

My Dad's



MONSTER MANUAL



~~FEATHERED SERPENT~~

Ellow



~~BEHOLDER~~

Cryon



~~DISPLACER BEAST~~

Marona

Get a (somewhat) clueless father's interpretation of the iconic creatures that populate the world's greatest roleplaying game

MY DAD'S MONSTER MANUAL



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INTRODUCTION

This was fun. So when are we doing that Tome of Foes book?

—Lucian J. Introcaso

When it comes to imagination, few people can top my father. As a kid, I would lie on the floor of the living room playing with action figures and he would sit down next to me and join in the fun. He didn't know the names and stories of each teenage turtle, but that didn't matter. My father created new stories. At first, I would protest, saying, "No, Papa. This one is a party dude!" or, "The rhinoceros is a bad guy, not a good guy." But in typical dad style, my father persisted. I would laugh, then realize that I could do the same thing. I could tell any story and build any world I wanted with my toys. Plastic army soldiers could team up with morphing rangers to battle comic book superheroes riding dinosaurs. For my father and me, changing the story was more fun than sticking to the script.

I often bring up wild ideas to my mother or siblings, like, "What if worms could actually bite you?" "Wouldn't it be fun if there were a thriving city of mole people living in the sewers?" and, "Do you think our pets protect us from evil spirits at night?" The response is always the same: "Go talk to Pop about that." And that's what I do. It's always a blast.

It was these memories and conversations that gave me the idea for *My Dad's Monster Manual*. Working on this book is some of the most fun I've ever had in game design. It means the world to me that, even before its release, my tweets and blog posts about the book are some of my most popular ever. Getting to work with my father on a published product is a dream come true. It's a dream I didn't even really know I had until my thirties, but I realize now it's been in the making since I was a boy playing with action figures.

Thank you so much for buying this product. Thank you to the playtesters, who helped shape my father's wild ideas into workable game mechanics. Thank you to Hannah Rose, one of the best editors in the game, and to Rich Lescouflair, who made this book look incredible. Both are some of the finest, kindest, smartest humans I know. Finally, thank you, Pop. I certainly would not be pursuing my dreams and making beholders into cryons if it weren't for you.

Now, let's jump into my dad's brain!

WHAT IS THIS BOOK?

The book you hold in your hands is a collaborative work, authored by me, James Introcaso, and my father, Lucian J. Introcaso. In late 2019, I realized the *Dungeon Masters Guild* gave me a rare and strange opportunity to rewrite the *Monster Manual* from the perspective of me father. I showed my dad the art of each creature in the book and asked him to answer the following questions about each:

- What is this creature's name?
- What can this creature do?
- What is this creature's story?

Follow-up and clarifying questions were asked as necessary, and I took notes and recorded every interview with my father. Then I turned my dad's ideas into D&D creatures, giving each a lore write-up and a stat block just like in the *Monster Manual*. After playtesting, editing, layout, and a few more hurdles, the result is this book, *My Dad's Monster Manual*, with more than eighty original stat blocks inspired by very familiar art. What you know as the lowly lemur, my dad has made into the mountain-sized stratonian. He turned the terrifying beholder into a roly-poly cryon, and the ever-destructive tarrasque into the map-loving marktaur.

WHAT ABOUT THE OTHERS?

Not every creature from the *Monster Manual* made it into this tome. Many were cut for one of the following reasons:

- Lucian, though mostly unfamiliar with D&D, is a lover of fantasy and mythology. He already knew what many creatures were, including dragons, manticores, and orcs.
- Lucian's lore for a creature was too similar to the official D&D version. Sorry, magmins and bugbears!
- Lucian's lore for a creature was too close to that of the official D&D lore for another creature. For example, he unknowingly turned nagas into yuan-ti and the death dog into the ettin.
- Some creatures were cut from the beginning to keep the book filled with interesting and not repetitive content. In other words, one slaad is plenty.

USING THIS BOOK

In the spirit this tome was created, please use the book any way you like. You can run the monsters as written, or you can change any aspect of their lore or stat blocks to fit your story. When a creature's description says that it acts a certain way, this should not be taken as gospel. It's a guideline meant to help, not to hinder you. You are encouraged to make stories that fly in the face of the lore presented here. Make good deviloafs, evil ellows, and vegetarian pedriks if you so desire. D&D is a game of exceptions—and the creatures in your world can be exceptional.

UNDERSTANDING STAT BLOCKS

Each creature presented in the book has a stat block associated with it. To understand a creature's stat block, see the introduction of the *Monster Manual*. In addition, a few of the stat blocks reference the *Dungeon Master's Guide*, so make sure you have that book as well if you plan to use those creatures.

FOR DMs GUILD USE

Seasoned DMs Guild creators know you do not need permission to use the creatures in this book in your own products on the marketplace. It would be an absolute honor to see these creatures show up in other adventures. If you'd like to give credit for the creation of these creatures, please attribute it to James Introcaso, Lucian J. Introcaso, and Hannah Rose. A link to this product would also be appreciated but is not necessary.

Unlike real bugs, these bugs are intelligent.

—Lucian J. Introcaso

AJEPTIC (UMBER HULK)

Ajeptics are beetle-like insectoids that stand about three inches tall. They are typically encountered in massive swarms that move over the battlefield, devouring enemies with their clicking mandibles.

Mercenary Bugs. Ajeptics live in hives of tens of thousands that consume plants and animals to survive. They can turn a vast forest into a barren wasteland in a matter of decades. To sustain their way of life, they offer their services as mercenaries that move over the battlefield, quickly devouring their enemies. A hive of ajeptics prefers to be paid in food, land, or some other natural resource, though they do also accept gold, which they use to purchase nourishment.

Cold Hatred. Ajeptics prefer tropical climates and only enter temperate places in the summertime. Cold temperatures freeze their blood and make them lethargic and uncoordinated.



AJEPTIC

Tiny monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
2 (−4)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3

Damage Vulnerabilities cold

Damage Resistances fire

Senses darkvision 30 ft., passive Perception 13

Languages Ajeptic, Common

Challenge 0 (10 XP)

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

ACTIONS

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

SWARM OF AJEPTICS

Large swarm of Tiny monstrosities, neutral

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
2 (−4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3

Damage Vulnerabilities cold

Damage Resistances fire; bludgeoning, piercing, slashing

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

Senses darkvision 30 ft., passive Perception 13

Languages Ajeptic, Common

Challenge 3 (700 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target.
Hit: 25 (4d10 + 3) piercing damage, or 14 (2d10 + 3) piercing damage if the swarm has half its hit points or fewer.

Strengthening Feast. The swarm feasts on the corpse of one Large or smaller enemy that died within the past minute. The corpse is destroyed, and the swarm regains 2d10 hit points.

Unlike dragons, who are motivated by gold and wealth, azorpedes are interested in maintaining their colonies.

—Lucian J. Introcaso



AZORPEDE

Small dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	5 (–3)	12 (+1)	6 (–2)

Skills Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13

Languages Draconic

Challenge 2 (450 XP)

ACTIONS

Multiattack. The azorpede makes two attacks: one with its bite and one with its horns.

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

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

Breath Weapon (Recharge 5–6). The azorpede breathes noxious gas in a 15-foot cone. Each creature in the area must make a DC 10 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

AZORPEDE (REMORHAZ)

An azorpede is a four-foot-long, many-legged dragon that resembles a blue, red, and white centipede. It has two fan-like wings on its neck near its head, which sports two long, thin horns.

Colony Dwellers. Azorpedes dig massive communal burrows in temperate environments. Enormous dirt mounds mark the entrances to their underground homes. Each burrow is a labyrinth of dirt tunnels patrolled by the creatures. The azorpedes work together to ensure that their colony stays safe from other creatures, their young thrive, and the burrow is stocked with plenty of fresh meat for hungry, chittering mouths.

Noxious Breath. The smell of sulfur wafts throughout an azorpede burrow and heralds the arrival of the creatures when they are out hunting. The foul odor is just a taste of the dragons' deadliest weapon: a toxic breath that paralyzes prey.

Azorpede Queens. Most azorpedes have a rudimentary intelligence, but an azorpede queen is as smart as most humanoids and the strongest and fastest in her colony. Each queen leads her colony, constantly organizing the expansion of tunnels and supply of meat. While azorpedes kill a variety of animals to store in their larder, they attempt to capture humanoids alive so their queens may dine on their favorite fresh meal.

AZORPEDE QUEEN

Medium dragon, unaligned

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	10 (+0)	14 (+2)	12 (+1)

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

Skills Perception +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 15

Languages Draconic

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The azorpede makes two attacks: one with its bite and one with its horns.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) piercing damage and 10 (3d6) poison damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 15 (2d10 + 4) piercing damage.

Breath Weapon (Recharge 5–6). The azorpede breathes noxious gas in a 30-foot cone. Each creature in the area must make a DC 14 Constitution saving throw, taking 31 (9d6) poison damage and become poisoned for 1 minute on a failed save, or half as much damage without being poisoned on a successful one. A creature poisoned this way can repeat the saving throw at the end of its turns, ending the effect on a success.

BAROWEL (OWLBEAR)

A barowel is a solitary forest creature that resembles a cross between a bear and an owl. They weigh about eight hundred pounds, with mighty paws that end in talons and fur-and-feather covered bodies, and topped by an enormous owl's head with a toothed beak.

Grumpy Fey. To say barowels enjoy living alone is a bit of an overstatement—it's more that they loathe the company of others. Barowels are capable of conversation, but most don't enjoy it, preferring to live deep in the woods, surrounded by beauty and peace. They are also territorial, believing that other sapient beings upset the natural balance of their homes. The fey mark the borders of their lands with skeletons as a warning to others that they should come no further. Such a thing is easier said than done, since a single barowel can claim miles of forest as its home.

Favors and Fruits. Crafty adventurers know that barowels can be reasoned with, provided one is quick to offer a gift. Barowels accept two very different offerings: favors, or tropical fruit. Though strong, barowels cannot defeat every invader who settles on their lands. Adventurers passing through might be offered safe passage if they help the barowel defeat a superior threat.

Barowels can't get enough of fruits that don't grow in their forests. Their favorites are pineapples and coconuts, which temporarily empower the barowel who eats them. Offering a few dozen tropical fruits to a barowel often gets it to forgive trespassing.



BAROWEL

Large fey, neutral

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Wis +5, Cha +3

Skills Athletics +8, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan

Challenge 6 (2,300 XP)

Fruit Energized. If the barowel consumes a coconut or pineapple as an action, it gains the benefits of the *foresight* spell for 1 hour.

Keen Sight and Smell. The barowel has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 16 (2d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 18 (2d12 + 5) slashing damage.

I mean, this is clearly an owl-like creature...and like a bear.

—Lucian J. Introcaso

BEEARSTEER (GORISTRO)

Bearsteers are loyal soldiers trained to do anything their master commands, without question or hesitation. They resemble compact, muscular minotaurs that stand between six and seven feet tall.

Magic Mutations. Powerful mages create bearsteers by transmuting cattle through a rare ritual. The spell is a secret that wizards rarely share, as the scarcity of bearsteers makes the business of creating them very lucrative. The mages train bearsteers for battle in small groups called herds. Each herd has its own unique language and is sold to a wealthy client to serve as bodyguards. When the sale is made, the mage magically imparts the knowledge of the herd's language to the client.

Loyal Bodyguards. Bearsteers are unfailingly loyal to any humanoid that speaks their language. Their massive horns, thick hide, and sharp claws make them formidable opponents. Without hesitation, they lay their lives on the line for their masters, throwing themselves in front of enemy blades with abandon and fighting with unchecked ferocity.



BEEARSTEER

Medium monstrosity, lawful neutral

Armor Class 14 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft.

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

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages a unique language spoken only by the bearsteer, its herd, and its masters

Challenge 4 (1,100 XP)

Charge. If the bearsteer moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 10 (3d6) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 5 feet away and knocked prone.

Reckless. At the start of its turn, the bearsteer can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unfailing Loyalty. If a humanoid gives the bearsteer an order in the bearsteer's language, the bearsteer follows that order as best it can until ordered otherwise. The bearsteer always prioritizes the last order it was given above all others.

ACTIONS

Multiattack. The bearsteer makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

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

Rock. *Ranged Weapon Attack:* +6 to hit, range 20/80 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

REACTIONS

Guard. When a creature within 5 feet of the bearsteer is hit with an attack, the bearsteer is hit with the attack instead.

They have this fierce loyalty like a dog.

—Lucian J. Introcaso



Many trees have qualities that we don't readily see.

—Lucian J. Introcaso

BULLWAK TREE

Huge plant, unaligned

Armor Class 17 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (–1)	22 (+6)	5 (–3)	14 (+2)	5 (–3)

Skills Survival +6

Damage Resistances bludgeoning, piercing

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 12 (8,400 XP)

Illusory Appearance. As long as it's not moving, the bullwak tree is covered with a magical illusion that makes it look like a healthy locust tree of the bullwak tree's general size and shape. The illusion ends if the tree moves or attacks.

The changes wrought by this effect fail to hold up to physical inspection. For example, the tree appears to not be covered in goop, but someone touching it would feel the slime. Otherwise, a creature must use an action to visually inspect the illusion and succeed on a DC 18 Intelligence (Investigation) check to discern that the tree is disguised.

Track Creature. If a creature touches the tree's slime, the tree knows the direction to the creature's location, as long as that creature is on the same plane of existence as the tree. If the creature is moving, the tree knows the direction of its movement.

ACTIONS

Multiattack. The tree makes three branch attacks.

Branch. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 7) bludgeoning damage, and the target is grappled (escape DC 17). While grappled in this way, the target is restrained.

Life Drain (Recharge 6). Each creature grappled by the tree must succeed on a DC 18 Constitution saving throw or take 21 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the tree regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

BULLWAK TREE (YOCHLOL)

When it stands still, the bullwak tree appears to be a normal locust tree about twenty feet tall. But when the tree moves, it reveals its true nature: a towering, slime-covered column hungry for flesh.

Ambush Hunters. A bullwak tree waits for prey to wander within reach of its flexible branches before lashing out, breaking its illusion and revealing its true form. Its slimy branches can suck the life energy from entangled victims. Typically a tree spends several days in one place, waiting for other creatures to wander close enough to attack. If the tree finds itself in a place without prey, it moves to a new hunting ground.

Relentless Chase. If a bullwak tree gets the taste for a specific creature's life force, the plant chases that creature through the wilderness, even entering settlements to finish a meal it started. The only thing that can distract a bullwak tree from a chase is tasting the life energy of a new creature. Even then, the distraction only lasts until the tree finishes devouring its new mark, for it then resumes the hunt for its original prey.

Alchemical Goop. The life-sucking slime exuded by bullwak trees can be used by alchemists to create *potions of healing*, *elixirs of health*, and a special tea called *bullwak brew*, which gives the drinker visions of possible futures. Alchemists often request adventurers find and gather this slimy ingredient for them.

BURLON (AZER)

Havoc-wreaking fiends that serve devils, burlons are forces of chaos and destruction. As their fiery beards, hair, and weapons suggest, they just want the world to scream and burn.

Burlons have builds similar to dwarves.

Chaotic Contract. When a devil acquires the soul of a truly chaotic humanoid via infernal contract, the reborn creature emerges from the River Styx not as a lemure but as a burlon. Even the magic current of the Styx could not wipe the chaos from the being's soul. Though bound to the devil who made the deal, burlons are difficult to control and desire only fiery devastation.

Dirty Work. Devils keep burlons contained and do not allow the chaotic fiends to fight in the Blood War, since a burlon fighting alongside a devil is just as likely to harm infernal ranks as abyssal. However, when a devil desires the total annihilation of an enemy outside of the Lower Planes, they send one or more burlons to wreak havoc. Burlons have gleefully burned entire cities of the Material Plane to the ground, showing the world that their devil masters are not to be crossed.

Burning Bullies. Burlons take pleasure in fear and pain but cannot stand being insulted. If a burlon on a plane other than the Nine Hells feels enough embarrassment or shame, the creature is instantly banished back to its infernal home.

You can send them back to Hell by calling them out like bullies.

—Lucian J. Introcaso

BURLON

Medium fiend, chaotic evil

Armor Class 13 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+2)	16 (+3)	10 (+2)	12 (+1)	16 (+3)

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Infernal

Challenge 4 (1,100 XP)

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

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

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

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

At will: *fire bolt*

1/day: *fireball*

Intimidating Banishment. When a creature within 30 feet of the burlon that the burlon can hear and understand uses an action to verbally embarrass, insult, or shame the burlon and succeeds on a DC 20 Charisma (Intimidation) check, the burlon is banished to its home in the Nine Hells. If the burlon is in the Nine Hells or the creature is frightened, the check has no effect.

ACTIONS

Multiattack. The burlon can use its Frightful Presence. It then makes two warhammer attacks.

Frightful Presence. Each creature of the burlon's choice that is within 30 feet of it 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, with disadvantage if the burlon is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the burlon's Frightful Presence for the next 24 hours.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.





Planted by the forces of evil.
—Lucian J. Introcaso

CEDLORE STUMP (GIBBERING MOUTHER)

While remaining motionless, cedlore stumps look like the splintered stumps of dead trees. But when they move to attack prey, the stumps reveal their true nature, morphing into hideous pink vegetation covered in eyes and mouths that hunger for flesh.

Protect Forest Fortresses. Evil creatures that lair in forests plant cedlore stumps to guard their homes. The carnivorous vegetation is a preferred trap of green dragons, nefarious mages, wicked druids, and cunning hags. Some creatures plant the stumps in private gardens to make examples of unruly henchmen and captured enemies.

Unhealing Bite. The mouths of cedlore stumps are filled with black spores that infect a victim's wound after a vicious bite. These wounds can only be closed with rest and proper medical care, as the spores prevent magical healing.

CEDLORE STUMP

Small plant, chaotic evil

Armor Class 10

Hit Points 27 (5d6 + 10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	3 (−4)	10 (+0)	5 (−3)

Skills Perception +2

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (3d6 + 1) piercing damage, and the damage cannot be healed by magical means, but can be healed by spending Hit Dice during a short rest or with the normal recovery of a long rest.

They're like a horde of termites or something.
—Lucian J. Introcaso



CHICKTEE

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	16 (+3)	10 (+0)	4 (–3)	11 (+0)	2 (–4)

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

Fire Fear. If the chicktee can see flame or a fire within 30 feet of it when it starts its turn, it is frightened until the start of its next turn. While frightened, it must take the Dash action and move away from the fire by the safest available route on each of its turns, unless there is nowhere to move.

ACTIONS

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

CHICKTEE (CARRION CRAWLER)

Yellow, mouse-sized grubs with sharp teeth, chicktee swarms are horrifyingly destructive.

Roaming Jungle Gluttons. Chicktees live in tropical forests and devour anything in their paths. They can consume vegetation, including wood, though they prefer flesh. Their high-pitched chirps stun other jungle animals, making it easy for chicktees to reduce their prey to skeletons.

Adaptive Swarm. Chicktees have a surprising capability to learn. If a course of action proves harmful to the swarm, they don't repeat it. Instead they try another tactic. The grubs are particularly persistent and cunning when it comes to hunting prey.

Terrified of Fire. Chicktees fear fire and flee from it. Explorers sometimes use this fear to make a swarm of chicktees blaze a trail, while warlords use it to destroy their enemies.

SWARM OF CHICKTEES

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 45 (10d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	10 (+0)	4 (–3)	11 (+0)	2 (–4)

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

Fire Fear. If the swarm can see flame or a fire within 30 feet of it when it starts its turn, it is frightened until the start of its next turn. While frightened, it must take the Dash action and move away from the fire by the safest available route on each of its turns, unless there is nowhere to move.

Horrid Chirping. The swarm produces a horrid chirping sound to which chicktees are immune. Any other creature that starts its turn within 30 feet of the swarm and can hear it must succeed on a DC 10 Constitution saving throw or be stunned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, it is immune to the chirping for the next 24 hours.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

CHROMADON (BASILISK)

When a chromadon speaks, everyone listens...then laughs. Even though the shy behemoths are quite earnest, one can hardly help but laugh at the squeaky voice that emerges from these thirty-foot-long, twenty-ton beings.

Friendly Philosophers. Chromadons spend much of their time waxing philosophical with one another in the Underdark. They dig out great caverns and calmly debate logic, ethics, and morality. These witty, wordplay-filled arguments can go on for days, as their high-pitched voices squeak at one another. They often ask intelligent creatures that pass through their caverns to settle debates for them.

Surface Shy. When a chromadon argues with others for months on end without any clear outcome to the debate, it heads for the surface, seeking the opinion of wise humanoids on the matter. Chromadons only go to the surface when their argument cannot be settled, since they are often met with terror due to their sheer size, followed by ridicule after they speak. They try their best to observe people from afar and approach only those with kind hearts, but this is a difficult task for an enormous creature.

