The eyes of a moon dog are large, luminous, and amber, and though they speak their own language they communicate via telepathy with any goodly creature.

Lonesome Hunters. Moon dogs range across the multiverse, rarely settling in one place longer than the time it takes to lick their wounds and make sure people are safe. They usually hunt alone, preferring to keep the dangers they face isolated to themselves, but when the threat is great enough a moon dog has been known to seek out likeminded individuals to assist. Unlike other canine-like creatures they do not gather in packs, and they are completely asexual.

Howling Song. Once every few years, moon dogs from across the multiverse travel back to Elysium for the Howling Song, a gathering and sharing of information. The moon dogs meet in a silent forest away from the River Oceanus to howl a unifying song of strength and courage that is said to replenish their powerful abilities. The exact timing of the Howling Song isn't known, as it seems to follow no known pattern to planar scholars, but the moon dogs have an innate sense of its approach. While outsiders are not expressly forbidden from the Howling Song, the time and place of the meeting is rarely shared so visitors are rare.



MOON DOG

Medium celestial, neutral good

Armor Class 16 (natural armor)

Hit Points 91 (14d8+28)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	14 (+2)	13 (+1)	19 (+4)

Skills Insight +4, Perception +7, Persuasion +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 17

Languages Celestial, Moon Dog, telepathy 120 ft.

Challenge 6 (2,300 XP)

Ethereal Sight. The moon dog can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Innate Spellcasting. The moon dog's spellcasting ability is Charisma (spell save DC 15). The moon dog can innately cast the following spells, requiring no material components.

At will: *dancing lights*, *fog cloud*, *light*, *nonetection*
 3/day each: *greater restoration*, *improved invisibility*, *mirror image*
 1/day: *plane shift*

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) piercing damage.

Keening Bay (Recharge 5-6). Each creature in a 30-foot cone chosen by the moon dog must make a DC 15 Charisma saving throw, suffering 21 (8d6) psychic damage on a failure, or half as much on a success. Evil creatures suffer disadvantage on this saving throw, and they are frightened of the moon dog until their next turn if they fail the saving throw.

MOON-BEAST

Moon-beasts are eyeless, pinkish-white quadruped-like monsters that dwell on and in the Moonscape in the Plane of Dreams. They are not native to the Dreamland, and before their coming several cities stood proud on the plane's moon. Now only ruins and memories remain, for the moon-beasts came in through a tear in the Far Realm and descended upon the denizens of the Moonscape in a wave. A mass of writhing octopus-like tentacles squirm where their face should be, and they are capable of walking on two legs when the need arises.

Slave Masters. Moon-beasts are slavers above all else. They use their formidable magical powers to charm and dominate creatures into accompanying them willingly, but they are not above lashing out with their powerful claws or mental-draining tentacles to get their way. On the Moonscape, the moon-beasts have great kennels of humanoid slaves taken from the Dreamland's terrestrial regions, and they are capable of moving between the planes as well on slave-taking forays. They trade sometimes with the genies of the Inner Planes, primarily the dao of the Plane of Earth, and it is not uncommon to see the agents of the moon-beasts in the Sevenfold Mazework making large purchases.

Controlled Agents. Moon-beasts are creatures of another realm of existence, and they know this, so they work through agents and proxies across the multiverse normally. Their favored agents are humans as they find them very pliable to their needs, and their agents are marked by a sash of a specific color worn visibly on their body. The sash color and markings identify the moon-beast to whom the agent belongs to, though to outsiders such identifications appear as eldritch scratchings.

Willing Partners of the Dweller in Darkness. On the Plane of Dreams, moon-beasts work side-by-side with the Dweller in Darkness, a powerful and enigmatic entity also from the Far Realm. It is said that the Dweller lurks on the Dark Side of the Moonscape, and the two forces have divided up the moon between them. The Dweller procures sacrifices from the moon-beasts, who in turn are sometimes accompanied by nightgaunts on their planar raids. The exact details of their partnership with the Dweller in Darkness is not known, but it seems to benefit both sides for the time being.

MOON-BEAST

Large aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 85 (10d10+30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	17 (+3)	20 (+5)	11 (+0)

Saving Throws Con +7, Wis +9

Skills Perception +9

Damage Immunities cold, psychic

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 19

Languages telepathy 120 ft.

Challenge 7 (2,900 XP)

Breathless. The moon-beast does not need to breathe air and can survive underwater or in regions of thin or no atmosphere with no checks.

Innate Spellcasting. The moon-beast's spellcasting ability is Wisdom (spell save DC 17, spell attack modifier +9). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*

3/day each: *charm monster, confusion, dominate monster*

1/day: *plane shift*

Magic Resistance. The moon-beast has advantage on saving throws against spells and other magical effects.

Unnatural Anatomy. Moon-beasts have amorphous anatomies that don't match to common species in the Material Plane. Any critical hit is treated as a regular hit against a moon-beast.

ACTIONS

Multiattack. The moon-beast makes three attacks, one with its tentacles and two with its claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) slashing damage plus 18 (4d8) psychic damage.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (8d8) psychic damage, and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.



MUD SERPENT

The Slime Lords experimented with a great many types of transmutation magic, and when their base was sealed by the demon lord Juiblex and sunk beneath the swamp on the Plane of Ooze, many of those experiments were left to fend for themselves. Mud serpents were such creatures, and they were originally built as guardians for the Slime Lords' personal abodes as well as tools to use in their research. The mud serpent appears as a brown sticky snake comprised entirely of oozing sludge, with hollow eye sockets and a gaping mouth filled with dripping acid.

Strength in Numbers. Left unchecked, the mud serpents have spread out from the region surrounding the Slime Lord Tombs, and their ability to transform victims into more mud serpents has increased their numbers greatly from the original count. They tend to gather in nests around particularly deep and treacherous swampy pits, waiting to ambush travelers and transform them into new mud serpents. This desire seems to motivate them above all else.

MUD SERPENT

Large elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 76 (8d10+32)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	5 (-3)	10 (+0)	5 (-3)

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 6 (2,300 XP)

Immutable Form. The mud serpent is immune to any spell or effect that would alter its form.

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

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) piercing damage and 14 (4d6) acid damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one creature. *Hit:* 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the mud serpent can't constrict another target.

Polymorph Spit (Recharge 5-6). The mud serpent spits a sticky wad of acids and chemicals at a single target up to 60 feet away. The target must succeed on a DC 15 Dexterity saving throw or be hit by the glob, which begins to transform the victim into a mud serpent. The victim suffers disadvantage on attack rolls and ability checks as the transmutation magic wracks their body. At the start of each of the victim's turns, it must make a DC 15 Wisdom saving throw. If they accumulate three successes, the effect ends immediately and the target is immune to the mud serpent's polymorph spit for the next 24 hours. If they accumulate three failures, they are transformed into a mud serpent as if affected by the *polymorph* spell except the effect is permanent unless reversed by magic (though the mud serpent's Immutable Form ability makes that difficult).

Buried Secrets. It has been theorized that the Slime Lords had a cure for victims transformed into mud serpents, but if that is the case the secret is buried in their tomb beneath the Swamp of Oblivion. Digging through the muck and slime of the plane to penetrate the sealed tomb is a daunting task and one based on more hope than actual fact, but for the friends of someone transmuted into a mud serpent few other options remain.

NEREID

Nereid are shy fey native to the Plane of Water. They appear as beautiful elven women with translucent blue skin and hair that resembles cresting waves. Nereids are never without their shawls, which are typically worn around their neck and wrapped around their bodies. Though shy, they can be playful when enticed and they typically grow bolder in larger groups.

A Splash of Nereids. Nereids are not solitary creatures by nature, and they typically gather in small groups called a splash. A splash can have anywhere from two to ten nereids, and other aquatic creatures can be found with them as well. Octopi, squid, and water elementals are common companions for a splash of nereids.

Ciellieri's Shawl. A nereid protects her shawl with every fiber of her being, and with good reason. If the nereid's shawl ever be destroyed, the fey is destined to expire within a day. Some nereids tell the tale of Ciellieri, an ancient nereid who lost her shawl to a cruel wizard long ago. It is rumored that Ciellieri was able to fashion a new shawl to save her own life, but the transition warped and twisted the fey's mind and body. Some say that Ciellieri is still somewhere in the Darkened Depths of the Plane of Water, hiding away in some shadowed cave, plotting revenge against the playful nereid that squander the joy she was robbed of so long ago.



NEREID

Medium fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 44 (8d8+8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	16 (+3)	12 (+1)	18 (+4)

Skills Perception +4 (+7 underwater)

Damage Resistances fire

Damage Immunities cold

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 14

Languages Aquan, Common

Challenge 4 (1,100 XP)

Amphibious. The nereid can breathe air and water.

Aquatic Displacement. While immersed in water, the nereid's shimmering form makes it difficult to target, causing attack rolls against it to have disadvantage.

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

Shawl Bound. Each nereid is bound to its shawl, which it rarely lets out of its possession. Each nereid's shawl is unique, though they are all beautiful and well decorated. If a nereid's shawl is destroyed, the nereid expires within 24 hours.

ACTIONS

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Drowning Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* The target's lungs begin to fill with water. If the target cannot breathe water, it suffers a level of exhaustion, and it suffers an additional level of exhaustion at the beginning of each of its turns. At the end of the target's turn it can make a DC 14 Constitution saving throw. On a success, the drowning ends, though any exhaustion levels remain. The nereid can end the drowning at any time.



NIGHTGAUNT

Nightgaunts are the servants, messengers, spies, and assassins of the Dweller in Darkness, the otherworldly entity that has invaded the Plane of Dreams. They appear as faceless, incredibly gaunt, black-skinned humanoids, with incredibly long limbs and grotesquely thin bat-like wings protruding from its back. Its arms end in massive claws and its tail has a special barb at the end used for tickling grappled victims, a horrendous experience that paralyzes the target. Nightgaunts do not speak any language known but seem to communicate with one another and their powerful master.

Soul Feeders. Nightgaunts feed on the souls of living creatures, and the soul becomes sweeter to them if their intended meal dies in the throes of powerful emotions – terror, anger, and anguish are their favorite. Nightgaunts usually carry off their victims to an undisclosed location, sometimes taking them all the way to the Dark Side of the Moonscape, where they savor their meal slowly as the victim undergoes horrendous agony at their hands.

NIGHTGAUNT

Medium aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 60 (8d8+24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +7

Damage Resistances psychic

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 120 ft., passive Perception 13

Languages understands Common but cannot speak

Challenge 3 (700 XP)

Otherworldly Build. The nightgaunt counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Shadow Aptitude. While in dim light or darkness, the nightgaunt has advantage on Wisdom and Dexterity checks and saving throws.

ACTIONS

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 12 (2d6+5) slashing damage and 9 (2d8) psychic damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the nightgaunt can't use its claws on another target.

Tickle. The nightgaunt uses its tail to tickle a creature grappling with it, inducing a deep paralyzing psychosis in the victim. The creature must succeed on a DC 15 Wisdom saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turn, ending the effect on itself with a success.

Wings in the Night. The Dweller in Darkness has established a beachhead from the Far Realm in the Plane of Dreams, but it sends out nightgaunts across the multiverse to attack, spread fear, and report back. They wait until night, work in groups of three to six, and swoop down on unsuspecting victims. Their favorites are crowds, where they can pick off individuals and carry them high into the air before they drop them to their ultimate death.

NIGHTLOCK

Nightlocks are fey spirits of poisonous plants like belladonna, mistletoe, and hemlock. They look like feral dwarves, with tangles of gray or green moss serving as hair, beard, and clothing, and their skin has a dusky violet color to it. They hate all life and hide from sunlight, though it does not actually affect their senses. Nightlocks grumble and mutter to themselves at all times.

Servants of Ainecotte. Ainecotte, the Princess of Hemlock, is the most powerful nightlock in the Plane of Faerie, and she serves the Queen of Air and Darkness in the Gloaming Court. Most nightlocks revere Ainecotte in one form or another, with some worshipping her as a goddess and offering sacrifices in her name across the Feywild. Ainecotte relishes the attention shed upon her by the nightlocks and has been known to grace some nightlock communities with a visit.

Guardians of the Uncared For. Nightlocks believe it is their sacred duty to protect the poisonous plants of the forested realms, which are often pulled up and destroyed by callous humans in the name of “safety.” Nightlocks have witnessed this level of destruction for too long, and as a result they have become cold and uncaring for the mortal world, only caring about their precious plants under their charge. Some nightlock bands have made peace with nearby druid circles as they can sometimes see eye to eye on these types of protections.

NIGHTLOCK

Medium fey, neutral evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8+21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	8 (-1)	15 (+2)	11 (+0)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Sylvan

Challenge 2 (450 XP)

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

3/day each: *entangle*, *pass without trace*, *speak with animals*

1/day each: *grasping vine*, *plant growth*

Wood Immunity. Nightlocks are immune to damage caused by wooden weapons, such as staves, clubs, and sticks, including magical versions of the same.

ACTIONS

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

Hit: 5 (1d6+2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw. On a failure, dangerous poison reduces the target’s Dexterity score by 1d4. The target dies if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a humanoid dies from this attack, a new nightlock rises from the corpse 1 day later.



NIIGHTPROWLER

Nightprowlers are sleek panthers that move effortlessly through undergrowth, blending seamlessly into shadows. They are as large as horses with jet black fur, thick muscles, and luminous eyes that never seem to betray their presence in the never-ending night of Karasuthra, the third layer of the Beastlands. Nightprowlers hunt the prey that suits their mood and few creatures can withstand the sudden ferocity of a pouncing nightprowler as it hits, runs, and then hits again.

Best of the Best. The Midnight Plateau is the undisputed territory of Zutris, the panther lord, and the potent being uses nightprowlers as an elite force. None of the other panthers of the plateau know exactly how many nightprowlers Zutris commands, as they come and go as silently as a gentle breeze, but there are enough of them to keep Zutris' rivals from growing too bold. More than one plot against the seemingly lazy panther lord has been thwarted silently by a nightprowler team, striking suddenly and disappearing as quickly.

One in particular serves as Zutris' personal spy, bodyguard, and mate. Kaori is a nightprowler with two wicked scars crossing her face in an X pattern, but it's a mark that brings no shame. She has served Zutris loyally for many years, and while the two bicker and argue constantly in public, they are true companions that would never want to see the other hurt. For her part, Kaori has put down multiple coups and keeps her own network of spies across the multiverse active, feeding the information to Zutris on a regular basis and keeping a feline eye on the Midnight Plateau.

NIIGHTPROWLER

Large beast, any alignment

Armor Class 19 (natural armor)

Hit Points 75 (10d10+20)

Speed 50 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	15 (+2)	15 (+2)	14 (+2)	10 (+0)

Saving Throws Dex +10, Wis +5

Skills Perception +5, Stealth +10

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 15

Languages Celestial

Challenge 7 (2,900 XP)

Cunning Action. On each of its turns, the nightprowler can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the nightprowler is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Pounce. If the nightprowler moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the nightprowler can make one bite attack against it as a bonus action.

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 16 (2d8+7) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 12 (1d10+7) slashing damage.

Compelled to Hunt. Nightprowlers are consummate hunters, and they never remain idle for very long. Their massive size requires a heavy diet, but more than that they are obsessed with the hunt. Not all nightprowlers hunt for the kill, but all enjoy the chase. Several bands of travelers into Karasuthra have been stalked by a nightprowler without even realizing it, watched from a distance as a sort of test to see what they would do. Many poachers in the service of the Glorious Conclave have fallen victim to a nightprowler they never knew were there as well.

NIGHTSHADE

Some of the most feared beings that stalk the Plane of Shadow are the nightshades. Monstrously huge undead beings made of pure darkness and shadow, nightshades are mute guardians and hunters of the landscape. There are three known varieties of nightshades – the worm-like nightcrawler, the bat-like nightwing, and the lanky giant-like nightwalker.

Tied to the Midnight Stones. Scattered about the Shadowfell are strange circles made of massive slabs of a strange rock known as midnight stones. These standing circles rarely stay in one location for very long, but their presence is always marked by a congregation of nightshades. They do not communicate with one another, at least not in any perceptible way, but they do not interfere with one another either. Sometimes they converge on the midnight stones to deter some intruder or curious adventurer seeking to unlock the mystery of the circles, but just as often they simply act as they normally would but confined to a smaller region around the circle. No one knows how the nightshades are connected to the midnight stones yet.

Free Willed Predators. Each of the nightshades is an efficient hunter and predator, and sometimes they slip outside the Plane of Shadow and out into the Material Plane. Some powerful necromancers have learned ways to summon and bind the undead monsters to their will, but this is rare – the nightshades seem resistant to domination attempts. Nightshades live off the living force energy of mortal creatures, but they seem effectively immortal unless defeated in combat.

NIGHTCRAWLER

The nightcrawler is a titanic worm-like being, black and shadowy, with a gaping tooth-filled maw at its “head” that it uses to chew up dirt and opponents. It is blind, but it uses some unknown other sense to detect the presence of living creatures. It is capable of swallowing targets whole, and it can spew a cloud of necrotic gas to weaken foes before it slithers in for the final kill.

NIGHTWING

The flap of the nightwing’s huge bat-like wings is usually the only sound that precedes its lightning-quick attacks from the air. It uses its talons to rend flesh from bone, and it has a powerful anti-magic cone it can unleash to reduce magical effects to nothing. Nightwings are the only nightshades that are often encountered in pairs, flapping through the dark skies of the Shadowfell in search of a new meal.

NIGHTWALKER

As large as any giant but gaunt and thin, the nightwalker is a fearsome opponent and skilled stalker of prey. Shadow monsters accompany them, though some believe this is a byproduct of their connection to the Negative Energy Plane rather than a deliberate ally, and their fearsome claws are capable of reducing the stoutest warrior to a quivering mess in an instant.

NIGHTCRAWLER

Huge undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 200 (16d12+96)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	22 (+6)	9 (-1)	10 (+0)	11 (+0)

Saving Throws Con +10, Wis +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages -

Challenge 10 (5,900 XP)

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

Shadow Chains. Any living creature in dim light or darkness that starts its turn within 30 feet of the nightshade must succeed on a DC 18 Strength saving throw or be restrained for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If the creature succeeds on the saving throw against this effect or the effect ends for it, it is immune to the Shadow Chains feature of nightshades for the next 24 hours.

Tunneler. The nightshade can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Turn Immunity. The nightshade is immune to the effects of Turn Undead.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed. A swallowed creature is blinded and restrained, possesses total cover against attacks and other effects outside the nightshade, and suffers 36 (8d8) necrotic damage at the start of each of the nightshade’s turns.

If the nightshade takes 30 damage or more on a single turn from a creature inside it, the nightshade must succeed on a DC 19 Constitution saving throw at the end of its turn. On a failure it regurgitates all swallowed creatures. Regurgitated creatures fall prone in a space within 10 feet of the nightshade. If the nightshade dies, a swallowed creature is no longer restrained by it and can escape from the body by using 20 feet of movement, exiting prone.

Poison Breath (Recharge 5-6). The nightshade expels a cloud of necrotic gas in a 60-foot long cone. Living creature in the cone must make DC 19 Constitution saving throws, suffering 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are also poisoned.

NIGHTWING

Huge undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 136 (16d12+32)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	27 (+8)	15 (+2)	16 (+3)	14 (+2)	13 (+1)

Saving Throws Dex +12, Wis +6

Skills Perception +6, Stealth +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages -

Challenge 9 (5,000 XP)

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

Shadow Chains. Any living creature in dim light or darkness that starts its turn within 30 feet of the nightshade must succeed on a DC 18 Strength saving throw or be restrained for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If the creature succeeds on the saving throw against this effect or the effect ends for it, it is immune to the Shadow Chains feature of nightshades for the next 24 hours.

Turn Immunity. The nightshade is immune to the effects of Turn Undead.

ACTIONS

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) piercing damage plus 18 (4d8) necrotic damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (4d8+8) slashing damage.

Magic Nullification Cone (Recharge 5-6). The nightshade creates a 60-foot long cone of magic nullification. Everything in the radius of the cone is affected by the *dispel magic* spell. Spells of 3rd level or lower end immediately, and for each spell of 4th level or higher the nightshade must make a check at +7 against a DC of 10 + the spell level. On a success the spell ends.

NIGHTWALKER

Huge undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 168 (16d12+64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +8, Con +8, Wis +6

Skills Perception +7, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages -

Challenge 9 (5,000 XP)

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

Shadow Chains. Any living creature in dim light or darkness that starts its turn within 30 feet of the nightshade must succeed on a DC 18 Strength saving throw or be restrained for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If the creature succeeds on the saving throw against this effect or the effect ends for it, it is immune to the Shadow Chains feature of nightshades for the next 24 hours.

Turn Immunity. The nightshade is immune to the effects of Turn Undead.

ACTIONS

Multiattack. The nightshade makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) slashing damage plus 9 (2d8) necrotic damage, and the target must succeed on a DC 16 Wisdom saving throw or be frightened of the nightshade for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If a creature succeeds on the saving throw against this effect or the effect ends for it, it is immune to this effect for the next 24 hours.

Summon Shadows (Recharge 5-6). The nightshade summons up to 4 shadows. The shadows emerge from a point in dim light or darkness within 60 feet, and serve the nightshade completely.

