

PLANAR BESTIARY

SCORES OF NEW MONSTERS FROM ACROSS THE PLANES!

BY BRUCE R. CORDELL AND SEAN K. REYNOLDS



PLANAR BESTIARY



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INTRODUCTION

Planar Bestiary was developed as part of the Path of the Planebreaker crowdfunding campaign, which presents new alternate worlds, including new planar class options, subclasses, feats, items, spells, player character species options, and of course, new planar monsters for the GM. Despite that, you don't need the Path of the Planebreaker book to use and enjoy Planar Bestiary. All you need is a working knowledge of the 5E ruleset.

During my formative gaming years in the 1980s, I occasionally ran tabletop roleplaying games for my friends. Early on, that was mostly D&D, just like you'd expect. But our group branched out into other systems as they came to our attention through the pages of *Dragon* magazine. One of those was Gamma World, a game about adventuring in a vastly changed new world following a nuclear holocaust. I was keen to run it and bring my group of friends into an alternate dimension of mutants and radioactive threats the likes of which they'd never seen before.

So one afternoon we sat down and rolled up characters. Someone had scored a secondary source of new abilities from a different publisher. I don't recall where it came from, but the players were eager to fuse those additional interesting quirks into their characters, and I was all for it. Getting everything squared away during character creation took well over an hour, maybe two.

But finally, it was time to play! I had a short location ready for the PCs to explore: a gargantuan land ark constructed generations earlier, partly buried, filled with moldering super-science remnants and horrible monsters. And in the very first compartment the PCs opened, they encountered gamma moths.

According to my recollection, gamma moths were radioactive. The monster entry asked that I roll on a radiation reaction chart to see what weird thing would happen to the PCs. I rolled, and in my shock at the result, I blurted it out loud before I could think twice about the repercussions: "You're all dead!"

Which I knew, even as I said it, was a terrible, no-good way for the game to go. Chalk it up to a learning experience we all benefited from. Sometimes, you gotta let the dice *inform* your decisions as the GM, not dictate them. I mean, sure, a total party kill might eventually be in the cards; I've got a reputation to consider. But not during the first encounter.

Learn from my mistake. When you take your game someplace strange, like a perilous new world of the Material Plane or some other place in the multiverse, pay attention to what the monsters encountered there—and let's face it, there will be monsters—can actually do if they're new to you.

Guess what? *Planar Bestiary* is a trove of monsters gathered from across the planes of existence. All of them have an odd quirk, an unexpected backstory related to crossplanar travel or a dimensional anomaly, or possibly a deadly ability designed to test foes to the limit and beyond. New fiends and celestials, weird aberrations and monstrosities, and strange new humanoids (including some that hail from worlds of high technology) can be found within these pages.

However, here's my solemn promise to you: breathe easy—no gamma moths wait in ambush here.

BRall



MONSTERS A TO Z

ABOLISHER OF SORROW

This songbird's feathers seem more vibrant, more colorful, and more luxurious than those of other avian creatures of similar size and disposition. Its beak is crimson, and its eyes sparkle like stars.

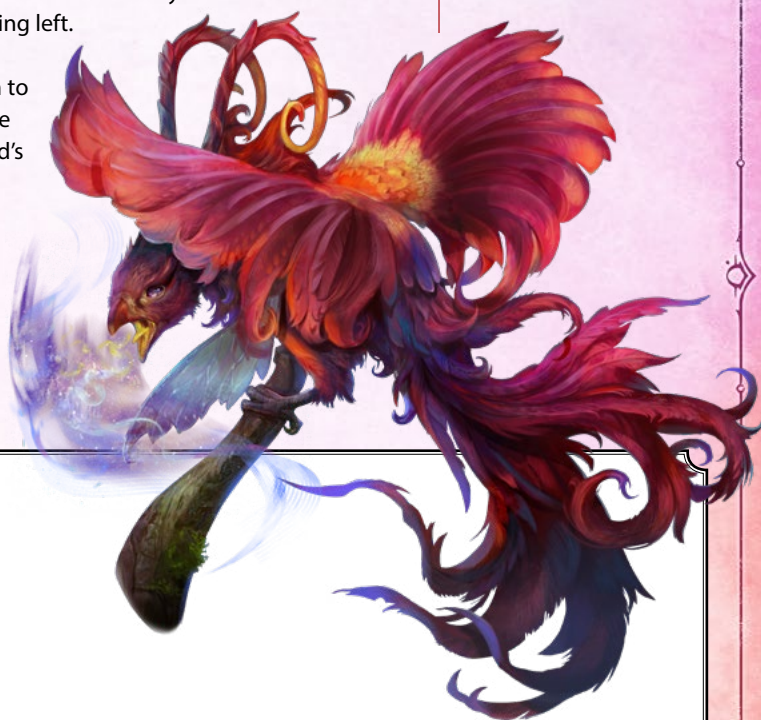
Feywild Origins. Blown off course by especially violent planar maelstroms, mated abolisher pairs can end up in other dimensions, especially on worlds of the Material Plane. Other times, travelers moving through a Feywild crossing encounter a lone abolisher and, finding it beautiful, capture it and take it with them as a prize or a pet. Later, they may forget where they got the creature and simply let it go someplace new.

Memory-Sapping Song. Creatures native to the Feywild are not subject to the abolisher's song, as its music is the sound and substance of the plane itself. For others, the alluring melodies of abolishers feel like a mental balm. But a creature snared by an abolisher's song can become so entranced that they don't realize their memories are slowly fading until they've got nothing left.

Death to Sorrow. Despite the dangers of listening to abolishers overlong, these creatures are named for how some people use them to lessen the sting of loss from a loved one's death or other tragedy. The grieving allow their painful memories to be washed away by this bird's captivating tune. However, if the process isn't monitored by a third party, those seeking relief from their sadness eventually lose too many memories to recall even their own name.

Jewel-like Eggs. The nest of a mated pair of abolishers eventually contains 1d4 perfect eggs with shells of iridescent crystal, as beautiful to gaze upon as an abolisher's song is to hear. Taking one from the nest is said to strike the thief down immediately with a curse of senility.

Lone abolishers are dangerous enough to those who don't understand their power. A flock of abolishers can wipe away someone's entire mind.



ABOLISHER OF SORROW

Tiny beast, unaligned

Armor Class 15

Hit Points 36 (8d4 + 16)

Speed 20 ft., fly 50 ft.

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

Skills Stealth +7 (+9 in forest terrain)

Damage Resistances thunder

Condition Immunities deafened

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Entrancing. The abolisher's song is beautiful and alluring, and those listening may not realize its true effect. A listening creature must succeed on a DC 15 Wisdom (Perception) check to notice the song's recollection-unraveling effect.

Camouflaging Feathers. The abolisher can take the Hide action as a bonus action on each of its turns in wooded terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the abolisher's space. *Hit:* 1 piercing damage.