Patient to a Point. Chromadons are used to ridicule, so they can usually tolerate the mocking reactions from surface-dwellers who see them. If this derision lasts long enough for the chromadon's patience to run out, the monstrosity suddenly becomes violent and intent on destroying the bullies before it.

Loyal Pals. Because they face so much ridicule and fear, chromadons are loyal to those who take the time to chat seriously with them. As long as one is willing to engage in lengthy philosophical debates, a chromadon is a fierce friend.

CHROMADON

Gargantuan monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 121 (9d20 + 27)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	15 (+2)	18 (+4)	16 (+3)

Skills History +5, Insight +7

Senses darkvision 120 ft., passive Perception 14

Languages Common, Undercommon

Challenge 5 (1,800 XP)

Hilarious Voice. When a creature with an Intelligence score of 4 or higher that can understand the chromadon hears the chromadon speak and can see the chromadon, it must succeed on a DC 14 Wisdom saving throw or fall prone and become incapacitated with laughter until the end of its turn. While laughing, the creature cannot stand up. A creature that successfully saves against the chromadon's Hilarious Voice is immune to it for the next 24 hours.

Tunneler. The chromadon can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The chromadon makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target.

Hit: 18 (3d8 + 5) slashing damage.



A surprisingly comical character. Disarming.

—Lucian J. Introcaso

CLAMURS (BULETTE)

Clamurs are aquatic pink humanoids that grow to be between two and three feet tall. These intelligent but gentle creatures use magic to grow their own armor.

Magic Invention. Because of their ocean habitat, clamurs have no fiery forges. Instead, they use magic rituals that allow them to shape and grow brinehull, a material akin to flexible seashells but as impenetrable as steel. Clamurs craft brinehull into fortified homes, tools, and weapons, as well as the suits of armor they wear.

Vulnerable without Armor. Sharks, plesiosaurs, orcas, and other aquatic predators find clamurs easy prey out of their armor. However, they know to stay away from the unique exoskeleton that bonds with the clamur when donned, giving the humanoid protection, enhanced strength, increased survivability, claws, and a bite attack. *Brinehull armor* is magically enchanted so only clamurs can bond with it.

Hidden and Protective. Clamurs build their homes on the floors of murky, shallow seas. They like to stay hidden, especially from creatures that might steal their brinehull growing and crafting techniques. Peaceful visitors in clamur communities are treated with curiosity. The inquisitive clamurs often have many questions for travelers, especially those who wield magic or magic items. They're always looking for new methods to help them perfect their brinehull crafting.

When clamurs face a threat they cannot overcome alone, they're willing to trade brinehull for mercenary services.

CLAMUR

Small humanoid (clamur), neutral

Armor Class 11

Hit Points 10 (3d6)

Speed 30 ft., swim 30 ft.

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

Skills Arcana +5, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common

Challenge 1/8 (25 XP)

Hold Breath. While out of water, the clamur can hold its breath for 30 minutes.

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

At will: *mending*

1/day each: *creation*, *fabricate*

Water Breathing. The clamur can only breathe underwater.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

This is armor.

There's a creature inside here.

—Lucian J. Introcaso

ARMORED CLAMUR

Small humanoid (clamur), neutral

Armor Class 18 (*brinehull armor*)

Hit Points 33 (6d6 + 12)

Speed 30 ft., swim 30 ft.

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

Skills Arcana +5, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common

Challenge 2 (450 XP)

Hold Breath. While out of water, the clamur can hold its breath for 30 minutes.

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

At will: *mending*

1/day each: *creation*, *fabricate*

Water Breathing. The clamur can only breathe underwater.

ACTIONS

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

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

Hit: 6 (1d6 + 3) piercing damage.

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

Hit: 8 (2d4 + 3) slashing damage.



CRESTCEANS (CHUUL)

Crestceans resemble lobsters in size and shape, though they have a beard of tendrils and are incredible spellcasters. Magic flows through their bodies, keeping these freshwater aberrations young and resilient.

Ageless and Disease-Free. Crestceans are the result of an eccentric wizard's experimentation on lobsters. Their innate magic allows them to stay young, avoid all illnesses, and quickly regenerate. The lakes and ponds crestceans occupy bestow special healing properties on the creatures that bathe in them.

Curious about Magic. The crestceans' creator instilled her interest in all things magical in the aberrations. They enjoy debating magical theory, learning arcane history, studying spellbooks, and collecting magic items. All other topics usually bore them.

CRESTCEAN

Tiny aberration, neutral

Armor Class 13 (natural armor)

Hit Points 27 (6d4 + 12)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	18 (+4)	16 (+3)	12 (+1)

Saving Throws Int +6, Wis +5

Skills Arcana +6, History +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 2 (450 XP)

Amphibious. The crestcean can breathe air and water.

Innate Spellcasting. The crestcean's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The crestcean can innately cast the following spells, requiring no material components:

At will: *chill touch*, *dancing lights*, *detect magic*, *mage hand*
3/day each: *color spray*, *comprehend languages*, *Melf's acid arrow*, *misty step*, *silent image*, *sleep*, *witch bolt*
1/day each: *dispel magic*, *fly*, *vampiric touch*

Magic Waters. When the crestcean is submerged in a body of water, all water in the body within 100 feet of the crestcean is considered magical. A creature that soaks at least half its body in this magical water for 1 hour regains all its hit points and is cured of any disease.

Regeneration. If the crestcean has at least 1 hit point, it regains 5 hit points at the start of its turn.

ACTIONS

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

The crestcean in a community with the most knowledge of magic, called the grand mage, leads the settlement.

Untrusting and Unreasonable. Crestceans do not trust humanoids—a suspicion rightfully acquired, as they are often captured and forced into pools to heal others. Negotiating for use of their healing abilities is at best met with dismissal, unless a magic item, spellbook, or tome of magic lore is presented for trade.

Crestceans defend their homes from intruders with their lives. They know they hold the upper hand in many of these encounters, for if they die, their waters immediately lose their healing properties.

Magic Body. Crestceans do not require food or water.



Well, they're pretty unreasonable. They have all they need.

—Lucian J. Introcaso



Their locomotion is that they roll.
They pull with their eye arms,
and they roll.

—Lucian J. Introcaso

CRYON (BEHOLDER)

Cryons pull their round, lumpy bodies with their eyestalks, dragging themselves around in search of small prey like insects and rodents. The grapefruit-sized aberrations also like to hide in wait to see if passersby fall for their latest pranks.

The skin of a cryon might be black, blue, brown, green, pink, purple, or any combination of these colors. Each has between four and ten eyestalks.

Asteroid Riders. The planet cryons once inhabited was torn asunder by an unknown phenomenon, but the aberrations endured on the pieces of that celestial body that now float through space. When one of these meteorites crashes on a new world, the cryons roll out and claim the surrounding land as their territory.

Cryons make their homes in the craters where their meteorites landed and can survive in any environment as long as they have enough prey. Cryons move out of their craters only if they have no nearby food sources, or if another creature removes what's left of their meteorite from the crater. The aberrations are naturally drawn to their meteorites and willing to risk their lives to get back this piece of their old planet.

Dense Pranksters. Nothing amuses a cryon like a good prank, though they lack intelligence, so what seems like a hilarious goof to them is often at best uninspired and at worst deadly for the tricked creature. The aberrations are not smart enough to perform elaborate pranks or set complex traps, but a simple or immature joke can make a cryon roll with laughter for minutes at a time. The little aberrations have a psionically infectious laugh. When a cryon laughs, it often causes nearby creatures, including other cryons, to collapse with giggles.

Jumping out of hiding to scare someone else, hiding excrement in a place where another creature might step in it, biting a creature that least suspects it, creating a hidden tripping or falling hazard, or leading another creature into the den of a more powerful predator are all classic examples of a cryon prank.

Cryons do not prank each other. They watch the area around their craters carefully for unsuspecting victims. Most cryons cannot take what they dish out and react violently to being the butt of another creature's joke.

Little Carnivores. Cryons take true pleasure in hunting and eating food. Many hunt and eat as a pleasurable pastime, even if they have already consumed their fill. Their prey generally consists of birds, insects, and rodents, but if they are starving, a pack of cryons hunts any creature they can find, no matter the size. There is one exception: cryons never willingly harm another cryon.

Loyal to Other Cryons. Cryons have an innate loyalty toward one another even if they have never met. The little creatures often hunt and pull pranks together in packs. Their communities have no leaders, as cryons always get along with and respect one another. Woe to adventurers who capture or harm one of these aberrations, for nearby cryons always retaliate with swift ferocity.

Space Survivor. Cryons do not need air to breathe and can survive in outer space without any special equipment.

CRYON

Tiny aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 4 (1d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (−3)	15 (+2)	14 (+2)	5 (−3)	12 (+1)	8 (−1)

Skills Perception +3, Stealth +6, Survival +3

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 13

Languages Deep Speech

Challenge 1/8 (25 XP)

Pack Tactics. The cryon has advantage on an attack roll against a creature if at least one of the cryon'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: 4 (1d4 + 2) piercing damage.

Infectious Laugh. The cryon laughs wildly and wiggles its body in a hilarious manner. Each creature within 5 feet of the cryon that can see and hear it must succeed on a DC 9 Wisdom saving throw or begin laughing uncontrollably, falling prone and becoming unable to stand up until the end of the cryon's next turn.

DACBLANC (YETI)

Dacblancs are bipedal fey creatures that resemble a cross between a goat and a white gorilla.

Valuable Coats. Dacblanc fur is infused with the creatures' natural courage and can be used to brew *potions of heroism*. The creatures are often willing to give fur to adventurers that help them defeat enemies—and because of their valuable hides, dacblancs often have many foes.

Silver Grass Villages. Dacblancs live in communities in the Feywild in forests filled with high silver grass and white-leaved trees. Camouflaged by the foliage, the dacblancs practice for battle and keep a suspicious eye on travelers who claim to be peaceful. A community of dacblancs is usually led by a spellcaster, called a general, who plans the group's defenses and settles arguments among its members.

You would think you find this in cold regions, but actually you find it in sylvan regions.

—Lucian J. Introcaso





DACBLANC

Large fey, neutral

Armor Class 16 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	10 (+0)	13 (+1)	11 (+0)

Skills Athletics +5, Perception +3, Stealth +4

Condition Immunities frightened

Senses passive Perception 13

Languages Sylvan

Challenge 4 (1,100 XP)

Charge. If the dacblanc 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 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

White Camouflage. The dacblanc has advantage on Dexterity (Stealth) checks made to hide in snowy terrain or white foliage.

ACTIONS

Multiattack. The dacblanc makes two attacks: one with its claws and one ram attack.

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

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

DACBLANC GENERAL

Large fey, neutral

Armor Class 16 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	13 (+1)	18 (+4)	12 (+1)

Saving Throws Wis +7, Cha +4

Skills Arcana +4, Athletics +6, Perception +7, Stealth +5

Condition Immunities frightened

Senses passive Perception 17

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Charge. If the dacblanc 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 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Spellcasting. The dacblanc is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *message*, *thorn whip*

1st level (4 slots): *cure wounds*, *detect magic*, *entangle*, *thunderwave*

2nd level (3 slots): *lesser restoration*, *moonbeam*, *pass without trace*

3rd level (3 slots): *call lightning*, *dispel magic*

4th level (3 slots): *confusion*, *polymorph*, *wall of fire*

5th level (1 slot): *insect plague*

White Camouflage. The dacblanc has advantage on Dexterity (Stealth) checks made to hide in snowy terrain or white foliage.

ACTIONS

Multiattack. The dacblanc makes two attacks: one with its claws and one ram attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 +3) slashing damage.

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

Inspire Valor (1/Day). Each ally that can hear the dacblanc within 30 feet of it gains 15 temporary hit points and the ally has advantage on its next attack roll made before the end of dacblanc's next turn.

DEVILOAF (NYCALOTH)

A deviloaf is a winged, green, bipedal devil that stands almost ten feet tall from its clawed feet to the tips of its long, thin horns.

Destroyers of Good. Deviloafs are unintelligent shock troops of the Nine Hells, but they do not fight in the Blood War. Instead, archdevils keep deviloafs locked away, training for battle until an enemy with a pure heart rises. With their resistance to radiant magic and hatred of all things good, deviloafs are ideal for fighting celestials and heroes pure of heart. Do-gooders who dare interfere in the affairs of devils would be wise to look over their shoulders for a deviloaf or three.

DEVILOAF

Large fiend (devil), lawful evil

Armor Class 20 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	7 (–2)	9 (–1)	10 (+0)

Saving Throws Int +2, Wis +3, Cha +4

Skills Intimidation +4

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

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

Hatred of Good. When the deviloaf hits a creature of good alignment with an attack, that creature cannot regain hit points until the end of the deviloaf's next turn.

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

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

ACTIONS

Multiattack. The deviloaf makes two attacks: one with its greataxe and one with its horns.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

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

Goodness just makes it enraged.

—Lucian J. Introcaso

Distracted by Beauty. For all their hatred and destruction, deviloafs can be distracted by a beautiful sight. Sunsets, works of art, or lovely people could all stop the devils in their tracks as they go about their marauding. This distraction is only temporary, and typically leaves the deviloaf in an even angrier mood. Predicting what might give a deviloaf pause is difficult, since beauty is subjective.





DONAFUR (SHADOW DEMON)

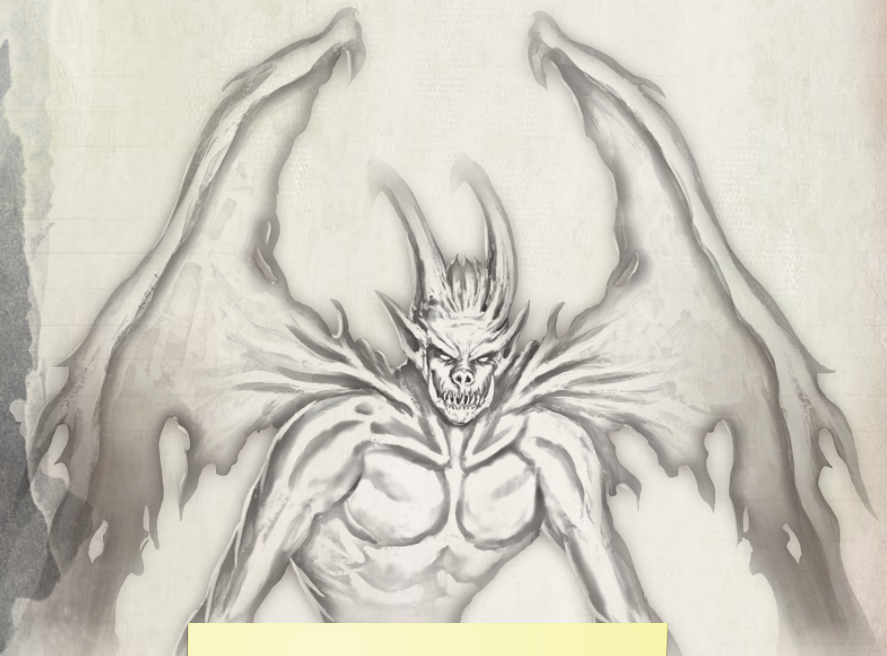
Donafur is an archdevil exiled from the Nine Hells. The fiend's skin absorbs light and his long arms end in wicked claws. Normally Donafur appears to be about seven feet tall, but he can grow to a height of nearly fifty feet.

A Hell of His Own. Donafur fled the Nine Hells after a failed attempt to depose Asmodeus. He dares not return to his home plane for fear of what punishment awaits him. The ambitious Donafur cannot leave his dreams of ruling the Hells behind, so he plots to create his own infernal realm by conquering another plane and reshaping it.

Soul Trader. To take over a plane, Donafur requires an army. In true devil fashion, he and his agents make deals with mortals to acquire their souls. Donafur offers love, treasure, power, and anything else he can to seal the deal. While they live, the mortals bound to Donafur create cults to encourage others to pledge their loyalties to the devil. When the mortals die, Donafur turns their souls into nettlehams, a kind of devil loyal only to him.

Unlike Asmodeus, deals are the only way Donafur can amass an army. This fact makes Donafur willing to offer more than other devils. If he gets wind of a mortal about to make a deal with another devil, his agents might swoop in at the last minute with a better offer.

Donafur believes all mortals can be tempted into selling their souls—it's just a matter of finding the right offer. If he's wrong, his hubris may be his undoing. If he's right, another Hell is just around the corner.



This is Donafur. He wants to
build his own separate Hell.

—Lucian J. Introcaso



DONAFUR

Medium fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 517 (45d8 + 315)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	27 (+8)	25 (+7)	28 (+9)	27 (+8)	30 (+10)

Saving Throws Int +17, Wis +16, Cha +18

Skills Arcana +17, Deception +18, Perception +16

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

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 26

Languages all, telepathy 120 ft.

Challenge 26 (90,000 XP)

Innate Spellcasting. Donafur's innate spellcasting ability is Charisma (spell save DC 26; +18 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *charm person*, *chill touch* (as 17th-level caster), *detect thoughts*, *fireball*, *invisibility* (self only), *zone of truth*
3/day each: *antipathy/sympathy*, *dominate monster*, *mass suggestion*, *wall of ice*

Legendary Resistance (3/Day). If Donafur fails a saving throw, he can choose to succeed instead.

Light Absorption. If Donafur chooses, he absorbs all light within 60 feet of him, making this area completely dark.

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

Magic Weapons. Donafur's weapon attacks are magical.

ACTIONS

Multiattack. Donafur makes two attacks, which can be any combination of claw and Psychic Bolt attacks. He can use Change Size before or after making the attacks.

Change Size. Donafur can grow from a Medium size creature to a Gargantuan one or shrink from Gargantuan to Medium size. While Gargantuan, he deals 1d12 extra slashing damage with claw attacks and his reach for the claw attacks increases 10 feet (included in the attacks).

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft. (Medium) or 20 ft. (Gargantuan), one target. **Hit:** 27 (3d12 + 8) slashing damage, or 34 (4d12 + 8) slashing damage if Donafur is Gargantuan, plus 16 (3d10) psychic damage. If the target is a creature, it also makes saving throws against enchantment spells cast by Donafur with disadvantage until the end of Donafur's next turn.

Psychic Bolt. Ranged Spell Attack: +18 to hit, range 120 ft., one target. **Hit:** 44 (8d10) psychic damage, and the target is charmed by Donafur until the start of his next turn.

LEGENDARY ACTIONS

Donafur 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. Donafur regains spent legendary actions at the start of his turn.

Chill Touch. Donafur casts *chill touch*.

Incorporeal Movement. Donafur moves his speed without provoking opportunity attacks. He can move through other creatures and objects as if they were difficult terrain. Donafur takes 5 (1d10) force damage if he ends this movement inside an object. If he is still inside an object at the end of his turn, he takes the damage again.

Save Servant (Costs 3 Actions). Donafur touches the remains of a nettleham that has died within the last minute. The nettleham returns to life with half its hit points restored.

DYTHRONG (MIND FLAYER)

Dythrongs are aberrations that look like purple-skinned, bulbous-headed humanoids with four long tentacles instead of lips.

Desire to Rule. Every dythrong comes to life with an innate belief that they should be in charge of everything and everyone. Each thinks that even other dythrongs should bow down before it, which is why the creatures almost always work alone and in secret.

Dythrongs do whatever it takes to seize power. As leaders, they make calculated decisions that benefit themselves and no one else. They see those they rule as resources that exist to serve their quests for power.

Power through Manipulation. A dythrong wishes to rule because it believes it is the best being for the job. Most care little for glory and all have the ability to take on humanoid appearances and enchant minds. These

skills help dythrongs take on advisory positions to rulers and manipulate those leaders onto paths of conquest or slaughter—then replace them. When a peaceful country begins invading its neighbors, odds are a dythrong whispers in the ear of the conquering warlord. The cleverest dythrongs play both sides in a war, eventually killing and replacing the victor, whomever it may be.

When a dythrong scheme succeeds, the creature uses their acquired power to move onto the next plot. Scholars say a dythrong may never be satisfied until it controls the entire multiverse.

Weakness for Vice. For all their ambition, dythrongs give in to hedonism more easily than most humanoids. Every dythrong has a preference, and even the most focused of the aberrations gets distracted when its favorite vice is presented before it on a platter. One might turn its nose up at a buffet but be first in line at the tavern each night, while another could desire cake over all pleasures of the flesh.



Are you familiar with Machiavelli?

—Lucian J. Introcaso

DYTHRONG

Medium aberration, neutral evil

Armor Class 15 (breastplate)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

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

Saving Throws Int +9, Wis +8, Cha +8

Skills Arcana +9, Deception +8, History +9, Insight +8, Intimidation +8, Persuasion +8

Senses darkvision 60 ft., passive Perception 14

Languages Deep Speech, Common

Challenge 9 (5,000 XP)

Innate Spellcasting (Psionics). The dythrong's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *charm person*, *detect thoughts*, *hold person*, *mage hand*, *misty step*, *suggestion*

3/day each: *dominate beast*, *dominate person*, *modify memory*, *telekinesis*

1/day each: *dominate monster*, *mass suggestion*, *power word stun*, *time stop*

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

Shapechanger. The dythrong can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Tentacles (True Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15). While grappled, the target is charmed by the dythrong and views all the dythrong's enemies as its enemies.