NI'IATH

The space between the layers of Bytopia is the thinly clouded realm known as Between-sky. Several mountains cross the barrier between the layers, and travelers crossing up from one layer find gravity reverses at a point to become natural to the other layer. This disorienting affect has caused numerous accidents, but it has also created a specialized inhabitant called the ni'iath.

Physically, the ni'iath resembles a large fish with a wolf-like snout and a mouth filled with irregular jagged teeth. A pair of thin clawed arms extend from below its scaled belly while its abnormally long tail ends in a three-fingered appendage similar to a hand. The creature is completely immune to the effects of gravity, an effect it achieves by some innate manipulation of the forces around it.

Sky Hunters. Ni'iath travel in packs, similar to wolves, and are adept at moving along thin clouds to hide their approach. They usually prey on birds that fly too close to Between-sky from either Shurrock or Dothion and often times they swoop down on the rough mountain slopes to catch easy prey from the air. Ni'iath are cunning adversaries in aerial combat and prefer to use their tail to fling opponents towards a hard surface before quickly moving in to finish them off.

Centerspire Lurkers. Centerspire stands as the most traversed path through Between-sky, and it sees a lot of merchant traffic along its winding well-maintained road. Ni'iath are fond of attacking flying targets around this area, so hired bodyguards for the caravans are warned to stick to the ground despite the temptation to make the aerial journey. One particularly grizzled ni'iath called the Wolffish of Wall Street has claimed many victims along a stretch of Centerspire known as Wall Street, so called because of the low wall built to keep out bandits and other threats.

NI'IATH

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d8+6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5, Survival +4

Damage Immunities force

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 15

Languages --

Challenge 2 (450 XP)

Gravity Swimmer. The ni'iath is immune to any affect that would move it against its will.

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

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

ACTIONS

Multiattack. The ni'iath makes two attacks: one with its claws and one with its bite.

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

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

Tail Fling (Recharge 5-6). The ni'iath chooses a creature within 10 feet who must make a DC 13 Strength saving throw. On a failure, the ni'iath uses its tail to fling the target 100 feet in a chosen direction, and while flung the creature is subject to a specialized *reverse gravity* spell. If the creature collides with a solid object while flung, they suffer falling damage just as they would during a normal downward fall.

NOMO

The laws of magic are as strict and rigid as any of the laws constructed by the Lex, but they largely remain shrouded in mystery. The powerful entity known as Nomos Prime claims to understand all of them as no mortal or even divine power could, and from its tower on Arcadia's second layer of Buxelos, it collates magical data from across the multiverse. It doesn't leave the tower, however, instead relying on flying oozes known as nomo to perform its field operations.

NOMO

Large ooze, unaligned

Armor Class 14
Hit Points 78 (12d10+12)
Speed 10 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	13 (+1)	5 (-3)	20 (+5)	11 (+0)

Saving Throws Int +0, Wis +8, Cha +3
Damage Resistances acid, cold, fire, lightning, necrotic, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities force, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, prone
Senses blindsight 60 ft. (blind beyond this distance), passive Perception 15
Languages --
Challenge 5 (1,800 XP)

Amorphous. The nomo can move through a space as narrow as 1 inch wide without squeezing.

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

Magic Sense. The nomo can sense magic, including spells and spellcasters, within 120 feet.

ACTIONS

Multiattack. The nomo makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 10 (4d4) force damage.

REACTIONS

Counter Magic. If the nomo is the target of a spell or other magical effect, it automatically cancels the effect if it's the equivalent of a 4th-level spell or lower.



A nomo resembles a large purple jellyfish, with a broad cap sitting over a mass of tentacles that undulates to move the creature through the air or water. They have been encountered across the multiverse, either on specific missions from Nomos Prime or left to wander after completing some task, but their knack for cancelling magical effects has made them dangerous monsters to encounter.

Data Collection. While Nomos Prime claims to understand the laws of magic, it is not one to rest with that knowledge. Most arcane spellcasters agree that magic itself is a living thing, perhaps not in the same way mortal creatures are alive but in a wholly unique and largely misunderstood way. The nomo are tasked with collecting information about magic for collation and archiving by Nomos Prime. What the mysterious entity ultimately does with this data isn't known.

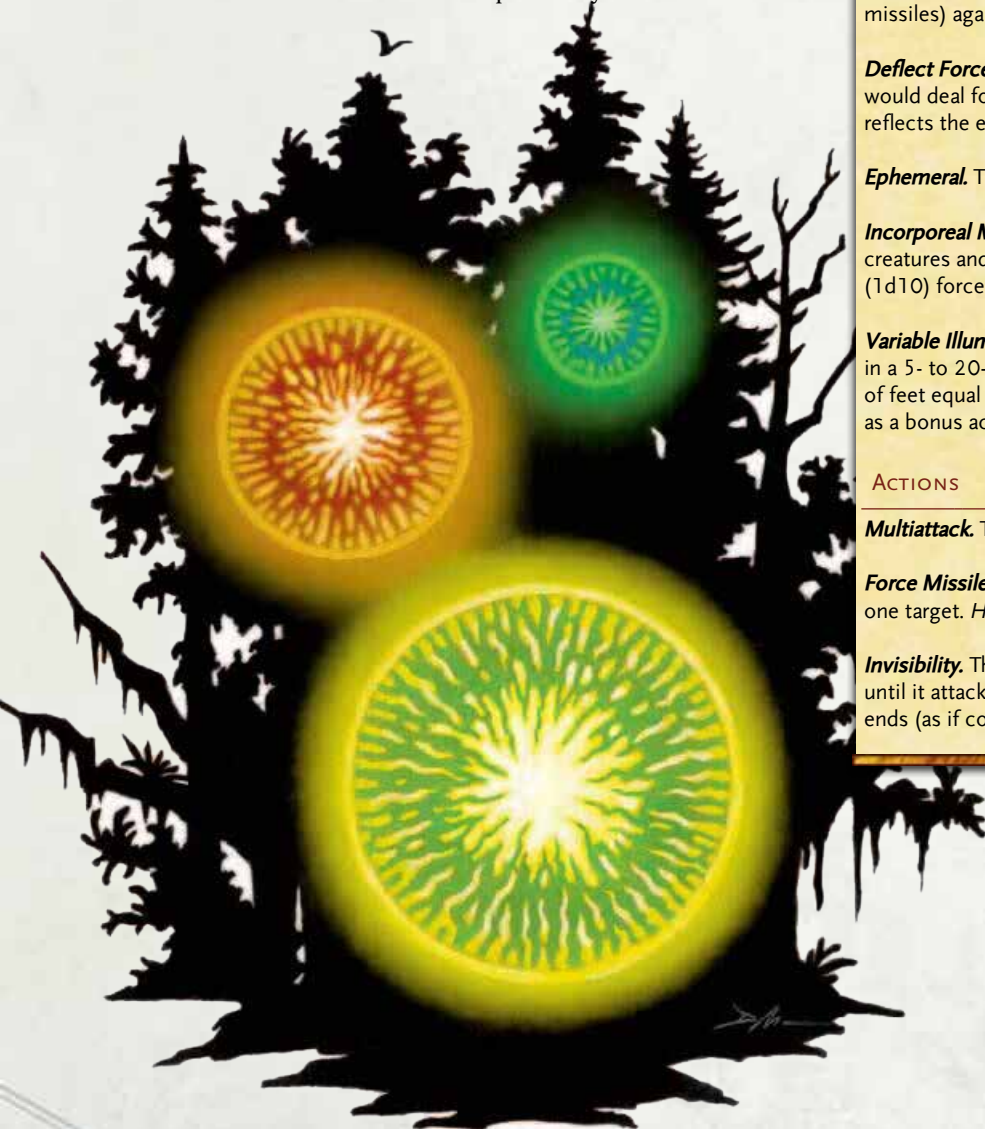
Magic Hound. Some wizards, especially nomomancers who studied under Nomos Prime, have been known to use a nomo as a specialized hunter of magic. Its innate sense to pick up magical effects within a broad area makes them good at detecting otherwise hidden emanations from *detect magic* and other common spells. A nomo found in the wilderness can lead to a greater discovery, or so believe some nomomancers who otherwise do not wish to disturb their master's pet oozes.

NYTH

Nyth are strange multicolored glowing orbs, similar to will-o'-wisp, originating from regions of the Plane of Air with a close proximity to the Positive Energy Plane. The Borealis Radiance contains the largest concentration of these dangerous creatures, and is the only known place where they gather in any large numbers. A nyth is intelligent and can speak, which it does to lure travelers, especially spellcasters, into casting energy spells at them.

Guardians. Outside of the Borealis Radiance, a nyth is a solitary creature that protects its chosen region zealously. It can be flattered, however, and some wizards – especially those of the Prismatic Order – have been able to train nyths to become guardians of certain regions or rooms. A nyth that is fed a regular diet of fire or lightning and treated with respect protects its chosen area with vigilance and zeal.

Energy Healing. Nyth do not heal naturally, so they must find a source of energy to replenish their hit points. A wounded nyth on the Material Plane has been known to seek out the campfire of a traveling band, using its abilities to draw away as many creatures from the fire as possible so that it can recover. On the Plane of Air, they frequently look for elemental storms to help heal any wounds.



NYTH

Small elemental, chaotic evil

Armor Class 19

Hit Points 36 (8d6+8)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities force, fire, lightning, poison

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

Senses darkvision 120 ft., passive Perception 12

Languages Auran, Common

Challenge 4 (1,100 XP)

Absorb Energy. The nyth feeds on energy. Any fire or lightning damage inflicted upon it is instead added to the creature's life as temporary hit points. If a nyth ever reaches double its maximum hit points from this effect, it explodes, creating two nyths each with hit points equal to its original amount and shooting a *magic missile* spell cast as a 4th-level spell (6 missiles) against targets of its choice.

Deflect Force. If the nyth is subject to a spell or effect that would deal force damage, it suffers no damage and instead reflects the effect back to its source or wielder.

Ephemeral. The nyth can't wear or carry anything.

Incorporeal Movement. The nyth can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The nyth sheds bright multicolored light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The nyth can alter the radius as a bonus action.

ACTIONS

Multiattack. The nyth makes three Force Missile attacks.

Force Missiles. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (3d4+3) force damage.

Invisibility. The nyth and its light magically become invisible until it attacks with its Force Missiles, or until its concentration ends (as if concentrating on a spell).

ODEM

Tiny elemental, chaotic evil

Armor Class 16

Hit Points 15 (6d4)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	23 (+6)	11 (+0)	15 (+2)	14 (+2)	16 (+3)

Skills Insight +4, Perception +4, Stealth +8

Damage Immunities acid, cold, fire, lightning, necrotic, poison, thunder; bludgeoning, piercing, and slashing from weapons that are not cold iron

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

Senses darkvision 120 ft., passive Perception 14

Languages telepathy 120 ft.

Challenge 3 (700 XP)

Ethereal Sight. The odem can see 120 feet into the Ethereal Plane when it is on the Material Plane or Plane of Shadow, and vice versa.

Incorporeal Movement. The odem can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Etherealness. The odem enters the Ethereal Plane from the Material Plane or Plane of Shadow, or vice versa. It is not visible on the Material Plane or Plane of Shadow while it is in the Border Ethereal.

Possession (Recharge 6). One humanoid that the odem can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the odem; the odem then disappears, and the target is incapacitated and loses control of its body. The odem now controls the body and deprives the target of awareness. The odem can't be targeted by any attack, spell, or other effect, except ones that target possession specifically, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, and it gains access to the target's knowledge, class features, and proficiencies.

The possession lasts until the body drops to 0 hit points, the odem ends it as a bonus action, or the odem is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the odem reappears in an unoccupied space within 5 feet of the body. The target is immune to this odem's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



ODEM

Dangerous, malevolent spirits that haunt the Plane of Shadow, odem are cruel and sly, a dangerous combination in the Shadowfell. Their natural form resembles a wisp of shadowy mist, but they much prefer to occupy the body of another humanoid creature for as long as possible. Some scholars have linked odem to ghosts, but the possession nature of the odem is much deeper and more sinister than a typical ghost. Odems that possess a humanoid gain all knowledge of the person's life, allowing them to mimic it nearly flawlessly. During this time the original mind is shunted to the back without knowledge of their actions or plans, and the target's mind can communicate only with the odem telepathically.

Spirits of Shadow. Odem are widely believed to be natural inhabitants of the Plane of Shadow. They are not undead, but instead elemental manifestations of pure shadow and darkness. While in possession of a body they retain their ethereal sight ability, allowing them to easily spot their own kind and to keep watch for creatures that might be able to threaten them.

Game of Hosts. Odems retain possession of a humanoid body for as long as possible, and they delight in their secret subterfuge. It's a game to the odem, though rarely do others know they are playing, and they often have no long term plan other than surviving and causing mischief and terror. When an odem leaves or is forced out of a body, the host is left with a sense of great time loss – to them, one moment they were in one place, and the next moment they are somewhere completely different. Some communities call these poor unfortunates the vacated, and the name has stuck.

OIL JELLY

The gears of Mechanus are in constant motion, grinding into one in another in never-ending movement. At least, that's the idea, but sometimes the gears and cogs freeze up, and when this happens the modrons that tend to the vast machinery of the plane work to lubricate the gears so that they move freely again. Most of this lubrication comes from large lakes of slick black oil located around Mechanus, and in some of those the oil has taken on a life of its own. Oil jellies are semi-sentient oozes birthed in unknown conditions within the oil lakes, and they appear as large patches of shiny black liquid. They slither with surprising speed and fight against the modrons to preserve their oily homes.

Accident or Design? The nature of the oil jellies suggest a spontaneous creation birthed by accident and chance rather than deliberate design, but that would go against the basic principles of Mechanus. The philosophical conundrum has vexed planar scholars for generations, who mostly have come to the conclusion that Primus is responsible for the oil jellies and there is a pattern to their creation. The pattern is simply not visible to mortals.

OIL JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 76 (8d10+32)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	19 (+4)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities acid, fire, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 3 (700 XP)

Flammable. If the jelly is subjected to fire damage it catches fire. While it is on fire, any creature in the same space as the jelly suffers 14 (4d6) fire damage at the beginning of the jelly's turn. The jelly remains on fire for 1 minute.

Slick Form. The jelly can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Creatures that start their turn in the same space as the jelly must make a DC 13 Dexterity saving throw or fall prone.

ACTIONS

Multiattack. The jelly makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage. The target must succeed on a DC 13 Dexterity saving throw or fall prone.



OLM

Olms are small, albino lizards that crawl over the rugged terrain of Pandemonium in great numbers. They produce a toxin on their skin that makes eating them less than ideal for other predators, though some creatures eat them anyway. The larger giant olms, as big as a wolf, are more problematic and territorial. These albino lizards produce a more powerful poison that deters all but the most determined of predators, and they protect their eggs hidden in rock walls along Pandemonium's tunnels with a ferocious tenacity.

Lizards of Prophecy. Numerous insane prophets in the towns of Madhouse and Windglum have made wild predictions around olms, often times while “reading” bowls of olm guts in specially prepared bowls, all of which underscores the prominence the lizards have in the culture of the Banished. The poisonous lizards are considered sacred for hundreds of reasons – some believe them to be reincarnated spirits of their ancestors, some believe them to be the words of gods given lizard form, and others believe they hold the key to unlocking personal wealth and fortune. Eating an olm is considered taboo among the Banished, though there are many among them that do it just for the sake of breaking the taboo, and giant olms are often seen as pinnacles of prophecy.

Legends of Stinky Billy. Stories of a particularly cantankerous and ancient giant olm nicknamed Stinky Billy are told among many families in Madhouse. The creature is said to be as large as a blind croaker, with deep scars running all along its body, and an absolutely foul stench that carries for miles on the howling winds of Pandemonium. It is more intelligent than other olms, even capable of speech in some stories, and it is just as likely to help a stranded traveler as descend with poisonous fangs and bestial ferocity. Stinky Billy is used a boogeyman in children's stories, but there is enough evidence that such a massive olm exists somewhere in the cacophonous tunnels.

GIANT OLM

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d8+3)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Damage Immunities poison, thunder

Condition Immunities deafened, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages --

Challenge 1 (200 XP)

Poisonous Skin. Creatures that hit the olm with an attack while within 5 feet of it suffer 3 (1d6) poison damage.

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

ACTIONS

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

Hit: 5 (1d6+2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 14 (4d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

PAINSTALKER PANTHER

Painstalker panthers are bred by the servants of Loviatar, goddess of pain, in hidden kennels below the Frigid Fortress on Mungoth, Gehenna's layer of acid and snow. They appear as large black hunting cats with dull blue streaks marking their thick fur, and their faces are unusually sharp and angular. A painstalker panther can mark any target it sees, a useful trait for the hunting packs of Loviatar, and when the fiendish creature singles out a target the panther's body lights up with brilliant ice blue flames.

Pride of the Painstalkers. The painstalker panthers are the pride and joy of the Painstalkers of Loviatar. They use the magnificent hunting cats to track down prey that have wronged their goddess or their order, and few are able to hide from such capable packs. The panthers cannot speak but understand the languages of the layer as taught by their handlers, and they possess a remarkable bloodlust for any creature they mark as their prey. The painstalker panthers are a big reason the Painstalkers themselves are feared and respected across Gehenna and even beyond the Fourfold Furnaces.

Corrupted at Birth. Painstalker panthers are trained by secret kennel masters below the Frigid Fortress, but they are not born as fiends. Servants of Loviatar across the multiverse seek out panthers in the wild places of the worlds and transport them as kittens to their mistress' Mungoth fortress. There, through profane magical rites, the creatures are mutated and twisted by intense pain to become painstalker panthers. The process is abominable and many do not survive the transformation. Some survive but become monstrosities unfit to hunt alongside a Painstalker pack – these unfortunate creatures become chained guardians of the Frigid Fortress, serving as mindless beasts, attacking any and all they come into contact with.

PAINSTALKER PANTHER

Large fiend, neutral evil

Armor Class 14 (natural armor)

Hit Points 67 (9d10+18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +5, Stealth +6

Damage Resistances fire

Damage Immunities acid, cold, psychic

Senses darkvision 60 ft., passive Perception 15

Languages understands Abyssal and Infernal but can't speak

Challenge 4 (1,100 XP)

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

Mark. The painstalker panther can use a bonus action to mark a target it can see. The panther can only have one creature marked at a time, and while the target is marked the painstalker panther magically knows its location. The mark lasts for 24 hours unless the target dies, the panther removes it as a free action, or another target is marked. The painstalker panther inflicts an additional 7 (2d6) psychic damage with each attack against the marked target.

ACTIONS

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

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

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

PECH

Pech are peaceable creatures native to the Plane of Earth. They are surprisingly thin, with spindly arms and legs but with broad hands and feet perfect for employing tools to work stone and rocks. They have pale skin with brown hair, and their large eyes have no pupils.

Highly Coveted Slaves. Pech are the ideal slaves of the dao in their never-ending mining operations, and as such they are constantly hunted by the genies. Whole communities of pech have been captured by the dao slave takers and then sold to various mazeworks across the plane, breaking up families and friends. Pech slaves are highly valued by the dao but treated the worst, but somehow the stoic spirit of the pech remains. Most hold out hope that one day they will be free.

Work is Life. To a pech, the endless toil of mining and digging holds an unmatched joy that fills their life with purpose and meaning. Even under the yoke of the dao, pech relish digging and are not happy unless they have mining tools in hand. Some planar scholars believe this is why there has never been a significant pech uprising among the ranks of the dao – the genies allow the pech to do what they want to do most in life, albeit on a forced schedule.

PECH

Small elemental, neutral good

Armor Class 18 (natural armor)

Hit Points 30 (4d6+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+5)	10 (+0)	18 (+4)	14 (+2)	12 (+1)	14 (+2)

Condition Immunities petrified

Senses darkvision 120 ft., passive Perception 11

Languages Terran

Challenge 2 (700 XP)

Expert Diggers. Against an opponent made of stone (such as a gargoyle, galeb duhr, or stone golem), the pech deals maximum damage on any attacks. While using mining tools to dig, a pech makes quadruple the normal progress.

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

3/day: *stone shape*

1/day: *move earth*

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

ACTIONS

War pick. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 8 (1d8+4) piercing damage.

PHARGION

Phargion are unusual insect creatures native to the tunnels of Pandemonium with unusual means of locomotion. Their backs are covered by a narrow, rounded carapace that they can curl up into to transform into a fast-moving wheel, allowing them to quickly traverse the tunnels of their home plane. They surprise opponents by popping out of their shell and quickly slashing with a pair of armblasses, before rolling back up to make a quick escape. Phargion scoop up meaty remnants to pull into their shell to devour at their leisure, and their eyes have atrophied in the dark while their other insectoid senses have become heightened.

Ancient Heritage. Phargion are barely intelligent and do not seem to have a language understood by outsiders, but there is evidence to suggest they were once masters of an ancient civilization. Some caves in the tunnels of Pandemonium hold ruins decorated with glyphs and markings depicting higher-evolved versions of the phargion, working and living in their city. What happened to these advanced phargion is not clear as the ruins don't offer much in the ways of clues to their devastation. Some believe they fell to infighting over scarce resources, others say they were victims of an invasion from Far Realm forces rising up from Cocytus.

Tender Meat. Among the Banished who live in Pandemonium, phargion meat is considered a rare treat. The creatures are difficult to defeat due to their hard shells, but underneath that thick armor is a treasure trove of tender meat that can feed a family for weeks. Trained phargion hunters depart from Madhouse and Windglum on regular hunts, seeking to single out one of the creatures and overwhelm them with spears and polearms. These hunts are dangerous affairs with high fatality rates, but the rewards offer a rich bounty of protein-rich food for many mouths.