Song of Forgetting. One creature within 60 feet of the abolisher must succeed on a DC 12 Wisdom saving throw or take 3 (1d6) psychic damage and lose 1 point of Intelligence (i.e., their Intelligence score is reduced by 1) each round that the abolisher maintains its song. The target can attempt a DC 15 Wisdom (Perception) check each round to notice the ill effect the song is having, or be shaken out of their trance by another's action. An abolisher of sorrow's song usually leaves someone who fails to realize its effect with only 1d4 Intelligence remaining. This reduction lasts until the victim is healed by a *greater restoration* spell or comparable magic.

Creatures who are native to the Feywild or who have the Fey Ancestry trait are immune to this attack.

ACCUMULATOR

One or two accumulators appear, usually when least desired.

Often, accumulators are drawn first to those wearing lots of metal.

Born of the Elemental Chaos and the Plane of Air, accumulators are elementals of almost pure electrical energy. A standing bolt of twisting lightning with a vague semblance of a humanoid form, an accumulator stalks from point to point like individual lightning strikes advancing across the ground.

Electrical Fission. Lightning given substance and mind, accumulators seek to grow their electrical charge greater and greater, then, in a blast of energy, they branch into two individuals, each charged with the same power and purpose of the original.

Called by Experiment. Though most accumulators form naturally in the Elemental Chaos, some are generated in the laboratories of wizards and others who run experiments past the edge of common sense, attempting to coax energy out of wires, glass, and rude materials.

If something can conduct a spark, perhaps it can store the energy of a lightning storm if treated just right. Or if things go wrong, forge a joyfully destructive new accumulator.

Elemental Nature. An elemental doesn't require air, food, drink, or sleep.

ACCUMULATOR

Medium elemental, typically neutral

Armor Class 14

Hit Points 119 (14d8 + 56)

Speed 30 ft.

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

Saving Throws Dex +4, Con +4, Cha +3

Skills Acrobatics +6, Perception +4

Damage Vulnerabilities force

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, lightning

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 100 ft., passive Perception 14

Languages understands Auran (can't speak)

Challenge 4 (1,100 XP)

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

ACTIONS

Lightning Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) lightning damage and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of their next turn.

Accumulation. As a bonus action, the accumulator completes a circuit between itself and any creature stunned by it within 10 feet, inflicting 19 (3d12) lightning damage. The target must succeed on a DC 14 Constitution saving throw or remain stunned for 1d4 rounds. The stunned creature repeats the saving throw at the end of each of their turns; a successful save ends the condition early.



Electrocute (Recharge 4–6). Each creature in the accumulator's space must make a DC 14 Constitution saving throw. On a failure, a target takes 13 (3d8) lightning damage.

Lightning Step. The accumulator disappears and reappears at any spot within 500 feet, as long as it has a line of sight to the area, or electricity could move via conduction from one area to the other.

REACTIONS

Defensive Fission (Recharge after a Short or Long Rest). When attacked, the accumulator has a 45% chance to split into two creatures standing next to each other. The attacking character chooses which one to attack, but the attack has disadvantage. Both the original and the second accumulator have a hit point value equal to the accumulator at the time it split. Neither can reuse this ability until after a short rest.

AGONIZER

An agonizer is a fiend created to spy on, watch over, or torture other creatures. It looks like a floating, nearly spherical eyeball about 3 feet in diameter, with one large iris and several smaller ones scattered over its surface, and a three-fingered claw dangling from its underside.

Common to the Lower Planes. It's not known if agonizers were created independently by demons, devils, yugoloths, and other fiends, or if one kind of fiend invented them and the others copied the original. Regardless, they can be found on all of the Lower Planes, in service to various evil masters. An agonizer's subtype and alignment matches that of the fiend that created it—one created by a demon is a chaotic evil demon, one created by a devil is a lawful evil devil, and so on.

Emotionless Observers. Although agonizers are intelligent, they are barely sentient and (much like golems) lack emotional depth. A common fiend might enjoy torturing a victim just for the pleasure of hearing it scream, but an agonizer's response to pain or pleasure (its own or another's) is muted; they don't react to torture or even mortal threats with anything other than mild annoyance. They can experience pain, but the sensation is more akin to a slight itch than anything else. They have no ambition or desires. These qualities make them excellent guards and torturers, for they can't be bribed or coerced, nor do they understand mercy.

Perfect Memory. An agonizer memorizes everything it sees, allowing it to perfectly recall a confession under torture and any conversation it witnesses. Its master can order it to erase some or all of its memory at any time, which prevents what it knows from falling into the wrong hands.

An agonizer works alone, with others of its kind, or in subservience to some other creature, as its master desires.

AGONIZER

Medium fiend (any), typically neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

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

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	8 (−1)

Saving Throws Wis +5

Skills Perception +5, Stealth +6

Damage Resistances cold, fire

Damage Immunities psychic

Condition Immunities charmed, frightened, poisoned

Senses blindsight 5 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, Infernal (can't speak), telepathy 30 ft.

Challenge 5 (1,800 XP)

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

Death Throes. When the agonizer dies, it explodes in a painful burst of mental energy, and each creature within 5 feet of it must make a DC 15 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.



ACTIONS

Agony Ray. *Ranged Spell Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* 21 (4d8 + 3) psychic damage. The target must succeed on a DC 14 Constitution saving throw or become incapacitated for one minute.

Change Size. The agonizer reduces itself to the approximate size of a regular human eyeball (size Tiny). While at this size, it gains advantage on Stealth checks, but it cannot use its Agony Ray and its Death Throes inflicts only 1 psychic damage. It can return to its normal size as an action or reaction.

ALTERWRATH

A lone alterwrath can be encountered anywhere other undead are found.

They also shuffle the various layers of Hades, though they take any opportunity to leave.

Alterwrath are sometimes associated with the Tomb of Winter (page 137).

Alterwrath are undead spirits that exist in perpetual misery, joined together and forced to cooperate to achieve their ends despite an undying hatred for each other. But doing anything else would soon lead to the extinction of both.

Twisted, Comingled Forms. An alterwrath is a single entity comprised of two painfully fused, mismatched animate humanoid corpses. Reanimated in a lower plane, the creature “wears” a hovering crown of shadow, the negative light of a solar corona. Able to bend and jerk its body without the need to worry about living joints or the weakness of flesh, what would be clumsy and downright impossible for another creature is a nightmarishly agile and quick movement for the alterwrath.

Plutonic Origin. A region of Hades called Pluton trapped the souls of an unending stream of creatures from Material Plane worlds, imprisoning them in lightless vaults where their desperation and fear grew without surcease, forever. Most of these vaults still lie undiscovered, buried on a plane that most gods and monsters alike prefer to forget. But alterwrath are two souls that, working together, forged an unbreakable alliance until the bitter end.

Undead Nature. An alterwrath doesn’t require air, food, drink, or sleep.