ELLOW (COUATL)

Ello are winged serpents with thin, forty-foot-long bodies. Their iridescent scales and wings can be any color.

Connected to Angels. Angels create ello to be their eyes and ears on the Material Plane. Ello use divine magic to fashion simple settlements from clouds. From these elevated communities, they watch the worlds below and report back to their angelic masters via telepathic connection. For the most part, ello simply observe and report. They only get directly involved in mortal affairs when an angel commands it.

Observe Important Events. While ello witness much from their mobile settlements on high, there are occasionally events that happen indoors or underground that need a closer look. The celestial spies can turn their massive forms invisible in order to travel to such places unseen. Those who catch an ello outside its cloud settlement can be sure they are about to witness—or be part of—history in the making.

Cryptic Oracles. Because of their divine connection and position as eternal observers, ello are extremely wise and knowledgeable. If mortals can find and reach their settlements, ello are typically kind and welcoming to those with good souls. The celestial serpents offer kind-hearted visitors answers to any questions they have, though they keep their replies vague, often answering in cryptic poems.

Miracle Ichor. When an ello is destroyed on a plane other than Mount Celestia, its remains melt into a silvery ichor. It is said that a bath of this ichor can cure any disease and end any curse.



You can ask them questions. Their answers can be a little obtuse.

—Lucian J. Introcaso

ELLOW

Gargantuan celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 203 (14d20 + 56)

Speed 30 ft., fly 120 ft.

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

Saving Throws Wis +9, Cha +8

Skills Arcana +7, History +7, Insight +9, Nature +7, Perception +9

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages all

Challenge 9 (5,000 XP)

Angelic Connection. The ello is telepathically connected to the angel that created it and can speak telepathically with the angel no matter where they both are in the multiverse. If the

connected angel dies, the ello can connect with a new willing angel it can see as an action.

Innate Spellcasting. The ello's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The ello can innately cast the following spells, requiring only verbal components:

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

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

ACTIONS

Multiattack. The ello attacks twice: once with its bite and once with its constrict.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 21 (6d6) poison damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the ello can't constrict another target.

ENTOMBLINIZER (GELATINOUS CUBE)

An entomblinizer is a massive cube of ice, nearly ten feet on all sides, that propels itself slowly across the arctic tundra.

Cold Seekers. Colder than even their harsh surroundings, entomblinizers seek the coldest area they can, constantly moving and shifting with the climate and winds. The slow-moving ice blocks hate anything remotely warm, including the bodies of living creatures. When such a creature gets close, the entomblinizer hurls itself at the being, hoping to crush it to death and end the creature's radiating heat.

Resurrection Machines. The elemental energy within an entomblinizer is powerful enough to bring a dead creature back to life. This magic only works if the creature froze to death. Otherwise, the entomblinizer has no interest in the creature's remains. But if a creature freezes to death and its remains are presented to the entomblinizer, the elemental absorbs the remains and the magic within the cube brings the creature back to life. When the process is done, the entomblinizer expels the creature, leaving the warm body on the ground as it travels off in search of more cold to absorb.

The legendary resurrection abilities of the entomblinizer have led many adventurers to kill sick or dying friends with ice magic, then head to the tundra in the hope of bringing their loved one back to life.



ENTOMBLINIZER

Large elemental, unaligned

Armor Class 10 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 20 ft.

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

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition Immunities blinded, deafened, exhaustion, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Cold Absorption. Whenever the entomblinizer is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Corpse Attraction. If the entomblinizer can use its Resurrection action, it must.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage, and 7 (2d6) cold damage.

Resurrection (1/Day). The entomblinizer absorbs the remains of a creature that died 100 or fewer years ago as a result of taking cold damage or freezing to death. While inside the entomblinizer, the remains have total cover against attacks and other effects outside the entomblinizer. If the remains stay inside the entomblinizer for 1 hour, the remains return to life as if the *resurrection* spell had been cast on them. The entomblinizer immediately expels the living creature from its body.

They can regenerate you, but only if you die in a specific way.

—Lucian J. Introcaso



They get really pissed if you make fun of their tiny arms.

—Lucian J. Introcaso

FAEPO

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +5, Wis +4

Skills Athletics +8, Perception +4, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Light Landing. If the faepo falls while it is conscious, it takes no falling damage and can land on its feet.

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

Rejuvenation. If the faepo dies, its soul returns to its body 1d10 days after death. If the faepo's body was destroyed, the soul gains a new body in the same place where the faepo died. When the faepo returns, it regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

ACTIONS

Multiattack. The faepo makes two pincer attacks.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The faepo has two pincers, each of which can grapple only one target.

FAEPO (GLABREZU)

Faepo are horned, bipedal creatures with four arms: two that end in massive pincers and two that are weak, almost vestigial appendages. They stand between eight and nine feet tall.

Unwise Creations. Felica the Wise, a transmuter of enormous power, created the faepo to be her army. Using a long-forgotten ritual, she transformed her castle's humanoid guards and servants into nigh-immortal warriors. She called her creations faepo, named after her childhood hound because she expected the warriors to be just as loyal. Instead, the faepo rose up and killed Felica for transforming them without consent. They fled her castle, using its portals to travel all over the worlds of the Material Plane.

Quiet Lives. Most faepo live alone or in small familial groups. They reside in isolated areas, passing the time with artistic hobbies since they don't need food to survive. A faepo's monstrous appearance can cause more ignorant humanoids to shun them, but others know that these warriors are harmless unless provoked—which can be easily done by making fun of their small extra arms.

Righteous Mercenaries. Many faepo are willing to take mercenary jobs when they need money to support their crafts. However, faepo won't serve just anyone; they must be convinced that a mercenary cause is also a righteous one.

Eternal Warriors. Despite their quiet disposition, faepo are built for battle. They are natural climbers and always land safely on the ground, no matter the height of their fall, making them excellent ambush warriors. If a faepo dies, it rises from the dead days later. Only powerful magic can kill a faepo permanently.

Immortal Nature. Faepo do not need to breathe, drink, or eat to survive.



FAETON (BONE DEVIL)

Twisted, undead pixies with long claws and poison-tipped tails, Faeton are little barbed skeletons with powerful innate magic.

Tragic Puppeteers. When a pixie dies a horrific, tragic, or violent death, its bones reform into a faeton. The faeton remembers its life as a pixie but has an entirely new attitude. It believes other creatures should suffer the same fate it had, seeking to recreate that death for its victims.

Faetons choose their victims with care, typically targeting creatures that remind the undead pixies of enemies they had in life. This similarity could be in appearance, taste, or some other small detail that only makes sense to the faeton. The undead pixies are patient and might lay subtle groundwork for days before finally taking the life of a victim. They use their enchantment spells and magical stingers to turn victims and other creatures into puppets that recreate the final moments of the faeton's life.

Deadly Wanderers. Faetons never stay in one place for long. When all their targets in one area are dead, they move on to a new location to find more creatures to murder. Many communities don't realize a faeton perpetrated a tragic death until they learn surrounding settlements also experienced similar tragedies.

Soft Spot for Fey. Somewhere deep in their souls, faetons still feel a connection to the Feywild. As such, they only ever seem to harm fey creatures in self-defense. Even humanoids with fey lineage, such as elves and gnomes, avoid the wrath of faetons.

Because they have eternal unlife, they can go wherever they want.

—Lucian J. Introcaso

FAETON

Tiny undead, neutral evil

Armor Class 15

Hit Points 22 (5d4 + 10)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	20 (+5)	14 (+2)	13 (+1)	14 (+2)	16 (+3)

Skills Insight +4, Perception +4, Stealth +7

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Challenge 2 (450 XP)

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

At will: *chill touch*, *minor illusion*

1/day each: *command*, *crown of madness*, *detect thoughts*, *dominate person*, *dream*, *fear*, *major image*, *mislead*, *phantasmal force*

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

ACTIONS

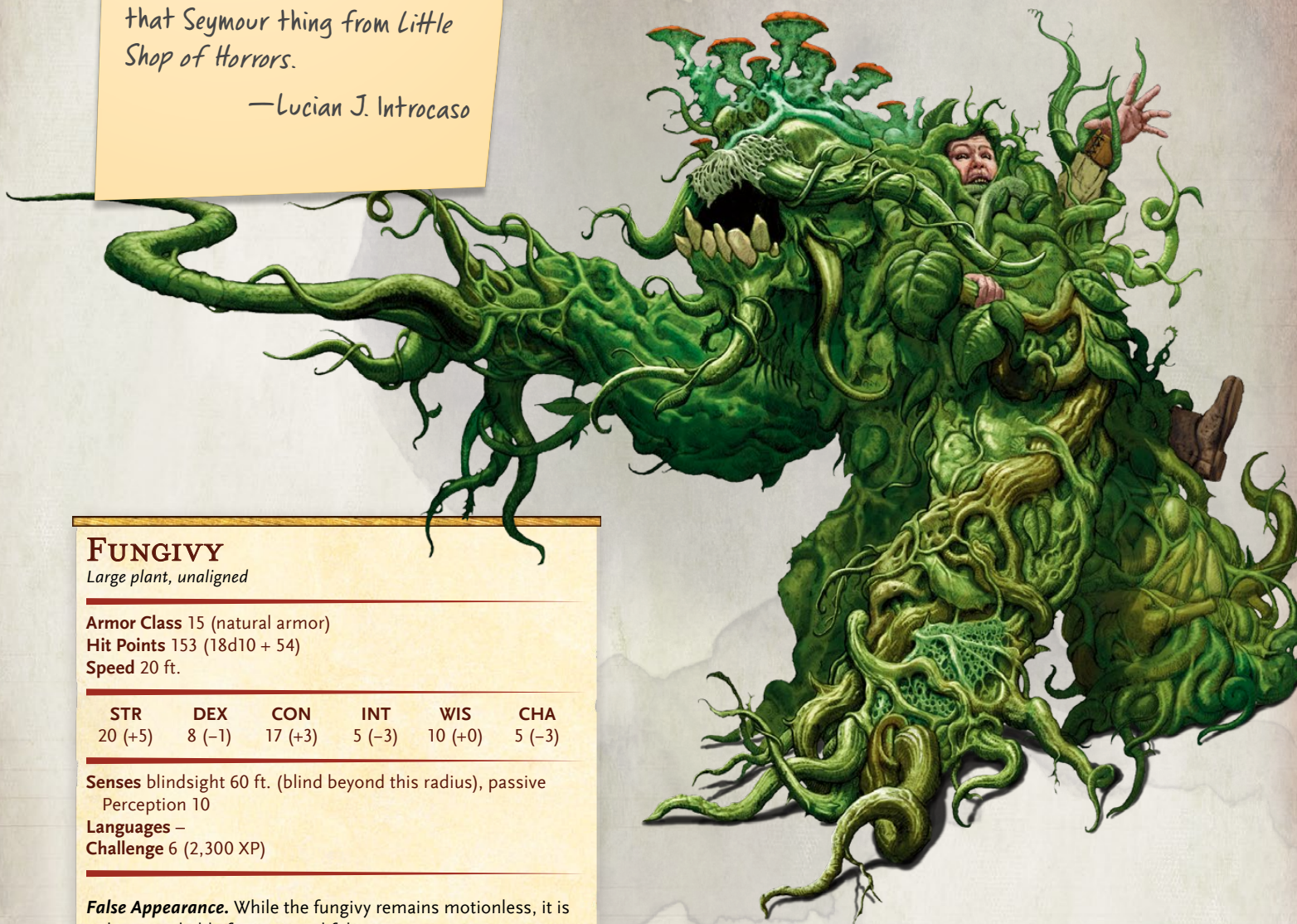
Multiattack. The faeton makes two attacks: one with its claws and one with its stinger.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 7 (1d4 + 5) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 1 piercing damage, and the target must succeed on a DC 13 Wisdom saving throw or be charmed by the faeton for 1 minute. When the target takes damage, it can repeat the saving throw, ending the condition on a success.

This is a little reminiscent of that Seymour thing from Little Shop of Horrors.

—Lucian J. Introcaso



FUNGIVY

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 20 ft.

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

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

Languages –

Challenge 6 (2,300 XP)

False Appearance. While the fungivy remains motionless, it is indistinguishable from normal foliage.

Locate Parent Bullwak. The fungivy knows the direction to its parent bullwak tree's location, as long as the tree is on the same plane of existence as the fungivy. If the tree is moving, the fungivy knows the direction of its movement.

ACTIONS

Multiattack. The fungivy makes two vine tentacle attacks. If both attacks hit the same target, it uses Engulf on it.

Vine Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained.

Engulf. The fungivy engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded and restrained and it must succeed on a DC 16 Constitution saving throw at the start of each of the fungivy's turns or gain a level of exhaustion as the fungivy saps its life. When the creature's exhaustion level reaches 5, the fungivy stops sapping its life, keeping the creature alive for the bullwak tree to kill.

If the fungivy moves, the engulfed target moves with it. The fungivy can only have one creature engulfed at a time.

FUNGIVY (SHAMBLING MOUND)

An enormous, living mass of vines, roots, moss, fungi, and other plants, a fungivy looks like a collection of inert plants when it is at rest. When it comes to life to engulf prey, a fungivy moves like an unnatural, lumbering monster.

Bullwak Creations. Ancient bullwak trees that live for more than a century have the power to break off their roots in the ground. These roots keep growing, forming a fungivy from all the plant matter it touches. When the root is totally encased in other plants, it leaves the bullwak tree, searching for fresh meat to capture and bring back to its parent tree.

Singular Purpose. Fungivy serve one purpose: to feed their parent bullwak trees. They can always sense the location of their parent tree and stops at nothing to engulf and carry back a meal for their parent. Like bullwak trees, fungivy even hunt in populated, settled regions.



It's an alien, like from outer space.
Are there aliens in D&D?

—Lucian J. Introcaso

GABACELL (INTELLECT DEVOURER)

The gabacell resembles a walking brain with four clawed legs and remarkable speed.

From a Polluted World. Gabacells originated on a world in the Material Plane that was much like Toril, Eberron, or any other place with lush greenery, a shining sun, and a variety of environments. The aberrations enjoyed the warmest regions of their home, basking in the sunlight that provides them with all the nutrition they require. Then a magical tragedy covered their world in darkness, and the surviving gabacells teleported throughout the Material Plane to other warm, sunny environments.

Telepathic Hives. Gabacells do not have individual personalities. There are four gabacell hives, each with a single mind shared among all the gabacells of the clan, combining their brainpower to create a massive, singular intellect with a specific area of expertise:

- The Sorolos Hive has expertise in mathematics.
- The Byblia Hive has expertise in linguistics.
- The Eraphia Hive has expertise in nature.
- The Kinius Hive has expertise in planar lore.

Though gabacells can tell a member of one hive from another, there are no distinguishing physical differences among aberrations of different hives.

Each hive mind is the top expert in its field. Other creatures with questions sometimes seek out the aberrations in their remote tropical hideaways for an answer. Gabacells might require the elimination of a threat or another favor before sharing knowledge.

The hive minds have large egos and become violently jealous if they discover another creature that knows more about their chosen subject than they do. They seek to be the expert in the Material Plane on such matters and do anything to maintain that title.

GABACELL

Tiny aberration, lawful neutral

Armor Class 16 (natural armor)

Hit Points 82 (15d4 + 45)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	18 (+4)	16 (+3)	20 (+5)	15 (+2)	14 (+2)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Nature +7

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands Common but can't speak, telepathy 60 ft.

Challenge 4 (1,100 XP)

Hive Mind. The gabacell has advantage on Intelligence and Wisdom checks and saving throws. It shares a mind with gabacells of the same hive. What this gabacell experiences and knows is shared with all other gabacells of the hive, no matter the distance or planes between them.

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

At will: *detect thoughts*, *mage hand*

Powered by the Sun. When the gabacell is in direct sunlight, it has advantage on attacks made with its Psychic Bolt. In addition, when the gabacell starts its turn in direct sunlight and has at least 1 hit point remaining, it regains 5 hit points.

ACTIONS

Multiattack. The gabacell makes two claw attacks or two psychic bolt attacks.

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

Psychic Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 7 (2d6) psychic damage.



GORDAAN (PLANETAR)

Combining the might of angels and magic of genies, gordaans are powerful creatures with green skin and feathered wings that destroy evil at any cost.

Reluctant Servitors. On rare occasions, desperate angels turn to djinn for help, binding the genies to celestial service. But angels seldom trust the chaotic nature of djinn, fearing the genies may trick or turn on them. When an angel binds a djinni, it forces the genie to undergo a transformation into a celestial for the duration of its service, be it a few hours or a few centuries. These new creations are called gordaans.

Gordaans retain much of their djinn personalities, but feel an innate compulsion to perform acts of good. They take no pleasure in this impulse, often combining great acts of charity with grumbling about their hand being forced, but the compulsion cannot be resisted.

Sacrifice for the Greater Good. Gordaans typically follow the direct orders of their angel overlords, but their compulsion to do good outweighs even their bonds of servitude. If an angel orders a gordaans to commit an evil act (a rare occurrence indeed), the gordaans turns on the angel, defending good over order.

However, moral calculus is no problem for a gordaans. The beings blithely sacrifice a few people to save many and are willing to kill innocents in pursuit of destroying a great evil.

This is a genie-like creature.

—Lucian J. Introcaso

GORDAAN

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	23 (+6)	15 (+2)	16 (+3)	22 (+6)

Saving Throws Con +11, Wis +8, Cha +11

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

Senses darkvision 120 ft., passive Perception 13

Languages Auran, Celestial, telepathy 120 ft.

Challenge 13 (10,000 XP)

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

Innate Spellcasting. The gordaans's spellcasting ability is Charisma (spell save DC 19). The gordaans can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *thunderwave*
3/day each: *blade barrier*, *destructive wave*, *dispel evil and good*,
lightning bolt

1/day each: *conjure elemental* (air elemental only), *control weather*, *major image*

ACTIONS

Multiattack. The gordaans makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 18 (4d8) lightning damage.

Share Burden (1/Day). The gordaans peers deep into the soul of one creature within 30 feet of the gordaans that can see it. The creature must succeed on a DC 19 Charisma saving throw or have its alignment changed to lawful good and gain the flaw, "I must perform any act of good I think of at all costs," for 24 hours. Casting the *dispel evil and good* spell or similar magic on the creature ends the effect early.

GRANINO (GALEB DUHR)

The three-foot-tall graninos are living rocks with stubby arms and legs. They are the offspring of mighty stratonians and are formed when those titanic creatures remove pieces of their body to hurl at intruders.

Protective Children. When first created, graninos imprint on their stratonian parents. They fight the intruders that disturb their bellowing stratonian creators to the death. Stratonians mostly ignore their graninos, allowing the creatures to crawl all over their massive forms. After spending about a year at the side of its parent, a granino breaks away, feeling the need to find a place to be alone, burrow into the ground, sleep for a few thousand years, then rise as a stratorian itself.

Naïve Wanderers. When a granino leaves its parent stratonian, it might wander for hundreds of miles before it finds a truly solitary place for its long slumber. These travels take the creatures into all manner of environments, including humanoid settlements. Graninos cause trouble by investigating and clumsily experimenting with objects and creatures they do not understand—in other words, most objects and creatures.



Though naïve, if graninos feel harmed or threatened, they fight with their tremendous strength and solid bodies.

Hunted and Feared. Most people don't know that graninos turn into stratonians, but those who do fear the little elementals. Groups of hunters dedicate themselves to tracking and slaying graninos before they burrow deep underground to prevent the creation of more stratonians.

Elemental Nature. Graninos don't require air, food, drink, or sleep.

GRANINO

Small elemental, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 105 (14d6 + 56)

Speed 25 ft., burrow 20 ft.

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

Skills Athletics +7

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

Damage Immunities poison

Condition Immunities petrified

Senses tremorsense 30 ft., passive Perception 9

Languages Terran

Challenge 5 (1,800 XP)

Burrowing Pounce. If the granino burrows at least 10 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the granino can make one slam attack against it as a bonus action.

Stone Camouflage. The granino has advantage on Dexterity (Stealth) checks it makes in rocky terrain.

ACTIONS

Multiattack. The granino makes two slam attacks.

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

These are the offspring of those creatures I said were as big as mountains.... What the hell did I call them?

—Lucian J. Introcaso

GREEPER (HOMUNCULUS)

Greepers are gray-skinned, winged bipeds about the size of a housecat. The pig-nosed, large-eared creatures spend their days devouring fruit from jungle trees and stealing from humanoid travelers.