PHARGION

Medium aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 104 (16d8+32)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	5 (-3)	14 (+2)	7 (-2)

Skills Athletics +7

Damage Immunities thunder

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft., passive Perception 12

Languages --

Challenge 5 (1,800 XP)

Knockdown. If the phargion moves at least 20 feet it can attempt to shove an adjacent target as part of the movement.

ACTIONS

Multiattack. The phargion makes two armblass attacks.

Armblass. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) slashing damage.

Curl Up. The phargion curls into its shell and resembles a wheel. In this form, it cannot attack, its movement speed becomes 50 feet, and it gains resistance to bludgeoning, piercing, and slashing damage. The phargion can use a bonus action to uncurl itself and remove these effects.





PLASM

Ether cyclones that tear through the Ethereal Plane close to the Elemental Chaos has a chance of creating a plasm. These monsters are born from the mixing of the ethereal mists with the raw elemental power of the multiverse, and they are created only to suffer and cause suffering. Each appears as a rough humanoid skeleton, but its makeup constantly shifts. One moment its body is wreathed in flames and its bones blackened, and in the next the fire morphs into water and ice, and after that its form drips with acid, and then further into crackling lightning energy. The wild, unpredictable elemental power contained within a plasm makes it a dangerous and unpredictable foe.

Instruments of Chaos. Plasms are born from the connection between the raw forces of the Elemental Chaos and the Ethereal Plane, a fusion that creates instability. Hurlled out of ether cyclones and thrown through the nearest ethereal curtain, plasms become instruments of chaos and destruction. They speak in wild chaotic words and phrases but rarely stop to converse – the malevolent energy that drives them pushes them to destroy. Sometimes, genies or powerful wizards and priests recognize the potential of a plasm and can direct them towards certain areas where their powers can wreak the most devastation.

Reviled Aberrations. Among common elemental creatures, plasms are viewed with hatred and loathing and are attacked on sight. Genies and other intelligent elementals often use them as tools in their wars against their enemies, but even they are careful to avoid being seen associated with a plasm.

PLASM

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8+24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	8 (-1)	11 (+0)	13 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, fire, lightning, poison, psychic, thunder

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Auran, Ignan, Terran

Challenge 4 (1,100 XP)

Elemental Aura. The plasm radiates powerful elemental energy. A creature that starts its turn with 5 feet of the plasm suffers 2 (1d4) acid damage, 2 (1d4) cold damage, 2 (1d4) fire damage, and 2 (1d4) lightning damage.

Elemental Fuel. If the plasm is subject to any amount of acid, cold, fire, lightning, or thunder damage, it gains 13 (2d12) temporary hit points.

ACTIONS

Multattack. The plasm makes two elemental claw attacks.

Elemental Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage and 3 (1d6) acid damage, 3 (1d6) cold damage, 3 (1d6) fire damage, and 3 (1d6) lightning damage.

Elemental Burst (Recharge 5-6). The plasm chooses a point within 60 feet. A burst of powerful energy spreads out from that point to a radius of 20 feet, filling it with damaging elemental power. To determine the nature of the burst, roll 1d4 and consult the following table.

1d4	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning

Creatures in the radius of the burst must succeed on a DC 14 Dexterity saving throw, suffering 21 (6d6) damage of the burst type on a failure, or half as much on a success.

POOKA

The natural wilderness of Bytopia is protected by a special guardian uniquely suited to dealing with the industrious nature of the plane's inhabitants. The forests, lakes, rivers, mountains, and other resources are championed by a fey spirit called a pooka, a shapeshifter with a penchant for cruelty and mischief. In its true form, the pooka resembles a small woodland animal, such as a rabbit or squirrel, with the head and upper body of a beautiful androgynous humanoid. Rarely is it seen in this form, preferring instead to take on the form of a beast of the wild.

Protectors of the Natural Realm. The wilderness of Bytopia is a near endless cornucopia of untapped resources exploited by many guildclanns in the name of relentless industry. Often times, this exploitation is done with a conscious thought towards stewardship of the land and preserving the balance of nature, but even in these cases the wrong tree cut down, brook dammed, or mountain pass created risks the ire of a pooka. Pookas are usually solitary creatures but they are able to use their formidable powers of enchantment and mischief to cause real problems for workers.

Appeasement. Pookas are wild, vengeful fey shapechangers, but there are ways to appease them and avoid their often dangerous antics. Gifts are a common form of pooka appeasement, but asking what a pooka wants is a deeply insulting action to these capricious creatures. Each pooka is unique in their wants and needs but an insightful person can pick up the pooka's needs by talking with them and learning more about their personal attachment to the landscape. Some enjoy wine, others shiny objects, while some collect trinkets from across the planes. A roll on the Trinkets table in the *Player's Handbook* can provide some examples of things that might appease a pooka.

Hidden Palace of the High Pooka. Pooka do not recognize any authority except for one, the will and whim of the High Pooka. This mysterious and god-like being dwells in an invisible realm in the heart of a deep Shurrock forest from a building made of wind and storms called the Hidden Palace. The High Pooka rarely comes out of this place, but it does work through a great many agents across Bytopia and the rest of the planes. It is rumored that the Artificer Syndicates have come to some arrangement with the High Pooka, trading in magical secrets through multiple intermediaries in a complex web of arcane goods.

POOKA

Small fey (shapechanger), any chaotic alignment

Armor Class 14

Hit Points 55 (10d6+20)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	15 (+2)	11 (+0)	10 (+0)	21 (+5)

Saving Throws Wis +3, Cha +8

Skills Deception +8, Perception +3, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses truesight 30 ft., passive Perception 13

Languages Common, Gnomish, Sylvan

Challenge 5 (1,800 XP)

Shapechanger. The pooka can use its action to *polymorph* into a Tiny, Small, or Medium beast, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

At will: *charm person*, *invisibility*

3/day each: *charm monster*, *haste*, *hold monster*, *slow*

1/day each: *dominate monster*, *mass suggestion*

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

ACTIONS

Psychic Rend. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 27 (5d10) psychic damage.

Intoxicate (Recharge 5-6). The pooka uses a special pheromone to target a creature up to 30 feet away. The target must succeed on a DC 16 Wisdom saving throw or be poisoned for 1 hour with the same effect as being intoxicated by alcohol.

PRISMATIC CLOUD

Most planar scholars believe the prismatic clouds are the result of experiments done by one or more sects of wizards within the Prismatic Order. If this is true, no one has confessed to the deed, and the creatures have certainly spread out across the Plane of Air at this point. Prismatic clouds appear as small fluffy clouds within larger cloud formations, shifting colors to match the clouds around them. They wait for the perfect moment to strike, and it's not uncommon to find several of them gathered together in one large cloud in order to take on larger prey.

Feed on Colors. Prismatic clouds have an unusual diet – they actually devour color from living creatures. They do this by engulfing a defeated victim and “digesting” them for several hours, after which they leave a gray lifeless corpse. It is theorized that because of this appetite, a traveler can avoid a prismatic cloud by covering themselves in gray, but to date no one has been able to prove this theory in the wild.

Storm Chasers. The most common place to find a group of prismatic clouds is inside a large storm on the Plane of Air. Wind and air passes through their form without affecting their movement, and they find that the storms draw in the most unsuspecting of creatures that they can attack and feed upon.

PRISMATIC CLOUD

Large ooze, unaligned

Armor Class 8

Hit Points 90 (12d10+24)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	14 (+2)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 9

Languages -

Challenge 4 (1,100 XP)

Amorphous. The prismatic cloud can move through a space as narrow as 1 inch wide without squeezing.

Color Change. When agitated, the prismatic cloud constantly shifts colors, and each color provides a different damage immunity and energy attack damage. At the beginning of the prismatic cloud's turn, roll 1d8 to determine the dominant color of the creature, determining damage immunity and special extra damage on attacks it possesses. The effect lasts until the start of the prismatic cloud's next turn.

1d8	Color	Damage Type
1	Red	Fire damage
2	Orange	Acid damage
3	Yellow	Lightning damage
4	Green	Poison damage
5	Blue	Cold damage
6	Indigo	Psychic damage
7	Violet	Necrotic and radiant damage
8	Multi	Resistance to all of the above damage types

False Appearance. The prismatic cloud is indistinguishable from a regular cloud until it becomes agitated, and it can blend in with the color of a natural cloud within 30 feet of it (including white and gray).

Wind Immunity. Due to its form, the prismatic cloud is unaffected by wind and wind-related effects.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 18 (4d8) energy damage of a type determined by the prismatic cloud's current color. If the prismatic cloud is violet colored, the damage is half necrotic and half radiant, and if the cloud is multi-colored the damage is considered all of the available damage types.

PSURLON

Medium aberration, neutral evil

Armor Class 16 (psychic armor)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	19 (+4)	12 (+1)	16 (+3)

Saving Throws Int +7, Wis +4, Cha +6

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 11

Languages Psurlon, telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The psurlon's spellcasting ability is Intelligence (spell save DC 15, spell attack modifier +7). The psurlon can innately cast the following spells, requiring no material components:

At will: *mage hand*

3/day each: *detect thoughts*, *hold person*, *lightning bolt*, *ray of enfeeblement*

1/day each: *confusion*, *telekinesis*

Magic Resistance. The psurlon have advantage on saving throws against spells and other magical effects.

Psychic Armor. While the psurlon is not incapacitated, it has a base AC of 14 + Dexterity modifier.

ACTIONS

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

Psychic Rake. *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one creature. *Hit:* 22 (4d10+4) psychic damage.



Like a Fish to the Astral Sea. The psurlons are not natives of the Astral Plane, but they seem perfectly made for it. Their naturally high intelligence allows them to move quickly through the Silver Void, and their psychic abilities give them ample offensive and defensive options against the other aggressive species of the plane. The most curious aspect is their aging cycle, which is not affected by the time stasis nature of the Astral Plane. Psurlons are hermaphroditic and give birth to only a handful of young every few decades, but these young grow into adulthood on the Astral Plane. Are the psurlons completely immune to the temporal effects of the Astral Plane? None have been known to die of old age. What makes the psurlons immune to this trait?

Hidden Crystalline Fortresses. Psurlons dwell in unusual crystalline fortresses. Their natural affinity to the Astral Plane allows them to psychically hide these fortresses from casual travelers, and the infinite nature of the Silver Void means stumbling upon by accident is next to impossible. The psurlons live in these crystal fortresses which they dragged with them into the plane when they arrived; those unlucky few to have witnesses a psurlon fortress and lived say the crystal seems to have an active intelligence aligned with its monstrous dwellers.

PSURLON

Twisted, evil, and deceitful, psurlons are a race of worm-like monstrosities that have managed to keep a low profile. They emigrated to the Astral Plane centuries ago from their Material Plane home after some disaster that they do not speak of, and since entering the Silver Void they have adapted marvelously to the psychic nature of the plane.

A psurlon is a horrific sight – their slimy multisegmented bodies hold four limbs, two that serve as “arms” and two that serve as “legs” though functionally each limb is the same, ending in four snapper-like claws. The head of the psurlon is a suction-like opening at the end of its tube body, ringed with teeth, that undulates as the creature thinks. A psurlon has no eyes or nose, but it has developed finely tuned psychic senses that allow it to function. Thankfully, psurlons wear voluminous robes especially when outside of their fortresses.

PYRITE SLUDGE

The dwarven god Abbathor lives in a secretive underground realm below Oinos known as Glitterhell. It is a trap-filled maze with numerous false entrances, and Abbathor never invites creatures inside. However, that doesn't mean that creatures don't escape from time to time. Pyrite sludges are believed to have been a creation of the greedy dwarven god that got away from him, for they have been found all over Hades and neighboring planes as well. They appear as rich veins of golden ore when plastered against stone, but like their name suggests there is more than meets the eye.

Hungry for Metal. Pyrite sludges eat metal of all kinds and seek it out wherever possible. They quickly break down metal they come in contact with, leaving colorless flakes in their wake that drift about in the breeze. It isn't uncommon for some woodland realms across the multiverse to use pyrite sludges as guards against unwanted intruders; the elves of Arvandor on Arborea are especially fond of protecting their most sacred sites with imprisoned pyrite sludges, kept starved for metal to keep them ferocious.

Pests of Glitterhell. Do pyrite sludges originate in the depths of Glitterhell, or are they simply drawn to it like the moth to a flame? The debate rages but regardless they are found throughout Abbathor's realm. They slither through Glitterhell, devouring Abbathor's precious veins of rich ore, sending the greedy dwarven god into an ever-deepening pit of madness. His fits of rage shake the foundations of Oinos, though few witness them because of the god's relative isolation. Much of his time is spent hunting down pyrite sludges and stopping them using a combination of wooden weapons and his fists, and the insatiable oozes have become large enough problems to force Abbathor to seek outside help. Begrudgingly.

PYRITE SLUDGE

Large ooze, unaligned

Armor Class 8

Hit Points 75 (10d10+20)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	14 (+2)	1 (-5)	6 (-2)	2 (-4)

Damage Immunities acid, fire, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 5 (1,800 XP)

Amorphous. The pyrite sludge can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the pyrite sludge corrodes. After hitting, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the pyrite sludge is destroyed after dealing damage.

ACTIONS

Multiattack. The pyrite sludge makes two pseudopod attacks.

Pseudopod. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 9 (1d10+4) bludgeoning damage plus 16 (3d10) acid damage. In addition, nonmagical armor worn by the target is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Magnetize (Recharge 5-6). The pyrite sludge magnetizes its form to draw in metal objects. Metal objects (including coins) that are not held within 20 feet of the pyrite sludge are automatically drawn into its space. Creatures holding metal objects (like weapons and shields) within 20 feet must succeed on a DC 14 Strength saving throw or have any held metal objects pulled into the pyrite sludge's space. Creatures wearing metal armor suffer disadvantage on this saving throw, and if they fail the save they are drawn 10 feet closer to the pyrite sludge. Any metal object in the pyrite sludge's space is subjected to its Corrode Metal ability.



RAKKIX

Rakkix are malevolent spiders creatures that spin nearly invisible webs across Oinos and Niflheim on Hades in order to snare the unwary, whether it be fiend, celestial, or mortal. They have large bloated bodies, completely gray like most things on Hades, with intricate patterns marked in black along their abdomens. They live in secluded nests, usually in narrow canyons on Oinos and high in thick pine trees on Niflheim, and while rakkix live with others of their kind they do not work together. Each rakkix is responsible for their own food, resulting in fierce competition over the things that get ensnared in their fire-proof webs.

Genderless Immortal Fiends. Rakkix have no gender. They are asexual fiends that reproduce by laying a clutch of eggs, but those eggs are fertilized from blood by specific types of creatures. Some rakkix eggs require demon blood, some devil blood, and some even the blood of celestials. With the Blood War constantly raging across Hades, there is no shortage of hosts, but the rakkix just need to set their webs up to capture the right victim. They also seem to be immortal – there are no reports of rakkix dying of old age, only rakkix getting bigger, more intelligent, and hungrier.

RAKKIX

Large fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 39 (6d10+6)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	12 (+1)	7 (-2)	13 (+1)	4 (-3)

Skills Perception +3, Survival +5

Damage Resistances acid, lightning

Damage Immunities fire, poison, psychic

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal

Challenge 3 (700 XP)

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

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

Web Sense. While in contact with a web, the rakkix knows the exact location of any other creature in contact with the same web.

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

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 12 (2d6+5) piercing damage plus 14 (4d6) psychic damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one creature. *Hit:* the target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; immunity to bludgeoning, fire, poison, and psychic damage).

Fight for Dominance. A rakkix nest is a hotbed of simmering hatred as each fiend fights for dominance over the next meal. Some rakkix are looking for blood from a specific type of creature to fertilize an inert clutch of eggs, giving them an edge over their fellows, but all rakkix are hungry all the time. Creatures caught in rakkix webs and escaped have told tales of the spider fiends fighting one another before descending down to target their victim, giving the ensnared an opportunity to escape.

ROGREZEN

Vermin are common across the multiverse, and the Abyss is no exception. The vermin there, however, have developed into thinking, calculating monsters known as rogrezen. Hunchbacked, covered in patchy black or darkly colored stringy fur, these man-sized rodents resemble rats with exaggerated humanoid features. Their eyes shine with malevolent green light, a sign of their cunning, and they travel in packs beneath the feet of the demons. Rogrezen rarely wield weapons, preferring their poison-tipped claws in combat, and are capable of delivering a noxious breath to weaken enemies.

Information Network. While not true demons, rogrezen often serve them out of cowardice and fear. They have a knack for getting into hidden places, and many demon lords keep troupes of rogrezen spies across the layers of the Abyss to report the doings of their enemies. The rat fiends in turn share this information with one another, selling it for souls to interested parties, including devil princes seeking an upper hand in the never-ending Blood War.

Plague Father and Mother of Teeth. Rogrezen pay homage to a pair of mythical figures called the Plague Father and Mother of Claws. Below gods and even the demon lords, these creatures are powerful rogrezen nonetheless that have survived countless years in the Abyss. The Plague Father has been known to deliver rogrezen to the Material Plane to spread disease and decimate entire kingdoms with demonic spores, while the Mother of Teeth urges her brethren to cut all that oppose them with their savage weapons. The two bicker and argue amongst each other, rarely working together, and much to the chagrin of the demon lords finding them across the Abyss can be an impossible task when they do not wish to be found.

ROGREZEN

Medium fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	13 (+1)	12 (+1)	13 (+1)

Skills Perception +4, Stealth +8

Damage Resistances cold, fire

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal

Challenge 4 (1,100 XP)

Cunning Action. The rogrezen can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Evasion. If the rogrezen is subject to an effect that allows it to make a Dexterity saving throw to take only half damage, the rogrezen instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

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

ACTIONS

Multiattack. The rogrezen attacks twice with its claws.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage plus 14 (4d6) poison damage.

Poison Breath (Recharge 5-6). The rogrezen exhales a cone of poisonous gas out to 30 feet. Creatures caught in the cone must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour.



RUST BEHEMOTH

It isn't entirely clear to planar scholars if rust monsters are native creatures of Acheron, or if they're simply drawn to their largest food source from across the multiverse. The creatures can be found among the iron cubes of Avalas and in greater numbers than their Material Plane counterparts, but Acheron hides more than just that for these monsters.

Some scholars say that the commonly encountered rust monster is an early stage of the creature's lifecycle, and as proof they point to the rust behemoths. These massive beetle-like horrors are advanced versions of rust monsters, and bear more than a passing resemblance. The hide of the rust behemoth is a thick carapace, mottled brown and gray, and its tail has grown to a massive length with a wickedly sharp bladed edge. Its front claws have developed into deadly weapons, and its antennae – constantly seeking the most concentrated form of ferrous metal – can reach out much further than one would expect. Its head is still insectoid and small and the rust behemoth has shown little above animal intelligence.

Cocoon of Steel. The process by which a rust monster becomes a rust behemoth has been carefully studied by Harra Highwood, a tiefling druid well-versed in planar lifecycles. Once the rust monster has found a particular type of metal, one found among some of the iron cubes in Avalas, it fills sacs along its belly with the ore and then retreats to a lightless cave. There, it turns the ore into fine metal strands and wraps itself in a cocoon of steel. The rust monster remains wrapped in the steel webbing for two months, after which it emerges with a slight coloration change and an enormous appetite. Consuming every metal it can find, the creature increases in size and reaches maturity as a rust behemoth in a matter of weeks.

Mounts of the Greenwood Knights. On the plane of Arborea, there is an elite unit of wild elven warriors

RUST BEHEMOTH

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 127 (15d12+30)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	6 (-2)	14 (+2)	6 (-2)

Skills Perception +6

Damage Immunities acid

Senses darkvision 120 ft., passive Perception 16

Languages -

Challenge 7 (2,900 XP)

Iron Scent. The rust behemoth can pinpoint, by scent, the location of ferrous metal within 120 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust behemoth corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust behemoth is destroyed after dealing damage.

ACTIONS

Multiattack. The rust behemoth attacks three times: once with its claw, once with its tail, and once with its antennae.

Antennae. The rust behemoth corrodes a nonmagical ferrous metal object it can see within 10 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot-cube of it. If the object is being worn or carried by a creature, the creature can make a DC 16 Dexterity saving throw to avoid the rust behemoth's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait except that nonmagical weapons are not immune.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 22 (4d8+4) piercing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target.
Hit: 37 (6d10) slashing damage.

Acid Stream (Recharge 5-6). The rust behemoth releases a stream of caustic acid in a 60-foot line. Living creatures in the area must make a DC 16 Dexterity saving throw, suffering 44 (8d10) acid damage on a failure, or half as much on a success.

called the Greenwood Knights that use rust behemoths as steeds in war against their foes. The elves have learned to shape weapons and armor from wood and other natural materials, treating it magically to be as strong as steel, and thus they have no fear of the rust behemoth's natural appetite for metal. The Greenwood Knights venture into Acheron to tame the great monsters, seeking them out and tempting them with gifts of rare metal found only in Arborea.

SAND SPECTER

The white sandy wasteland of Mithardir hides ruins beneath its mighty shifting dunes. These ruins hint at a sprawling civilization of giants or titans that once stood proud, but little is actually known about them. What little information is known has been gleaned from the living but savage blight giants that stalk the dunes, along with the incorporeal sand specters that rise up to threaten those that wander into the forgotten ruins.