ALTERWRATH

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	14 (+2)	14 (+2)	16 (+3)	18 (+4)

Skills Deception +7, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from magic weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, prone, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Celestial, Infernal

Challenge 5 (1,800 XP)

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

Magic Weapons. The alterwrath’s weapon attacks are magical.

Winter Blessed. The alterwrath has advantage on saving throws against turning. If turned, the alterwrath can repeat its saving throw each round on its turn to end the effect early.

ACTIONS

Multiattack. The alterwrath makes two slam attacks.

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

Ray of Death (Recharge 5–6). A target within 60 feet must succeed on a DC 14 Constitution saving throw or take 45 (10d8) necrotic damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of the alterwrath’s next turn. On a successful save, the target takes half damage and is not poisoned.



Plutonic Estrangement (Once). If an alterwrath has at least 30 hit points, it can separate its two fused bodies. When it does, all creatures in a 30-foot-radius sphere centered on the alterwrath must succeed on a DC 14 Dexterity saving throw. Targets in the area take 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Meanwhile, the alterwrath now exists as two separate undead creatures, one occupying the original alterwrath’s space, and the other occupying the nearest open space. Regardless of the original’s hit points at the time of estrangement, the two alterwrath singles each have 30 hit points. Any effects the original alterwrath was suffering now affect only the alterwrath single in the original space. The alterwrath single in the nearest open space can immediately take a turn (the single in the original space has already acted for the round by triggering the estrangement). Both singles have disadvantage on all saving throws.

Both singles perish within twenty-four hours—or sooner, as most will attack each other within a few hours of splitting, given no other enemies.

ANGELS

Envoys, messengers, and warriors of the Upper Planes, angels are varied in outlook and role. They include both those raised up and chosen to fill out battle hosts, and those who've become debased and fallen.

Immortal Nature. An angel, even a dissolute one, doesn't require food, drink, or sleep.

DISSOLUTE ANGEL

Once, dissolute angels worked to enforce the plans and commandments of good-aligned gods, sometimes providing aid, other times acting as a god's strong hand. But that was before. A long road of bad choices and questionable bargains can lead an angel to lose their status and their wings. Most dissolute angels proudly display the bloodied stumps, even piercing them with cruel iron hooks and jewelry depicting skulls and small blades. When roused to fury, their eyes take on a reddish gleam that some could mistake for hellfire. Instead of maces, they wield greatswords wreathed in death and ash.

Beyond Fallen. Some angels "fall" when their pride leads them to judge a situation prematurely, such that the angel, believing they're doing right, actually does the opposite. Dissolute angels, however, know exactly where and when they crossed the line. They feel a vindication that it was their choice, not something imposed upon them by others. For a dissolute angel, the ideal of "freedom at any cost" often masks their own inability to feel empathy for anyone but themselves.

Divine Saboteurs. Instead of becoming outcasts or seeking to get as far away from the Upper Planes as possible by looking to rule below, dissolute angels often set themselves directly against the interests of the gods they once served. Doing so openly, of course, would probably lead to their quick demise. Instead, dissolute angels work from the shadows. They form cults that draw in vulnerable adherents, slowly leading these hopeful parishioners through an accumulation of small lies and group acts to become foot soldiers in a war against some good-aligned deity's most dearly held beliefs and/or believers.

Dissolute angels can be encountered on a variety of Material Plane worlds or planar metropolises, usually leading a cult and in the company of a dozen cultists and a couple of zombies.



DISSOLUTE ANGEL

Medium celestial, typically chaotic evil

Armor Class 17 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	20 (+5)	17 (+3)	13 (+1)	21 (+5)

Saving Throws Wis +5, Cha +9

Skills Insight +5, Perception +5

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Dissolute Weapons. The dissolute angel's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 18 (4d8) necrotic damage (included in the attack).

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

ACTIONS

Multiattack. The dissolute angel makes three melee attacks.

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

Word of Death (3/Day). A target within 60 feet of the dissolute angel must succeed on a DC 17 Constitution saving throw or take 61 (7d8 + 30) necrotic damage, or half as much with a successful save. A humanoid killed by the damage rises as a **zombie** under the angel's command at the start of the angel's next turn.

Wingless Shape. The dissolute angel magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the angel's choice). In its new form, it retains its ability to speak and other stats. It also gains the benefits of a *nonetection* spell for the duration. However, no matter what form it takes, it can't form wings or gain the ability to fly under its own power.