Little Con Artists. Amusing creatures that congregate in groups among fruit trees, greepers steal from the unfortunate people who pass near their groves. When a mark is spotted, some of the greepers fly down and perform amusing dances to distract their target. Meanwhile the rest of the greepers sneak behind the mark, picking pockets in hopes of finding a shiny object or tasty treat.

Greepers store their stolen treasures in hollowed-out holes high up in the trunks of their trees. The little critters chew off the lower branches of the tree to make it more difficult for another creature to climb up into the tree and claim the items.

Gross Laughs. Greepers turn from amusing to sinister when they laugh. Their constantly runny noses, surprisingly deep guffaws, and scrunched faces are so hideous that many other creatures are driven to sickness by the display. The creatures know to use this tactic when caught by an angry mark.



It's definitely averse to water.

—Lucian J. Introcaso

GREEPER

Tiny monstrosity, chaotic neutral

Armor Class 13

Hit Points 5 (2d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (−3)	16 (+3)	11 (+0)	7 (−2)	11 (+0)	13 (+1)

Skills Deception +3, Performance +3, Sleight of Hand +5, Stealth +5

Senses passive Perception 10

Languages Greeper

Challenge 1/8 (25 XP)

ACTIONS

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

Hit: 5 (1d4 + 3) slashing damage.

Sickening Cackle. Each creature within 5 feet of the greeper that can see and hear it must succeed on a DC 11 Wisdom saving throw or become poisoned until the end of the greeper's next turn. On a successful save, the creature is immune to the greeper's Sickening Cackle for the next 24 hours. The greeper is immune to the effect of other greepers' Sickening Cackle.

The braids have weapons in them.

—Lucian J. Introcaso



HECKLIN

Medium elemental, lawful neutral

Armor Class 15 (natural armor)

Hit Points 84 (8d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+6)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages the language of the genie that created it

Challenge 5 (1,800 XP)

Elemental Weapons. The hecklin's weapon attacks are magical. When the hecklin hits with any weapon, the weapon deals an extra 1d6 damage of one of the following types chosen by the hecklin: acid, cold, fire, lightning, or thunder (included in the attack).

HECKLIN (BEARDED DEVIL)

Purple-skinned hecklins stand about six feet tall. They have thick, non-prehensile tails and a beard of tight braids. These elemental warriors are created by genies to act as bodyguards and soldiers.

Lesser Genies. Genies create hecklins in their likeness by taking the soul of a loyal mortal servant and joining it with the primordial matter of the Elemental Planes. The result is a strong warrior who can wield the power of the elements.

The process of creating a hecklin requires several expensive gems and is reserved for a genie's most beloved servants.

Loyal Soldiers. Hecklins have no memory of their former lives and desire only to serve the genie that created them. Their intelligence allows them to execute complex orders and think on their feet. Above all, hecklins are willing to give their lives for their creators. In such a case, the creator often appreciates the sacrifice so much that they use the same soul to create a replacement hecklin.

All hecklins have long beards that they braid knives and other sharp objects into. They're trained to hook their beards into opponents and attempt to pull them off their feet.

Traded Services. When a genie needs a favor or item from another creature, they may offer the services of one or more hecklins in exchange. That's how hecklins end up working for powerful nobles in the Material Plane as assassins, bodyguards, and elite warriors.

Innate Spellcasting. The hecklin's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: fire bolt, shocking grasp

3/day each: chromatic orb, misty step, shield, thunderwave

1/day each: enlarge/reduce, haste, tongues, water breathing

ACTIONS

Multiattack. The hecklin makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, plus 3 (1d6) damage of one of the following types (chosen by the hecklin): acid, cold, fire, lightning, or thunder. The target must succeed on a DC 14 Strength saving throw or be knocked prone.

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, plus 3 (1d6) damage of one of the following types (chosen by the hecklin): acid, cold, fire, lightning, or thunder.

ILLORA (DRYAD)

Illoras are genderless fey creatures the size and shape of humans, with green and yellow skin covered in leaves.

Bargaining Oracles. Divination magic runs through the veins of every illora, allowing them to glimpse the future. While their visions of what's to come can be vague and sometimes inaccurate, many creatures with a hard decision to make seek out an illora for a prediction, since a sketchy forecast is better than none.

Illoras do not give their predictions for free. They ask for payment in magic items or favors that help them gain more power in the courts of the Feywild. Blessed with the power to give mortals a bit of their magic, illoras often offer a supernatural charm to help a creature with a grim future—at a separate fee from the reading, of course.

ILLORA

Medium fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	13 (+1)	16 (+3)	16 (+3)

Skills Deception +5, Insight +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Innate Spellcasting. The illora's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *augury*, *chill touch*, *guidance*

3/day each: *divination*, *find the path*

ACTIONS

Multiattack. The illora makes two slam attacks.

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

Magical Gift (3/Day). The illora targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's choice. See chapter 7 of the *Dungeon Master's Guide* for more information on supernatural charms.

REACTIONS

Future Glimpse. When the illora or a creature it can see within 60 feet of it makes an ability check, attack roll, or saving throw, the target must reroll the ability check, attack roll, or saving throw and use the new result. The illora can use this reaction after learning if the triggering roll succeeds or fails.

If another creature tries to cheat an illora, the fey gives a false reading with the hope of leading the other creature into danger. If this fails, the next favor the fey asks of a creature in need of a prediction is to find and kill the previous patron who defrauded the illora.

Summoned at Fey Crossings. An illora can be summoned by speaking the fey's name aloud at any fey crossing, a place where the barrier between the Feywild and Material Plane is thin enough to move between worlds. While summoning an illora in this way guarantees an audience, it also ensures their mood is surly. Those who summon an illora should be prepared to pay handsomely for a prediction.



They'll help you out, but they're going to want something in return.

—Lucian J. Introcaso



Ooo. This is terrible.

—Lucian J. Introcaso

ION (BEHIR)

The serpentine, many-legged form of an ion is capable of breathing energy that can paralyze or exhaust its enemies. Gray ions are created by demon lords in the Abyss. Pearl ions are created by powerful creatures on Ysgard.

Crave Battle. Ions relish combat and feed off the fear of their enemies. They follow the whims of their creators, laying waste to their enemies with speed and savagery.

Ions don't back down from a challenge: they attack the most powerful foe they can see. They can easily be drawn away from one enemy to fight a bigger adversary.

Cardiac Breath. An ion can breathe two types of lightning: blue, which speeds up a target's heart rate to quickly exhaust it, and purple, which seizes a target's muscles to paralyze it.

Gray and Pearl. Though all ions relish battle, evil gray ions love cruel slaughter. They consume the flesh of their victims and bathe in blood as they laugh savagely. Demon lords sometimes send a gray ion to aid or punish their cults in the Material Plane.

Pearl ions battle only those who willingly enter a fight and respect their foes even as they try to terrorize them. Those who travel to Ysgard and approach pearl ions as friends can often convince the monstrosities to aid in a great battle somewhere else in the multiverse.

ION

Huge monstrosity, chaotic evil (gray) or chaotic neutral (pearl)

Armor Class 15 (natural armor)

Hit Points 123 (13d12 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	17 (+3)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +5

Damage Immunities lightning

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common and Abyssal (gray) or Giant (pearl)

Challenge 8 (3,900 XP)

Innate Spellcasting. The ion's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast spells based on its color as shown below, requiring no material components.

Gray, 1/day each: *blink*, *haste*

Pearl, 1/day each: *protection from energy*, *slow*

Reckless. At the start of its turn, the ion can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The ion makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The ion uses one of the following breath weapons.

Exhausting Breath. The ion exhales blue energy in a 30-foot cone. Each creature in that line must succeed on a DC 14 Constitution saving throw or gain a level of exhaustion.

Paralyzing Breath. The ion exhales purple energy in a 60-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 14 Strength saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

JARMAP (GRELL)

Jarmaps are melon-sized aberrations made mostly of brain. A wicked beak protrudes from the front of its cerebral mass and ten tentacles that help the creature hover in midair and navigate its surroundings hang from the brain.

Hungry Nocturnal Swarms. Jarmaps spend all day floating and sleeping in caves then emerge at night, looking for prey to devour. The aberrations hunt mostly by sound, floating in haphazard patterns toward the largest source of noise. Rowdy roadside tavern songs and evening festivals can end in sudden tragedy when a jarmap swarm arrives.

Horrid Gibberish. Jarmaps constantly mutter to themselves in an incoherent babble. While one jarmap making such noise isn't so bad, a swarm of the creatures creates a terrible din that strikes terror and confusion into the hearts of the monsters' prey. The aberrations have magic in their tentacles that allow them to filter out their babbling in order to hear prey, making them surprisingly perceptive.

SWARM OF JARMAPS

Large swarm of Tiny aberrations, unaligned

Armor Class 12

Hit Points 22 (4d10)

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

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	10 (+0)	3 (–4)	14 (+2)	7 (–2)

Skills Perception +6

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16

Languages –

Challenge 1 (200 XP)

Horrid Gibberish. A creature that starts its turn within 30 feet of the swarm that can hear the jarmaps must succeed on a DC 10 Wisdom saving throw or become frightened of the swarm for 1 minute. If the creature takes damage, it can repeat the saving throw, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the swarm's Horrid Gibberish for the next 24 hours.

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

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

ACTIONS

Beaks. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.



JARMAP

Tiny aberration, unaligned

Armor Class 12

Hit Points 2 (1d4)

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

STR	DEX	CON	INT	WIS	CHA
3 (–4)	15 (+2)	10 (+0)	3 (–4)	14 (+2)	7 (–2)

Skills Perception +4

Condition Immunities prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages –

Challenge 0 (10 XP)

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

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

It looks like it would be very smart because it's mostly brain...but it's not.

—Lucian J. Introcaso

JORLOG (BALOR)

Sullen fiends from the Nine Hells forced to live in the Material Plane, red-skinned jorlogs stand between four and five feet tall, with short horns and massive, leathery wings.

Kicked Out of Hell. Long ago, the jorlogs failed to depose the archdevils of the Nine Hells in a violent uprising. The few jorlogs that survived the conflict were banished across the worlds of the Material Plane. The archdevils rewrote the laws of the multiverse so that jorlogs were permanently bound to their new home. They cannot leave, and if jorlogs are destroyed on the Material Plane, they truly die.

Sullen Hermits. Jorlogs fear their ultimate demise on the Material Plane, so the devils live in remote caves, deserts, tundra, and volcanoes. In these distant sanctums, they pore over tomes, summon and question lesser fiends, and communicate with any allies they can find in the Nine Hells, hoping to find a way to return to their infernal home.

Jorlogs send cultists and other minions to recover books and magic items that might help the fiends return to the Hells. They sometimes hire adventurers through covert channels for these dangerous tasks.

Easily Provoked. Jorlogs have lived on the Material Plane for centuries, and their patience is thin. They long to torture damned souls and revel in the glory of the Blood War, not pore over books and hide away among mortals. This rage constantly simmers, giving jorlogs a literal fire in their eyes that makes it difficult for them to see, but lets them charge their weapons with elemental energy.

A jorlog's short temper can erupt into cathartic bursts of slaughter and havoc that sometimes last days.

They're just kind of angry and don't want to be disturbed.

—Lucian J. Introcaso



JORLOG

Medium fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +5, Con +8, Wis +6

Skills Deception +7

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

Damage Immunities fire, lightning, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Clumsy Flier. If the jorlog is using its wings to fly at the end of its turn, it falls.

Fire Eyes. The jorlog has disadvantage on Wisdom (Perception) checks that rely on sight.

Hellish Weapons. The jorlog's weapon attacks are magical and deal an extra 3d8 damage on a hit (included in the attacks). This extra damage is either fire or lightning damage, chosen by the jorlog before the attack is made.

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

ACTIONS

Multiattack. The jorlog makes three attacks.

Fire Eye Rays. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 22 (4d10) fire damage.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 13 (3d8) fire or lightning damage (see "Hellish Weapons").

Whip. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage, plus 13 (3d8) fire or lightning damage (see "Hellish Weapons").



KEYLOG (PURPLE WORM)

Keylogs are enormous worms nearly fifty feet long with giant, gaping mouths and spiked hides that shift between all the colors of the rainbow.

Portal Gullets. Keylogs are native to the Astral Plane, though they sometimes pass through gateways into another world. Like their home plane itself, the inside of a keylog is filled with swirling, colorful portals. When the worm swallows another creature whole, that creature falls into one of the portals and is sent to another plane of existence. Daring adventurers seek out keylogs to travel the planes, but must aim carefully: those who miss their desired portal are sure to fall into another.

These artists do like spiky spiked teeth and stuff, don't they?

—Lucian J. Introcaso

Seeking Restless Souls. Restless souls in need of a change or a challenge draw keylogs like a moth to flame. Though they don't possess a vast intellect, the worms can innately sense such beings and swallow them whole, shaking up their existence as the creatures travel to another plane.

Spine Missiles and Tail Slaps. The bite of a keylog does not hurt as much as one might think, but the creature can shoot the spines from its body and smack its tail with devastating effect.

KEYLOG

Gargantuan aberration, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 217 (14d20 + 70)

Speed 50 ft., burrow 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	3 (−4)	12 (+1)	10 (+0)

Saving Throws Dex +4, Con +9, Wis +5, Cha +4

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 11 (7,200 XP)

Immune to Banishment. The keylog is not affected by spells of 8th-level or lower that send creatures to other planes of existence, unless it wishes to be.

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

ACTIONS

Multiattack. The keylog makes two attacks with its tail or uses Spike Hurl twice.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* The target is sent to a plane of existence on the Astral Color Pools table in chapter 2 of the *Dungeon Master's Guide*. The target must make a DC 14 Dexterity saving throw. On a failed save, roll randomly on the table to determine which plane the target goes to. On a success, allow the target to pick which plane it goes to.

Spike Hurl. *Ranged Weapon Attack:* +12 to hit, range 120/480 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.



It locomotes itself like a jellyfish.

—Lucian J. Introcaso

KLAMOCH (DARKMANTLE)

Klamochs are aquatic creatures that resemble a brown-skinned squid with a thick membrane stretching between its tentacles. Yellow eyes encircle the tops of their bodies, which are between two and three feet long.

Seekers by Nature. Every klamoch is born with a desire to find objects hidden on the floor of the sea, though they have no inclination to own possessions. The creatures live for the thrill of discovery. When a klamoch uncovers a hidden treasure, it typically moves the object to a new hiding spot so another creature can have the joy of finding it.

Though klamochs are typically loners, they do occasionally work together to unearth or hide larger objects. The little creatures are surprisingly strong, so a group working together could move a shipwreck, sunken statue, or similar treasure.

Steal Belongings. Klamochs have no sense of ownership, so they often steal objects from other creatures near or traversing the sea. If a klamoch absconds with a stolen object, it moves the treasure to a new hiding place.

Friendly but Alien. If a friendly creature asks a klamoch to find an object, the aberration is happy to comply, but making the request is more difficult than it seems. Klamochs can only speak and understand their own sign language, which requires ten tentacles to speak. While on a hunt, the creatures are focused, but during conversations they tend to get easily distracted by shiny objects.



KLAMOCH

Small aberration, neutral

Armor Class 14 (natural armor)

Hit Points 36 (8d6 + 8)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	7 (–2)	16 (+3)	8 (–1)

Skills Investigation +2, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Klamoch

Challenge 1 (200 XP)

Find Object. If the klamoch thinks about a specific object that it knows exists, it senses the direction to the object's location, as long as that object is on the same plane as the klamoch. If the object is in motion, the klamoch knows the direction of its movement.

Instead of a specific object, the klamoch can think about a broad category of objects, such as jewelry, statues, or weapons. In this case, the Find Object feature directs the klamoch toward the closest object that fits into this category.

Hold Breath. While out of water, the klamoch can hold its breath for 1 hour.

Water Breathing. The klamoch can breathe only underwater.

ACTIONS

Multiattack. The klamoch makes two tentacle attacks.

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

They can fly, and they're strong,
and they're smart. They're pretty
satisfied.

—Lucian J. Introcaso

KRAGLATIT

Large humanoid, lawful neutral

Armor Class 14

Hit Points 68 (8d10 + 24)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Kraglatit

Challenge 3 (700 XP)

Dive Attack. If the kraglatit is flying and dives at least 30 feet straight toward a target, and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage.

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

ACTIONS

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

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

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (2d4 + 4) slashing damage.

Wing Barbs. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and if the target is a creature it must succeed on a DC 13 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute.

KRAGLATIT (VROCK)

A kraglatit is a humanoid vulture that walks upright. They stand about ten feet tall and have an equally wide wingspan.

Mountain Communities. Kraglatits live in mountaintop aeries, making large nests at high altitudes. They work together to hunt food, raise and educate their children, and keep monsters away from their nests. On the rare occasion a community of kraglatits can't overcome a problem on their own, they send couriers out to visit other humanoid settlements and ask for aid.

Skilled Hunters. Kraglatits are carnivorous and eat game found in their habitats, such as goats and mountain lions. When food is in short supply, they work together to bring down larger prey such as a wyvern or, rarely, a roc. They are excellent hunters, hitting targets from afar with poison barbs that shoot from their wings or using their talons and beak to finish off closer prey.

Treasure Hoarders. When kraglatits hunt, their keen eyes sometimes spot treasures dropped in the wilderness by wayward travelers. They hoard these items in their nests. Though they have no use for such riches within their communities, they offer these objects to their neighbors as payment for help in times of trouble.

Territorial Protectors. Since kraglatits depend so much on their communities, they fiercely defend their homes. Invading monsters are shown no mercy, and travelers claiming to pass through peacefully are met with scrutiny and a warning to move along. Most kraglatits would rather eliminate a possible threat than take a chance on an outsider.

KRAGON (GRICK)

Kragons are aquatic green snakes that slither through the salty waters of brackish swamps. Nearly ten feet long, they have heads that end in four bladed tentacles and a snapping beak.

Regenerating Ambush Predators. Kragons wait in murky water, using their heightened senses and quick reflexes to snatch prey and drag it beneath the muck. The carnivores attack any creature of similar size or smaller, even other kragons. Their wounds close with remarkable speed, making them relentless hunters. A kragon with severe wounds retreats, sinking into the swamp and following its prey until it heals and can strike again. Removing the head from the creature is the only way to ensure its demise.

KRAGON

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	3 (–4)	13 (+1)	5 (–3)

Skills Perception +4, Stealth +7

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Amphibious. The kragon can breathe air and water.

Regeneration. The kragon regains 10 hit points at the start of its turn. The kragon dies only if it starts its turn with 0 hit points and its head is separated from its body. A creature within reach of the kragon can use its action to remove the kragon's head with an edged tool or weapon, provided the kragon is incapacitated.

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

ACTIONS

Multiattack. The kragon makes two attacks against the same creature: one with its tentacles and one with its beak.

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

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the kragon can't use its tentacles to attack another target.

Reproductive Migrations. Kragons are normally solitary creatures, but once every fifteen years they leave their swampy homes and congregate in large groups in the oceans. The kragons in these groups mate, lay eggs, and gorge themselves on any food they can find. Mating kragon schools get whipped into frenzies and have devoured vessels to get at the passengers aboard. Weeks after the kragons return to their swamps, the young hatch from their eggs and head for brackish waters.



You can cut it in half, and its body grows back.
You have to cut off the head.

—Lucian J. Introcaso

KREMLIN (ONI)

Kremlins were once humanoids who became infected with a horrible disease called kremrot, which turns their skin blue, their hair white, and their eyes yellow. Their feet and hands twist into claws and their heads grow stubby horns.

Slaad Weapons. The death slaad Talmach the Wild created kremrot to spread chaos throughout the Material Plane. Each kremlin is capable of spreading the disease to other humanoids. If the disease is not quickly contained when a slaad or vengeful mage unleashes it, a populace can be wiped out in a matter of days. The disease progresses quickly and eventually kills its victims, which keeps the odds of kremrot spreading across the wilderness from one community to the next fairly low.

Murder for Fun. When first infected with kremrot, a creature loses self-control and grows much stronger than normal. As the disease advances, bloodlust grows inside the kremlin until it must slaughter every humanoid it meets.

KREMROT

Kremrot is a disease that creates and is spread by kremlins. A creature infected with kremrot must make a DC 13 Constitution saving throw every 24 hours. On a

failed save, its Intelligence score is reduced by 1 and its Strength score increases by 1, to a maximum of 20. The first time a creature's Intelligence score is reduced by the disease, it becomes a lesser kremlin and is affected by the following changes:

- The creature's type becomes monstrosity, and its alignment becomes chaotic evil.
- The creature's hands and feet grow claws. The claws are natural melee weapons, which deal slashing damage equal to 1d4 + the creature's Strength modifier. When a humanoid takes damage from the creature's claws, the humanoid must succeed on a DC 13 Constitution saving throw or contract kremrot.
- The creature's hair turns white, and it gains the following flaw, "The needs of others annoy me."