Sand specters appear as shimmering white wraiths nearly 20 feet tall. Their forms are indistinct and misty with the exception of their hands and eyes, both of which they can use to drain living creatures of their living essences. They attack any without reason, leading some planar scholars to believe the sand specters view the entire layer of Mithardir as their home to defend.

Hate-Filled Guardians. To date no one has successfully communicated with a sand specter, but they seem dedicated to stopping exploration of the mysterious ruins beneath Mithardir. The layer receives few travelers of any kind, but some questing groups have gauged their closeness to the titan ruins based on the frequency of sand specter encounters. The tireless spectral giants attack without mercy, draining life and willpower away in quick strokes, and often use their invisibility to catch trespassers off-guard by attacking in the middle of a sandstorm.

Pale Towers. Much of the ruins beneath Mithardir's white sands are constructed of magically hardened alabaster and built to accommodate giant-sized occupants. One location that has drawn the interest of scholars and treasure hunters are the Pale Towers, which stand out periodically from the blowing dunes to pierce the brilliant sky of the layer. When enough sand and grit shifts away from the Pale Towers to reveal an entrance, the few travelers that have located the site have reported concentrated efforts of scores of sand specters to deter any exploration.

Undead Nature. A sand specter doesn't require air, food, drink, or sleep.



SAND SPECTER

Huge undead, chaotic evil

Armor Class 13

Hit Points 68 (8d12+16)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	11 (+0)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages --

Challenge 6 (2,300 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The specter can cast *invisibility* as a bonus action.

ACTIONS

Multattack. The specter makes two attacks using any combination of Life Drain and Willpower Drain.

Life Drain. *Melee Spell Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 21 (6d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Willpower Drain. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 21 (6d6) necrotic damage and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

SANDMAN

A sandman is a bipedal humanoid comprised entirely out of sand, held together by magical cohesion. They are native creatures to the Plane of Earth, where they serve almost exclusively as slave-takers of the dao genies. Their ability to take prisoners alive make them well-suited to capturing victims for their masters, but they chafe constantly under the command of the dao. They do not speak but seem to communicate telepathically with one another.

Valued Components. Spellcasters that collect sand from a defeated sandman can use it as an enhanced material component for the *sleep* spell. When used, the effects of the *sleep* spell are maximized. Because of this, wizards and sorcerers sometimes seek out sandmen, and when defeated a sandman typically yields 1d4 enhanced material components.

Hateful. Sandman live an angry, hateful existence. They hate the dao, but are typically bound by magic to perform the tasks set out before them, but they hate humans more. Sandmen have long memories, and some planar scholars believe they share a pool of racial memories stretching back hundreds upon hundreds of years. This would explain their unrelenting hatred towards humans for hunting them down and using them as spell components.

SANDMAN

Medium elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft.

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

Saving Throws Wis +4

Skills Perception +4, Stealth +5

Damage Resistances bludgeoning and slashing from nonmagical weapons

Damage Immunities piercing

Condition Immunities exhaustion, grappled, petrified

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

Languages none but understands Terran

Challenge 2 (700 XP)

Aura of Drowsiness. Any living creature that starts its turn within 20 feet of a sandman must make a DC 12 Wisdom saving throw. On a failure, they become drowsy and suffer disadvantage on attack rolls and saving throws until the start of their next turn.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage and 9 (2d8) psychic damage.

Sleep Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* The target must make a DC 12 Wisdom saving throw. On a failure, the target falls into a deep slumber for 1d4 rounds from which no amount of shaking or damage can wake it up. After the deep slumber has passed the target falls into a regular sleep for 10 minutes but can be awakened by normal means. Elves and half-elves are immune to this effect.



SCYLLA SERPENT

The never-ending ocean of Aquallor is a tempest-beset freshwater sea of lurking dangers and terrors, though few are as direct as the scylla serpents that rise up from the depths. These massive sea monsters have slick, scaly gray reptilian bodies that taper to long tails, with a pair of front legs that end in large flippers that allow it to move quickly in the water. Two long necks emerge from its torso each topped with dull red skull-like heads filled with crooked but sharp teeth. Scylla serpents are at home in any body of water, but they are amphibious and have been known to heave themselves upon ships and islands in search of fresh meat.

Apex Predators. In Aquallor, few other creatures match the ferocity of a scylla serpent, and the creatures feast on whales, sharks, gar, and anything else it can capture in its mighty jaws. A sack below its unusual skull-like head produces a special type of acid that burns in water and air, and it can send out a devastating spray from each of its heads to boil the flesh from foes.

Bony Appetites. Scylla serpents dine on the bones of its prey, melting flesh and muscle away with its powerful acidic glands. They lair among the coral reefs of Aquallor and range far and wide from their home in search of fresh bones to devour. Scylla serpents are possessed with a cunning animalistic intelligence that keeps them alert and always on the move while in the water, where few other creatures can challenge their mighty rein beneath the waves.

SCYLLA SERPENT

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 207 (18d12+90)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	21 (+5)	2 (-4)	10 (+0)	9 (-1)

Saving Throws Dex +5, Con +9

Skills Perception +6, Survival +4

Senses darkvision 120 ft., passive Perception 16

Languages --

Challenge 10 (5,900 XP)

Amphibious. The scylla serpent can breathe air and water.

Regeneration. The scylla serpent regains 10 hit points at the start of its turn as long as it is fully submerged in water.

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

Wakeful. When one of the scylla serpent's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The scylla serpent's two heads can each take distinct actions.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6+6) piercing damage plus 9 (2d8) acid damage.

Acid Spray (Recharge 5-6). The scylla serpent releases a spray of acid in a 30-foot cone from one of its heads. Creatures caught in the radius must succeed on a DC 17 Dexterity saving throw, suffering 48 (8d8) acid damage on a failure, or half as much on a success.

SEA WORM

Sea worms are a common creature in the Plane of Water, and they are often used as mounts for locathah and traders from the City of Glass. They appear as thick, segmented worms, about 2 feet wide, and can grow as long as 30 feet in length. They swim through the water by wriggling back and forth, making riding them difficult without a proper saddle and training. Though they are not graceful, sea worms can exist outside of the water.

A Knot of Sea Worms. A group of sea worms is called a knot and for good reason. When two or more sea worms get together, they have a natural tendency to curling around one another, and when there are up to a hundred of the creatures the mass can be overwhelming. Locathah know to keep the sea worms away from one another and have special hoods they use to keep the aquatic creatures docile when not being ridden. These hoods reduce the sea worm's natural blindsight to only 10 feet.



SEA WORM

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 60 (8d10+16)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	3 (-4)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Senses blindsight 60 ft., passive Perception 12

Languages understands Aquan but can't speak it

Challenge 2 (450 XP)

Amphibious. The sea worm can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) piercing damage and 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the sea worm can't constrict another target.

Bigger Size, Bigger Brains. Sea worms develop their intelligence throughout their natural lifespan, which can last several hundred years. Smaller sea worms have little more than survival instincts, but the larger specimens become canny creatures capable of understanding complex ideas. The largest sea worms are ridden by the most experienced locathah and they typically bond for life.

SEA WORM, ELECTRIC

Some sea worms are born with a special gland that gathers lightning energy at a rapid pace. These electric sea worms are able to expel the energy in a burst, damaging nearby creatures and keeping dangerous predators at bay. Planar scholars are confused as to how this gland specifically works – it seems to draw ambient energy from the storms that regularly wrack the Sea of Worlds and the resultant bolts of lightning that strike the water. Why this gland develops in some sea worms and not others is a bit of a mystery.

An Alternate Component. Some wizards claim that a piece of electric sea worm skin can be used as a replacement material component for spells like *lightning bolt*. Entire libraries have been written about the properties of beasts and magical creatures in some spells, though little practical study has been completed.

ELECTRIC SEA WORM

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 70 (10d10+20)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities lightning

Senses blindsight 60 ft., passive Perception 12

Languages understands Aquan but can't speak it

Challenge 3 (700 XP)

Amphibious. The sea worm can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) piercing damage and 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the sea worm can't constrict another target.

Electrify (Recharge 5-6). The electric sea worm has a special gland that it uses to create a powerful lightning charge. Every other creature in a 20-foot radius of the electric sea worm must make a DC 13 Dexterity saving throw, suffering 21 (6d6) lightning damage on a failure or half as much on a success. A constricted target automatically fails their saving throw.

Shock Troops. Locathah know better than to ride electric sea worms, but they are fond of using them as weapons of war when pushed into conflict with sahuagin and other aggressive neighbors. An electric sea worm typically releases its charge only when it has a victim in its wormy grasp, so locathah warriors prod the creatures forward with lances and other long weapons.

Short Lived. Unlike regular sea worms, electric sea worms do not have a very long life span. They reach maturity after several years, growing to the length of a normal sea worm, but over time the gland in their body begins to break down their skin. Rarely does an electric sea worm live longer than a decade.

SEA WORM, ELDER

The oldest sea worms in the Plane of Water grow immense and intelligent, becoming elder sea worms. Over the years these creatures have developed telepathy to communicate with the intelligent denizens around them, and have even learned a few defensive spells to help them continue to grow larger. Elder sea worms can grow to be up to 7 feet wide and over 30 feet long.

ELDER SEA WORM

Huge beast, neutral

Armor Class 19 (natural armor)

Hit Points 210 (20d12+80)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	18 (+4)	16 (+3)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +6

Senses blindsight 60 ft., passive Perception 12

Languages Aquan, telepathy 120 ft.

Challenge 9 (5,000 XP)

Amphibious. The sea worm can breathe air and water.

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

1/day each: *hold monster*, *invisibility*, *protection from energy*

ACTIONS

Multiattack. The elder sea worm makes up to three attacks in a round, which can be any combination of bite and constrict attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 14 (2d6+7) piercing damage and 21 (6d6) poison damage.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 16 (2d8+7) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the creature is restrained. The elder sea worm can constrict up to six medium sized targets at a time.

The Memory Remains. Elder sea worms have long memories and they remember creatures that harm them, especially when harmed out of cruelty and spite. Scrag and other monsters are known to hunt sea worms, and for those that escape the scars help to crystallize the memory of their encounter. Locathah know this, which is why they treat their sea worm mounts as true companions rather than simple beasts. Because of their long memories, some scholars have sought out elder sea worms to gain a new perspective on historical occurrences.

Gentle Giants. Elder sea worms are not territorial by nature and rarely seek out conflict. Like locathah, they tend to be nomadic, moving from location to location in the Sea of Light without much of a purpose beyond the endless current of the Plane of Water. A threatened elder sea worm does everything in its power to neutralize the threat against it, but when forced into a corner it won't hesitate to destroy opponents.



SETHALBIDAD

Krangath is the lifeless, void-filled layer of Gehenna few visitors travel willingly. Its slope is blanketed in a darkness that seems to take on a life of its own, and the dead tunnels beneath the surface are filled with nothing but inky shadows. Unfortunately for the unwary, some of those inky shadows are more than just imagination. In the Night Below, the realm of the orc god Shargaas, monstrous creatures stalk silently, seeking out new prey and fresh blood. They are known as sethalbidad in the Orc language, which translates roughly to “albino stalker,” and they have a natural ability to disappear completely in darkness. When visible, a sethalbidad appears as an enormous bone-white insect, with a flat head, feather-like antennae, and long, thin legs. Its four back legs end in broad pads perfect for moving silently in caves, while its two front arms are tipped with blade-like claws.

Chittering in the Dark. The mandibles of the sethalbidad are not suitable for combat, but the orcs of the Night Below have learned to listen carefully for the creature’s soft noise of the mandibles clicking quietly together. The caves of Shargaas’ realm have a way of bending and twisting sounds, so even when a sethalbidad’s telltale chittering can be heard, it can be near impossible to pinpoint where the sound comes from. And by then, the sethalbidad is likely already too close.

Gift of Shargaas. Rarely, Shargaas looks upon the lands beyond the Night Below to his clergy sending prayers and desires. Often times the clerics are requesting aid in defeating a particular foe, and if Shargaas is feeling generous, he may send a sethalbidad as a gift. The creature is wild and liable to attack an orc as any other person, but it can be directed towards an enemy encampment. Under cover of night or in the darkness of tunnels, a single sethalbidad can wreak untold devastation to an unprepared foe.

SETHALBIDAD

Large monstrosity, neutral evil

Armor Class 19 (leather armor)

Hit Points 102 (12d10+36)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	17 (+3)	3 (-4)	10 (+0)	1 (-5)

Skills Perception +6, Stealth +8

Damage Resistances fire

Damage Immunities acid, cold, poison

Condition Immunities blinded, charmed, poisoned

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

Perception 16

Languages understands Orc but can’t speak

Challenge 8 (3,900 XP)

Disappear. In dim light or darkness, the sethalbidad can use its bonus action to become invisible until the end of its next turn.

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

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

Surprise Attack. Once per turn, the sethalbidad deals an extra 28 (8d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

ACTIONS

Multiattack. The sethalbidad makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) slashing damage.



SHAMBLING GRAVEYARD

Shambling graveyards are monstrosly evil manifestations of the soil in the Plane of Shadow. Suffused with necrotic energy, they lurch forth from cemeteries and burial grounds in the Shadowfell, and have been encountered in Material Plane locations with strong ties to the shadow plane. A shambling graveyard appears as a great mound of black dirt and mud, filled with tombstone shards and patches of oily green moss. They reach out with massive clumps of earth to pummel opponents, and are feared for their ability to completely engulf enemies in their suffocating bulk.

Risen by Fear. The process that creates a shambling graveyard isn't exactly known, but there is a strong connection between a cemetery in the Material Plane and the mirror version in the Plane of Shadow that can birth them. However, not all such locations have shambling graveyards, so some planar scholars believe an extra ingredient is needed to give rise to these behemoths of blackened soil. Locations with strong emotions seem primed to feed a shambling graveyard and summon them in the Shadowfell so it is reasonable to assume fear places a pivotal role in their creation.

Midnight Stalkers. On the Plane of Shadow, where the sun never shines, shambling graveyards are free to roam in the darkness, though they typically keep to a territory marked by the cemetery that birthed them. When they make it to the Material Plane, they shun the light, though they suffer no actual penalties from its power. They prefer the deepest hours of night and usually choose to shamble forth during that time in search of fresh blood and flesh to consume.

SHAMBLING GRAVEYARD

Huge plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 153 (18d12+36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	14 (+2)	5 (-3)	10 (+0)	1 (-5)

Damage Resistances cold, fire

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, exhaustion

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 8 (3,900 XP)

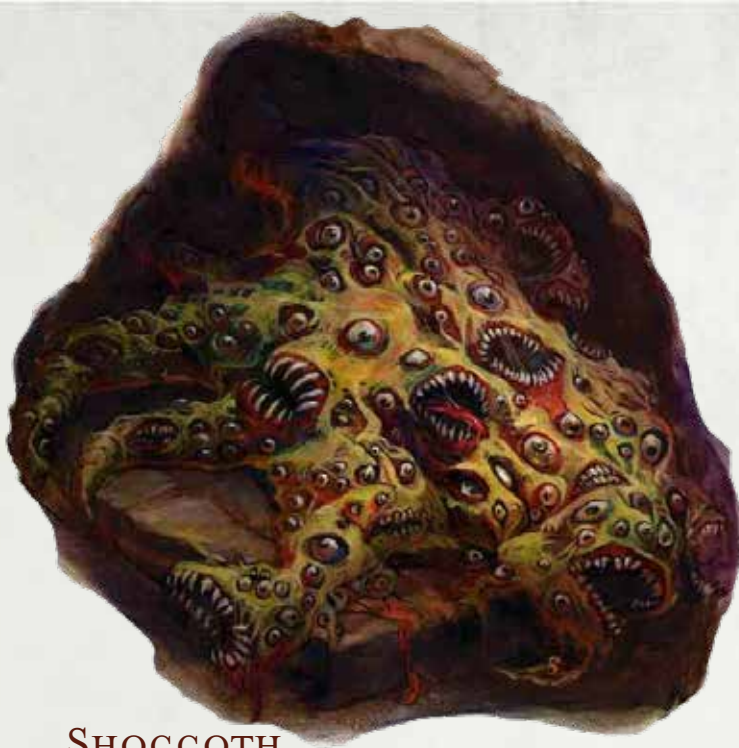
Presence of the Grave. The shambling graveyard gives off an unholy emanation as a result of its unnatural composition. Any living creature within 60 feet of the shambling graveyard must make a DC 16 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the shambling graveyard's Presence of the Grave for the next 24 hours.

ACTIONS

Multiattack. The shambling graveyard makes two slam attacks. If both attacks hit a Large or smaller target, the target is grappled (escape DC 16) and the shambling graveyard uses its Engulf on the target.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage. The target suffers 11 (2d10) necrotic damage at the start of their next turn as the wound festers with black tainted dirt.

Engulf. The shambling graveyard engulfs a Large or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 16 Constitution saving throw at the start of each of the shambling graveyard's turns or take 15 (2d10+4) bludgeoning damage. If the shambling graveyard moves, the engulfed target moves with it. The shambling graveyard can have up to 4 Medium creatures or 1 Large creature engulfed at a time.



SHOGGOTH

Shoggoths are one of the most terrifying monsters lurking in the darkness of Pandemonium. They are utterly alien in form and appearance, appearing as great masses of black protoplasmic ooze that constantly forms and reforms mouths, eyes, tongues, and other body parts in a grotesque parody of humanoid appearance. They move with surprising speed over land, up walls, and through water, and seem to take perverse pleasure in causing pain and mayhem wherever they go. They are loathsome, dangerous creatures with no comprehensible motives, and the mad piping they create from their orifices carries on the winds of Pandemonium, heralding their arrival with notes of musical dread.

Slaves of the Elder Things. Among the worked tunnels of Cocytus, there are murals and stone tableaux suggesting the shoggoths were used as a titanic slave force to help build the cities that once stood among the caves of Pandemonium. The eldritch masters of these cities were the elder things, strange creatures that exhibit traits of both animal and vegetable but with a highly evolved society and magical powers, and they brought the shoggoths from the Far Realm as a labor force. Then something happened, the cities fell, the elder things fled, and the shoggoths were dispersed. Many managed to escape out into the planes, but more stayed around Pandemonium, growing more hateful and loathsome in the dark.

Incomprehensible. There is nothing relatable about a shoggoth. It is truly a monstrous being borne from the worst of the Far Realm, a nightmare given form but not discernable function. It is intelligent but rarely communicates directly with creatures, preferring instead to simply overwhelm opponents. Do they have goals? No one knows, and attempts at understanding them have left the best mind mages and psychic warriors in a confused stupor right before they become completely devoured. Everything about the shoggoth suggests a creature on a completely different level of existence. It doesn't eat, it doesn't sleep, it doesn't breathe, and its touch and body melt flesh and drain the body in a manner completely unknown to most magical studies. Shoggoths are truly alien, making them that much more horrifying to face.

SHOGGOTH

Huge aberration, chaotic evil

Armor Class 12 (natural armor)

Hit Points 252 (24d12+96)

Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	19 (+4)	16 (+3)	12 (+1)	3 (-4)

Saving Throws Con +9, Int +8, Wis +6

Damage Resistances acid, cold fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, unconscious

Senses blindsight 120 ft., passive Perception 11

Languages telepathy 120 ft.

Challenge 16 (15,000 XP)

Alien Form. A critical hit on the shoggoth becomes a normal hit. The shoggoth is immune to any spell or effect that would alter its form or move it outside the plane against its will.

Alien Mind. If a creature tries to read the shoggoth's thoughts or deals psychic damage to it, that creature must succeed on a DC 16 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Otherworldly Piping. Creatures within 30 feet of the shoggoth who can hear (including engulfed creatures) suffer disadvantage on saving throws.

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

ACTIONS

Multiattack. The shoggoth makes four tentacle attacks. If two or more attacks hit a single Large or smaller target, the target is grappled (escape DC 17), and the shoggoth uses its Engulf on it. The shoggoth can have up to two targets grappled at a time.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (2d12+7) bludgeoning damage plus 13 (2d12) acid damage.

Engulf. The shoggoth engulfs a Large or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe. At the end of each of the shoggoth's turn, the engulfed target suffers 26 (4d12) acid damage and it must succeed on a DC 17 Constitution saving throw or gain a level of exhaustion. If the shoggoth moves, engulfed targets move with it. The shoggoth can have up to four creatures engulfed at a time.

Eldritch Nature. A shoggoth doesn't require air, food, drink, or sleep.

SLASRATH

Slasreth were originally worm-like creatures that crawled through the volcanic layers of Gehenna, a source of food for avari and other predators. Then, in the distant past, something elevated them into ray-like flying horrors with potent poison and a nasty temper. None know for sure who was responsible for this transformation, though most assume it was the arcanaloths of the Tower Arcane that wrought the necessary sorceries. This theory is further supported by the tendency of yugoloths to ride slasreths on special harnesses. Wild slasreths still roam the slopes of Gehenna, close to the ground, seeking out lesser creatures to poison and devour.