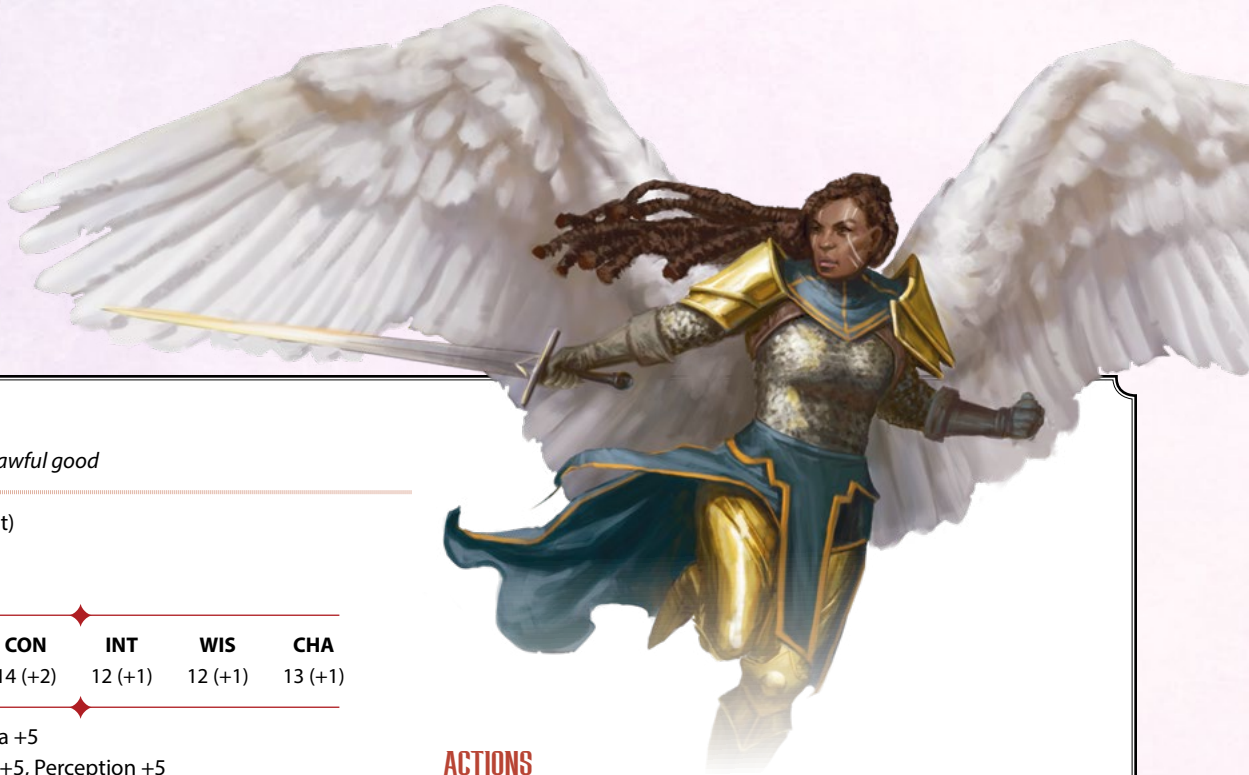
WAR ANGEL

When divine hosts assemble, frontline warriors are called to form fire teams, troops, and companies. War angels—celestials who have trained to work together to combat evil at the behest of a greater angel, avatar, or god—often make up a portion of these armies. Charged with a shard of divinity themselves, war angels fight with the vigor of true believers, though most are benevolent and give quarter if an enemy is routed or surrenders.

Chosen, Not Created. It is commonly held that greater angels like devas, planetars, and solars take shape in the divine afterimage of gods. Thus, it is believed, these beings possess a hint of the individual gods that shaped them. War angels, however, are usually chosen to be trained and raised up as a reward, blessing, or requirement of penitence to wash away some past indiscretion. Their former lives are not forgotten entirely, but recalled only as a dream. For a war angel, training and battle are the most important things.

Offers of Alliance. Sometimes a war angel is sent to aid mortals, though unlike the greater angels, they arrive as an ally, not a commander. While some mortals might prefer an ally who takes charge, others appreciate a war angel's willingness to work alongside them.

Single war angels may be encountered as scouts, two to four may be encountered in small squads, and when divine hosts are assembled, hundreds or more may be encountered along with greater angels.



WAR ANGEL

Medium celestial, typically lawful good

Armor Class 15 (chain shirt)

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 50 ft.

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

Saving Throws Wis +5, Cha +5

Skills Athletics +5, Insight +5, Perception +5

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Celestial

Challenge 3 (700 XP)

Angelic Weapons. The war angel's weapon attacks are magical. When the war angel hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Troop Movement. The war angel can Dash or Disengage as a bonus action if at least one of their allies is within 5 feet and the ally isn't incapacitated.

Troop Tactics. The war angel has advantage on their attack rolls against a target if at least one of their allies is within 5 feet of the target and the ally isn't incapacitated.

ACTIONS

Multiattack. The war angel makes two longsword attacks.

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

Hit: 7 (1d8 + 3) slashing damage—or 8 (1d10 + 3) slashing damage if used in two hands—plus 9 (2d8) radiant damage.

Healing Touch (1/Day). The war angel touches another creature. The target magically regains 14 (3d8 + 1) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Detect Evil and Good (1/Day). For 10 minutes, the war angel knows if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet, as well as where the creature is located. Similarly, the war angel knows if there is a place or object within 30 feet that has been magically consecrated or desecrated. The detection is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

ANOKAPSIK

An anokapsik is an enormous fiendish predator of the Abyss that terrorizes all creatures in its territory. It's similar in shape to a Material Plane tyrannosaurus rex, but with armored plates, spiked joints, extra eyes on its body, and erratic tufts of hair, feathers, or fingerlike tendrils.

Indiscriminate Eater. An anokapsik hunts by chasing down any live prey that is smaller than itself (whether beast, demon, or other strange creature of the Abyss) but is just as willing to devour carrion, gigantic bones, or anything vaguely digestible (including fleshy animate portions of its plane). They've been known to cannibalize their own mates and young when food is scarce.

Demon Lord's Pet. The ferocity and strength of anokapsiks make them appealing as pets for demon lords, fiendish generals, and other powerful entities of the Abyss. These semi-tamed creatures are often modified so their attacks inflict additional acid or poison damage, but sometimes their master imbues them with an unusual ability such as flight, a breath weapon, or teleportation.

Anokapsiks are usually solitary, but may be encountered as small groups of demonic cavalry.

Typical additional damage for the anokapsik is 7 (2d6), with the type of damage varying according to the nature of the powerful demon it serves (acid for an ooze demon, necrotic for an undeath demon, poison for a spider demon, and so on).

ANOKAPSIK

Huge fiend (demon), typically chaotic evil

Armor Class 14 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (–4)	12 (+1)	9 (–1)

Saving Throws Str +11, Con +8

Skills Perception +8

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

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands a few words in Abyssal but can't speak

Challenge 10 (5,900 XP)

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

ACTIONS

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

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

Hit: 39 (5d12 + 7) piercing damage plus 7 (2d6) damage of **some other type**. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the anokapsik can't bite another target.

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

Hit: 25 (4d8 + 7) bludgeoning damage plus 7 (2d6) damage of **some other type**.

Swallow. The anokapsik makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the anokapsik, and it takes 17 (5d6) acid damage at the start of each of the demon's turns. An anokapsik can have only one creature swallowed at a time.

If the anokapsik takes 30 damage or more on a single turn from the swallowed creature, the demon must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the demon. If the anokapsik dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.



PLANAR BESTIARY

AVESSOR

Avessors rarely meet others of their kind, but they frequently develop an entourage of air and fire elementals, as well as enslaved mortals.

An avessor is the union of two powerful elemental spirits of air and fire, resembling a burly humanoid shape made of smoke and topped with an elaborate gem-studded helmet. Filled with volatile thoughts and emotions, they feel out of place in most environments, and wander the elemental planes in search of meaning, solitude, or company, as their mood takes them.

AVESSOR

Large elemental, typically chaotic neutral

Armor Class 17 (natural armor)

Hit Points 195 (17d10 + 102)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +6, Wis +5, Cha +7

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

Damage Immunities poison

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

Senses darkvision 120 ft., passive Perception 11

Languages Auran, Ignan

Challenge 9 (5,000 XP)

Innate Spellcasting. The avessor casts one of the following spells, using Charisma as the spellcasting ability (save DC 15, +7 to hit with spell attacks):

- At will: *detect magic*, *fire bolt*, *thunderwave*
- 3/day each: *phantasmal force*, *wind wall*
- 1/day each: *conjure elemental* (air or fire elemental only), *invisibility*, *plane shift*

Smoke Form. The avessor can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the avessor or hits them with a melee attack while within 5 feet of them take 5 (1d10) fire damage. In addition, the avessor can enter a hostile creature's space and stop there. The first time they enter a creature's space on a turn, that creature takes 5 (1d10) fire damage and must succeed at a DC 15 Constitution saving throw or become unable to breathe while choking on the smoke. The choking creature is incapacitated and suffocating. As long as they are conscious, they can repeat the saving throw at the end of each of their turns, ending the effect on them on a success. The *lesser restoration* spell can also end the effect on a creature.