When the creature's Intelligence score is equal to or lower than 7, it becomes a greater kremlin and is affected by the following changes:

- The creature's claws deal slashing damage equal to 1d6 + the creature's Strength modifier, and the creature gains the Multiattack action, which allows it to attack twice with its claws as an action.
- The creature's eyes turn yellow, its skin turns blue, and it gains the following flaw, "The slightest offense or misunderstanding makes me murderous."

When the creature's Intelligence score is equal to or lower than 3, it becomes a supreme kremlin and is affected by the following changes:

- The creature's claws deal slashing damage equal to 1d10 + the creature's Strength modifier.
- The creature grows stubby horns, and it gains the following flaw, "I attempt to murder any humanoid I notice."

When the creature's Intelligence score reaches 0, it dies. Kremrot can only be cured by a *greater restoration* or *wish* spell. When the disease is cured, the creature's alignment and Intelligence and Strength scores return to normal, its type reverts back to humanoid, and it loses any flaws, features, and actions gained from contracting kremrot.



LESSER KREMLIN

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	8 (–1)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages the languages it knew as a humanoid

Challenge 1/8 (25 XP)

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or contract kremrot.

SUPREME KREMLIN

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	3 (–4)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages the languages it knew as a humanoid

Challenge 3 (700 XP)

ACTIONS

Multiattack. The kremlin makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 10 (1d10 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or contract kremrot.

GREATER KREMLIN

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	6 (–2)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages the languages it knew as a humanoid

Challenge 1 (200 XP)

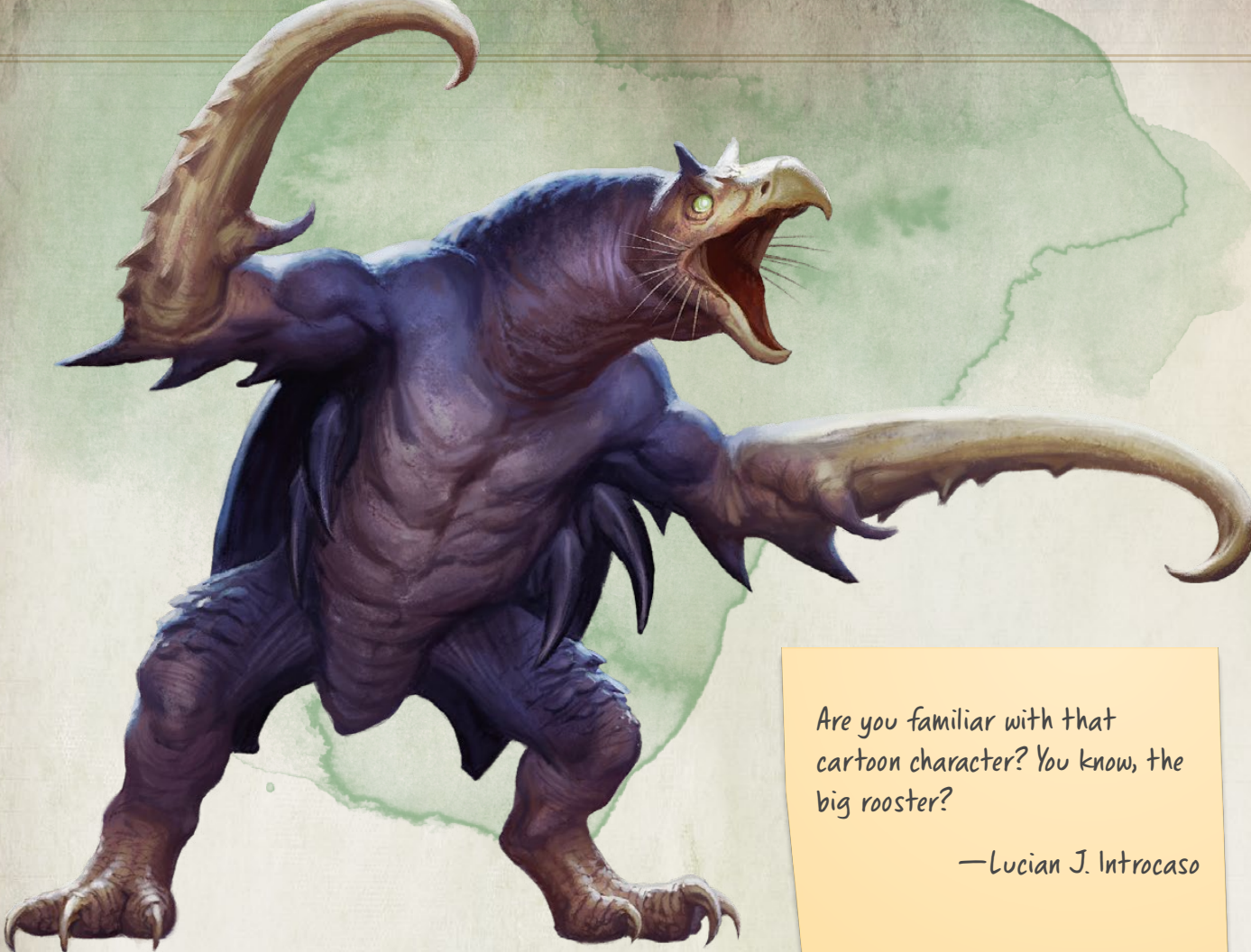
ACTIONS

Multiattack. The kremlin makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or contract kremrot.

No easy cure has been found.

—Lucian J. Introcaso



Are you familiar with that cartoon character? You know, the big rooster?

—Lucian J. Introcaso

LEGHORN (HOOK HORROR)

Large, strong, and gullible, leghorns are featherless, muscular, avian humanoids that stand about eight feet tall. Though they lack wings, their long arms end in fearsome hooks that belie their typically gentle personalities.

Loners Seeking Friendship. Leghorns spend much of their time alone, hunting forest game with their powerful hooks. A leghorn's predatory appearance drives most other humanoids away or prompts them to lash out defensively. A leghorn stays isolated for its own safety, though most feel a desire to connect with others. When this yearning becomes too great, the leghorn leaves its forest and searches for friends. Some leghorns are lucky enough to find humanoids that see beyond the hooks and accept them as friends, but many are driven back into the wild by fearful mobs.

Trusting and Loyal. When a leghorn does make a friend, the avian humanoid treats the bond as sacred. Most leghorns are willing to do anything for their friends and consider the words of their allies to be gospel truth. Leghorns lay their lives on the line to defend their friends and venture into dangerous lands to perform important favors for them.

Gullible Lackeys. Because they rarely interact with other people, leghorns tend to be gullible and believe anything they are told. Bandits, cultists, and evil creatures looking for a strong minion can easily convince leghorns they are friends. It often takes a lot of persuasion to get a leghorn to see that its so-called friends are just evildoers willing to abuse the avian humanoid's trust.

LEGHORN

Medium humanoid (leghorn), neutral good

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	9 (–1)	7 (–2)	12 (+1)

Skills Nature +1, Perception +0, Survival +0

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Bolstered by Friends. When the leghorn can see an ally within 30 feet of it, the leghorn has advantage on all saving throws.

ACTIONS

Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

REACTIONS

Riposting Ally. When a creature the leghorn can see and reach attacks the leghorn's ally, the leghorn can make a melee weapon attack against the creature that made the attack.

LINC (MIMIC)

A chest that has grown four orange eyes, a large toothy mouth, and a blue-and-purple tongue, a linc is truly a strange sight to behold.

Alchemy and Saltwater. When a chest containing alchemist's supplies sinks into the sea, the saltwater mixes with the ingredients and creates a construct that binds itself to the chest. This creature, a linc, cannot grow without a chest or similar container to support and protect it.

Chest of Memories. When a linc binds itself to a container, it learns the container's history, including the name and location of the creature that owned the object. Then the linc begins a slow-moving journey to find the object's old owner or next of kin. Linc desire to serve these people loyally and are willing to do anything to reach them. Adventurers might be asked to help a lost linc find a master, while nefarious souls might promise to help a linc in order to exploit the construct's abilities.

Tongues and Linguistics. In combat a linc is extraordinarily powerful, using its long tongue to grapple foes, then biting down on them with its toothy maw. Any creature that gets in the linc's way may end up as its next snack.

Allies of a linc find it an intelligent companion. The linc can speak and understand all languages, and is able to share this trait with creatures that touch it.

Construct Nature. The linc doesn't require air, food, or water.

LINC

Medium construct, lawful neutral

Armor Class 11 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft., swim 20 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages all

Challenge 1 (200 XP)

Shared Languages. The linc chooses one creature touching it. That creature can speak, understand, and write all languages until it is no longer touching the linc.

ACTIONS

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

Hit: 7 (1d10 + 2) piercing damage.

Tongue. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12) and the linc pulls it within 5 feet of it and immediately makes a bite attack against the target. While grappled, the target is restrained and the linc can't use its tongue to attack another target.



This creature lives inside a chest, like a clam.

—Lucian J. Introcaso

LOBSTERONIAN (ANKHEG)

Standing between five and eight feet tall, lobsteronians dwell in isolated swamp communities reminiscent of their home planet. They can live for more than five hundred years, reaching adulthood around age twenty.

Interstellar Visitors. Lobsteronians seek enlightenment by teleporting to different planets in the Material Plane and learning about the world's inhabitants. If well received, they may stay on a planet for a decade or more.

When lobsteronians come to a new planet, they make themselves comfortable in a remote swamp. Then they send out messengers to seek nearby communities and offer words of peace.

Lobsteronians never reveal the name of their planet to others for fear that they might lead enemies back to their people.

Gentle Advisors. All are welcome in a lobsteronian community. Intelligent, empathetic, and patient, lobsteronians make excellent councilors, negotiators, and even interrogators. They enjoy learning and are happy to share the lore they've picked up over the years. Outsiders seeking lobsteronian skills or knowledge often find the aliens willing to trade for a service, such as a guided tour of a nearby town, the procurement of an obscure tome, or the defeat of a monster harassing the colony.

Specialized Jobs. Every lobsteronian in a community is assigned a specialized job by a council of planners. All jobs are held in equal regard, including the roles on the council. Cooks, warriors, and farmers are all equally important in the eyes of the community.

LOBSTERONIAN

Medium humanoid, lawful good

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	12 (+1)	15 (+2)	17 (+3)	16 (+3)

Skills History +4, Insight +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

Amphibious. The lobsteronian can breathe air and water.

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

1/day each: *augury*, *teleport*, *zone of truth*

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the lobsteronian can bite only the grappled creature and has advantage on attack rolls to do so.

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

Oh! This is a wise creature.

—Lucian J. Introcaso



MARKTAUR (TARRASQUE)

A marktaur is a scaly-skinned minotaur with a wide mouth of serrated teeth and a spiked shell on its back.

Chosen of Baphomet. Minotaurs that impress Baphomet are granted a fragment of the demon lord's essence, which painfully transforms them into a marktaur. Most are charged with protecting a massive labyrinth that hides treasures or secrets of Baphomet, or guarding one of the demon lord's cults.

While a marktaur retains the bestial nature of a minotaur, it gains a more advanced intellect and a love of art. Many marktaurs maintain a museum of beautiful objects taken from intruders that enter their labyrinths. The monstrosities have a particular fondness for maps, which they catalogue in vast libraries.

Competing Needs. With a marktaur's expanded mind also comes the ravenous hunger of the Prince of Beasts. The creatures are always hungry for flesh, and nothing can satiate them.

Marktaurs also feel a crushing loneliness. Their increased intellect allows them to have a greater range of emotions—but their solitude leads them to mostly feel sadness and despair.

When a marktaur meets an intruder in its labyrinth, its need to immediately devour the creature clashes with its desire for companionship. More often than not, hunger wins out, leaving the marktaur lonely and still ravenous.

Their fatal flaw is that they're lonely.

—Lucian J. Introcaso



MARKTAUR

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	12 (+1)	17 (+3)	13 (+1)

Saves Dex +4, Int +5

Skills Athletics +10, Perception +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 21

Languages Abyssal, Common

Challenge 10 (5,900 XP)

Charge. If the marktaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The marktaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the marktaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The marktaur makes three attacks: one with its bite, one with its claws, and one gore attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage, and the marktaur regains 10 (3d6) hit points.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Whirlwind of Horns (Recharge 4–6). Each creature within 5 feet of the marktaur must make a DC 18 Dexterity saving throw, taking 39 (6d10 + 6) piercing damage on a failed save, or half as much damage on a successful one.



MARONA (DISPLACER BEAST)

The monstrous, six-legged marona is a muscle-rippled, 800-pound, infernal panther with two tentacles that end in mouths coming out of its shoulders.

Infernal Pets. Greater devils create maronas from the souls of evil awakened animals. The giant cats live in packs among the fiendish soldiers of the Blood War. Their stealth and speed make maronas ideal ambushers and scouts. The extra mouths at the ends of their tentacles make them expert trackers, able to follow the scent of any creature on the same plane.

Hunters of Mortals. When a mortal breaks a contract with a greater devil, the devil sends one or more maronas to the Material Plane to hunt the mortal. Though the great cats are often sent to kill their victims, they have the ability to grab another creature with their tentacles and drag it back to the Nine Hells alive.

Contracted Fiends. Greater devils often offer the services of a pack of maronas as a way to tempt mortals into deals. Humanoids willing to sell their soul or service to a devil could get the faithful service of a pack to act as assassins, guardians, hunters, or soldiers bolstering an army.

MARONA

Large fiend, lawful evil

Armor Class 13

Hit Points 51 (6d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Infernal but can't speak

Challenge 2 (450 XP)

Camouflage. The marona has advantage on Dexterity (Stealth) checks made to hide in areas of dim light or darkness.

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

Pounce. If the marona moves at least 20 feet straight toward a creature and then hits it with its claws on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the marona can make one bite attack against it as a bonus action.

Track Creature. If the marona gets the scent of a creature, it knows the direction to the creature's location, as long as that creature is on the same plane as the marona. If the creature is moving, the marona knows the direction of its movement.

ACTIONS

Multiattack. The marona makes two tentacle attacks.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until the grapple ends, the marona can't use this tentacle on another target. The marona has two tentacles.

Infernal Portal (1/Day). The marona opens a 10-foot-square gate to its home in the Nine Hells within an unoccupied space within 30 feet of it that lasts for 1 minute. The marona must concentrate on the gate as if concentrating on a spell.

Ooooh! Is that six legs?

—Lucian J. Introcaso

ME-ME (DEATH SLAAD)

A me-me is a bipedal, sharp-toothed, frog-like monstrosity with mottled grey and black skin. Spiky protrusions line its head, arms, chest, and back, making it all the more fearsome to look upon.

Born from Selfishness. When lost in the Underdark, surface humanoids can become so desperate to survive that they prioritize their own needs above those of their companions. When a humanoid steals from, harms, or murders friends to ensure their own survival, they eventually wind up alone, lost in the tunnels. Their selfish nature mingles with faerzress, a magical energy found only in the Underdark, and turns the creature from a humanoid into a me-me. Any guilt the creature had over its past actions melts away as its personality morphs with its body. A me-me is entirely self-obsessed, named for the way it calls in the dark, “Me! Me!” over and over as it hunts.

ME-ME

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	8 (–1)	12 (+1)	9 (–1)

Skills Athletics +8, Perception +4, Stealth +5, Survival +4

Senses darkvision 120 ft., passive Perception 14

Languages the languages it knew as a humanoid

Challenge 8 (3,900 XP)

Reckless. At the start of its turn, the me-me can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Spiked Form. A creature grappling or grappled by the me-me takes 11 (2d10) piercing damage at the start of its turns.

ACTIONS

Multiattack. The me-me makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 11 (1d12 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) slashing damage, and if the target is Medium or smaller, it is grappled (escape DC 15). Until the grapple ends, the target is restrained. The me-me has two claws, each of which can grapple only one target.

REACTIONS

Meat Shield. If the me-me is hit by an attack while it grapples another creature, it can use the grappled creature as a shield to impose disadvantage on the attack. If the attack misses the me-me, it hits the grappled creature.



Devour Humanoids. Me-mes are often created when a humanoid cannibalizes its companions. This taste for flesh carries over into the monstrosity's new form. While a me-me can devour almost anything, they prefer the taste of humanoid flesh, hunting the Underdark tunnels for days after catching the tracks or scent of such a creature. Most me-mes especially enjoy the taste of surface-dwelling humanoids, a delicacy they rarely encounter.

Covet Treasure. Greedy me-mes desire gold, magic items, and other wealth even more than flesh. Some creatures convince a me-me to work for them in exchange for treasure. Making such an offer is risky, since me-mes prefer to have their treasure and eat the bargainer, too, if they think the other creature is easy prey.

You know how, like, there's a whole world of tunnels and stuff underground?

—Lucian J. Introcaso



MISHLOP

Large aberration, neutral

Armor Class 13 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	13 (+1)	20 (+5)	20 (+5)	12 (+1)

Saving Throws Int +7, Wis +7

Skills Arcana +7, Nature +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages telepathy 120 ft.

Challenge 1 (200 XP)

Hive Mind. The mishlop has advantage on Intelligence and Wisdom checks and saving throws. It can communicate telepathically with any other mishlop on the same plane.

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

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 7 (2d6) piercing damage.

Psychic Eye Beam. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 10 (3d6) psychic damage.

MISHLOP (GAS SPORE)

Mishlops are spherical creatures with ten spindly legs and a single, central eye found in the deepest caves of the Underdark. They look like beholders except that they have feet instead of eyestalks and can't fly.

Poison Gas Seekers. Mishlops feed on fungi that grow in caves filled with odorless natural gases. To most living things, these vapors are poisonous, but mishlops are unaffected by the gases and their favorite foods thrive in them. Though extremely intelligent, mishlops enjoy the simplest of pleasures in life and prefer to spend their days feasting rather than being intellectuals.

The docile aberrations only attack other creatures to defend themselves, but finding them on the walls or ceiling of a cavern is a warning to travelers that the cave's air is toxic.

Massive Hive Mind. All mishlops on the same plane of existence are connected telepathically. This massive hive mind allows the creatures to combine their intellect. Adventurers may seek out a mishlop to ask the creature to quickly crack a difficult cypher, solve a puzzle, or find a solution to a complex problem. Mishlops are often happy to do so in exchange for an escort through the dangerous Underdark tunnels to a more bountiful food supply.

This creature loves to hang out in caves filled with poison gas.

—Lucian J. Introcaso

Oh my god. Ew.

—Lucian J. Introcaso

NETTLEHAM (BARBED DEVIL)

Nettlehams are green-skinned devils covered in sharp black spines. They stand about five feet tall.

Servants of Donafur. The exiled archdevil Donafur created nettlehams as his unique servants. They're everything the archdevil desires: excellent warriors, loyal without question, and silver-tongued negotiators. As agents of Donafur, nettlehams work quickly to close deals with mortals.

Charming Devils. Despite their appearance, nettlehams prefer to resolve conflicts without violence. They are masters of deception and persuasion, using enchantment spells and honeyed words to trick enemies into battling one another instead of attacking the devils.

Will Work for Food. Donafur doesn't want nettlehams to share his extreme ambition, lest he risk being deposed. He gives them one simple desire that drives most of their actions. The creatures are nearly always hungry and will do most anything for a morsel of meat, the more exotic, the better. This innate hunger sometimes backfires on Donafur, since nettlehams can often be tricked or distracted with the offer of a truly rare cut of meat.



NETTLEHAM

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Con +7, Int +4, Cha +7

Skills Deception +7, Persuasion +7, Perception +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

3/day each: *charm person*, *invisibility* (self only), *suggestion*, *zone of truth*

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

Spine-Covered. A creature within 5 feet of the nettleham that touches it or hits it with a melee attack takes 5 (1d10) piercing damage.

ACTIONS

Multiattack. The nettleham makes two attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Hurl Spine. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.



NUNC (GHAST)

Nuncs are the rare runts of ogre families, barely seven feet tall, with pallid skin and long claws.

Blessed Speedsters. Though small, ogres consider nuncs to be blessed by the gods, for the runts possess surprising speed and wicked claws they can use to tear enemies apart. These gifts often make nuncs the preferred shock troops of ogres and other creatures that work with them.

Patient Hunters. For all their speed, nuncs possess a great amount of patience, especially when compared to other ogres. Their smaller size allows them to hide in areas of underbrush near well-traveled roads and wait hours for a lone traveler or unguarded caravan to come by before attacking.

This creature is evil, not real bright, and driven to kill and destroy.

—Lucian J. Introcaso

NUNC

Medium giant, chaotic evil

Armor Class 15

Hit Points 45 (7d8 + 14)

Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	14 (+2)	5 (–3)	7 (–2)	7 (–2)

Saving Throws Dex +7

Skills Acrobatics +7, Stealth +7

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 3 (700 XP)

Blurred Movement. Attack rolls against the nunc have disadvantage unless the nunc is incapacitated or restrained.