Razorwing Infantry of Vesh. Slasreth are sometimes used as mounts by yugoloths though the winged creatures are difficult to train and control, but one unit has taken to the sky and made a name for themselves. Known as the Razorwing Infantry, these mezzoloths ride on gem-encrusted saddles strapped to their battle-scarred slasreths and they are highly sought after as an elite warrior force. They are led by Vesh, an ultroloth who has chosen to be the best commander of the skies out of any yugoloth unit. Vesh and his soldiers are based out of the Crawling City but have made strikes for both devil and demon forces in the Blood War all across the Lower Planes.



SLASRATH

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 60 (8d10+16)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	3 (-4)	11 (+0)	7 (-2)

Skills Perception +2

Damage Resistances fire

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages --

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The slasrath makes two attacks: one with its bite and one with its tail stinger.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Tail Stinger. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 12 (2d6+5) piercing damage plus 18 (4d8) poison damage. If the target is a living creature it must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour.

Wing Slash (Recharge 5-6). The slasrath uses its large wings to slash at nearby targets. Other creatures in a 20-foot sphere centered on the slasrath must make a DC 14 Dexterity saving throw, suffering 19 (4d6+5) slashing damage on a failure, or half as much on a success.

SLIME SHADOW

Slime shadows are bubbling, semi-sentient masses of oozing darkness similar to black puddings. They devour wooden and metal objects, and they seek out the greatest concentration of this that they can sense. Slime shadows seem to occur spontaneously in the Plane of Shadow and have been encountered in all environments across the plane.

Sludge Drinkers. Slime shadows are often found near regions that contain necromantic seepage, and it is widely believed that the monsters actually feed on the black sludge leaking in from the Negative Energy Plane. The slime shadows are immune to the soul rot disease that afflicts other creatures and they ooze monsters are not above targeting weakened foes that happen to stumble into the seepage.

SLIME SHADOW

Large ooze, unaligned

Armor Class 7

Hit Points 51 (6d10+18)

Speed 20 ft., climb 20 ft.

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

Damage Resistances cold, fire

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, exhaustion

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Amorphous. The slime shadow can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. Any nonmagical weapon made of metal or wood that hits the slime shadow corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the slime shadow is destroyed after dealing damage.

Spider Climb. The slime shadow can climb difficult surfaces, including upside down, without need to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. The reduction lasts until the target finishes a short or long rest. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

SOUL LEECH

Of all the creatures encountered on the Astral Plane, it's likely that the soul leeches are one of the few native species. These creatures feed on the life essence of others, draining away the soul and regaining their own strength in the process. A soul leech has three known life phases. As a larva, the soul leech is about the size of a dog and looks like a milky white slug with a pair of thin tentacles near its front and a tail that helps it swim. The mouth of the larva soul leech is ringed with tiny sharp teeth that it uses to latch on to targets.

An adult soul leech is about 6 feet long but otherwise looks very similar to the larva. Its tentacle appendages are not fully grown out yet to be effective in combat but it uses them to "swim" through the Astral Plane. As the adult soul leech feeds it grows, and eventually it transforms into a greater soul leech. These monsters are the size of a large horse, and though their mouths have puckered up their tentacles have grown new mouths that it uses to draw a victim's life force.

Colonies. Soul leeches gather in colonies around sources of food. They're intelligent enough to recognize danger and lay traps, and it's not uncommon to find a colony of them gathered around a popular color pool in the Astral Plane.

Spawn Cycle. The life cycle of a soul leech is not entirely understood. They start out as larva hatching from translucent eggs laid by greater soul leeches, and then grow from there. They do not age, but instead grow in size and potency by continually feeding on subjects. There is no known upper limit to the size of a soul leech, and it is rumored that the stolen city of Grayholde in the Astral Plane contains a massive specimen somewhere in the city's College of Wizardry.

LARVA SOUL LEECH

Small monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 27 (5d6+10)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	12 (+1)	10 (+0)	9 (-1)

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Soul Sense. The soul leech knows the location of any creature with a soul within 60 feet and cannot be surprised by a creature with a soul. Creatures without detectable souls by a soul leech include constructs and elementals.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, and the soul leech latches onto the target if the target has a soul, grappling them (escape DC 13). While attached, the soul leech doesn't attack. Instead, at the start of each of the soul leech's turns, the target must make a DC 13 Wisdom saving throw, suffering 14 (4d6) psychic damage on a failure, or half as much on a success. The soul leech heals itself equal to half the psychic damage dealt to the target. The soul leech can only be latched on to one target at a time.

ADULT SOUL LEECH

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 90 (12d8+36)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	14 (+2)	10 (+0)	9 (-1)

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 4 (1,100 XP)

Soul Sense. The soul leech knows the location of any creature with a soul within 60 feet and cannot be surprised by a creature with a soul. Creatures without detectable souls by a soul leech include constructs and elementals.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage, and the soul leech latches onto the target if the target has a soul, grappling them (escape DC 15). While attached, the soul leech doesn't attack. Instead, at the start of each of the soul leech's turns, the target must make a DC 15 Wisdom saving throw, suffering 28 (8d6) psychic damage on a failure, or half as much on a success. The soul leech heals itself equal to half the psychic damage dealt to the target. The soul leech can only be latched on to one target at a time.

Stun Blast (Recharge 5-6). The soul leech shoots a cone of stunning psychic power out to 60 feet. Creatures caught in the cone must succeed at a DC 15 Wisdom saving throw or be stunned until the start of the soul leech's next turn.

GREATER SOUL LEECH

Large monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 171 (18d10+72)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	16 (+3)	10 (+0)	9 (-1)

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 9 (5,000 XP)

Soul Sense. The soul leech knows the location of any creature with a soul within 60 feet and cannot be surprised by a creature with a soul. Creatures without detectable souls by a soul leech include constructs and elementals.

ACTIONS

Multiattack. The greater soul leech makes two suction mouth attacks.

Suction Mouth. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage, and the soul leech latches onto the target if the target has a soul, grappling them (escape DC 18). While attached, the soul leech doesn't attack. Instead, at the start of each of the soul leech's turns, the target must make a DC 18 Wisdom saving throw, suffering 54 (12d6) psychic damage on a failure, or half as much on a success. The soul leech heals itself equal to half the psychic damage dealt to the target. A greater soul leech can have up to two targets grappled at a time.

Stun Blast (Recharge 5-6). The soul leech shoots a cone of stunning psychic power out to 60 feet. Creatures caught in the cone must succeed at a DC 18 Wisdom saving throw or be stunned until the start of the soul leech's next turn.

SPIDER, PUPPET

Puppet spiders are unusually intelligent and wicked spiders that inhabit the darkest forests of the Plane of Faerie. They are roughly the size of a large dog, with elaborate blue and red patterns decorating their shaggy black-furred bodies. The poison of a puppet spider has an insidious mind control component to it that allows the creature to control the movement of poisoned victims.

Enhanced Ingredient. The venom of a puppet spider is known to enhance the *compulsion* spell. When puppet spider venom is used in conjunction with the casting of *compulsion*, the target suffers disadvantage on the saving throw to resist the spell, and even creatures that can't be charmed can be affected by it. The puppet spider venom is consumed with the casting, and enough can be harvested from a deceased puppet spider for 1d4 such uses.

Whetted Blades. Puppet spider venom is a favored poison by the cruel fey of the Gloaming Court. It is rare and difficult to harvest, so they usually reserve it for special occasions, but those that suffer damage from a weapon coated with puppet spider poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned, half of their movement on their turn is spent moving in a random direction.

PUPPET SPIDER

Medium fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 33 (6d8+6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	9 (-1)	10 (+0)	11 (+0)

Skills Perception +4, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 14

Languages understands Sylvan but cannot speak

Challenge 3 (700 XP)

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

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) piercing damage, and the target must make a DC 13 Constitution saving throw. On a failure, the target is poisoned for 1 minute and suffers 18 (4d8) poison damage. On a success, the target suffers half poison damage and is not poisoned.

REACTIONS

Puppet Dance. The spider moves a target that is poisoned by its bite up to its movement speed in a direction the spider chooses. The spider can take this reaction before each turn of a poisoned target from its bite.

SPLINTER SLAVE

Created by the Splintersoul or one of its many shards, splinter slaves are constructs made of hardened ethereal material. They are featureless humanoid shapes with a dense but pliable form that looks like slowly moving gray vapors. They cannot speak and obey the directives of the Splintersoul or its shard without question or hesitation.

Instant Creation. It isn't clear how many slave constructs the Splintersoul can create, but it certainly doesn't seem to be bothered by their destruction. In the Deep Ethereal, the crystalline structure of the Splintersoul itself is protected by numerous slaves, each fighting to protect its master, but the shards that break off and fly through the multiverse each have their own purpose for creating them. Some use them as their hands and feet, while others use them as faceless assassins and automatons forced to perform menial tasks.



SPLINTER SLAVE

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	3 (-4)	10 (+0)	6 (-2)

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

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 12

Languages understands all languages but can't speak

Challenge 2 (450 XP)

Innate Spellcasting. The splinter slave's spellcasting ability is Constitution (spell save DC 13, spell attack modifier +5). It can innately cast the following spells, requiring no material components.

At will: *mage hand*

3/day each: *hold person*, *magic missile*, *misty step*

Repetitive Advantage. The splinter slave gains advantage on an ability check or attack roll if it performed the same action against the same target (if applicable) the previous round.

ACTIONS

Psychic Knife. Ranged Spell Attack: +5 to hit, range 30/120 ft., one target. Hit: 7 (2d6) psychic damage.

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

Limited Control. It has been known for a shard of the Splintersoul to grant control of one or more splinter slaves to someone who is in possession of the shard itself. This is usually done to placate the possessor of the shard and to give them a "token" of the total power wielded by the strange item. Even in these cases, the Splintersoul shard never gives up total control and can redirect the actions of splinter slaves at a moment's notice, and from almost anywhere in the multiverse.

Eyes and Ears. Splinter slaves function as the eyes and ears in the physical world of the Splintersoul and its shard. While the shards and the great crystalline structure itself are psychically active and possess a dizzying intellect, not having a body to move around with can be hindering at times. The shard that creates a splinter slave sees and hears everything through it, and through all such created splinter slaves.

STAR SLUG

Among the wind-filled tunnels and caves of Pandemonium, little is left to decompose, thanks largely to the efforts of the star slugs. These enormous carrion eaters appear as thick, 8-foot long slime-coated slugs, with glossy black skin that blends in with the surrounding darkness of the plane. They have three long tentacles coated with acid they use to pull food towards them or ward off attackers, and they are capable of expelling globs of sticky goo to ensnare food that isn't quite dead yet.

Slugs of the River Styx. Star slugs are found in abundance where the River Styx winds through Pandemonium, and even beyond that in adjacent Lower Planes as well. They are slow swimmers but they have been known to attack boats floating down the river, and the merreneloths that pilot the most common ferries learn tricks to keep them at bay. The most effective trick is to toss a dead body into the water at the first sign of a star slug to give the voracious carrion eater an easier meal to focus on, but others use a slimy mixture of salt and grime to discourage star slugs from climbing up the side.

Glue Harvest. The goop spat out by star slugs to immobilize victims is a fast-drying glue highly sought after by certain insane alchemists in the town of Madhouse. The issue has been the goop dries too fast, and the alchemists need fresh samples, so they pay well for anyone willing to risk their lives to capture some of the sticky goop in sealed jars. Many buildings in Madhouse are patched together with star slug glue.

STAR SLUG

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 75 (10d10+20)

Speed 20 ft., climb 20 ft., swim 20 ft.

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

Skills Perception +4

Damage Immunities thunder

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft., passive Perception 14

Languages --

Challenge 5 (1,800 XP)

Amphibious. The star slug can breathe air and water.

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

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

ACTIONS

Multiattack. The star slug makes three attacks with its tentacles.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (2d12+3) acid damage, and the target must succeed on a DC 13 Constitution saving throw or gain a level of exhaustion.

Spit Goop (Recharge 5-6). The star slug chooses a 15-foot cube it can sense within 30 feet. Creatures in the area must succeed on a DC 13 Dexterity saving throw or be restrained. A restrained target can attempt to break free of the sticky goop by using an action on their turn to make a DC 13 Strength (Athletics) check, ending the condition with a success.

STYGIAN ICE SERPENT

Prowling the icy waters of Stygia, the fifth layer of the Nine Hells, the Stygian ice serpent is an alpha predator well-suited to its environment. Its long, legless serpentine body is covered in thick white fur that helps protect it from the cold, and its massive jaws exude frozen death along its razor-sharp fangs. The ice serpent's tail ends in twin blades that it uses to slash through ice and flesh but its most devastating attack is its breath weapon. Believed to have been adapted from the waters of the River Styx that cut through the Stygian sea like a black oil, the breath of the monster can render foes stupid and brainless, if only temporarily, but usually long enough for the ice serpent to feast.

Predators of the River Styx. While found primarily in the waters of the Nine Hells' fifth layer, Stygian ice dragons have been known to follow the current of the River Styx outside of the realm on hunting excursions. They prefer the cold but sometimes the waters of Stygia don't offer enough prey for the predators to hunt. Those that ply the River Styx regularly know how dangerous a Stygian ice serpent can be when hungry and desperate.

Zulkalath and Doomfrost. Stygian ice serpents devour any flesh, and since devils are the most common inhabitant of the Nine Hells the monsters feast on devils more than anything else. Such an attitude keeps most devils away from the deep waters of Stygia, but not the ice devil Zulkalath. Once a vassal of Levistus before the archduke was imprisoned in a glacier, Zulkalath found itself drawn to wilds of Stygia after the coup and ended up bonding with a particularly vicious ice serpent. Naming the creature Doomfrost, Zulkalath now rides the Stygian ice serpent throughout the layer in service to the restored Levistus, and the two love nothing more than hunting down the servitors of Geryon amidst the glaciers and icebergs.

STYGIAN ICE SERPENT

Huge fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 170 (20d12+40)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	15 (+2)	3 (-4)	11 (+0)	5 (-3)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages --

Challenge 9 (5,000 XP)

Amphibious. The serpent can breathe air and water.

Frigid Body. A creature that touches the serpent or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 27 (4d10+5) piercing damage plus 14 (4d6) cold damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 33 (6d10+5) slashing damage.

Breath Weapon (Recharge 5-6). The serpent releases a 60-foot cone of green stupefying vapor. Living creatures in the area suffer 26 (4d12) psychic damage and must succeed a DC 17 Intelligence saving throw or suffer the failed saving throw effects of the *feeblemind* spell for 1 minute. The target can make a DC 17 Intelligence saving throw at the end of each of their turns, ending the effect on itself on a success.

SUNFLY

Sunflies are large, golden-scaled dragonfly-like creatures that gather in great numbers across the Upper Planes, though they are commonly found in the Blessed Fields of Elysium. Their silver wings are delicately marked with intricate and unique eldritch patterns. A sunfly ranges in size from about 1 to 2 feet long, and its otherwise insectoid form is softened around the head to resemble a vaguely smirking face.

With the DM's approval, a character who casts the *find familiar* spell in the Upper Planes can choose to conjure a sunfly instead of a raven.

Playful Dancers. A sunfly is a delicate creature that moves with an otherworldly grace. It uses its natural magical abilities to enhance its movement, darting above and around conjured globes of twinkling light that wink and reflect off its golden carapace. Dusk and early morning are their favorite times, and during these golden hours sunflies perform their most majestic and intricate dances. Many residents of the Upper Planes seek out such performances for nothing more than the sheer joy of watching beautiful creatures in their natural element.

Sunfly Clouds. A sunfly isn't intelligent and doesn't seem to have a language known to outsiders, but it does possess an amazing empathy. They can sense raw emotions, a power that grows more acute in conjunction with the number of nearby sunflies, which together form a dazzling cloud. Sunfly clouds are capable of conveying broad messages to other creatures, such as welcome, good cheer, and danger. Each cloud is capable of traveling great distances, sustaining themselves on the smaller insects of the region before resting for the night in a sheltered location.

SUNFLY

Tiny celestial, any good alignment

Armor Class 13

Hit Points 7 (2d4+2)

Speed 10 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	12 (+1)	5 (-3)	10 (+0)	14 (+2)

Damage Immunities poison

Condition Immunities blinded, charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Celestial but can't speak

Challenge 1/4 (50 XP)

Innate Spellcasting. The sunfly's spellcasting ability is Charisma (spell save DC 12). The sunfly can innately cast the following spells, requiring no material, somatic, or verbal components:

At will: *dancing lights*, *invisibility*

ACTIONS

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

Hit: 5 (1d4+3) piercing damage.

Dazzle. The sunfly chooses a target within 10 feet that can see it. The target must succeed on a DC 12 Wisdom saving throw or be blinded until the end of their next turn.



SUNSPEAR

Also known as golden hawks, sunspears are large avian hunters that soar through the air of Krigala, the sun-drenched layer of the Beastlands. Red, orange, and white feathers adorn their bodies in wild patterns, and it is said no two sunspears have identical markings. Their eyes are large black orbs, catching every detail and piercing through magical veils with ease, and their powerful wings can propel them swiftly through the air to catch targets.

Birds of a Feather. Sunspears are proud birds that gather and hunt in large flocks. While no two sunspears have the same markings, families tend to have similar styles, often with elaborate patterns that defy natural order. A sunspear flock usually occupies the top-most sections of the tallest trees in a region, and they fight other sunspears and hawks over the exact boundaries of their territory. Such tussles are usually bloodless but occasionally an over-aggressive sunspear kills their opponent. Flocks of sunspear never forgive such slights.

SUNSPEAR

Medium beast, any alignment

Armor Class 15

Hit Points 44 (8d8+8)

Speed 10 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	11 (+0)	16 (+3)	14 (+2)

Skills Perception +5

Damage Immunities fire

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 15

Languages Celestial

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The sunspear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d8+5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 12 (2d6+5) slashing damage.

Sun Streak (Recharge 5-6). The sunspear chooses an unoccupied 5-foot square it can see within 60 feet not blocked by any physical barrier. It appears in that square, and any creature caught in a line between its original location and the chosen square must succeed on a DC 15 Dexterity saving throw, suffering 28 (8d6) fire damage on a failed save, or half as much on a success.

Feuding Flocks of Sunstream Spire. Vadon the hawk lord relies upon a strong network of sunspear flocks around Sunstream Spire to protect the region from invaders. Each flock is independent of Vadon, however, and many hold onto grudges against the hawk lord and its retinue of personal soldiers that date back centuries. Sunstream Spire hosts many lords and ladies of the powerful flocks for receptions and dinners, and Vadon is usually careful not to disrupt the careful balance of power that exists around the towering structure.

SWARM OF ABYSSAL INSECTS

In the Abyss, insects are nasty, voracious creatures that fear no demon or stranger. They gather in larger swarms and move across the layers, eating indiscriminately and leaving nothing living in their wake. Abyssal insects come in a variety of forms, each having their own special characteristics that match those of their Material Plane brethren. You can use the sidebar in the *Monster Manual* for variant insect swarms on the statistics for the swarm of abyssal insects, creating beetles, centipedes, spiders, or wasps.

SWARM OF ABYSSAL INSECTS

Large swarm of Tiny beasts, chaotic evil

Armor Class 16 (natural armor)

Hit Points 78 (12d10+12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	19 (+4)	12 (+1)	3 (-4)	7 (-2)	1 (-5)

Damage Resistances acid, bludgeoning, cold, fire, piercing, slashing

Damage Immunities poison

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

Senses blindsight 60 ft., passive Perception 8

Languages --

Challenge 4 (1,100 XP)

Chaos Field. Any spell of 1st-level or higher cast by a creature in the swarm's space triggers a Wild Magic surge. Roll on the Wild Magic Surge table under the Wild Magic sorcerer in the *Player's Handbook* after the spell resolves.

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

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

ACTIONS

Multiattack. The swarm makes one attack against every creature in its space.

Bite. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 21 (6d6) piercing damage plus 21 (6d6) acid damage, or 10 (3d6) piercing damage plus 10 (3d6) acid damage if the swarm has half of its hit points or fewer.

SWARM OF ASH RATS

Vermin of some variety can be found across the multiverse. On the Plane of Ash, the most frequently encountered vermin are ash rats. Individually, an ash rat appears as a burnt piece of a debris, blackened with claws and beady red eyes. A cloud of noxious fumes follows an ash rat wherever it goes, and this cloud grows as more and more of the creatures gather together. They fly through the Great Conflagration, devouring the floating embers that drift continually through the plane, but they do not discriminate when presented with living creatures to devour.

Ash Rat King. When four or more swarms of ash rats are encountered, they usually fuse into one massive moving swarm called an ash rat king. Such a fusion is capable of devouring whole islands of floating ash in a matter of minutes, and both the efreet and djinn are careful to avoid entering the path of destruction of such a large swarm.

SWARM OF ASH RATS

Medium swarm of Tiny elementals, unaligned

Armor Class 13

Hit Points 52 (8d8+16)

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

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire, lightning, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

Thick Cloud. The swarm of ash rats is surrounded by a thick cloud of ash and debris in a 20-foot radius. The area is considered lightly obscured, and ranged attacks against targets inside the cloud suffer disadvantage.

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

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage and 14 (4d6) fire damage, or 3 (1d6) piercing damage and 7 (2d6) fire damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, gaining a level of exhaustion on a failure.

SWARM OF FROSTMITES

Frostmites are small blue locust-like elementals that fly about the blizzards and storms of the Frostfell. They are dangerous opponents to encounter, as they spread a debilitating disease called black chills that can make survival on the Plane of Ice difficult if not impossible for those affected.