ACTIONS

Multiattack. The avessor makes two slam attacks or uses Hurl Stormbolt twice.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) bludgeoning damage plus 3 (1d6) fire, lightning, or thunder damage (avessor's choice).

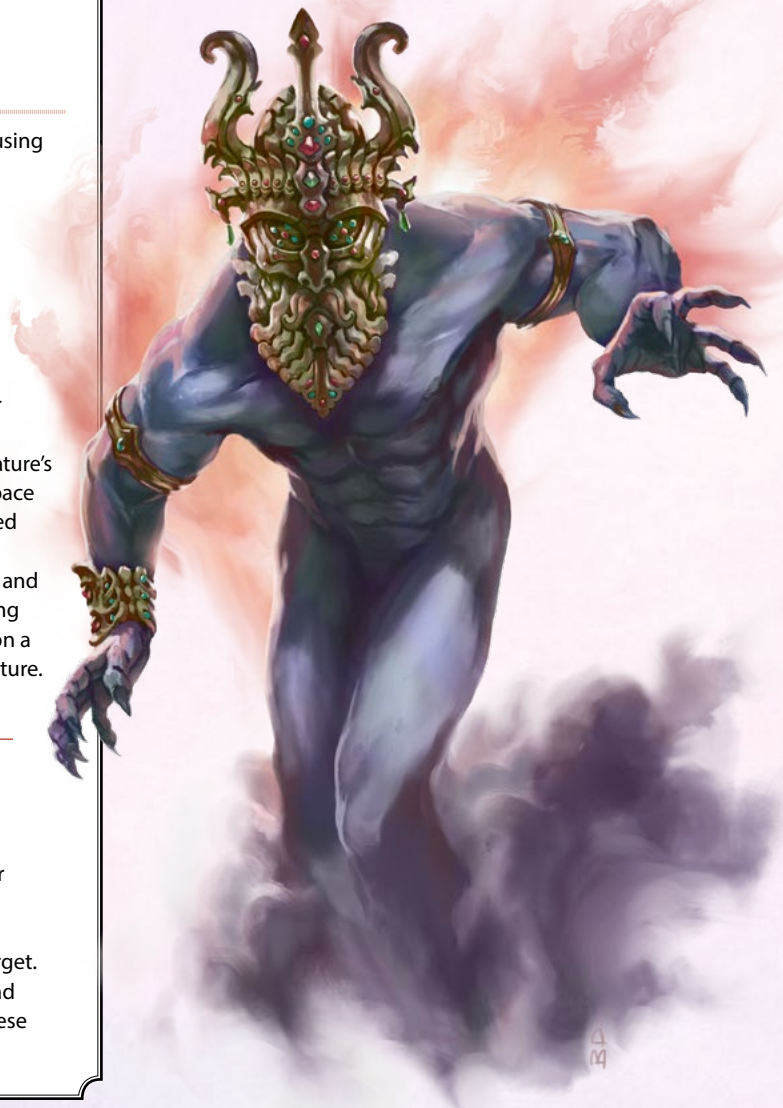
Hurl Stormbolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target.

Hit: 14 (4d6) fire, lightning, or thunder damage (avessor's choice, and the elemental can split the damage equally between any two of these damage types).

Star-Crossed Birth. Typically, an avessor is the result of an accidental conception between a noble djinni and a noble efreeti (a rare and scandalous affair between two rival genie factions) or between a noble of one kind and a common genie of the other.

Tempestuous Outbursts. Avessors quickly mature to their full power within minutes of their birth, but they still have the emotional and intellectual development of young children. As such, either they are cast out by their ashamed parents or they storm off after having a destructive tantrum. They can be pleasant when flattered or bribed, but quickly become angry or frustrated when they don't get their way.

Elemental Nature. An avessor doesn't require air, food, drink, or sleep.



BLISTER RAT

Although it may be noticed as a briefly seen silhouette running up a shadow-strewn urban alley, as a rustling in the trees, or as a heavy thump and rattle across rooftops, a blister rat's presence is often more clearly determined by the disease that springs up in the population when a nest of these creatures takes root.

Colorless. Those who have seen this chalk-white creature with their own eyes describe it as a hairless rat the size of a dog, one with outsize claws, dead eyes, and a breath of such pestilence that being too close makes one gag.

Invasive. Blister rats were conceived in a distant world of the Material Plane where wars fought with magical famine and disease killed off most higher life, leaving only blister rats to inherit what was left. Able to slip between the folds of reality when their numbers grow too large, colonies of these disease-spreading vermin have popped up across the multiverse.

Insatiable. Blister rats are not picky, eating a diet of garbage, rotted flesh, or live prey as they can get it. However, they prefer to eat creatures infected with disease of nearly any kind, mundane or magical, which—instead of infecting the blister rats—makes them stronger.

One may encounter a single blister rat, but that usually means a nest of four to ten of them is nearby.

BLISTER RAT

Small monstrosity, unaligned

Armor Class 15 (natural)

Hit Points 40 (9d6 + 9)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +5

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Stench. Any creature that starts their turn within 5 feet of the blister rat must succeed on a DC 11 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the blister rat's Stench for 24 hours.

Death Exhalation. When the blister rat drops to 0 hit points, its final breath is its Blistering Breath attack, which targets each creature within 20 feet of it (instead of those in a 15-foot cone).

Blisters. The blister rat confers a disease called Blisters. Until the disease is cured, painful blisters appear on the target and grow to cover them. In addition, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 10 (3d6) every 24 hours. If the target's hit point maximum drops to 0 because of Blisters, the target dies. Blisters can be removed by *lesser restoration* or similar magic.

ACTIONS

Multiattack. The blister rat makes two claw attacks.

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

Invigorating Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the target is infected with a disease, the blister rat regains 5 hit points with each bite, and becomes immune to that disease indefinitely.

Blistering Breath (Recharge 5–6). The blister rat breathes pestilence in a 15-foot cone. Every creature in the area must make a DC 11 Constitution saving throw, taking 10 (3d6) necrotic damage and becoming infected with Blisters on a failed save, or taking half as much damage and avoiding the disease on a successful one.



BREATH THIEF

Breath thieves can be found in the Plane of Air and on many worlds of the Material Plane.

Other names for breath thieves include "lurking screams" and "avenging scuds."

The Plane of Air's idyllic expanses are vast and empty, extending forever. Unlucky Material Plane explorers can meet their end here by various means, including by falling until their food or water gives out. These victims' deaths become the spark of a malicious air elemental.

Vengeful Killers. Though breath thieves are elementals, the traumatic, screaming deaths of mortal beings in the Plane of Air sparked their creation. That spirit infused each breath thief with hatred for those that still breathe. Breath thieves seek every opportunity to blow through portals leading to other worlds and out onto interdimensional paths, looking for victims.