ACTIONS

Multiaction. The nunc attacks twice with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d6 + 5) slashing damage.



What is this? Some kind of metal bull?

—Lucian J. Introcaso

OLLINOX

Large construct, lawful neutral

Armor Class 19 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages the languages of its creator

Challenge 10 (5,900 XP)

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

ACTIONS

Multiattack. The ollinox makes two attacks: one gore attack and one attack with its hooves.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 25 (3d12 + 6) piercing damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage or 28 (4d10 + 6) bludgeoning damage if the target is prone.

Fire Breath (Recharge 5–6). The ollinox exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

OLLINOX (GORGON)

Constructs built long ago, ollinoxes are enormous metallic bulls that breathe green fire.

Ancient Guardians. Every ollinox is thousands of years old, built by a mage who died and left the construct behind. Unlike most construct guardians, each ollinox is capable of thinking for itself. An ollinox is still bound to the final orders of its creator, but its ability to think critically allows it to interpret those commands in ways that are less than straightforward when it suits the ollinox. Most mages' final command to their construct guardians was to continue guarding the creator's home and possessions.

Seeking New Thrills. Life for an ollinox is boring. The creatures used to serve mages who crafted fantastic items and took them on grand adventures. Now they are stuck guarding treasures no one actually owns.

When an ollinox comes across an intruder, it sees the creature as an opportunity. Many attack, enjoying the fight as a way to defeat boredom while still following the dead creator's wish to protect the area. Others exploit loopholes in the orders their creators gave to them, possibly chatting up intruders or waiting for the creatures to steal something so they can be pursued to an exciting new location. Ollinoxes who choose to speak to intruders often share their predicament, hoping the intruders can help them find loopholes in their orders that would be mutually beneficial.

Instructions Lost to Time. If there were ever written instructions for how to build an ollinox, the words are lost. Many adventurers spend decades chasing rumors only to come up empty handed. The person who uncovers the method for creating these intelligent guardians will become rich, powerful, or both in no time.

ORGON (KRAKEN)

The fearsome-faced orgon is a stone construct with ten massive tentacles.

Dark Energy in Stone Vessels. When a mage fails to perfectly perform the process to create an animated statue, stone golem, or other stone construct, dark energy from the Lower Planes can seep into the construct, corrupting it. This causes the construct to transform from its intended form into an orgon. Its limbs fall off, it grows ten massive tentacles, and it gains an innate need to kill any creature that is not a construct.

Territorial Stalkers. Orgons often kill or drive off their creators, taking over the wizard's tower, underground workshop, or other place where they were created. The construct never leaves the confines of its home, waiting for other creatures—typically treasure hunters or knowledge seekers—to come along. The orgon remains still, disguised as a monstrous statue to let its prey to get close before it strikes.

Statuesque Stasis. An orgon can enter a near-indestructible, immobile state. Severely injured orgons assume this state to rest and recoup.

Construct Nature. The orgon doesn't require air, food, or water.



ORGON

Large construct, neutral evil

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	4 (–3)	12 (+1)	5 (–3)

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

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

Senses darkvision 120 ft., passive Perception 11

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

Challenge 8 (3,900 XP)

False Appearance. While the orgon remains motionless, it is indistinguishable from a normal stone statue.

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

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

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

ACTIONS

Multiattack. The orgon makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. The orgon has ten tentacles, each of which can grapple one target.

Stone Stasis. The orgon enters a focused state. While in this state, it is incapacitated, it automatically fails Strength and Dexterity saving throws, and attack rolls against it have advantage. It is immune to all damage except thunder and magical bludgeoning damage, and it regains 20 hit points at the start of each of its turns. It can exit this state as a bonus action.

Orgons were once statues.

—Lucian J. Introcaso

OSTEOX (FLAMESKULL)

Osteoxes are humanoid skulls covered in magical green flames. Mages create these constructs for warriors to carry into battle and hurl at their enemies.

Any Head Will Do. Any humanoid skull can be made into an osteox, though the process is costly and requires absurd amounts of bat guano. The osteox does not hold any of the former creature's soul or energy—it's not even an undead creature. Mages use transmutation magic to create these flaming constructs.

Loyal Weapons. When a mage creates an osteox, they enchant the construct to be loyal to another creature, usually a soldier that carries the flaming skull into battle. The osteox's flames harm neither this creature nor its creator. Both creatures can give the construct orders, though the creator's orders take precedence over those of any other creature.

OSTEOX

Tiny construct, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	15 (+2)	10 (+0)	5 (–3)	7 (–2)	5 (–3)

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/8 (25 XP)

Fiery Death. When the osteox is reduced to 0 hit points, it explodes. If it is latched onto another creature, that creature must succeed on a DC 12 Dexterity saving throw or take 5 (2d4) fire damage.

Hurled Advantage. As a bonus action, a Small or larger creature can throw the osteox up to 20 feet. If the osteox is thrown at least 10 feet, it has advantage on the next attack it makes before the end of its next turn.

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

Selective Fire. The osteox's creator and one creature chosen by the creator when the osteox is created are immune to fire damage dealt by the osteox.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 2 (1d4) fire damage, and the osteox latches onto the target. While latched onto the target, the osteox is attached to the target, moves with it without provoking opportunity attacks, cannot bite another target, and has advantage to bite the target it is latched on to. The target can free itself from the osteox with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check made as an action.



Fiery Ankle-Biters. When an osteox is hurled into battle, it can roll and bounce along the ground, biting at the ankles of its master's enemies. Its strong jaws latch onto an opponent's leg while its flames continually lick at the enemy's flesh. When destroyed, the osteox explodes, further harming its prey.

Constructed Nature. An osteox doesn't require air, food, drink, or sleep.

Not only do they frighten
people and light them on fire,
they also bite and chomp.

—Lucian J. Introcaso



PEDRIK (XORN)

A pedrik is a four-foot tall, three-armed, three-legged, three-eyed elemental with a wide mouth at the top of its body.

Solitary Underdark Hunters. Pedriks are earth elementals that live for years in the Underdark, becoming warped and shrunk by faerzress, a magical underground force. This physical change also imbues a pedrik with immense hunger. Quick and nimble, a pedrik is a stealthy hunter that can expand its mouth to swallow almost any creature, despite its small stature.

For all their hunger, pedriks are patient creatures. They follow their prey for days, trying to pick off a group of creatures one by one. A pedrik only risks a less-than-ideal ambush if the prey it stalks gets close to the surface. The creatures abhor sunlight and never willingly venture outside.

Impenetrable Skin. When faerzress compacts a large earth elemental into a pedrik, the creature's skin becomes thick and impenetrable. Even magic weapons cannot pierce the creature's stony hide, so adventurers must be cautious and creative when facing such a foe.

Elemental Nature. A pedrik doesn't require air, drink, or sleep.

This looks like something out of the Flintstones.

—Lucian J. Introcaso

PEDRIK

Small elemental, chaotic evil

Armor Class 20 (natural armor)

Hit Points 190 (20d6 + 120)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	5 (−3)	12 (+1)	5 (−3)

Saving Throws Wis +5, Cha +1

Skills Perception +5, Stealth +10

Damage Vulnerabilities thunder

Damage Immunities poison; bludgeoning, piercing, slashing

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 15

Languages Terran

Challenge 11 (7,200 XP)

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

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

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

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

ACTIONS

Multiattack. The pedrik makes three claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the pedrik can't use its bite on another target.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

PINCHON (ICE DEVIL)

Pinchons are 10-foot-tall insectoids with a blue-white carapace. Their upright bodies resemble a cross between a praying mantis and a grasshopper with massive mandibles and two powerful legs.

Divine Guardians. Gods of nature created pinchons to guard sacred locations in the wilderness. Pinchons are powerful beings, able to thrive in harsh environments and defend their territory without help from other creatures of their kind. Most have never met another pinchon, but that doesn't mean they are without friends.

Pinchons consider the peoples that live in the areas they guard to be under their protection, just like the land itself. When their charges are in danger, pinchons put it all on the line to save them. The divine will of the deities that created the insectoids drives them in all they do to protect and defend.

Spiritual Hermits. When not patrolling their territory, pinchons rest in quiet, hidden places, praying to their deities. They contemplate the natural world and its mysteries, creating their own philosophies. Many pinchons find the practice calming, but a few can suddenly experience existential dread, questioning the meaning of everything. These pinchons are quick to anger and attack even the smallest perceived threats with lethal force.

Ageless Informers. Pinchons do not age. Many have lived in their territories for hundreds, if not thousands, of years. They know every hidden path, cave, and ruin in the area. If an adventurer seeks a hidden gem in the wilderness, finding a pinchon guide is a good strategy. The insectoids are known to exchange wisdom for favors.

They befriend nearby creatures and protect them.

—Lucian J. Introcaso

PINCHON

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	11 (+0)	20 (+5)	10 (+0)

Skills Nature +6, Perception +8, Religion +3, Stealth +6

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Celestial, Infernal, Sylvan

Challenge 8 (3,900 XP)

Innate Spellcasting. The pinchon's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *produce flame*, *speak with animals*, *speak with plants*

3/day each: *entangle*, *find traps*, *flame strike*

1/day each: *call lightning*, *tongues*, *wind wall*

Leaping Attack. If the pinchon moves at least 20 feet toward a creature and then hits it with a melee attack on the same turn, that creature takes an extra 11 (2d10) damage.

Standing Leap. The pinchon's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

ACTIONS

Multiattack. The pinchon makes three attacks: one with its bite, one with its spear, and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the pinchon can't bite another target.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

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



POTENTLING (ROPER)

A potentling is a 15-foot-tall, stone-skinned creature that looks like a massive stalagmite. It has one great eye near the top of its body, a massive mouth, and six long tentacles. These aberrations have lived on the Material Plane for eons. They are rare, dangerous, and have a vast knowledge of history.

Protected in Mountain Fortresses. Each potentling lives in a citadel atop tall mountains. From these high seats, they watch the world around them, taking in the rise and fall of surrounding civilizations and memorizing every detail. While the potentlings observe their surroundings, their creations, the ever-faithful scorpdllos, maintain and guard their fortresses.

Knowledge for Knowledge. For those brave enough to journey to their lairs, potentlings are willing to trade in information. Though they're nearly immobile, they are intimately familiar with all that happens within hundreds of miles of their fortresses, and happy to share all they know with a creature that offers new stories or experiences to the aberration. However, if the creature offers things the potentling already knows or has experienced, the aberration tries to eat the offender. After all, tasting this being's flesh is a new experience.

It swaps knowledge for knowledge.

—Lucian J. Introcaso

POTENTLING

Huge aberration, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (–1)	20 (+5)	22 (+6)	23 (+6)	18 (+4)

Saving Throws Dex +4, Int +11, Wis +11, Cha +9

Skills History +11, Perception +11

Senses truesight 120 ft., passive Perception 21

Languages all

Challenge 16 (15,000 XP)

Far Senses. The potentling can see and hear over a distance of 500 miles.

Lair Teleportation. While inside its lair, the potentling can teleport to an unoccupied space it can see within 50 feet of it as a bonus action.

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

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

ACTIONS

Multiattack. The potentling makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the potentling can't bite another target.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 90 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the target is grappled (escape DC 17). Until the grapple ends, the target is restrained, and the potentling can't use the same tentacle on another target. The potentling has six tentacles.

Swallow. The potentling makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the potentling, and it takes 21 (6d6) acid damage at the start of each of the potentling's turns.

If the potentling takes 30 damage or more on a single turn from a creature inside it, the potentling must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the potentling. If the potentling dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.



It looks like a dragon...but it's a bird?

—Lucian J. Introcaso

POULLIAN

Medium dragon, neutral

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Con +6, Wis +5

Skills History +5, Insight +5, Nature +5, Persuasion +6

Senses darkvision 60 ft., passive Perception 12

Languages all

Challenge 5 (1,800 XP)

Mimicry. The poullian can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The poullian attacks twice: once with its bite and once with its talons.

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

Hit: 10 (2d6 + 3) piercing damage, and if the target is a creature, it must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a *zone of truth* spell.

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

POULLIAN (COCKATRICE)

Poullians are sapient birds with a touch of metallic dragon ancestry. Most of the time they appear to have fluffy chicken-like bodies that stand between six and eight feet tall. When threatened or agitated, poullians take on a draconic appearance to intimidate foes, making their feathers look more like scales.

Curious Academics. Most poullians travel alone or in small familial groups. They tend not to stay in one place, stopping in a settlement long enough to get to know the people and customs before moving on. Poullians enjoy experiencing new cultures and learning new arts and sciences. When they come to a new area, they often hire guides to show them around, especially when exploring the more dangerous wards of a settlement.

Calm Ambassadors. Poullians are levelheaded and slow to anger. Many humanoids hire poullians as mediators and ambassadors. Poullians are blessed with two abilities that make them master negotiators: they can speak and understand all languages, and their bite is laced with a truth serum.

Good Birds Go Bad. While most poullians are curious learners, some use their natural talents to become grifters, thieves, or thugs. These poullians often become leaders of thieves' guilds or other criminal organizations.

Pudglings exist for their own satisfaction.

—Lucian J. Introcaso



PUDGLING (ETTERCAP)

Pudglings are reptilian humanoids that stand nearly eight feet tall. Their powerful legs and arms end in sharp claws, and their bald heads sport multiple eyes and protruding mandibles.

Gluttonous Packs. Pudglings roam their swamp habitats in search of food in groups as small as four and as large as thirty. The creatures move with surprising speed through the muck, falling upon their prey and tearing it to pieces with glee. Pudglings delight in a hunt and are willing to consume any kind of meat, though they prefer living, screaming flesh. The pack roams the swamp until they eat their fill, passing out among the bones of their victims, then waking up with empty bellies and beginning the hunt again.

Occasionally a pack breaks into smaller groups or individuals to have a contest to see which can devour the most prey. These competitions often leave the swamp covered in bones as pudglings force themselves to eat as much as possible to prove their superiority.

Fire Fear. For all their hunger and ferocity, pudglings have an overwhelming fear of fire. They actively stay away from torches, campfires, and flames unless they are truly starving to death.

PUDGLING

Medium humanoid (pudgling), chaotic evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (–1)	12 (+1)	7 (–2)

Skills Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Pudgling

Challenge 1 (200 XP)

Amphibious. The pudgling can breathe air and water.

Aversion to Fire. If the pudgling takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Standing Leap. The pudgling's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The pudgling attacks with its claws. If it hits, it can make a bite attack against the target as a bonus action.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 9 (2d6 + 2) slashing damage.

Swallow Object. The pudgling can swallow any unattended, Tiny, nonmagical object within 5 feet of it. If the object remains within the pudgling's stomach for 10 minutes, it is destroyed.



Like Tweedledee and Tweedledum,
recfurs travel in pairs.

—Lucian J. Introcaso



RECFURS (FLUMPH)

Alien, aquatic creatures that resemble a cross between squids and jellyfish, recfurs are three to four feet tall, with two long eyestalks protruding from their flat, circular heads. Venomous blue tentacles flutter beneath their heads.

Recfurs live near bodies of saltwater or freshwater, often with a hidden library of books in their home.

Life in Pairs. Recfurs reproduce asexually, producing a pair of twins once every ten years. These twins are inseparable from birth, traveling and living together for the rest of their days. They even have the same natural life span and die from old age at the same time. Each pair of recfur twins greatly enjoys each other's company as well as collecting books about the natural and magical world. A recfur creates poems and riddles to remember the vast quantities of information it consumes.

A recfur's name alliterates or rhymes with its counterpart's. For instance, a pair of recfurs might be named Darclee and Narclee, or Twillo and Twaggle.

Helpful but Cryptic. Recfurs enjoy sharing their knowledge with those who ask, but they usually only do so through cryptic poems and riddles. The good-natured aberrations like to turn these interactions into guessing games, giving hints to those who play along. Frustrated adventurers have been known to attack recfurs, but those who do typically wind up turned to stone by the magic venom in the aberration's tentacles.

Recfurs are especially eager to impart their knowledge to creatures that can share new tidbits in exchange, particularly if these revelations are shared as poems or riddles.

Vengeful Twins. If a recfur's twin is killed, the surviving recfur becomes enraged, obsessed with avenging its twin at all costs.

RECFUR

Small aberration, chaotic good

Armor Class 15 (natural armor)

Hit Points 55 (10d6 + 20)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	14 (+2)	18 (+4)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Nature +6

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 XP)

Amphibious. The recfur can breathe air and water.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) poison damage, and the target must succeed on a DC 12 Constitution saving throw. 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.

ROABLEY (MONODRONE)

A roabley is a brass construct that stands just under four feet tall. It looks like a copper barrel with one eye, a mouth, two arms, two legs, and a pair of feathered wings.

Entertaining Performers. Mages build roableys for two purposes. First, the nimble constructs delight people wherever they go with comic-yet-agile dances and tumbling routines. Three buttons atop a roabley's head can be pressed to trumpet music through its mouth, dazzling crowds.

Secret Rogues. Roableys also make excellent assassins, bodyguards, and thieves. Each construct carries a dagger, which it wields with incredible precision and can store inside its body. Their comical appearance often makes people underestimate the constructs, giving them an edge in battle.

One of a roabley's greatest strengths is its ability to play magically enhanced songs to distract foes. This haunting music is often used just before a roabley delivers a killing blow with a dagger or steals an object from a belt pouch.

ROABLEY

Small construct, unaligned

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	3 (−4)	10 (+0)	12 (+1)

Skills Acrobatics +5, Performance +3, Sleight of Hand +5, Stealth +5

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

Sneak Attack (1/turn). The roabley 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 roabley that isn't incapacitated and the roabley doesn't have disadvantage on the attack roll.

ACTIONS

Multiaction. The roabley makes two dagger attacks.

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

Distracting Tune. Each creature within 30 feet of the roabley that can hear it must make a DC 11 Wisdom saving throw. On a failure, the creature has disadvantage on attack rolls, and attack rolls against the creature have advantage until the end of the roabley's next turn. On a success, the creature is immune to the Distracting Tune of all roableys for 24 hours. The roabley's creator and other roableys are immune to this roabley's Distracting Tune.

This looks like a cartoon character.

—Lucian J. Introcaso

SCHROOM (MYCONID)

Schrooms are fungi people with a humanoid shape and bulbous mushroom heads. They come in a wide array of vibrant and mossy colors and can be anywhere from four to seven feet tall.

Wanderers and Philosophers. Colonies of schrooms wander through giant forests, eating all types of fungi and debating philosophy. They never stay in one place for long, always chasing the warmest weather within their woods.

Most schrooms enjoy discussing philosophical questions like, “Do good and evil truly exist?” and, “What purpose do dragons serve?” These debates can last hours as each schroom calmly presents arguments, often for multiple sides of the debate. The schrooms call to passersby and ask them to weigh in, contemplating and curiously questioning outside viewpoints.

Despite the lengthy debates, the schrooms seem content to never come to a definitive answer. Instead when they feel they have examined the viewpoint from all angles, they switch topics or engage in one of their other favorite activities: dancing.

SCHROOM

Medium plant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	15 (+2)	13 (+1)

Skills Performance +3

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Fire Energized. Whenever the schroom is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt and gains advantage on all attack rolls until the end of its next turn.

ACTIONS

Multiattack. The schroom makes two fist attacks.

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

Hit: 4 (1d4 + 2) bludgeoning damage.

Mosh Schroom (1/Day). The schroom dances wildly, limbs flailing. As it does this, the schroom can move up to its speed without provoking opportunity attacks. The schroom makes one fist attack against each enemy within its reach during this movement.



They look a little drug-addled.

—Lucian J. Introcaso

Dancing While the Woods Burn.

While their legendary percussionists lay down a fast tempo, each schroom gets up and dances. There are no cultural schroom dances. Rather, it's schroom custom to “just feel the music” and allow it to move their bodies in the moment. It's high praise when a schroom asks another creature to dance, and rejection ends in the plant taking great offense.

Schrooms enjoy dancing most in warmth, and nothing in their habitat is warmer than a forest fire. While only evil schrooms start such blazes, all schrooms enjoy dancing at the edge of a wildfire and become violent if another creature tries to snuff out the flames.



SCORPDILLO

Small aberration, lawful neutral

Armor Class 16 (natural armor)

Hit Points 90 (12d6 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Dex +3

Damage Immunities poison

Damage Immunities charmed, poisoned

Senses passive Perception 11

Languages Deep Speech

Challenge 7 (2,900 XP)

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

ACTIONS

Multiattack. The scorpdillo makes three attacks: one with its antennae, one with its bite, and one with its tail.

Antennae. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. **Hit:** The creature must succeed on a DC 15 Constitution saving throw or fall prone as it collapses into fits of laughter. The creature is unable to stand up until the start of the scorpdillo's next turn.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. While poisoned, the creature's speed is halved, it can't use reactions, and on its turn, it can use either an action or a bonus action, not both. The creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. **Hit:** 17 (2d12 + 4) slashing damage.