BLACK CHILLS

Black chills is a disease spread through frostmite bites, usually only encountered on the Plane of Ice. It takes 1d4 hours for the black chills' symptoms to manifest, which include uncontrollable shaking and a black color spreading across the victim's joints. The infected creature suffers disadvantage on attack rolls along with Strength-related ability checks and saving throws. In addition, the infected creature regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 13 Constitution saving throw. On a successful save, the DC for this save drops by 1d6. When the saving throw DC drops to 0, the creature recovers from the disease.

SWARM OF FROSTMITES

Medium swarm of Tiny elementals, unaligned

Armor Class 15

Hit Points 51 (6d8+24)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	21 (+5)	19 (+4)	2 (-4)	10 (+0)	3 (-4)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

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

ACTIONS

Bites. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage and 14 (4d6) cold damage, or 3 (1d6) piercing damage and 7 (2d6) cold damage if the swarm has half of its hit points or fewer. The target must make a DC 13 Constitution saving throw or be infected with the black chills disease.

SWARM OF STORMWORMS

Stormworm swarms are an omnipresent threat in the Plane of Air. Each stormworm is about 1 foot long, thin and dull blue in color with irregular white bands along its segmented body. They have no eyes but their mouths are built for devouring cloudstones with razor sharp teeth. They gather in swarms around lightning storms, and they have a natural ability to discharge lightning through their bite, weakening cloudstones to make it easier to devour.

Infestations. If left unchecked, a single swarm of stormworms can wreak havoc on the infrastructure of a cloudstone island, causing any buildings to collapse in stiff winds. Djinni citadels employ servants to regularly search cloudstone foundations for signs of stormworms, while wizards of the Prismatic Order harden their infrastructures with glassteel and other magical building materials.

Strange Rain. On the Material Plane, violent storms can sometimes create sporadic planar vortices to the Plane of Air. In some cases, especially given a stormworm swarm's proclivity towards violent weather, such vortices can pull through masses of these tiny elementals and deposit them like rain across a wide area. Some instinct ingrained in the creature causes them to burrow down and seek out one another, as if understanding they are more effective as a large group, and once joined they begin searching for sources of lightning to feed upon.

SWARM OF STORMWORMS

Medium swarm of Tiny elementals, unaligned

Armor Class 13

Hit Points 45 (10d8)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities lightning

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

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

Languages -

Challenge 3 (700 XP)

Lightning Charge. If the swarm of stormworms takes any lightning damage, the creature becomes agitated and gains advantage on attack rolls for the next 1 minute.

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

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 9 (2d8) piercing damage and 14 (4d6) lightning damage, or 4 (1d8) piercing damage and 7 (2d6) lightning damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw or be stunned until the start of the swarm's next turn.



SYLPH

Sylphs are female elemental spirits of the Plane of Air. They resemble faeries and are often mistaken as such, with their long vibrant hair, lithe frame, and delicately beautiful features. A pair of dragonfly wings attach to their backside and they often dress in gossamer gowns and robes that accent their hair and wings.

Spirit of Adventure. Sylphs never settle in one place for too long, instead letting an innate wanderlust take hold and take them off to some new and distant land. This tendency towards wandering has given them the nickname “spirits of adventure.” They are known to travel far and wide, across the Inner Planes and beyond, and can often be found in the company of creatures from the Plane of Faerie. Most sylph are good-aligned and they find adventurers to be a kindred spirit, so they often assist traveling heroes on quests, asking little but the experience of adventure in return.

SYLPH

Medium elemental, neutral good

Armor Class 16 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	11 (+0)	15 (+2)	14 (+2)	20 (+5)

Skills Perception +4, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Common

Challenge 2 (450 XP)

Innate Spellcasting. The sylph's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *fog cloud*, *gust of wind*, *invisibility*

3/day each: *confusion*, *gaseous form*, *wind wall*

Magic Resistance. A sylph has advantage on saving throws against spells and other magical effects.

ACTIONS

Lightning Arc. *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 7 (2d6) lightning damage.

Exclusively Female. All sylphs are female, and they can live up to 1,000 years, never losing their beauty or charm as they age. When the fancy strikes them, they may choose a male humanoid as a mate, usually an elf or halfling. The result of their offspring is a pearly egg that the sylph keeps hidden away for the gestation period of six months. When it hatches, a baby girl emerges with wing buds, and the child grows at the same rate as humans until reaching maturity. Sylph children can fly by age 10.

THOUGHT EATER

Thought eaters are strange denizens of the Border Ethereal. They appear as skeletal remains of an animal with webbed paws and a short tail, though the bones are sickly gray in color. A luminescence surrounds the thought eater centered around its oversized platypus-like head. They swim through the Border Ethereal seeking magic on the adjoining plane to devour, but they are cowardly and seek only to preserve their own life.

Immortal Scavengers. While difficult to tell for certain, it is widely believed that thought eaters are immortal creatures as long as they keep a steady diet of magic from the Material Plane. They are solitary creatures as well and flee from every direct combat encounter when given the chance.

THOUGHT EATER

Small aberration, unaligned

Armor Class 13

Hit Points 18 (4d6+4)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	3 (-4)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

Consume Magic. While on the Ethereal Plane, a spell cast within 30 feet of the thought eater in the Material Plane has a chance of being nullified and consumed by the creature. The spellcaster must succeed on a DC 13 ability check using their primary spellcasting ability when casting a spell or while concentrating on a spell within 30 feet of the thought eater. On a failure the spell fails and has no effect.

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

Material Weakness. At the beginning of every round the thought eater spends outside the Ethereal Plane, it suffers 4 (1d8) psychic damage.

ACTIONS

Drain Intelligence. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

TORMENT

Humanoid creatures that die in Carceri have their souls barred from leaving to their eternal rest in the multiverse. The Ethereal Plane does not touch in this place and no astral conduits are known to exist that allow the souls of the dead to escape. Instead, these poor unfortunates become undead monsters called torments, trapped on Carceri forever.

Escape By Any Means. Torments are driven by the singular desire to escape Carceri by any means necessary. Unfortunately, they are forbidden from doing so, chained by their undead existence to the prison plane forever, but the torments continue to try. Most try to accompany a group of visitors, appearing as wayward travelers themselves, eventually turning on them in a mad fit of jealousy and vengeance when their attempts to flee Carceri are thwarted.

Mob of Torments. Torments tend to cluster together to form mobs or even small communities in Carceri. They are bound by the same desire and can find ways to work together to try and break free from the prison plane, believing that if they have superior numbers on their side some of them may eventually escape.

TORMENT

Medium undead, any evil alignment

Armor Class 11

Hit Points 13 (3d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	11 (+0)

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

Damage Immunities acid, cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Common

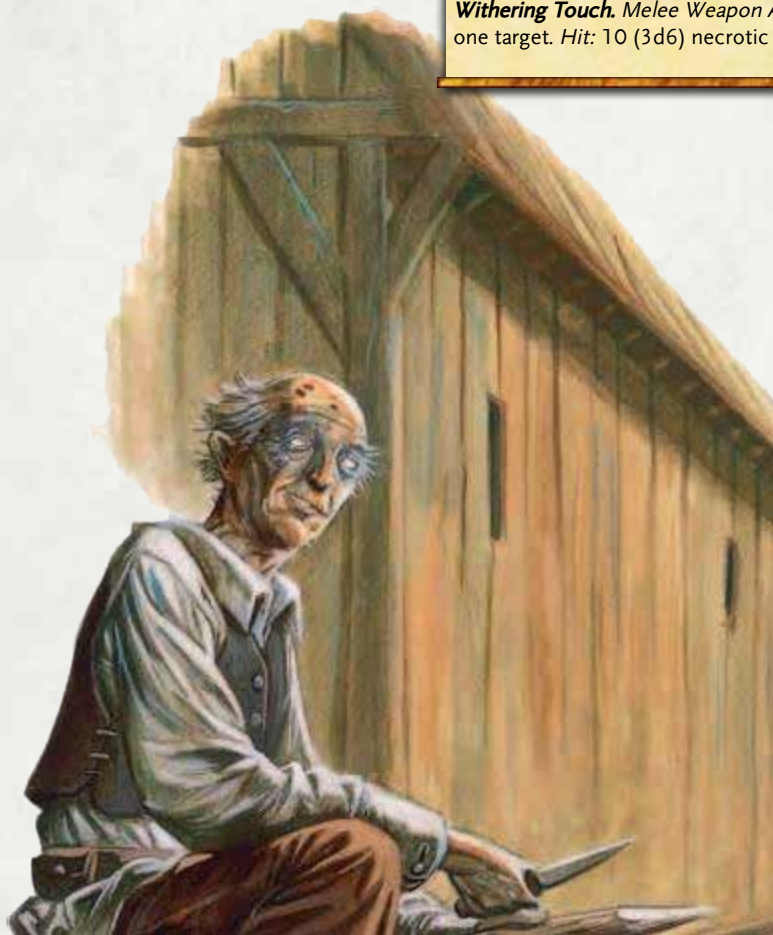
Challenge 1 (200 XP)

Incorporeal Movement. The torment can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Mask. A torment appears and acts exactly as it did in life. It's undead nature cannot be detected by spells or effects (such as a paladin's Divine Sense).

ACTIONS

Withering Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage.



TRIATH

The Plane of Faerie is a world of wild, untamed natural beauty. One of the greatest defenders of that beauty are the triath, massive boars that roam the landscape seeking to punish those that would spoil the landscape. Triaths look like huge boars, with great tusks that change color to suit the mood of the creature – when it is foraging for food, the tusks are pale, but when enraged they glow red. The triath's tail is long and ends with a bladed edge sharper than most swords. While intelligent, triaths usually keep to themselves unless called upon to defend the Feywild.

Surly Protectors. A triath can talk, but when it chooses to do so it keeps its words brief and to the point. They don't like the mischievous fey creatures that they share a home with, but they tolerate them as part of the natural order. Travelers that come into the Plane of Faerie intent on stealing or harvesting rare foliage best be wary, however, as a triath can sense such motivations from miles away.

Cursed by the Fey. Long ago, it is said that the first triath was created when a greedy nobleman stumbled into the Plane of Faerie with a pack of hunting boars. He was searching for a fey creature for sport, and in coming to the Feywild he was led to a small village of tiny fey folk. Cruel and uncaring, the noble scattered or killed the helpless creatures and stole rare herbs from their home. His actions brought down the wrath of an archfey, who cursed the noble and transformed him into a massive boar that would forever be linked to the Plane of Faerie as a hideous defender. Since then, more triath have appeared, though it is unclear whether they are all cursed mortals who upset an archfey or if the Plane of Faerie has spawned them naturally in the intervening years.

TRIATH

Huge fey, neutral

Armor Class 17 (natural armor)

Hit Points 189 (18d12+72)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	19 (+4)	12 (+1)	7 (-2)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, prone

Senses blindsight 60 ft., passive Perception 8

Languages Sylvan

Challenge 8 (3,900 XP)

Charge. If the triath moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 21 (6d6) slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

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

Relentless. If the triath takes 15 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The triath makes two attacks, one with its tusk and one with its tail.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target.
Hit: 15 (2d8+6) slashing damage

Tusk. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 20 (4d6+6) slashing damage.



TRICKTAIL

Tricktails are sleek rats that run through the undergrowth of Brux and Karasuthra like silent tricksters. They are mischievous masters of illusory magic, able to disappear and create images from nothing in order to fool predators and the foolish they come across. Their regular form appears much like a rat, with glossy gray, black, or white fur and unusually large red eyes. The creature's tail is long, thin, and usually moving of its own accord.

Vengeful Tricksters. Tricktails enjoy using their illusion powers to play practical jokes and pranks on creatures they come across. These are usually harmless involving humiliating their target, but woe befalls the one who angers a tricktail and lets it escape. The tricks can turn violent quickly, and a tricktail is famously patient. It can wait for an offender to fall asleep and then torture it using its *dream* spell, and when the target awakes the rat's illusion magic helps reinforce the tortured scenes in the waking world.

Eyes of the Blind Rat. Eerin is the oldest of the animal lords in the Beastlands and the powerful creature rarely leaves its maze-like lair in the twilight realm of Brux. Whether they want it or not, all tricktails are linked to Eerin and the famously blind rat lord can actually see through their eyes at any time. Not all tricktails enjoy or welcome this intrusion, but Eerin usually does not do so without good cause and with good reward. It is whispered that the rat lord can actually take over bodily any rat or tricktail as well, but this may just be a rumor spread by the older beasts to keep the younger generation afraid of Eerin's true power.

TRICKTAIL

Small beast, any alignment

Armor Class 16

Hit Points 36 (8d6+8)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	23 (+6)	13 (+1)	19 (+4)	11 (+0)	8 (-1)

Skills Acrobatics +9, Perception +3, Stealth +9

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 13

Languages Celestial, Common, and any three others

Challenge 4 (1,100 XP)

Illusion Immunity. The tricktail automatically sees through any illusion spell of 6th-level or lower.

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

At will: *mage hand*, *minor illusion*

3/day each: *color spray*, *invisibility*, *major image*, *mirror image*, *silence*

1/day each: *dream*, *phantasmal killer*

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

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

Pack Tactics. The tricktail has advantage on an attack roll against a creature if at least one of the tricktail's allies is within 5 feet of

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 9 (1d6+6) piercing damage. If the target is a living creature, it must make a DC 15 Wisdom saving throw, suffering 18 (4d8) psychic damage on a failure, or half as much on a success.

VAATI

Noble and proud, the vaati are the rulers of Aaqa, a majestic realm dedicated to absolute law. They are also known as the Wind Dukes, and though they trace their origins to the Upper Planes rather than the Plane of Air, these celestials have made the elemental realm their home. A vaati is a statuesque androgynous humanoid, with muscular ebony skin and brilliantly white eyes. They traditionally wear nothing except for belts and harnesses to carry their equipment.

Commanders in the War on Chaos. Vaati are dedicated to absolute law over chaos, and to this end they wage a never-ending war against their eternal foes. This war has been going on since time began, when the Wind Dukes of Aaqa still dwelled in the Upper Planes. Chief among their foes was the Queen of Chaos and her consort, Miska the Wolf-Spider, and to defeat these powerful creatures the vaati destroyed their sacred relic, the Rod of Law. The pieces were scattered and Aaqa was plunged into the Plane of Air as a result of that climactic battle. The *Rod of Seven Parts*, as it is now known, is a potent artifact of law and order, but its pieces only rarely surface across the multiverse.

Seven Castes. In Aaqa, the vaati divide themselves into seven distinct castes. The first and lowest is the worker caste, and the other castes are bolstered or created in times of great need. These other castes include soldiers, teachers, judges, counselors, advisors, and guardians. Each caste provides a set of unique abilities and skills suited to the jobs of that caste (the above statistics can be used for a worker caste vaati). A vaati employ no visible badges or emblems of their current caste, but each Wind Duke immediately recognizes another vaati's caste.

VAATI

Medium celestial, lawful neutral

Armor Class 17 (natural armor)

Hit Points 78 (12d8+24)

Speed 30 ft., fly 30 ft.

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

Skills Insight +7, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 17

Languages Auran, Vaati

Challenge 4 (1,100 XP)

Ageless. The vaati are immune to aging, including magical effects that would affect their age.

Chaos Smite. Against a target with a chaotic alignment, the vaati inflict an extra 9 (2d8) radiant damage on melee attacks.

Friend to Air. Air elementals cannot attack a vaati unless attacked by it first.

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

At will: *feather fall*, *gust of wind*, *wind wall*

ACTIONS

Multiattack. The vaati makes two greatsword attacks or two longbow attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.



VAPOROUS HORROR

Gehenna holds numerous secrets, and some frighten even the yugoloths, the self-proclaimed masters of the volcanic slopes. One of those mysteries are the vaporous horrors – poisonous fiends comprised of toxic smoke that drain life from everything they come across. A vaporous horror looks like a troll made of greenish-yellow vapor with eyes of dull crimson. It can slip through cracks, move on a breeze, and infiltrate the most impregnable defense in search of the life force it feeds on. Yugoloth, demon, devil, traveler, beast, all are food to the vaporous horror.

Unknown Origins. No one knows exactly what a vaporous horror is or where they come from. They seem to exist on all of the layers of Gehenna, though they are rare on Mungoth and Krangath due to the lack of living creatures. Some planar scholars believe they are undead elementals cast off from the Inner Planes, but they seem to exhibit no shared trait among other unliving monsters. Vaporous horrors can speak but they rarely say anything more than whispered threats and promises of pain, and some block exists on a psychic level that prevents mental intrusions.

VAPOROUS HORROR

Large fiend, neutral evil

Armor Class 16

Hit Points 114 (12d10+48)

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

STR	DEX	CON	INT	WIS	CHA
5 (-3)	22 (+6)	19 (+4)	11 (+0)	12 (+1)	8 (-1)

Saving Throws Dex +10, Int +4

Damage Resistances bludgeoning, lightning, piercing, slashing

Damage Immunities acid, cold, fire, necrotic, poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Infernal

Challenge 10 (5,900 XP)

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

Toxic Aura. Living creatures that start their turn within 60 feet of the vaporous horror suffer 14 (4d6) poison damage.

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

ACTIONS

Multiattack. The vaporous horror makes two claw attacks. It can then use its Drain Life ability.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 11 (1d10+6) necrotic damage plus 14 (4d6) poison damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Drain Life (Recharge 5-6). Each creature in the vaporous horror's space takes 22 (4d10) necrotic damage and must make a DC 16 Constitution saving throw. On a failure, a target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Harvesters of Flame. Vaporous horrors are thankfully solitary creatures, at least most of the time. Yugoloths of the Crawling City speak in hushed tones about the rare trio grouping of these monstrous fiends. In these cases, they elevate to become harvesters of flame, and their powers and hungry are amplified to a frightening degree. To date, there have only been a handful of recorded sightings involving harvesters of flame, but in all cases their appetite for complete destruction takes on a new form. An entire legion of yugoloths were sucked up in the whirlwind of death that only ended when a random earthmote crashed into the trio of enhanced vaporous horrors, scattering them across the volcanic slope.



VARRANGOIN

Varrangoin are intelligent bat-like fiends native to the Abyss. They appear as skull-headed giant bats, with rotten flesh hanging from their skeletal wings and a long wickedly barbed tail. There are several known varieties of varrangoin, but the most common are the energy affiliated creatures. Each is indistinguishable from another, however, at least until the creature unleashes its breath weapon on unsuspecting foes.

Chaotic Flocks. Cruel and ruthless, varrangoin are nevertheless cowardly scavengers that prefer to pick the bones of the fallen than face a worthwhile foe in combat. They are rarely seen outside of a sizable flock, though they do not recognize any individual leader, giving such gatherings a wild and chaotic appearance. While the fiends can speak, they do not take names for fear of binding themselves to a secret – communicating with a varrangoin can be a confusing and duplicitous effort.

VARRANGOIN

Medium fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 32 (5d8+10)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	15 (+2)	13 (+1)	11 (+0)	10 (+0)

Skills Perception +3, Stealth +7

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, special (see below)

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal

Challenge 3 (700 XP)

Energy Affinity. The varrangoin has an affinity to a specific energy type – acid, cold, fire, or lightning. They are immune to damage from that energy type, and their breath weapon takes on a different form based on their affinity.

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

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

ACTIONS

Multiattack. The varrangoin makes two attacks: one with its claws and one with its tail stinger.

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

Tail Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) piercing damage plus 14 (4d6) poison damage.

Breath Weapon (Recharge 5-6). The varrangoin releases a breath weapon based on its energy affinity. Creatures in the radius of the breath weapon must make a DC 14 Dexterity saving throw, suffering 21 (6d6) damage of the listed type on a failed save, or half as much on a successful one. For acid and lightning varrangoin, the radius is a 50-foot line. For cold and fire varrangoin, the radius is a 30-foot cone.

Winged Servants of the Night. Varrangoin are often conscripted as servants to more powerful denizens. The demon lord Noctula is known to breed the creatures in the gloomy depths of her realm and uses them as scouts and servants across the Abyss. She has an unnatural connection to these varrangoin and is able to communicate with them directly nearly anywhere they travel across the Abyss. It is known that Noctula holds a few greater varrangoin as servants as well in her Cave of Grooms.

VULTURE, HATEMONGER

The skies of Carceri are occupied by more than just buzzards and other scavenger birds. One of the most insidious creatures to soar Carceri's skies is the hatemonger vulture, a large scrawny black-feathered bird with enormous blood-red eyes and an unnaturally hooked white beak. These monsters fly in small packs above all of the orbs of Carceri except for Agathys, always seeking out groups of people to incite fits of rage and hate. They fly on silent wings in the dark skies, as much a prisoner of the plane as anyone else, but well-suited to causing mayhem and havoc wherever their emaciated wings take them.

The Hate is Strong. Hatemonger vultures play upon the discordant strings of hate that lurk within all hearts, and many planar scholars believe the monsters feed upon this energy as much as they do the flesh of their victims. The screech of the vulture inspires violent acts of random rage, and even being close to one can cause the strongest hero to lose their nerve in the face of blood-boiling hate.

Winged Servants of the Carrion King. The rocky crags and mountains of Colothys hold a deep canyon that serves as the prison for a powerful being known only as the Carrion King. This monstrous fiend may have once been a vrock, cast out of the Abyss or some other Lower Plane, but it has grown enormous in the years since it was cast into Carceri. The Carrion King holds a special affinity for the hatemonger vultures of Colothys, and most of the beasts encountered on the orbs of that layer are spies and servants of the great imprisoned demon. The presence of the hatemonger vultures predates the arrival of the Carrion King in Carceri but some believe it is only a matter of time before all of the vulturous monsters on the plane pay homage to the fiend in the Colothys canyon.