Invisible. Often apparent only as a light breeze, breath thieves can be indirectly observed by the leaves and litter they pick up and swirl around. Where possible, breath thieves prefer to move with other, natural winds, at least until they locate a new target. Which is why breath thieves are so hard to notice until it's too late.

Elemental Nature. A breath thief doesn't require air, food, drink, or sleep.

BREATH THIEF

Large elemental, chaotic evil

Armor Class 14

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	4 (–3)	10 (+0)	6 (–2)

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

Damage Immunities poison, necrotic

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

Invisibility. The breath thief is invisible except when it attacks. After becoming visible, it regains invisibility at the beginning of its next turn.

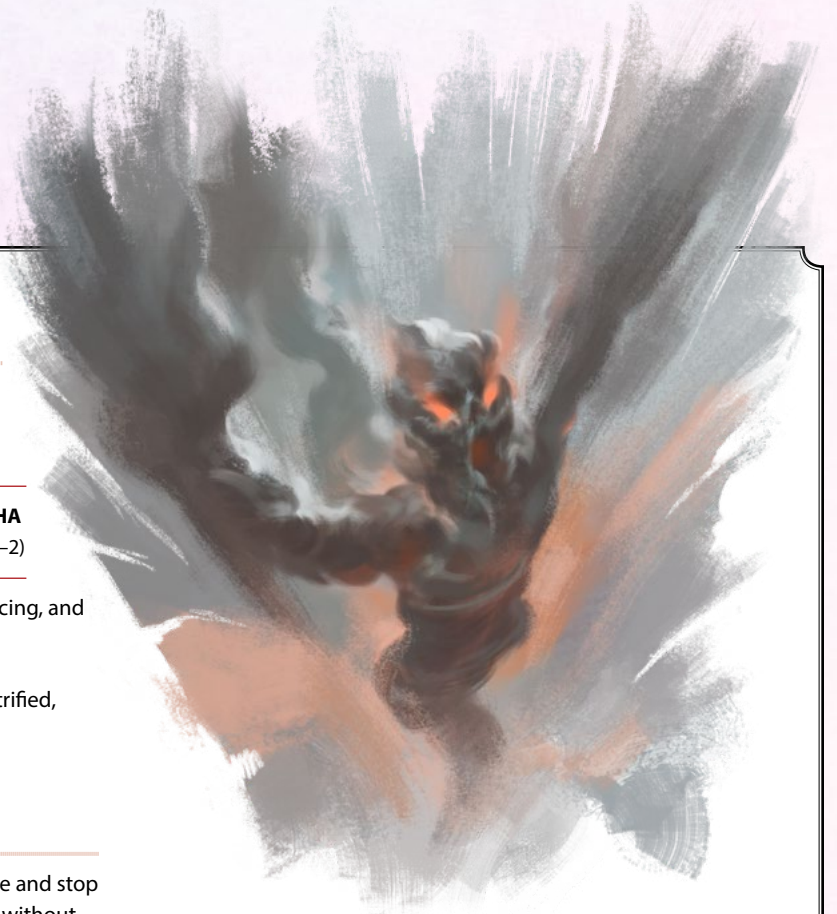
ACTIONS

Multiattack. The breath thief makes two Choking Slam attacks.

Choking Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target is grappled (escape DC 13). While grappled, the target automatically takes 14 (2d8 + 5) bludgeoning damage each round, it cannot speak or cast spells with verbal components, and its ability to hold its breath before suffocating is degraded severely; it can only hold its breath for rounds, not minutes, equal to 1 + its Constitution modifier. A breath thief grappling a target can't make additional Choking Slam attacks.

Scream of the Dying (Recharge 5–6). The breath thief releases a magical scream reminiscent of the scream that birthed it. Each creature in the thief's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up to 20 feet away from the thief in a random direction and knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Scream of the Dying has a secondary effect as well. All living creatures within 30 feet of the breath thief that can hear the scream must make a DC 13 Wisdom saving throw. On a failure, the creature is frightened. While frightened by this magic effect, a creature takes the Dash action and moves away from the thief by the safest available route each turn for 1 minute, unless there is nowhere to move. They can repeat the saving throw at the end of each of their turns to end the condition early. A creature that recovers from experiencing this fright is immune to this ability for 24 hours.



BURRULK

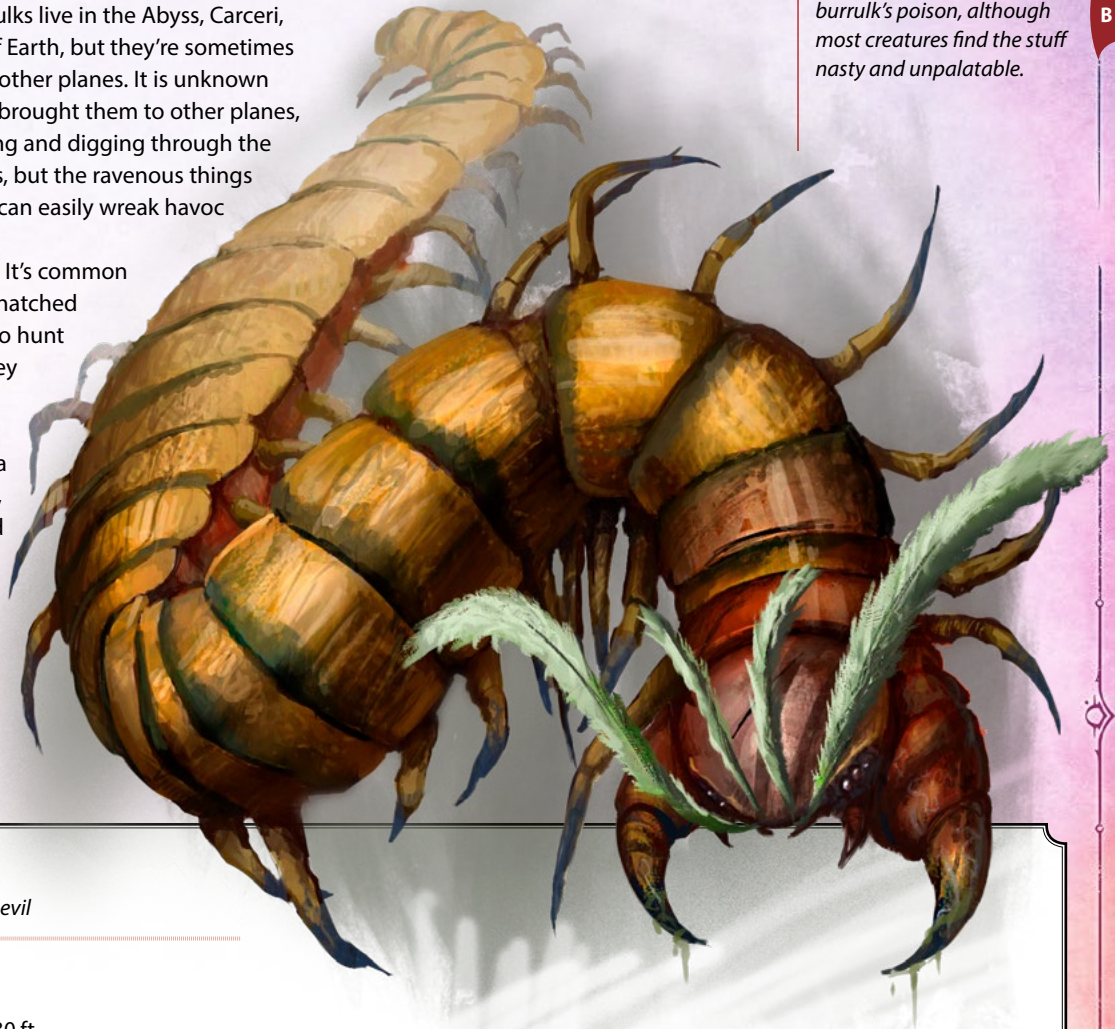
These horrid things are much like ogre-sized grey millipedes with oversized mandibles and four feathery antennae on their heads. Surprisingly agile, they can make tight turns or bend over backward to retreat down a tunnel or attack something approaching from their rear.