SCORPDILLO (RUST MONSTER)

Quadrupedal insectoids with armored bodies, bladed tails, powerful mandibles, and feathered antennae, scorpdillos were created by potentlings to serve and protect their masters. They are between three and four feet in length.

Unquestioningly Loyal. Scorpdillos serve without question. While the creatures are capable of individual thought and each has a distinct personality, all love their creators and are willing to give their lives without hesitation for potentlings. They are excellent guardians, cleaners, cooks, gardeners, and builders who can perform any menial task a potentling asks.

Slowing Venom. Potentlings gave scorpdillos a venomous bite, which slows other creatures' movements. Potentlings harvest this venom and give it to particularly impressive visitors.

Tickling Antennae. Scorpdillos also have lengthy, feathered antennae to help them dust and sweep the lairs of potentlings. However, these appendages make excellent weapons and can be used to tickle enemies into submission.

Oh! Yes. These are the potentling's lowly servants.

—Lucian J. Introcaso

SINFAC (MERROW)

Aquatic sinfac resemble huge merfolk, with 20-foot-long bodies and faces reminiscent of anglerfish that end in a beard of tendrils.

Fearsome Mercenaries. Sinfac travel in pods, hunting in the open ocean and stopping in ports or hailing passing ships to offer their services as mercenaries. A pod of sinfac is more than worth the cost in a battle at sea. Their powerful tails smash holes in enemy vessels, their claws slice through armored hulls, and their massive harpoons drag even the burliest sailors to watery graves.

The pod's best strategist, called an admiral, leads the group. Admirals negotiate payment for the pod's services. They often ask for magic items, upgraded harpoons, or some service instead of gold, which has little use in the ocean.

Keep Swimming. A sinfac has one weakness. It must keep moving when it is in the water, or it starts to rapidly suffocate. Even while resting, their bodies move in slow circles to keep air filtered from the water flowing into their bodies. Crafty foes use this weakness against sinfac mercenaries, trying to catch them in wide nets.

SINFAC

Huge giant, lawful neutral

Armor Class 14 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

Challenge 5 (1,800 XP)

Amphibious. The sinfac can breathe air and water.

Grappled Weakness. If the sinfac starts its turn submerged in water and its swimming speed is reduced to 0, it must succeed a DC 20 Constitution saving throw or gain a level of exhaustion.

ACTIONS

Multiattack. The sinfac makes two attacks: one with its tail and one with its claws or harpoon.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 60/240 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, and the target must succeed on a Strength contest against the sinfac or be pulled up to 30 feet toward the sinfac.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.



Whoa. This thing doesn't have much of a face.

—Lucian J. Introcaso

It spits the equivalent
of hot tar.

—Lucian J. Introcaso



SINTREK (TROGLODYTE)

A sintrek is a bipedal dragon with gray, scaly skin and long claws that stands about five feet tall.

Born from Dragon Eggs. Tiamat imbues every chromatic dragon with the knowledge of a ritual they can use to hatch an egg early. This ritual is most often used when one dragon captures another's eggs, but in desperate times a dragon may invoke the magic on its own brood when it needs reinforcements and has no other recourse. When the ritual causes an egg to hatch, a sintrek emerges from the shell instead of a true dragon.

Loyal and Unintelligent. Sintreks inherit their parents' claws and jaws but lack the cunning of true dragons. They are forever loyal to the dragon that hatched them, willing to die in any task they are ordered to undertake. Every sintrek is a simple, fierce warrior that views its controlling dragon as an all-powerful god. If the dragon that created the sintrek dies, the sintrek stays in the dragon's lair, mourning the death of its deity and defending what remains of the wyrm's hoard.

Tar Breath Weapon. Every sintrek has the same deadly breath weapon: a spray of sticky, burning tar.

SINTREK

Medium dragon, lawful evil

Armor Class 16 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	7 (–2)	8 (–1)	6 (–2)

Damage Resistances acid, cold, fire, lightning, poison

Senses darkvision 60 ft., passive Perception 9

Languages Draconic

Challenge 3 (700 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 9 (1d12 + 3) piercing damage.

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

Tar Breath (Recharge 6). The sintrek exhales hot tar in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw. A creature takes 16 (3d10) fire damage and is restrained on a failed save, or half as much damage without being restrained on a successful one. A restrained creature can use its action to make a DC 12 Strength (Athletics) check, ending the restrained condition on a success.



These things eat carrion.
I mean, look at those teeth.

—Lucian J. Introcaso

SKATETHON (CLOAKER)

Skatethons look like bat-sized stingrays with barbed tails that undulate through the air. They typically travel in groups of three to five and hunt in deserts.

Carrion Predators. Skatethons consume the flesh of other creatures, whether rotting or fresh. When they can't find easy carrion to eat, they prefer to attack terrestrial prey that can't chase them into the air. Skatethons take turns feeding and attacking, leaving at least one of their number circling high above to watch for threats.

Slow Death. Skatethons' jaws produce slow-acting venom that takes days to kill a bitten creature. While the creature suffers, the skatethons track it from the sky, waiting for their prey to collapse so they can devour it.

Shrieking Comets. Skatethons are incredibly quick and dive out of the air to attack larger prey. These attacks are not surprise ambushes. They are preceded by the predator's terrible high-pitched shrieks, as the skatethons call out to each other to share the location of a meal.

SKATETHON

Tiny monstrosity, unaligned

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	14 (+2)	4 (–3)	12 (+1)	6 (–2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages –

Challenge 1/2 (100 XP)

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

ACTIONS

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

Hit: 5 (1d4 + 3) piercing damage, and if the target is a creature, it must succeed on a DC 12 Constitution saving throw or become poisoned and gain one level of exhaustion. At the end of each long rest, the poisoned creature must repeat the saving throw. On a failed save, the creature gains a level of exhaustion. On a successful save, the creature's exhaustion level is reduced by 1. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature is no longer poisoned. If the poisoned condition is removed by other means, any levels of exhaustion gained from the skatethon's poison disappear.

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

SKUNKLINE (OTYUGH)

The forest-dwelling skunkline is a happy, bulbous creature with three legs. Its eyes and nose are set in a stalk that emerges from the top of its body, and it has two tentacles that end in spikes. Adult skunklines stand about three feet tall, with tentacles twice as long.

Quest Lovers. Skunklines wander the forest, eating plants and looking for sapient creatures to engage in conversation. They enjoy telling and learning stories of

heroic deeds and saviors who defeat evil. The only thing a skunkline likes more than sharing an epic tale is becoming a character in one. When a skunkline meets adventurers, the fey creature begs to be a part of the next quest the heroes take on. After the quest is complete, the skunkline heads back to the forest to share the story with its friends.

Olfactory and Sound Illusionists. A skunkline's teeth and tentacles are obviously formidable, but its innate magical talents are less conspicuous. All skunklines can create illusionary sounds and smells, which they use to distract and overwhelm their foes.



It has the ability to create aromas.

—Lucian J. Introcaso

SKUNKLINE

Medium fey, neutral good

Armor Class 14 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Skills History +2, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Sickening Aura. Any creature the skunkline chooses that can smell the skunkline and starts its turn within 10 feet of the skunkline must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the skunkline's Sickening Aura for 1 hour. The skunkline is immune to the effect of other skunklines' Sickening Aura.

ACTIONS

Multiattack. The skunkline makes three attacks: one with its bite and two with its tentacles.

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

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The skunkline has two tentacles, each of which can grapple one target.

Illusion of Sound and Smell. The skunkline picks a nonmagical object within 120 feet of it. The object emanates the illusion of a sound and a smell that is experienced by creatures within 60 feet of it. The sound and smell seem real, though a creature that interacts with the object and succeeds on a DC 13 Intelligence (Investigation) check knows the smell and sound are illusory. The skunkline must concentrate on the illusion as if it were concentrating on a spell. If the skunkline moves more than 120 feet away from the object, the illusion immediately ends.

SLOAT (NALFESHNEE)

Sloat are fallen angels that stand about eleven feet tall. They look like bloated hybrids of an ape and a boar, with tiny, useless wings sprouting from their shoulders.

Fallen Angels. When a deity catches an angel performing some foul misdeed, the god can punish the celestial by transforming it into a sloat and banishing it to the Material Plane. The transformation can only be undone by the god that dealt the punishment.

A sloat's transformation does more than change its appearance: the process corrupts the creature's innate magic. Its touch harms instead of healing, and it exudes necrotic energy and a rotting stench instead of radiant light.



SLOAT

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

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

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Celestial

Challenge 8 (3,900 XP)

Corrupt Weapons. The sloat's weapon attacks are magical. When the sloat hits with any weapon, the weapon deals an extra 2d6 necrotic damage (included in the attack).

Innate Spellcasting. The sloat's spellcasting ability is Charisma (spell save DC 14). The sloat can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day: *animate dead*

Stench. Any creature other than a sloat that starts its turn within 10 feet of the sloat must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all sloat for 1 hour.

ACTIONS

Multiattack. The sloat uses Liar's Tongue, then makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, plus 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage, plus 7 (2d6) necrotic damage.

Liar's Tongue. One creature the sloat can see within 30 feet of it must succeed on a DC 14 Charisma saving throw or it can only speak lies for the next 24 hours. A *remove curse* spell or similar magic ends this effect.

Miserable Hermits. The reputation and appearance of sloat often leads other creatures to attack the fallen angels on sight, so they live in seclusion out in the wilderness. If a sloat can't find a peaceful home, it sometimes tries to make one by attacking nearby settlements until the people flee or are slaughtered. Once a sloat has established a home, it's extremely protective of its territory. Anything that could threaten its miserable solitude must be eliminated.

Occasional Heroes. There are rare cases of sloat that attempt to regain the favor of the gods by performing heroic deeds. These sloat must work hard to win the hearts of mortals and even harder to impress a deity. As far as any mortals know, no sloat has ever had its punishment undone.

It smells like horrible, fetid flesh.

—Lucian J. Introcaso



SLYPERRO (ARCANALOTH)

A slyperro is a bipedal vulpine fiend that stands about six feet tall.

Spell Collectors. The archdevil Mephistopheles created slyperros. The devil lord gave the fiends the power to absorb spells from other mages they bite. Mephistopheles made slyperros to accumulate power for him, but the creatures soon used the magic they learned to shield themselves from the devil lord's influence. Suddenly fearing his own creations, Mephistopheles denounced the slyperros and banished them from the Nine Hells.

Now slyperros wander the multiverse, trying to learn every spell they can. Each believes that if it understands all the magic the multiverse has to offer, it will become unstoppable. The fiends are imbued with Mephistopheles' lust for power and distrust of others, so each works alone and sees other slyperros as competition that must be stopped.

Disguised as Humanoids. Every slyperro knows that one of the best places to find diversity among spellcasters and magical innovation is the Material Plane. Disguising themselves as humanoids, they wander worlds, tricking other spellcasters and devouring their knowledge.

Look at Foxy Loxy over here.

—Lucian J. Introcaso

SLYPERRO

Medium fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 228 (24d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	20 (+5)	23 (+6)	18 (+4)	20 (+5)

Saving Throws Int +12, Wis +10

Skills Arcana +18, Deception +11, History +12, Insight +10

Damage Immunities cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 17 (18,000 XP)

Limited Magic Immunity. The slyperro can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

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

Spellcasting. The slyperro is a 19th-level spellcaster with no limit to the number of spells it can prepare. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *eldritch blast*, *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*
 1st level (4 slots): *bless*, *chromatic orb*, *cure wounds*, *detect magic*, *inflict wounds*, *thunderwave*

2nd level (3 slots): *invisibility*, *hold person*, *moonbeam*, *phantasmal force*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *fly*, *spirit guardians*

4th level (3 slots): *dimension door*, *Evard's black tentacles*, *greater invisibility*, *wall of fire*

5th level (3 slots): *destructive wave*, *hallow*, *scry*, *wall of force*

6th level (2 slots): *chain lightning*, *disintegrate*, *heal*

7th level (1 slot): *divine word*, *forcecage*, *teleport*

8th level (1 slot): *dominate monster*, *earthquake*, *maze*

9th level (1 slot): *foresight*, *gate*, *meteor swarm*

ACTIONS

Multiattack. The slyperro makes two claw attacks and one bite attack. It can cast a cantrip or 1st-level spell before or after making these attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage, and the slyperro immediately learns and prepares a spell of its choice from the list of spells the target has prepared or knows.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Illusory Appearance. The slyperro covers itself and anything it is wearing or carrying with a magical illusion that makes it look like a humanoid of its general size. The effect ends if the slyperro takes a bonus action to end it or if it dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the slyperro could appear to have no fur coat, but someone touching it hand would feel the creature's thick pelt of hair. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the slyperro is disguised.

SPYLET (QUASIT)

Spylets are fast, fierce creatures with green skin and horned heads. Though they're barely a foot tall, their tiny stature belies their cleverness and psionic abilities.

Planar Travelers. Spylets are nomads that have wandered the multiverse for as long as anyone can remember. They have no record of their plane of origin and consider all the multiverse their home. The aberrations often travel alone or in small groups, making themselves welcome wherever they travel.

Watchers of the Multiverse. Spylets are concerned with the state of the multiverse as a whole. Their psionic abilities allow them to move quickly from place to place, observing and recording important events. The creatures interfere in others' affairs only to protect themselves and the balance of the multiverse, or in ways that allow them to get a better understanding of an event's nuance. They have been known to ask adventurers to defend them as they observe and record battles and other dangerous events.

Why do spylets observe such things? They are watching for any hint of an event that could lead to the end of the multiverse.

Guardians of the Multiverse. Spylets move from observers to warriors when they find evidence of an event that could threaten the multiverse. They will sacrifice everything and battle against any force to prevent the end of existence. The aberrations often intervene in seemingly insignificant events that they've calculated could lead to the end of everything.

Spylet Meetings. Spylets hold regular meetings where many of their kind gather to share and discuss recent events they observed. They decide what, if any, action needs to be taken in the interest of the multiverse and which spylets should perform those tasks.

SPYLET

Tiny aberration, neutral

Armor Class 19 (natural armor)

Hit Points 21 (6d4 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	18 (+4)	12 (+1)	20 (+5)	16 (+3)	12 (+1)

Saving Throws Wis +5

Skills Arcana +7, History +7, Investigation +7, Perception +5, Stealth +6

Damage Immunity psychic

Senses darkvision 60 ft., passive Perception 15

Languages Common, telepathy 120 ft.

Challenge 2 (450 XP)

Evasion. If the spylet 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.

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

At will: *detect thoughts*, *misty step*

3/day: *invisibility*

1/day: *plane shift* (self only)

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Psionic Blast (Recharge 4–6). *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 16 (3d10) psychic damage.



They won't hang out with you too long because they're very independent.

—Lucian J. Introcaso



STRATONIAN (LEMURE)

The stone-skinned stratonians are the size of small mountains, standing over 1,000 feet tall and nearly as wide around. Getting within the reach of one of these mountainous beings spells certain death.

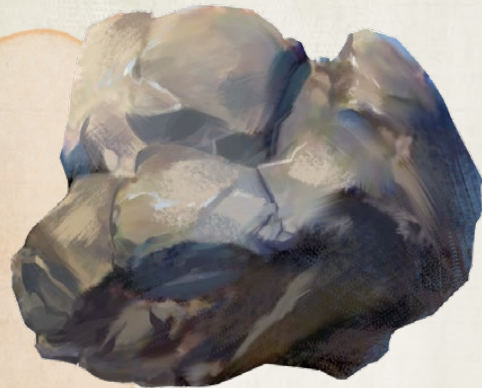
Grumpy Ground Growers. A stratonian begins its existence as a naïve granino. After sleeping in the ground for eons, the being emerges from the earth as a giant, grumpy creature eager to destroy anything that walks by. Stratonians aren't evil—but after waking up from a millennia-long nap they're murderously irritable. They can't even stand each other! The only creatures that can get near one of these behemoths and not suffer its wrath are its offspring, graninos, which the stratonian creates by ripping off pieces of its own body.

Stationary and Solitary. When a granino buries itself in the ground to transform into a stratonian, it picks a secluded area far away from all other creatures, as if it innately knows it will become a violent monster upon waking. As a result, stratonians are often far away from any civilization, though they sometimes stand in the paths of explorers. They can't move once they emerge from the ground, so most mountainous grouches remain relatively undisturbed by others.

Much can change during the eons a stratonian sleeps and grows. What was once a solitary area could be a busy trade route or city. Such places are quickly abandoned until truly epic heroes can dispatch the stratonian.

Easily Distracted. Stratonians are neither bright nor agile. While they lash out at other creatures, it's possible to distract the sluggish and slow-witted creatures to try to sneak around them.

Elemental Nature. Stratonians don't require air, food, drink, or sleep.



HURLED GRANINO IN
BOULDER FORM

This creature is big. It's
the size of a mountain.

—Lucian J. Introcaso



STRATONIAN

Gargantuan elemental (titan), chaotic neutral

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	7 (-2)	30 (+10)	5 (-3)	8 (-1)	10 (+0)

Saving Throws Int +6, Wis +8, Cha +9

Skills Athletics +19

Damage Immunities fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 500 ft., passive Perception 9

Languages Terran

Challenge 30 (155,000 XP)

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

Legendary Resistance (3/Day). If the stratonian fails a saving throw, it can choose to succeed instead.

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

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

Siege Monster. The stratonian deals double damage to objects and structures with its weapon attacks.

ACTIONS

Multiattack. The stratonian uses Sickening Bellow then makes two attacks, each of which must be against different targets.

Sickening Bellow. Each creature within 500 feet of the stratonian that can hear it must succeed on a DC 19 Constitution saving throw or it is deafened and poisoned 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 stratonian's Sickening Bellow for the next 24 hours.

Boulder. *Ranged Weapon Attack:* +19 to hit, range 3,000/9,000 ft., one target. *Hit:* 65 (10d10 + 10) bludgeoning damage, and the target must succeed on a DC 27 Strength saving throw or it is pushed 20 feet away from the stratonian.

Slam. *Melee Weapon Attack:* +19 to hit, reach 1,000 ft., one target. *Hit:* 115 (10d20 + 10) bludgeoning damage, and the target must succeed on a DC 27 Strength saving throw or fall prone.

LEGENDARY ACTIONS

The stratonian 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 stratonian regains spent legendary actions at the start of its turn.

Spit Rock. The stratonian picks one creature it can see within 100 feet of it. That creature must succeed on a DC 27 Dexterity saving throw or take 33 (6d10) bludgeoning damage.

Hurl Granino. The stratonian rips off a small piece of itself and can hurl it up to 3,000 feet away. The hunk of rock becomes a **granino** when it lands.

Shake It (Costs 2 Actions). All creatures within 300 feet of the stratonian must succeed on a DC 27 Dexterity saving throw or fall prone.

Boulder or Slam (Costs 3 Actions). The stratonian makes a boulder or slam attack.

THONGTHOR (BARLGURA)

There is only one Thongthor. This nearly forty-foot-tall, fur-covered elemental is stone given life in a monstrous, simian form.

Mountain Spirits. The armies of two warring wizards once clashed atop Mount Thongthor. The battle ended in the annihilation of both sides and blasted the verdant mountain to pieces. All that remained was a single towering rock, Mount Thongthor's very core.

The local druids mourned the death of the mountain and its life, calling forth the spirits of the plants and animals that perished. The ritual killed the druids, combining their spirits with the others and binding them into the core of the mountain as a single soul. The rock was given life and became the creature Thongthor.

Nature's Rage. The sorrowful, vengeful spirits make up the soul of Thongthor. The great elemental travels the worlds of the Material Plane, moving between forests, swamps, tundra, and other wild places as a self-appointed guardian. When humanoids such as miners, lumberjacks, or soldiers destroy these areas, Thongthor rampages, destroying the perpetrators and tracking them back to their settlements, which the elemental razes. Particularly heinous crimes against nature, like a battle that burns thousands of acres of forest to the ground, can cause Thongthor to rampage across the world, leveling settlement after settlement.

Immortal Traveler. Thongthor cannot be killed permanently. When the elemental dies, its soul travels to a new world of the Material Plane and reforms, where Thongthor once again takes up its charge as guardian of the wild.



THONGTHOR

Gargantuan elemental (titan), neutral

Armor Class 20 (natural armor)

Hit Points 553 (27d20 + 270)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	10 (+0)	18 (+4)	10 (+0)

Saving Throws Str +17, Con +17, Wis +11

Skills Athletics +17, Nature +7, Perception +11, Survival +11

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 21

Languages understands Common, Druidic, and Terran but can't speak

Challenge 22 (41,000 XP)

Discorporation. When Thongthor drops to 0 hit points or dies, its body is destroyed but its essence travels to a different world of the Material Plane, where its body eventually reforms.