HATEMONGER VULTURE

Large beast, neutral evil

Armor Class 16 (leather armor)

Hit Points 60 (8d10+16)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Damage Immunities acid, cold, fire, poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal and Infernal but can't speak

Challenge 4 (1,100 XP)

Aura of Hate. Living creatures that start their turn within 30 feet of the vulture must succeed on a DC 13 Wisdom saving throw or be overwhelmed by a powerful wave of hate for life and all things, losing the ability to take bonus actions until the start of their next turn. Creatures immune to being charmed automatically succeed on this saving throw.

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

ACTIONS

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 9 (2d4+4) piercing damage plus 9 (2d8) psychic damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage plus 9 (2d8) psychic damage.

Hatemong (Recharge 5-6). The vulture emits a piercing screech in a 60-foot cone, forcing living creatures within the area to make DC 13 Wisdom saving throws. On a failure, creatures must use their reaction to make a melee weapon attack against the nearest target in range. Roll randomly if multiple targets are within melee range. Creatures immune to being charmed automatically succeed on this saving throw.



TITAN VULTURE

Vultures and other scavenging birds of prey are common occurrences in Acheron, a fact that can surprise travelers. The birds are typically black or gray but otherwise are the same as their Material Plane counterparts. The same is not true for the titan vulture. This massive animal has a wingspan that rivals that of the mighty roc, and it can be found flying from iron cube to iron cube in Avalas, scavenging the remains of the countless battlefields. Its blood-red head and neck are bald but the rest of its body is covered in dull black feathers, each as hard as iron and razor sharp.

Harbinger of Death. The orcs and goblins of Acheron believe titan vultures to be messengers of death itself. Seeing one of these great birds of prey before a battle is a sure sign of death, though many tribes and clans of both types take this as a divine omen that death in battle is guaranteed, pushing them on to greater glories in the next battle. Titan vultures are often accompanied by flocks of mundane vultures as well, and it is widely believed that the greater the flock the greater the death toll in the next battle.

TITAN VULTURE

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 161 (14d12+70)

Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	3 (-4)	14 (+2)	7 (-2)

Saving Throws Dex +4, Con +9

Skills Perception +6

Damage Immunities lightning, thunder

Senses passive Perception 16

Languages -

Challenge 9 (5,000 XP)

Blood Frenzy. The vulture has advantage on an attack roll against a creature if it is below maximum hit points.

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The vulture makes three attacks, one with its beak and two with its iron wings.

Beak. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (2d12+7) piercing damage.

Iron Wing. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8+7) slashing damage.

Lightning Breath (Recharge 5-6). The vulture releases a line of lightning 120 feet long from its mouth. Creatures in the area must make a DC 17 Dexterity saving throw, suffering 35 (10d6) lightning damage on a failure, or half as much on a success.

Iron Feathers. Rarely, titan vultures lose feathers from their body naturally. Depending on their size these feathers are as hard and sharp as daggers and short swords, and function as fine weapons in the hands of any combatants. A war clan of bugbear mercenaries called the Iron Feathers use these weapons exclusively in battle, and they dress in armor reminiscent of the titan vulture's grim appearance.

WHISPERPAD

Whisperpads are the most charming creatures in the Beastlands – just ask them! They appear as large kittens, with wide luminous eyes and button noses, and few can resist their delicate charms. An aura of adorability surrounds them, deterring predators and poachers alike, and they have many charming abilities to change would-be foes into unwilling allies.

Solitary Masterminds. Whisperpads do not like other whisperpads, or even other cats of any kind. They are superficially vain and believe truly that their own adorability outweighs any other. Several have claimed regions of the Beastlands where they surround themselves with stronger predators in order to protect their territory, but just as often they use their charming abilities to create servants that simply exist to flatter the whisperpad. The entire world of a whisperpad revolves around themselves and they care little for what happens outside of that world, making them callous and aloof to outsiders.

Proto-Animal Lords. It is believed that whisperpads are cats that exist before they advance to true animal lord status. Lyanh, the most well-known of the cat lords, exhibits many similar powers and traits of a whisperpad though magnified to near deity-level. Also, Lyanh forbids entry of other whisperpads into its realm of Cat's Breath, though lesser cats are allowed. How a whisperpad becomes a true animal lord isn't known, and likely there is no exact formula for such ascension.

WHISPERPAD

Medium beast, any alignment

Armor Class 13

Hit Points 33 (6d8+6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	15 (+2)	22 (+6)

Saving Throws Wis +5, Cha +9

Skills Perception +5, Persuasion +9, Stealth +6

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, any two others

Challenge 4 (1,100 XP)

Deflective Charm. Attacks against the whisperpad have disadvantage unless the whisperpad made an attack roll against the attacker the previous round.

Innate Spellcasting. The whisperpad's spellcasting ability is Charisma (spell save DC 17). The whisperpad can innately cast the following spells, requiring no material components:

At will: *command*, *silence*, *sleep*, *vicious mockery*
3/day each: *confusion*, *hold monster*, *modify memory*

ACTIONS

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d8+3) slashing damage. If the target is a living creature, it suffers disadvantage against any spell cast by the whisperpad until the whisperpad's next turn.

Hypnotic Purr (Recharge 5-6). The whisperpad purrs loudly, and all living creatures within 30 feet must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed for 1 minute, and while charmed the creature is incapacitated and has a speed of 0. The charmed status ends if the creature takes any damage or if someone uses an action to shake the creature out of its stupor.

WINE SPIRIT

The most devoted servants of Bacchus, Lord of Wine, are the troublesome though rarely dangerous wine spirits that dance and cavort to their master's whims. A wine spirit appears as a slender humanoid dressed in loose-fitting silk garments surrounded by a faint shimmering hue that changes color from deep red to crystal white as its mood suits it. A pair of delicate insectoid wings sprout from their back, and the wine spirit is never without a fine goblet in its hand filled with a never-ending source of potent wine.

Heralds of Merrymaking. Wine spirits dance in the great forests of Arborea as harbingers of carefree parties. They are welcome in most communities of Arvandor, and though Bacchus only rarely appears in their wake, there is always a chance that the merrymaking brought upon by a band of wine spirits can summon the Lord of Wine. Many villages consider it a good omen to be intoxicated by a wine spirit and use the temporary lapses in judgment to let loose what little inhibitions they held. Even the elves of Nasselaithess welcome wine spirits into their communities.

Jugs of Bacchus. Each wine spirit is connected to a magical jug kept in the secret palace of Bacchus. This jug forms the source of their never-ending wine and wine-based abilities, and if this jug were ever to be lost or destroyed the wine spirit would slowly fade away. Bacchus is usually careful to not allow strangers to view the jugs of the wine spirit in his secret home, but the Lord of Wine is also forgetful and eager to boast to guests so he has been known to let select travelers view the magnificent cellars that hold the magical bottles.

WINE SPIRIT

Medium fey, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 30 (4d8+12)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	17 (+3)	11 (+2)	9 (-1)	14 (+2)

Saving Throws Con +5

Skills Performance +5, Persuasion +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Common, Elven

Challenge 2 (450 XP)

Cunning. The wine spirit can use a bonus action to Dash, Disengage, or Dodge.

ACTIONS

Spoiled Wine Spray. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 12 (2d6+5) poison damage.

Intoxicate. The wine spirit chooses a target creature it can see. The target must succeed on a DC 13 Constitution saving throw or become drunk (poisoned) for 1 minute.

Command Drunk. The wine spirit chooses a drunk target it can see and gives a command. The target must succeed on a DC 13 Wisdom saving throw or be compelled to follow the directed action of the wine spirit as their next action. The saving throw automatically succeeds if the command is to inflict damage or would cause direct damage to the target.

WORG, STEELFANG

On Acheron, hobgoblins raise and train special breeds of hyper-violent beasts known as steelfang worgs. More cunning than their Material Plane counterparts, steelfang worgs have thicker hides with mouths filled with teeth as sharp and jagged as scraps of metal. They are aggressive but obey orders loyally, a trait bred into them by cruel and merciless hobgoblin pack masters.

Elite Wolfriders. In the Army of Maglubiyet, goblins wolfriders ride worgs, but hobgoblin legions use steelfang worgs exclusively. They are a small number usually, as the beasts usually only produce one or two pups per litter, but the hobgoblins that ride them are fearless warriors trained to fight on their backs. These hobgoblin wolfriders take more pride in their units than most other soldiers and their thirst for battle puts them in the thickest of the most extreme combats across Acheron.

Bred for Battle. Steelfang worgs were bred from the finest worg stock by the kennel masters of Maglubiyet over many generations. Each one is raised from a pup to be a killing machine, loyal to the wolfriders and their cause. During their upbringing, each steelfang worg has their teeth removed and replaced by jagged metal shards. Over time the creature learns to adapt to its new mouth and is trained to shred flesh and metal with its deadly bite.

STEELFANG WORG

Large monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 52 (7d10+14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Goblin, Worg

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The worg makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8+4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

WRACK SHAMBLER

Piles of detritus and castoff remnants of countless battles and forgeries litter the sides of Gehenna's volcanic layers, the result of the yugoloth's unquenching war machine and the numerous battles fought in the Blood War. Sometimes, some ambient energy of the Fourfold Furnaces slips into these piles of metallic refuse, and the resultant transformation creates a monstrous nightmare known as a wrack shambler. These creatures are animated piles of weapons, armor, and other metallic fragments that exist only to destroy and tear down. They are forces of nature and raw unbridled power, as much a threat to the yugoloths and their war machines as anyone else, and they seem only intent on unmaking as much of creation as possible.

Unmakers. Wrack shamblers are known as “unmakers” to the yugoloths, and the monstrous creations of Gehenna seem especially bent on destroying the works of the fiends that live on the volcanic slopes. It is rumored that the Crawling City that moves across Gehenna as one of the strongest bastions of yugoloth power didn't originally move, but when faced with a veritable tidal wave of wrack shamblers the ultroloths in charge of the city put drastic plans into motion to make their fortress mobile. To this day the Crawling City inherently avoids even a single wrack shambler on the Gehenna slope.

Power of Creation. To some, wrack shamblers hold more than the key to unraveling magic – they possess a path to ultimate creation itself. The tiefling transmuter Kilthus has devoted his life to studying the properties of the wrack shamblers in the hopes of harnessing an untold source of creation magic latent in the Gehenna slopes. Kilthus dwells with a small continent of golems and assistants in the Bleak Laboratory on Khalas, where he tracks down the rise of wrack shamblers and tries to force them back to the lab for further study. To date they have been unsuccessful.

WRACK SHAMBLER

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	3 (-4)	10 (+0)	10 (+0)

Damage Immunities acid, cold, fire, force, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 120 ft., passive Perception 10

Languages understands Abyssal and Infernal but can't speak

Challenge 8 (3,900 XP)

Immutable Form. The wrack shambler is immune to any spell or effect that would alter its form.

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

Magic Weapons. The wrack shambler weapon attacks are magical.

Siege Monster. The wrack shambler deals double damage to objects and structures.

Wrack Aura. Creatures affected by temporary ongoing effects that start their turn within 30 feet of the wrack shambler must make a DC 16 Wisdom saving throw or have the ongoing effect ended for them. Only one effect or ability is removed at a time, so if the creature is under multiple ongoing effects, roll randomly to determine which one is removed. Ongoing effects include anything that lasts a number of rounds or minutes, such as a barbarian's rage or the effects of a spell or other ability.

ACTIONS

Multiattack. The wrack shambler makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (1d12+6) slashing damage plus 22 (4d10) force damage.

Anti-Magic Burst (Recharge 5-6). The wrack shambler releases a powerful burst of anti-magic energy in a 30-foot radius. Any spell of 4th level or lower in the radius ends immediately.

BEASTWRAITH

In the Beastlands, creatures that die outside the natural cycle of predator and prey sometimes rise up as ghostly apparitions known as beastwraiths. These spectral creatures are haunted, tortured remnants of their former selves, bound to the physical world by a consuming need to hunt those responsible for their untimely deaths.

Beastwraiths are rarely afforded such opportunities, but they stalk the wilderness of the planes forever.

A beastwraith usually appears as a ghostly version of its former self, though emaciated and incorporeal, with a feral gleam in their hollow eyes. They never prey on beasts, focusing instead on humanoids above all others.

Pack of the Damned. Many beastwraiths are drawn to one another, regardless of their original species. In the Beastlands one group called the Pack of the Damned calls out to other lost beast souls, urging them to join in their hunt for justice. They travel all three layers of the Beastlands, moving silently and nearly invisibly, stalking any humanoid they find. The centaurs of the Greenway recognize the signs of their approach and move to avoid them, but over the years many of them have fallen prey to the beastwraiths of the pack.

Since they are responsible for creating many of the Pack of the Damned, members of the Glorious Conclave are special targets for the horde of beastwraiths. Areas such as Blackstone Lodge are warded against the incursions of such attacks, but many Glorious Conclave hunters know better than to stand and fight against the pack out in the Beastlands.



BEASTWRAITH

Medium undead, unaligned

Armor Class 14

Hit Points 60 (8d8+24)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	17 (+3)	10 (+0)	14 (+2)	9 (-1)

Skills Perception +5, Survival +5

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poisoned

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

Senses darkvision 60 ft., passive Perception 15

Languages understands Celestial but cannot speak

Challenge 4 (1,100 XP)

Incorporeal Movement. The beastwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Mark Prey (1/Day). As a bonus action, the beastwraith can mark any creature it can see as its prey. The beastwraith has truesight out to 60 feet against its marked prey only, and it inflicts an extra 14 (4d6) damage once per round when it hits with a melee attack against its marked prey. The beastwraith has advantage on Wisdom (Survival) checks made to track its marked prey. The mark ends when the target dies or after 24 hours have passed.

ACTIONS

Spectral Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6+4) necrotic damage.

Chilling Roar (Recharge 5-6). Living creatures within 30 feet of the beastwraith must succeed on a DC 14 Wisdom saving throw or be paralyzed for 1 minute. Targets that fail can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GEARWRAITH

The grinding gears of Mechanus are dangerous to the unwary. Creatures crushed by the cogs have a chance of returning to life as a vengeful gearwraith, a spectral force that seeks revenge on living creatures for having life it was denied. They appear as they did in life except their form is gray and insubstantial, though much of it is hidden behind thick layers of gears that act as heavy armor. This bulky outward appearance does nothing to lessen their incorporeal movement, however, and they have an innate ability to animate objects around them to harass and destroy living targets.

Enemies of the Gearlost. Many gearwraiths were scavengers in life that got caught by the natural hazards of Mechanus in their quest to dismantle the plane and turn it into scrap. The Plain of the Gearlost, the meeting place for many scavenger tribes across the Clockwork Nirvana, is haunted by multiple gearwraiths, which must be expelled or dealt with before any meeting can occur. The scavengers have learned to lure gearwraiths away from the site by asking for brave volunteers to lead them away; few survive these dangerous assignments.

Construct Avoidance. Gearwraiths focus their ire and attention on living targets and normally ignore the constructs that inhabit Mechanus. For their part, the modrons and other natural inhabitants of the plane take no notice of the gearwraiths as well. When a rogue modron was presented with the question of why, it simply stated that they didn't view the spectral creatures as anything more than a natural check on the non-native population.

GEARWRAITH

Medium undead, lawful evil

Armor Class 18 (natural armor)

Hit Points 104 (16d8+32)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	11 (+0)	15 (+2)	17 (+3)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses truesight 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 7 (2,900 XP)

Incorporeal Movement. The gearwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

At will: *heat metal*, *invisibility*

1/day: *animate objects*

Metalbound. The gearwraith is clad in metal gears and cogs that give it the equivalent of plate armor. Its tough metallic exterior turns any critical hit against it into a normal hit.

ACTIONS

Multiattack. The gearwraith makes two cogclaw attacks.

Cogclaw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage plus 18 (4d8) psychic damage.



JUDGEWRAITH

The laws of Arcadia are enforced largely by a shared understanding of its citizens regarding the harmony those laws bring about. Trade and conflict are managed, differences are settled, and there's a process for every grievance and concern. Nonetheless, laws do get broken. The einheriar of the Perfect Order address most concerns, but the Lex have dispersed powerful undead spirits known as judgewraiths to be where the einheriar cannot. Judgewraiths are incorporeal undead monsters bound by ancient laws to the will of the Lex, and they enforce the laws of Arcadia with righteous zeal. They appear as black-robed specters with inky darkness spilling out from beneath their well-groomed garments.

The First Thirteen. Judgewraiths were the creation of a zealous inquisitor of the Lex hundreds of years ago when a Peaceable Kingdom broke into full revolt. The inquisitor needed a tool to not just put down the rebellion but instill a measure of fear to keep the other kingdoms in line. In secret, this inquisitor took thirteen fanatically devoted judges into the bowels of his court castle, and there transformed the willing participants into the first judgewraiths.

JUDGEWRAITH

Medium undead, lawful neutral

Armor Class 14

Hit Points 136 (16d8+64)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	19 (+4)	7 (-2)	8 (-1)	14 (+2)

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

Damage Immunities necrotic, poison, psychic

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

Senses truesight 60 ft., passive Perception 9

Languages telepathy 120 ft.

Challenge 8 (3,900 XP)

Incorporeal Movement. The judgewraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Zone of Truth. Creatures that start their turn within 15 feet of the judgewraith must succeed on a DC 15 Charisma saving throw or fall under the effects of the *zone of truth* spell.

Smite. Once per turn, the judgewraith deals an extra 14 (4d6) psychic damage when it hits a target with a weapon attack.

ACTIONS

Multiattack. The judgewraith makes two raking claw attacks.

Raking Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6+6) slashing damage and 14 (4d6) psychic damage.

Eye of Judgement. A target creature within 60 feet of the judgewraith that it can see must make a DC 15 Wisdom saving throw or be paralyzed for 1 minute. Creatures with a chaotic alignment suffer disadvantage on this save. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

They moved silently and swiftly to punish the rebellious kingdom. The original inquisitor broke an ancient Lex law in creating the judgewraiths, however, and shortly thereafter his own creations were turned against him. The first thirteen spectral judges still lurk around the complex of court castles and are given special assignments from time to time by the Order of Peaceable Laws.

Criminal Pursuit. Judgewraiths are relentless in their pursuit of criminals, but they usually only used in special circumstances by the Lex. Investigator einheriar looking into crimes against the High Laws may work with a judgewraith searching for a particularly heinous or brutal criminal, but most of the einheriar loathe working with the spectral creatures.

RAGEWRAITH

The River of Rage that courses through the Plane of Magma draws hate and anger towards it like a fly to a corpse. As it consumes creatures, it draws their very life force out and binds it to its flow, creating ragewraiths. These incorporeal creatures appear as red- or white-hot specters possessed with unnatural rage, their faces twisted in exaggerated expressions of pure fury. They are drawn instinctively towards the angriest target, but as all sentient creatures are possessed with some amount of anger, the ragewraiths never want for targets.

Inferno Rage. Ragewraiths are consumed with anger and fury derived from the heart of the River of Rage itself, and this power is unlike any other on the Plane of Magma. Pyromancers have sought to study the ragewraiths to learn the secrets of this inferno fire, but so far capturing one without being attacked in the process has proven difficult. The River of Rage itself does not seem to exhibit the same burning fury fire, so it is theorized that the ragewraiths generate this special element as part of their natural existence.

Fire and Fury. The most common place to find ragewraiths is in or near the River of Rage on the Plane of Magma, but this is by no means the only place. A ragewraith can occur naturally across the multiverse when a particularly angry person is killed by fire in a moment of intense passion. Barbarian tribes in tropical climates near volcanoes have been known to encounter ragewraiths, and some tribes actually honor the undead creatures as remnants of their ancestors. Possessed by their unnatural fury, however, such ragewraiths are just as likely to attack and destroy a living relative as a total stranger.

RAGEWRAITH

Medium undead, chaotic evil

Armor Class 12

Hit Points 136 (16d8+64)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	19 (+4)	7 (-2)	8 (-1)	14 (+2)

Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Berserk Frenzy. If the ragewraith is reduced to half its hit points or lower, it enters into berserk frenzy. It gains advantage on all attacks rolls, and attack rolls against it are made with advantage.

Incorporeal Movement. The ragewraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The ragewraith makes two magma claw attacks.

Magma Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6+6) slashing damage and 27 (6d8) fire damage.



SCREAMWRAITH

Asmodeus, the lord of Nessus, has many tools at his disposal and many creatures at his beck and call, but one of his favorites is the screamwraith. A screamwraith is the soul of a mortal creature bound forever in torment to the service of Asmodeus. They are the deadly playthings of the archdevil, who often uses them to harangue and harass powerful individuals across the multiverse. They appear as incorporeal humanoids composed entirely of insubstantial red and black mists, their mouths frozen in a permanent scream and a look of pure terror etched on their immortal faces.

Canyon of Infinite Screams. New screamwraiths created after a living creature is killed by the undead monster's exhausting abilities are born anew in the Canyon of Infinite Screams on Nessus, the ninth layer of the Nine Hells. There, beneath the Nighted Sun overhead, screamwraiths are doomed to an existence of horrendous torture, wailing and screaming in the maze-like region. Lower-ranking devils that displease Asmodeus are sent into the canyon for one day as a test, and thus far none have made it out in the timeframe.