Planar Burrowers. Most burrulks live in the Abyss, Carceri, Pandemonium, and the Plane of Earth, but they're sometimes found in underground areas on other planes. It is unknown whether some fool deliberately brought them to other planes, or if they have a knack for sensing and digging through the thin places between dimensions, but the ravenous things have few natural predators and can easily wreak havoc on unfamiliar ecosystems.

Unexpected Reinforcements. It's common for multiple burrulks—perhaps hatched from the same batch of eggs—to hunt in a particular area, although they don't seem to communicate or coordinate their attacks. When one finds prey, others in the area quickly converge on its location, arriving within a few rounds and preferring to attack creatures that are incapacitated by the first burrulk's poison. Often, explorers celebrate and rest too quickly after defeating one burrulk, not realizing that more are about to arrive.

Burrulks are usually encountered in groups of two to five.

Some fiends enjoy the intoxicating effect of a burrulk's poison, although most creatures find the stuff nasty and unpalatable.



BURRULK

Large monstrosity, typically neutral evil

Armor Class 17 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	6 (−2)	10 (+0)	6 (−2)

Skills Stealth +7

Damage Resistances acid, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Terran (can't speak)

Challenge 4 (1,100 XP)

Hypnotic Poison. The burrulk secretes a poisonous dust when threatened or in combat. All creatures within 10 feet of it must succeed at a DC 14 Constitution saving throw or become poisoned and incapacitated for one minute. The creature is freed from this effect if they take damage or someone else uses an action to shake them out of their stupor.

Slender. The burrulk can move through a space as narrow as 2 feet wide without squeezing.

Tunneler. The burrulk can tunnel through solid rock at half its burrowing speed and leaves a 3-foot-wide, 3-foot-high passage in its wake.

ACTIONS

Multiattack. The burrulk makes two bite attacks and two antenna attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) piercing damage.

Antenna. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.
Hit: The creature must save against the burrulk's Hypnotic Poison.

CARCERIAN RANGER

A Carcerian ranger is almost always encountered on their own, tracking an escapee from Carceri or some other prison across the multiverse.

Carcerian rangers have been known to stow away or buy passage on an astral ship heading to where their prey is hiding.

When the impossible happens and a prisoner of Carceri absconds from the prison plane (from which, supposedly, no one can escape), Carcerian rangers sense the lapse. Eventually, one comes looking for the fugitive, no matter where across all the planes of existence they have fled.

Demonic Pursuers. Carcerian ranger horns are useful for more than skewering foes. The great horns are sensitive to the desperate energy that fugitives imprint on the Psychosphere (a rarely encountered layer of the Astral Plane). However they manage it, once a ranger touches something the escapee owned or even just handled, it's only a matter of time before the ranger finds and subdues the target, clapping them in manacles and bodily dragging them back to their prison.

Nonexclusive Bounty Takers. Carcerian rangers accept fees in coin or in souls from those who summon them and engage their fugitive tracking services. And as long as the prey can be delivered dead or alive.

Psychoresonant Horns. Ranger horns not only give the rangers their edge in pursuing prey but also are resonant with psychic energy. Psions and others with expertise in the mental arts can crush these horns and use them as components for creating psionic meditations and objects of power. Doing so marks that psion to any other Carcerian ranger that crosses their path as a fugitive that needs to be transferred to Carceri, bounty or not.

CARCERIAN RANGER

Medium fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 110 (17d8 + 34)

Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	18 (+4)

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

Skills Deception +8, Perception +5, Survival +5

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

Damage Immunities lightning, thunder, poison

Condition Immunities poisoned, stunned

Senses truesight 10 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, Common, telepathy 120 ft.

Challenge 10 (5,900 XP)

Magic Weapons. The ranger's weapon attacks are treated as magical.

Sneak Attack (1/turn). The ranger deals an extra 10 (3d6) damage if they hit a target with a weapon attack when they had advantage on the attack roll.

ACTIONS

Multiattack. The ranger makes three gore attacks.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 18 (3d8 + 5) piercing damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Psychic Storm (Recharge 5–6). The Carcerian ranger releases a pulse of psychic energy. All creatures within 20 feet of the ranger take 36 (8d8) psychic damage, or half damage with a successful DC 16 Dexterity saving throw. A creature that fails their saving throw is stunned for 1 minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.

Planar Tracking (Recharge after a Long Rest). The ranger concentrates on an object once owned or touched by a potential target. The target must make a DC 16 Wisdom saving throw (no matter where the target is located, assuming they are not somewhere protected against divination effects). If the save fails, the ranger senses the shortest, most direct physical route to the nearest extraplanar portal, magic item that grants planar travel, or other method for being transported to the plane of existence that leads to the quarry. From there, the ranger senses the direction and distance to the target, or senses the direction to the next nearest planar leg of their tracking journey. The ranger retains the fix until they finish their next long rest, at which time they can choose to keep the previously obtained fix, or let it go to begin tracking a new target.



CARCINISATING VILOMAH

A carcinisating vilomah resembles a monstrous withered crone that has partially transformed into a shelled animal. Portions of her body have hard growths like a crab, her hands are enlarged into grasping crab claws, and her eyes might extend out of their sockets on segmented eyestalks. Her flesh might be muted colors to help blend in with the walls of her lair, or it can be bright red, green, or violet if she is angry and aggressive.

Grieving Hag. A vilomah was originally another kind of hag who was unusually attached to one of her daughters, only to be devastated when that daughter died (regardless of how old she was or the manner of her death). The hag finds an isolated place where she can retreat into her grief, hardening herself against the world, mentally and physically, transforming into a vilomah and developing magic appropriate to her lair and emotions.