Legendary Resistance (3/Day). If Thongthor fails a saving throw, it can choose to succeed instead.

Magic Weapons. Thongthor's weapon attacks are magical.

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

Siege Monster. Thongthor deals double damage to objects and structures with its weapon attacks.

ACTIONS

Multiattack. Thongthor uses its Frightful Presence, then makes two attacks.

Frightful Presence. Each creature of Thongthor's choice that is within 120 feet of Thongthor and aware of it must succeed on a DC 17 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 Thongthor's Frightful Presence for the next 24 hours.

Fist. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. **Hit:** 32 (4d10 + 10) bludgeoning damage.

Rock. Ranged Weapon Attack: +17 to hit, range 300 ft./600 ft., one target. **Hit:** 37 (6d8 + 10) bludgeoning damage.

LEGENDARY ACTIONS

Thongthor 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. Thongthor regains spent legendary actions at the start of its turn.

Fist. Thongthor makes an attack with its fist.

Move. Thongthor moves up to its speed.

Thunder Leap (Costs 3 Actions). Thongthor leaps up to 100 feet into the air with a thunderous boom and lands anywhere within 100 feet of its original position. This movement does not provoke opportunity attacks and Thongthor takes no damage from falling. Each creature within 30 feet of Thongthor when it jumps or when it lands must succeed on a DC 20 Constitution saving throw or take 22 (4d10) thunder damage and be knocked prone.

He arose from stone. That's why he's got such powerful arms and legs.

—Lucian J. Introcaso

TORADOR (ABOLETH)

Few creatures have appetites like a torador, a colossal squid mutated by a primal arcane ritual. These three-eyed, six-tentacled, razor-toothed monstrosities are between twenty-five and thirty feet long. It's a good thing they're rare.

Created by Ancient Magic. The ritual used to create toradors has never been recorded. The mage who invented the creature passed it down by word of mouth. Only a select, secret few know it. Most have no desire to use the ritual. One must capture a giant squid to perform it, and the ritual does not give the mage control of the ever-hungry monstrosity it creates. Wanton, indiscriminate destruction is the only reason to make torador.

Endless Hunger. Insatiable carnivores, toradors roam the depths of the ocean looking for meat. They attempt to devour any creature they come across, though they do have the sense to flee from a losing battle and live to eat another day.

If toradors find an easy food source, such as a reef teeming with life or a harbor full of ships, they gorge themselves until every morsel is devoured and remain in the area for weeks afterward, hoping the food source replenishes.

Massive Leaps. Toradors can leap great heights into the air above the surface of the ocean to devour flying creatures. They have been known to bring down griffons, rocs, and even the occasional dragon.

It eats whatever it wants.

—Lucian J. Introcaso

TORADOR

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 279 (18d20 + 90)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	21 (+5)	3 (-4)	12 (+1)	8 (-1)

Saving Throws Dex +4, Con +9, Wis +5, Cha +3

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages –

Challenge 12 (8,400 XP)

Diver. The torador does not take damage from falling when it lands in water.

Water Breathing. The torador can breathe only underwater.

ACTIONS

Multiattack. The torador makes one bite attack and one tentacle attack.

Bite. Melee Weapon Attack: +13 to hit, reach 5 ft., one target.

Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature grappled by the torador, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the torador, and it takes 21 (6d6) acid damage at the start of each of the torador's turns.

If the torador takes 30 damage or more on a single turn from a creature inside it, the torador must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the torador. If the torador dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. **Hit:** 19 (3d6 + 9) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The torador has six tentacles, each of which can grapple one target.

Breach. If the torador is within 60 feet of the surface of the water, it can leap out of the water up to a height of 500 feet, then immediately fall back into the water. This movement does not provoke opportunity attacks. During the leap or fall the torador may make one bite or tentacle attack.

TURKGON (FIRE SNAKE)

Turkgons are red and orange dragons that grow to be more than thirty feet long. They have no limbs, but their serpentine bodies end in a plumed head with a massive, toothed beak. Despite their lack of wings, turkgons are able to fly.

Lesser Red Dragons. An adult turkgon can breathe fire hot enough to melt stone and enjoys areas of extreme heat, leading many to speculate that it is somehow related to the red dragon. It does not seem to share the red dragon's innate greed or cruelty, nor does a turkgon live as long as a true dragon. Turkgons reach adulthood at about twenty years of age and die around one hundred.

Imprinted Loyalty. Turkgons imprint upon whatever creature they see first when they hatch from their golden eggs. The turkgon treats this creature as its

unquestionable master, doing whatever is asked of it. As the turkgon grows older, it gains a distinct personality and learns to reason and think for itself, though some instinct has it remain loyal to its master. A turkgon's master can appoint a secondary master for the dragon. In the event of the master's death or disappearance, the turkgon turns to the secondary.

In very rare cases a turkgon has broken free of the sway of a particularly abusive master.

Controlled Eggs. Because they make powerful soldiers, turkgon eggs are extremely valuable, made even more so by their scarcity. The few eggs known to exist are protected and controlled by powerful nobles, tyrants, and rulers.

This is a class of chicken dragon.

—Lucian J. Introcaso

TURKGON

Gargantuan dragon, lawful neutral

Armor Class 14 (natural armor)

Hit Points 201 (13d20 + 65)

Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+8)	10 (+0)	20 (+5)	13 (+1)	10 (+0)	17 (+3)

Saving Throws Dex +4, Con +9, Wis +4

Skills Perception +4

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Common, Draconic

Challenge 10 (5,900 XP)

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

ACTIONS

Multiattack. The turkgon makes two attacks: one with its bite and one constrict attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage, and 3 (1d6) fire damage.

Constrict. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage, and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained, and the turkgon can't constrict another target.

Fire Breath (Recharge 5–6). The turkgon exhales fire in a 90-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Guard. When a creature within 10 feet of the turkgon is hit with an attack, the turkgon is hit with the attack instead.





UGOTH

Medium monstrosity, unaligned

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	1 (–5)	10 (+0)	3 (–4)

Skills Perception +2, Stealth +4

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

Perception 12

Languages —

Challenge 1 (200 XP)

Mud Camouflage. The ugoth has advantage on Dexterity (Stealth) checks made to hide in muddy terrain.

Mud Mover. In muddy conditions the ugoth's speed increases by 10 feet.

ACTIONS

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

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the ugoth can't constrict another target.

UGOTH (PIERCER)

Giant, one-eyed slugs that can grow up to seven feet long, ugoths hibernate for years in muddy plains, then emerge famished, ready to devour any meat they come across.

Unexpected Emergence. Ugoths bury themselves in the ground and emerge as a group every ten to twenty years. There seems to be no way of predicting the exact year they will appear or where in a muddy plain they might emerge, as they can burrow in one place as juveniles and emerge miles away as adults over a decade later.

When they emerge, ugoths prowl the mud flats for months, mating, laying eggs, and devouring any other creatures they come across, though they have a particular taste for horses, which they pursue and consume at all costs. Then just as suddenly as they appeared, the ugoths burrow back beneath the ground and hibernate once again.

Jabba the Hutt comes to mind.

—Lucian J. Introcaso

VILTIK (FOMORIAN)

Rare and elusive, viltiks are grey-skinned giants nearly thirty feet tall with large yellow eyes and gnarled, hairless bodies.

Kraken Creations. Krakens created viltiks long ago to serve as their soldiers on land. The aquatic aberrations gave the giants little intelligence to ensure that viltiks would carry out vile orders without question. Viltiks understand and speak no languages and can only be communicated with telepathically. With these powerful giants on land, the krakens almost conquered the world, but a group of mages managed to sever the aberrations' telepathic connection to the viltiks and the army of giants fell into disarray.

VILTIK

Gargantuan giant, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	22 (+6)	5 (–3)	12 (+1)	7 (–2)

Saving Throws Wis +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Senses darkvision 120 ft., passive Perception 11

Languages can't speak or understand language but can be communicated with through telepathy

Challenge 13 (10,000 XP)

Amphibious. The viltik can breathe air and water.

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

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

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

ACTIONS

Multiattack. The viltik makes two melee attacks.

Greatclub. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

Kick. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one Medium or smaller creature. *Hit:* The target is kicked up to 60 feet in a random direction and knocked prone. If a kicked target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was kicked. If the target is kicked at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Bolt. The viltik hurls lightning in a 100-foot line that is 5 feet wide. Each creature in the line must make a DC 19 Dexterity saving throw, taking 44 (8d10) damage on a failed save, or half as much damage on a successful one.

Scared Hermits. Still suffering from the trauma of having their connection to the krakens severed, surviving viltiks see almost every creature they come across as a threat, including others of their kind. They lead secluded lives in deep canyons, remote ruins, or enormous caves. When confronted by other creatures, their first instinct is to lash out. If a creature can telepathically reach out to a viltik, it stands a chance of convincing the giant to stay its attack.

Memories of Krakens. Viltiks were so connected to the krakens that the giants remember some of the greatest secrets of their old masters. Most viltiks decorate their lairs with crude finger paintings of these memories. Adventurers looking for hidden kraken lairs or treasure caches might seek out a viltik to see what it knows.



This guy looks like the cousin of the kraken.

—Lucian J. Introcaso



They can self-divide, but there can't be too many of them.

—Lucian J. Introcaso



VIZOR (NOTHIC)

Clawed, bipedal carnivores about three feet tall with one massive green eye, vizors prowl the desert in packs searching for fresh flesh.

Delicious Fear. Vizors prefer the taste of meat saturated with fear. They use their stealthy movement to sneak up on caravans and camps in the desert night, tearing only a few victims limb from limb with their claws and feasting as they scatter the survivors.

After devouring their initial victims, the vizors pursue the fleeing survivors, sometimes over the course of several days. The monstrosities keep their prey basting in fear, picking victims off one by one.

Split Reproduction. Every vizor is identical because they reproduce through a grotesque process of splitting in half and quickly regenerating. Luckily, vizors can only do such a thing when there are fewer than a dozen nearby, though the purpose for this limit is unclear.

VIZOR

Small monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	4 (–3)	13 (+1)	8 (–1)

Skills Perception +3, Stealth +5, Survival +3

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

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

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

ACTIONS

Multiattack. The vizor attacks twice: once with its bite and once with its claws.

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

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

Divide (1/Day). The vizor splits, becoming two vizors. The new vizor is unaffected by any conditions and has all of its hit points, but cannot use Divide until it completes a long rest.



ZICTHRO (STIRGE)

A zicthro is a red-skinned, bat-like creature with a furry mane of hair and a long beak. Wispy red energy flows off the creature, evidence of the magic that was used in its creation.

Created by Mages. A mage can create a zicthro through a special ritual that uses the spellcaster's blood. This blood comes to life, stretching and morphing into the zicthro, which faithfully serves its creator. The avian constructs make perfect messengers, couriers, spies, and guardians. They can also hunt like birds of prey, catching food to keep their creator fed.

Magic Talents. The magical energy infused within a zicthro gives it the ability to turn invisible, phase through objects, and shock any creature that touches it.

Construct Nature. A zicthro doesn't require air, food, drink, or sleep.

Really? This is a classic D&D monster? My god.

—Lucian J. Introcaso

ZICTHRO

Small construct, lawful neutral

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	7 (–2)

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages the languages of its creator

Challenge 1/4 (50 XP)

Blood Bound. If the zicthro's creator dies, the zicthro is immediately destroyed.

Incorporeal Movement. The zicthro 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.

Telepathic Bond. While the zicthro is on the same plane of existence as its creator, it can magically convey what it senses to its creator, and the two can communicate telepathically.

ACTIONS

Lightning Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) lightning damage.

Invisibility. The zicthro magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the zicthro wears or carries is invisible as well.

ZULE (WATER WEIRD)

Ethereal spirits from Mount Celestia, zules are ghostly serpents that put mortals to the ultimate test.

Evicted from Mount Celestia. Long ago zules lived on Mount Celestia, where they argued constantly with other celestials about the best way to test the goodness of mortals. While most celestials believe one need only look at the deeds of a mortal to know if that person belonged on Mount Celestia after dying in the Material Plane, zules thought every mortal should be actively tested. After all, a human born into a life of poverty might turn to petty theft to just to eat, while a charitable noble born with all the comforts of the world could show their evil heart if all their money and privilege was stripped away.

Against the wishes of the angels and the gods, the zules starting testing mortals in secret, seeing how much each would sacrifice in the name of goodness. When the zules were exposed, they were cast out of Mount Celestia and banished to the Material Plane, where they still live in hidden caves and forgotten ruins that are surrounded by hazards and monsters.

Help for Sacrifice. Humanoids seek out a zule because the celestials grant wishes. There are two rules that must be followed in order for a zule to perform such magic. First, the requested miracle must be made for someone else. Zules do not grant selfish desires. Second, the person making the request must sacrifice something dear to them. This sacrifice cannot be material. It could be a language, skill, knowledge, or talent the creature possesses, or the creature's life. The bigger the request, the larger the sacrifice required.

ZULE

Huge celestial, lawful good

Armor Class 17

Hit Points 207 (18d12 + 90)

Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	21 (+5)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Con +10, Wis +10, Cha +9

Skills Perception +10

Damage Resistances acid, fire, lightning, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge 14 (11,500 XP)

Divine Awareness. The zule knows if it hears a lie.

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

At will: *flame strike*, *mage hand*, *scrying*, *thaumaturgy*
3/day each: *hallow*, *greater restoration*
1/day each: *harm*, *true resurrection*

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

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

ACTIONS

Multiattack. The zule makes two bite attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.
Hit: 34 (5d10 + 7) radiant damage.

Sacrificial Wish. The zule chooses one creature it can see within 60 feet of it. It asks the creature to permanently lose one of the following (chosen by the zule): an armor, skill, tool, or weapon proficiency, a language it knows, a feat, a racial trait, a class feature, or its life. If the creature makes the sacrifice, the zule can immediately cast the *wish* spell.

A zule will heal you if give it a sacrifice—but it can't be a local lamb, rabbit, or goat.

—Lucian J. Introcaso

APPENDIX A: MONSTERS BY TYPE

ABERRATION

Monster	Challenge Rating
Crestcean	2
Cryon	1/8
Dythrong	9
Gabacell	4
Jarmap	0
Keylog	11
Klamoch	1
Mishlop	1
Potentling	16
Recfur	3
Scorpdillo	7
Spylet	2
Swarm of Jarmaps	1

BEAST

Monster	Challenge Rating
Chicktee	0
Swarm of Chicktees	2

CELESTIAL

Monster	Challenge Rating
Ellow	9
Gordaan	13
Zule	14

CONSTRUCT

Monster	Challenge Rating
Linc	1
Ollinox	10
Orgon	8
Osteox	1/8
Roabley	1
Zicthro	1/4

DRAGON

Monster	Challenge Rating
Azorpede	2
Azorpede Queen	6
Poullian	5
Sintrek	3
Turkgon	10

ELEMENTAL

Monster	Challenge Rating
Entomblinizer	4
Granino	5
Hecklin	5
Pedrik	11
Stratonian	30
Thongthor	22

FEY

Monster	Challenge Rating
Barowel	6
Dacblanc	4
Dacblanc General	6
Illora	2
Skunkline	3

FIEND

Monster	Challenge Rating
Burlon	4
Deviloaf	9
Donafur	26
Jorlog	11
Marona	2
Nettleham	7
Slyperro	17





GIANT

Monster	Challenge Rating
Nunc	3
Sinfac	5
Viltik	13

HUMANOID

Monster	Challenge Rating
Armored Clamur	2
Clamur	1/8
Kraglatit	3
Leghorn	2
Lobsteronian	1
Pudgling	1

MONSTROSITY

Monster	Challenge Rating
Ajeptic	0
Bearsteer	4
Chromadon	5
Faepo	5
Greater Kremlin	1
Greeper	1/8
Ion	8
Kragon	5
Lesser Kremlin	1/8
Marktaur	10
Me-me	8
Pinchon	8
Skatethon	1/2
Sloat	8
Supreme Kremlin	3
Swarm of Ajeptics	3
Torador	12
Ugoth	1
Vizor	2

PLANT

Monster	Challenge Rating
Bullwak Tree	12
Cedlore Stump	1
Fungivy	6
Schroom	1/2

UNDEAD

Monster	Challenge Rating
Faeton	2

APPENDIX B: MONSTERS BY CHALLENGE RATING

CHALLENGE 0 (0–10 XP)

Ajeptic
Chicktee
Jarmap

CHALLENGE 1/8 (25 XP)

Clamur
Cryon
Greeper
Lesser Kremlin
Osteox

CHALLENGE 1/4 (50 XP)

Zicthro

CHALLENGE 1 (200 XP)

Cedlore Stump
Klamoch
Greater Kremlin
Linc
Lobsteronian
Mishlop
Pudgling
Roabley
Swarm of Jarmaps
Ugoth

CHALLENGE 2 (450 XP)

Armored Clamur
Azorpede
Crestcean
Faeton
Illora
Leghorn
Marona
Spylet
Swarm of Chicktees
Vizor

CHALLENGE 3 (700 XP)

Kraglatit
Nunc
Recfur
Sintrek
Skunkline
Supreme Kremlin
Swarm of Ajeptics

CHALLENGE 4 (1,100 XP)

Bearsteer
Burlon
Dacblanc
Entomblinizer
Gabacell

CHALLENGE 5 (1,800 XP)

Chromadon
Faepo
Granino

Hecklin
Kragon
Poullian
Sinfac

CHALLENGE 6 (2,300 XP)

Azorpede Queen
Barowel
Dacblanc General
Fungivy

CHALLENGE 7 (2,900 XP)

Nettleham
Scorpdillo

CHALLENGE 8 (3,900 XP)

Ion
Me-me
Orgon
Pinchon
Sloat

CHALLENGE 9 (5,000 XP)

Deviloaf
Dythrong
Ellow

CHALLENGE 10 (5,900 XP)

Marktaur
Ollinox
Turkgon

CHALLENGE 11 (7,200 XP)

Jorlog
Keylog
Pedrik

CHALLENGE 12 (8,400 XP)

Bullwak Tree
Torador

CHALLENGE 13 (10,000 XP)

Gordaan
Viltik

CHALLENGE 14 (11,500 XP)

Zule

CHALLENGE 16 (15,000 XP)

Potentling

CHALLENGE 17 (18,000 XP)

Slyperro

CHALLENGE 22 (41,000 XP)

Thongthor

CHALLENGE 26 (90,000 XP)

Donafur

CHALLENGE 30 (155,000 XP)

Stratonian

APPENDIX C: MONSTERS BY ORIGINAL NAME

Original Name	My Dad's Name
Aboleth	Torador
Ankheg	Lobsteronian
Aracanaloth	Slyperro
Azer	Burlon
Balor	Jorlog
Barbed Devil	Nettleham
Bargura	Thongthor
Basilisk	Chromadon
Bearded Devil	Hecklin
Behir	Ion
Beholder	Cryon
Bone Devil	Faeton
Bulette	Armored Clamur Clamur
Carrion Crawler	Chicktee Swarm of Chicktees
Chuul	Crestcean
Cloaker	Skatethon
Cockatrice	Poullian
Couatl	Ellow
Darkmantle	Klamoch
Death Slaad	Me-me
Displacer Beast	Marona
Dryad	Illora
Ettercap	Pudgling
Fire Snake	Turkgon
Flameskull	Osteox
Flumph	Recfur
Fomorian	Viltik
Galeb Duhr	Granino
Gas Spore	Mishlop
Gelatinous Cube	Entomblinizer
Ghast	Nunc
Gibbering Mouther	Cedlore Stump
Glabrezu	Faepo
Gorgon	Ollinox
Goristro	Bearsteer
Grell	Jarmap Swarm of Jarmaps
Grick	Kragon

Original Name	My Dad's Name
Homunculus	Greeper
Hook Horror	Leghorn
Ice Devil	Pinchon
Intellect Devourer	Gabacell
Kraken	Orgon
Lemure	Stratonian
Marrow	Sinfac
Mimic	Linc
Mind Flayer	Dythrong
Monodrone	Roabley
Myconid	Schroom
Nalfeshnee	Sloat
Nothic	Vizor
Nycaloth	Deviloaf
Oni	Greater Kremlin Lesser Kremlin Supreme Kremlin
Otyugh	Skunkline
Owlbear	Barowel
Piercer	Ugoth
Planetar	Gordaan
Purple Worm	Keylog
Quasit	Spylet
Remorhaz	Azorpede Azorpede Queen
Roper	Potentling
Rust Monsters	Scorpdillo
Shadow Demon	Donafur
Shambling Mound	Fungivy
Stirge	Zicthro
Tarrasque	Marktaur
Troglodyte	Sintrek
Umber Hulk	Ajeptic Swarm of Ajeptics
Vrock	Kraglatit
Water Weird	Zule
Xorn	Pedrik
Yeti	Dacblanc Dacblanc General
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