A Scream in Time. As an entity older and more powerful than any other in the Nine Hells, Asmodeus has been referenced – directly and indirectly – by more prophecies across the multiverse than he can keep track of. One of those prophecies speaks of the “scream to end all screams, in a time when no scream can be heard, that heralds the changing on the throne of Nessus.”

SCREAMWRAITH

Medium undead, lawful evil

Armor Class 13

Hit Points 180 (24d8+72)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	11 (+0)	13 (+1)	22 (+6)

Skills Stealth +5, perception +4

Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Infernal

Challenge 10 (5,900 XP)

Exhausting Aura. Living creatures that start their turn within 5 feet of the screamwraith must succeed on a DC 18 Charisma saving throw or gain a level of exhaustion.

Exploit the Exhausted. Screamwraiths have advantage on attack rolls against targets that have one or more levels of exhaustion.

Incorporeal Movement. The screamwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The screamwraith makes two claw attacks.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 6 (1d8+2) slashing damage plus 22 (4d10) necrotic damage.

Primal Scream (Recharge 5-6). The screamwraith lets loose a primal scream, tapping into the infernal power of Nessus. Living creatures in the 60-foot cone must make a DC 18 Charisma saving throw. On a failure, the target suffers 55 (10d10) necrotic damage and gains a level of exhaustion. On a success, the target suffers half damage and does not gain a level of exhaustion.

Targets that die as a result of too many levels of exhaustion from the screamwraith's Primal Scream rise as a screamwraith on Nessus one hour later.

Many diviners and sages that study such lore believe this has something to do with the screamwraiths that serve the Lord of Nessus. Perhaps when the Canyon of Infinite Screams is empty of all inhabitants then Asmodeus will be dethroned? But then what is the “scream to end all screams”? Those that have sought the answers to these questions inevitably draw the conclusion that it has something to do with the Nessian canyon where the screamwraiths live, but none have gone there and returned.



WARWRAITH

On Acheron, some soldiers die sudden and ignoble deaths far from the battlefield. Their purpose on the plane unfulfilled, sometimes their spirits linger on after their bodies collapse, rising as hateful warwraiths. Appearing as a shadowy spectral version of their former selves, warwraiths are consumed with bloodlust and dedicated to stealing the combat abilities of any opponent they cross spectral blades with. Their armor and weapons are as misty as their bodies, and they are sleet gray in color with the exception of their burning red eyes.

Skull Commanded. If the warwraith's original skull can be recovered, it can be used to control the undead completely. Possessing the warwraith's skull allows the owner to order the powerful spectral warrior who must obey without fail or hesitation any issues command. If the possessor is a skilled military leader, the warwraith relishes in the commands, obeying with the zeal of a loyal soldier. More often than not, however, the possessor does not have such skills, and the warwraith chafes under such leadership.

General of the Black Fury Legion. Rumors in Acheron say that a powerful warwraith keeps a legion of his own damned soldiers, wandering from cube to cube in search of the perfect opponent. Referred to as the Black Fury Legion, these spectral soldiers were killed suddenly when an iron cube in Avalas collided with another suddenly. Bereft of their purpose, the soldiers and their merciless general rose as warwraiths and now move across Acheron. The general is said to possess the skulls of all his fallen warriors, keeping their allegiance in check.

WARWRAITH

Medium undead, lawful evil

Armor Class 14

Hit Points 136 (16d8+64)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	19 (+4)	7 (-2)	8 (-1)	14 (+2)

Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Berserk Frenzy. If the warwraith is reduced to half its hit points or lower, it enters into berserk frenzy. It gains advantage on all attack rolls, and attack rolls against it are made with advantage.

Incorporeal Movement. The warwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The ragewraith makes two spectral blade attacks.

Spectral Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6+6) slashing damage and 27 (6d8) necrotic damage plus the target must succeed on a DC 16 Wisdom saving throw. On a failure, the target suffers a cumulative -1 penalty on attack rolls as the warwraith drains their fighting ability. The penalty lasts until the target takes a long rest.

XILL

The most fierce and reviled marauders of the Ethereal Plane are the reptilian xill, which are identified as Low Clan and High Clan. Regardless of clan, these monstrous humanoid-like beings have four muscular arms that each end in jagged talons. A pair of mandibles encircle their slaving jaws which they use to deliver a powerful paralytic toxin to grappled victims. The Low Clan xill have red skin, ranging from bright crimson to dull scarlet, while the High Clan members are never red but otherwise vary wildly. All xill communicate telepathically and there is no known language for the species.

Egg Sac Hosts. The xill reproduce by implanting their eggs into the body of a living humanoid creature, which necessitates their raids into the Material Plane from their home realm. The process is painful, but it can be reversed with a *cure disease* spell within four days of the egg being implanted. After that the egg hatches and release xill larva that devour the host from the inside. Nothing short of a *wish* spell can remove the larva without killing the host, and seven days from hatching the young xill emerge. No humanoid host has survived the birth of the young xill.



HIGH CLAN XILL

Medium monstrosity, lawful evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8+30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	14 (+2)	13 (+1)	11 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages telepathy 120 ft.

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The xill makes four melee attacks, divided between weapons and claws as it chooses.

Bite (1/Day). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of their turn, ending the effect on a success. The xill has advantage on bite attacks against targets it is grappling.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+4) slashing damage. If a single target is hit by two or more claw attacks, the target is grappled (escape DC 16). The xill can only be grappling one target at a time.

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

Etherealness. The xill enters the Ethereal Plane from the Material Plane, or vice versa.

High and Low. Low Clan xill are barbaric monsters that seek only to perpetuate their species. They strike quickly from the Ethereal Plane and grab as many victims as possible before moving back to the Border Ethereal. The Low Clan xill dwell underground, and the nature of the plane means no Material Plane rocky layer impedes their movement. They never use weapons, preferring instead their savage claws, and judiciously use their bite to paralyze threats.

LOW CLAN XILL

Medium monstrosity, lawful evil

Armor Class 16 (natural armor)

Hit Points 37 (5d8+15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	8 (-1)	11 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages telepathy 120 ft.

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The xill makes four claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of their turn, ending the effect on a success. The xill has advantage on bite attacks against targets it is grappling.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage. If a single target is hit by two or more claw attacks, the target is grappled (escape DC 13). The xill can only be grappling one target at a time.

Etherealness. The xill and any target it is grappling enters the Ethereal Plane from the Material Plane, or vice versa.

High Clan xill pride themselves on being more civilized than their more barbaric kin. The connection between the two isn't totally understood, as the Low Clan xill operate normally without acknowledging their more advanced brethren. The High Clan xill dwell in sculpted networks of tunnels and caves in the Border and Deep Ethereal, the most famous of which is a realm known as the Scarlet Caves. It is known that they reproduce the same between the two castes, requiring a living humanoid host, but the High Clan xill bargain with other planar traders usually for their supply of suitable hosts. The Hatchery of Ul'lulaa'Mu located in the Deep Ethereal is one of their secret breeding islands where humanoids are bred in captivity for birthing new High Clan xill. High Clan xill rarely fight with their natural claws, preferring weapons instead, and their paralytic bite has atrophied from generations of non-use.



YUGOLOTH

Yugoloths have claimed Gehenna as their own. Some planar scholars believe they were actually formed on the Gray Waste of Hades by a powerful cabal of hags, and they only later emigrated to the volcanic slopes of the Fourfold Furnaces. Perhaps the move was a calculated one, seeing as Hades has become a prime battleground in the eternal Blood War between demon and devils, but regardless of why the yugoloths are now the dominant force on Gehenna. They build strongholds, towers, castles, and fortifications on the dangerous slopes, ever wary for the treacherous nature of the plane to send their bases tumbling down, and always ready to build it all up again.

Yugoloths are self-serving, greedy fiends that look for the most advantageous angle in every circumstance. They are masters at battlefield manipulation and using the terrain to their advantage, and their military prowess is well-regarded by fiends and celestials alike. All of this doesn't add up to a strictly coherent military hierarchy, and treachery is rife among all ranks. Planar scholars are relieved at this bickering and infighting, however, as the yugoloths rank as one of the most dangerous fiends in the Lower Planes as a whole, though they lack the iron discipline of the devils or the unmatched horde of the demons.

BAERNOLOTH

Large fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)

Hit Points 133 (14d10+56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	16 (+3)	19 (+4)	17 (+3)

Skills Deception +7, Insight +8, Perception +8, Persuasion +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 18

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 10 (450 XP)

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

At will: *alter self*, *darkness*, *detect magic*, *detect thoughts*, *suggestion*

3/day each: *cloudkill*, *fear*, *heal*, *symbol*

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Teleport. The baernoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

REACTIONS

Open Wound. The baernoloth chooses a creature it can see within 30 feet that it has damaged with one of its weapon attacks in the last 24 hours. The creature immediately suffers 18 (4d8) psychic damage as the wound bleeds fresh and pain shoots out from it.

BAERNOLOTH

Baernoloths occupy a strange place in the yugoloth hierarchy. They are powerful fiends, intelligent and resourceful, but they remain outside the typical power structure of the yugoloths. Baernoloths are found almost exclusively in the Gray Waste of Hades, having never emigrate to Gehenna like the vast majority of other fiends, and they tend to be solitary loners, living off of suffering

and fear that permeates the gray realm around them. Physically, their scrawny bodies and gangly limbs bely a supernatural strength, and their long faces carry distinct goat-like traits. They almost never carry weapons or wear gear, preferring the savage joy that comes from tearing into an opponent with their massive claws or sinking their teeth into their flesh.

Respected Elders. Baernoloths may be separate from most of yugoloth society, but they are still consulted from time to time by others, mainly ultroloths and arcanaloths. These fiendish fellows come to the baernoloth due to the creature's immense age and experience – most believe baernoloths are immortal and trace their heritage back to the origin of the yugoloth race. Because of this, they have accumulated a wealth of knowledge, more practically applied than the scholarly knowledge of the arcanaloths, with an inherent wisdom tempered by experience. They have witnessed countless generations rise and fall on Hades and across the Lower Planes and have seen the Blood War unfold in real time around them.

Perpetrators of Suffering. To a baernoloth, suffering is the only purpose in the multiverse, and to inflict suffering on others is to fulfill their highest calling. They are master torturers, and in their twisted towers and cavernous lairs, baernoloths develop new methods of inflicting pain and anguish on imprisoned victims. Of course, they rely on the old standbys as well, including the use of magical and mechanical devices common across the multiverse. The here and now is usually all that concerns a baernoloth, and they rarely plan out their actions beyond the immediate infliction of pain to any around them. Screams and the cries of the anguished are music to their fiendish ears.



GACHOLOTH

Large fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)

Hit Points 90 (12d10+24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	14 (+2)	11 (+0)	15 (+2)

Skills Deception +8, Intimidation +8, Perception +3, Stealth +10

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 6 (2,300 XP)

Alert. The gacholoth has advantage on initiative checks and cannot be surprised.

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

At will: *alter self*

3/day each: *darkness*, *dispel magic*, *fear*, *mirror image*

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

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

Shock. If the gacholoth attacks a creature in the first round of combat, the targeted creature must succeed on a DC 15 Wisdom saving throw or be paralyzed for 1 minute. Creatures immune to being frightened automatically succeed on their saving throw. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

ACTIONS

Multiattack. The gacholoth makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage plus 9 (2d8) acid damage.

Teleport. The gacholoth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

GACHOLOTH

In the arts of subterfuge, espionage, and infiltration, gacholoths are without equal among their yugoloth kin. These monstrous fiends are incredibly adept at deception and often worm their way into enemy ranks using their powerful magical abilities. There, they lay in wait for days, weeks, months, or even years, waiting patiently for the

precise moment to make their move to complete their mission in the most brutal and effective way possible.

In its natural form, the gacholoth is a terrifying sight. It stands on four legs, each muscular and ending in grasping claws that allow it to climb to great heights with ease. Its black skin melds perfectly in dark surroundings, and they eschew weapons, preferring to use the jagged claws at the end of their sinewy arms to rip foes limb from limb. They move with a surprising speed and grace and are capable of surprise attacks that leave opponents paralyzed with pure panic. A shock of black hair runs from their bony broad heads down their spines, ending in rough ebony fur covering their hindquarters.

PISCOLOTH

Piscoloths are petty commanders and lead lesser yugoloths in campaigns across the multiverse. They are universally reviled by the mezzoloths and dergholoths, and the upper leadership view them as little more than conniving backstabbers looking out for their own self-interest above that of their units. To the piscoloths, all of these views are true and they take great pride in them. Their inscrutable black eyes and tentacled faces resemble that of a carrion crawler, while their bodies are scarlet chitin akin to a monstrous lobster. The pincers of a piscoloth are razor sharp and capable of severing limbs, while they walk, run, and swim using unusual avian-like legs.



PISCOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8+52)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	13 (+1)	11 (+0)	18 (+4)

Skills Intimidation +6, Perception +3

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 8 (3,900 XP)

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

3/day each: *darkness*, *dispel magic*, *stinking cloud*

1/day each: *cloudkill*, *phantasmal killer*

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

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

Sever Limb. When the piscoloth attacks a creature with its pincer and rolls a 20 on the attack roll, it severs one of the creature's limbs and inflicts an extra 27 (6d8) damage that is not multiplied with a critical hit. Roll randomly to determine which one (1d4: 1 left arm, 2 right arm, 3 left leg, 4 right leg). Bipedal creatures missing a single leg fall prone without assistance.

ACTIONS

Multiattack. The piscoloth makes three attacks: two with its pincers and one with its mouth tentacles.

Mouth Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage, and the target must make a DC 15 Constitution saving throw or be paralyzed until the end of the piscoloth's next turn.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Teleport. The piscoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

ZOMBIE, LAVA

Unfortunate souls who perish in the great flaming sea can occasionally find themselves transformed into undead monsters known as lava zombies. These creatures float and swim through the burning sea, seeking to consume the living to whet their appetite for vengeance. The skin of a lava zombie is black and cracked, oozing with flaming blood, and they can spew forth a vomit that burns even the most protected opponent.

Surprise! The Sea of Fire ebbs and flows against the many islands, and a large lava wave can deposit the corpses of victims far further into the Cinder Wastes than anticipated. Because of this, some lava zombies become animated underground, buried beneath layers of volcanic ash and dirt. Unfortunately for travelers, it's not unheard of to have lava zombies burst up in a sudden lava geyser, creating a deadly situation.

Island of Corpses. Somewhere floating out in the Sea of Fire is said to be a ragged island unlike any other. It is known as the Island of Corpses and it is composed of hundreds of lava zombies, floating on the magma waves in a grotesque moving landmass. Entire ships have been lost to the grasping hands of this moving island, though many seasoned Sea of Fire don't believe it exists at all.

LAVA ZOMBIE

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 30 (4d8+12)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Ignan (cannot speak)

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the lava zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is cold or from a critical hit. On a success, the lava zombie drops to 1 hit point instead.

ACTIONS

Lava Vomit (Recharge 5-6). The lava zombie belches forth lava in a 20-foot line. Each creature in the line must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

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

ZOOG

Zoogs look like giant rats, with coats of slick brown or black fur, but their snouts end in a small mass of tentacles. Their eyes glow blood red in darkness and their voices are little more than harsh whispers. They lurk in the forests and other wilderness regions of the Plane of Dreams, forming small secret villages in places, and they're always on the lookout for information to gather.

Ancient Enemies. On the Plane of Dreams, zoogs are the mortal enemies of the dream cats. A zoog is larger than a dream cat, but the cats' natural psychic abilities have leveled the playing field and forced the zoogs to adopt hit-and-run tactics. While treaties and accords are often signed between the two races of the Dreamland, the ancient feud remains, and it's only a matter of time before one side or the other gives in to their ancestral pride and attacks the other.

Sneaky and Secretive. Zoogs are very good at watching and waiting. They recognize superior forces when they see them, so they typically do not attack well-armed groups of travelers, but they know their lands better than any other creature. They stick to the shadows, observing, in the hopes of learning something that can be sold or bartered. Zoogs have a love of cheese, a prize they hold above all else, but they also enjoy shiny valuable objects such as gemstones. In Dylath-Leen, certain unscrupulous individuals make it a habit to visit surrounding zoog villages regularly with wheels of cheese, eager to learn as much about recent events as the rat-like creatures can offer.

ZOOG

Small aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 13 (3d6+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Stealth +6

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

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

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

ACTIONS

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



ZOVERI

Zoveri are benevolent creatures that dwell in the Silver Sea of Lunia, Mount Celestia's first layer. They possess the lower bodies of octopi, with brightly colored rubbery skin and eight tentacles, and the upper bodies of hairless, fair-featured humanoids. Frills and webbed spines adorn their heads, spines, and shoulders, all of which helps them move quickly through the water. Zoveri have enormous milky-white luminous eyes that perfectly convey their emotions, from joy to sadness to excitement, and they have adapted their speech to be able to communicate with nearly any creature.

Caretakers of the Lost and Confused. The zoveri are constantly on the lookout for strangers caught in the Silver Sea, and regardless of their intent they seek to help all who may be in trouble. They use their magical talents to aid others first and foremost, never thinking about themselves or the danger any such help may put them. Evil creatures are tended to as quickly as good, though zoveri often attempt to deliver malicious visitors to the nearest Beacon Tower to be dealt with by the local lantern archons after immediate aid has been delivered.

Sacred Life. Zoveri believe all life is sacred, and they take up arms in combat only as the last desperate resort. All creatures have a right to live in the manner they choose, and the zoveri have taken it upon themselves to make sure that the Silver Sea does not end up the final resting place of any creature, good or bad. There are plenty of portals across the multiverse that deposit strangers into the Silver Sea, and the waters can be dangerous for the unprepared. Doubtless there would be thousands of thousands of drowning deaths all across the Silver Sea if the zoveri were not hyper-vigilant in their caretaking duties.

Restless Wandering. Zoveri have no permanent structures or cities in the Silver Sea. They move in groups called schools, roaming the waters, following an imperative need to help all those in need regardless of the danger due to their sacred belief in life itself. They are kind-hearted to a fault, offering aid even to those that act with hostility towards them, but they never settle down. The waves of the Silver Sea carry them far and wide, but they usually make a point to stay on good terms with the lantern archons of the Beacon Towers.

ZOVERI

Medium monstrosity, lawful good

Armor Class 14 (natural armor)

Hit Points 44 (8d8+8)

Speed 10 ft., climb 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	15 (+2)	13 (+1)	16 (+3)

Skills Perception +3, Persuasion +5

Damage Resistances cold, fire, lightning

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 13

Languages all, telepathy 120 ft.

Challenge 2 (450 XP)

Amphibious. The zoveri can breathe air and water.

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

At will: *bless*, *detect evil and good*, *lesser restoration*, *water breathing*

3/day each: *create food and water*, *greater restoration*, *water walk*

1/day: *heal*

ACTIONS

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

Ink Cloud (Recharge 5-6). A 20-foot radius cloud of ink extends all around the zoveri 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 zoveri can use the Dash action as a bonus action.



ZRINTOR WALKER

Cultivated originally by Graz'zt the Dark Prince from the Viper Forest of Zrintor on the 45th layer of the Abyss, zrintor walkers resemble emaciated treants. Its thick bark-like hide oozes yellow and crimson ichor, and what passes as its face is twisted in a howling demoniac scowl. Zrintor walkers feed on blood of any kind, which they leech from victims grasped in their long vines that each resemble viper heads.

Abyssal Seeds. The Viper Forest dominates much of the 45th layer, which forms one third of Graz'zt's domain of Azzagrat. The Dark Prince has long sought to spread his influence across the Abyss, and one of the many schemes he has in motion are the seeds of the zrintor walkers. Each seed resembles a blood-red wooden heart the size of a melon and when planted in the ground and nourished with blood it can grow into a tree from the viper forest. If the blood is from a single good-aligned creature, the tree sprouts instead into a zrintor walker, capable of wreaking more havoc and destruction than the barely mobile viper tree.

ZRINTOR WALKER

Huge plant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 119 (14d12+28)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	15 (+2)	5 (-3)	11 (+0)	10 (+0)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

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

Languages understands Abyssal but doesn't speak

Challenge 8 (3,900 XP)

Drain Blood. At the start of its turn, the zrintor walker drains the blood from grappled targets. Grappled targets have their Constitution score reduced by 1d4. The target dies if this reduces its Constitution to 0. Otherwise, the reduction lasts until the target finishes a long rest.

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

Rejuvenation. When the zrintor walker deals damage, it regains 10 hit points up to its normal maximum.

ACTIONS

Multiattack. The zrintor walker makes four vine lash attacks. For each target grappled by the zrintor walker, it loses a vine lash attack.

Vine Lash. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+6) piercing damage and the target must succeed on a DC 16 Dexterity saving throw or be grappled by the zrintor walker (escape DC 16).

Heart of Zrintor. The deepest depth of the Viper Forest of Zrintor holds a stand of mighty, black demonic living trees. These creatures are known as the Heart of Zrintor and are the progenitors of Graz'zt's zrintor walkers, though whether he created them deliberately or stumbled upon them accidentally is a matter of debate among planar scholars. What is known is that these original creatures are larger, tougher, and more vile than their seed spawn, and the Dark Prince has been known to consult them on matters of Abyssal politics from time to time.