Beast Brood. A carcinisating vilomah's lair is filled with dozens of common crabs, which were once intruders or local animals but were transformed by her *polymorph* spells. She feeds and frets over these creatures like an elderly human who takes care of dozens of cats, but she is not averse to snacking on them when distracted or when food is scarce. Threatening or harming her pets is the quickest way to provoke her ire.

A vilomah may be encountered as part of a coven. A vilomah that is part of a coven has a challenge rating of 8 (3,900 XP).

Grieving hags who retreat to underwater or coastal locations become carcinisating vilomahs and have water-themed abilities, but those who choose other environments develop similar abilities relating to those places and the local vermin. For example, a desert-dwelling vilomah might develop scorpion-themed abilities, a city-dwelling one might take on a cockroach aspect, one in a forest might become more like a spider, and so on.

CARCINISATING VILOMAH

Medium fey, typically neutral evil

Armor Class 16 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft., swim 30 ft.

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

Skills Deception +4, Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Aquan, Common, Giant

Challenge 6 (2,300 XP)

Amphibious. The vilomah can breathe air and water.

Sever Limb. The vilomah can remove one of her clawed arms as a bonus action or reaction (this is often done if she is grappling a creature and wants to move away). The severed arm has a speed of 5 feet and can make one claw attack on its turn, with disadvantage on the attack roll unless the vilomah can see the arm and its target. The severed arm has AC 14 and 10 hit points. Each time the vilomah loses an arm, she loses a claw attack. She automatically regrows a lost arm after a few rounds.

Spellcasting. The vilomah casts one of the following spells, using Charisma as the spellcasting ability (save DC 12, +4 to hit with spell attacks):

- At will: *poison spray* (2d12), *ray of frost* (2d8)
- 3/day each: *barkskin*, *polymorph* (into **crab** only, permanent duration), *water breathing*
- 1/day each: *disguise self*, *dispel magic*

ACTIONS

Multiattack. The vilomah makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The vilomah has two claws, each of which can grapple only one target.



Champions of Summer are usually found questing alone.

CHAMPION OF SUMMER

Though humanoid in form and dressed in garb appropriate to a Feywild noble hunter, a champion of Summer's visage is that of a black-furred jaguar. Sinewy and fast, a champion of Summer is hard to focus on, as if they always stand partly veiled by canopies of Feywild forests. Each carries a unique favor given to them by a noble in the Court of Summer.

Pledged to the Court of Summer. The champion of Summer's favor—such as a colorful ribbon, a gleaming charm, or a banner—demonstrates their pledge of service to a particular noble in the mysterious Court of Summer. Fey nobility are as numberless as cottonwood seeds on the June breeze. But that doesn't mean each isn't unique, with a quirky personality and a specific role to play in the court. The royalty of the Summer Court are beings of warmth and generosity, usually. But catch them during the change of the season, and they can be deadly adversaries just as easily. Often enough, various nobles have competing agendas. Thus, champions may sometimes work at cross purposes to each other.

Questing on the Court's Behalf. The court sends pledged champions—including champions of Summer—out into the Feywild and across the wider multiverse to accomplish multifarious goals. Sometimes the goals are to protect those facing predation, other times to promote the growth of struggling forests or other biomes. Often, however, the goal is to collect a rare trophy (such as an exotic treasure or the head of an epic beast) for a given court member, as part of a hard-to-parse never-ending competition among court royalty.

Shrewd and Watchful. Champions of Summer don't like to give away their thoughts, jump to conclusions, or otherwise reveal their preferences to strangers. They avoid giving in to anger in the face of insults, and instead look for an advantage they might gain later in the pursuit of their larger goal.



CHAMPION OF SUMMER

Medium fey, typically lawful neutral

Armor Class 17 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	12 (+1)	16 (+3)	13 (+1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan

Challenge 4 (1,100 XP)

Forest Displacement. A magical illusion distorts the champion of Summer's actual location, causing attack rolls against it to have disadvantage. If the champion is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the champion is incapacitated or has a speed of 0.

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

ACTIONS

Multiaction. The champion makes three attacks: two with its spear and one with its bite.

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

Hit: 7 (1d6 + 4) for one-handed slashing damage, or 8 (1d8 + 4) for two-handed slashing damage.

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

Hit: 11 (2d6 + 4) piercing damage.

Remand to the Forest (Recharge after a Long Rest). If the champion's Forest Displacement ability is not disrupted this round, the champion can magically banish a target within 5 feet that it can see. The target must succeed on a DC 11 Wisdom saving throw or they vanish into the depths of what seems to be an endless forest somewhere deep in the Feywild. The target can use their action to attempt to escape. When they do so, they make a DC 20 Intelligence check. If they succeed, they escape the forest and reappear in the space they left or, if that space is occupied, in the nearest unoccupied space.

REACTIONS

Forest Shield. If the champion of Summer's Forest Displacement ability is not disrupted this round and the champion's Remand to the Forest ability is charged, a creature that misses a melee attack against the champion must succeed on a DC 11 Wisdom saving throw or be affected by Remand to the Forest.

COAL NIX

At about 3 feet tall, these coal-dark beings resemble spindly dwarves always surrounded by a cloud of swirling, choking coal dust. Clutching a war pick in one hand and laden with bags of coal, these bearded fey are brooding, perennial miners. They like to claim underground coal fields for themselves, and are jealous of others, wherever they might be, who try to claim coal for their own.

Untrustworthy Guides. Their covetous ways mix with their often-sinister goals so that in some circles, coal nixies are thought of as creatures that help people find coal and other valuable minerals beneath the earth. A coal nix may indeed offer to lead prospectors to just such a find, but more often than not, it actually leads them astray, or directly into a dangerous situation or trap.

Coal Seams Between Worlds. Coal nixies are of the Feywild, where coal beds are shot through with refulgent seams. They sometimes follow those seams to various worlds of the Material Plane, where other coal nixies have yet to make a claim. In such worlds, they spy on dwarves, orcs, and other creatures that mine underground, sometimes allying with them, but eventually betraying any trust they've built up.

Coal Dust. Coal nixies produce a constant cloud of soot and magical, choking coal dust (akin to pixie dust). At need, they can briefly become a dangerous, spinning cloud of coal dust themselves.

Fey Spirit. A coal nix doesn't require air, food, drink, or sleep.

A lone coal nix prospector or a group of four to six coal nix miners can be encountered in any underground location adjacent to potential valuable minerals.



COAL NIX

Small fey, typically chaotic evil

Armor Class 13

Hit Points 44 (8d6 + 16)

Speed 30 ft., climb 30 ft.

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

Skills Deception +3, Perception +5, Stealth +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan, Dwarvish, Gnomish, Goblin, Orc

Challenge 3 (700 XP)

Coaldust Aura. An aura of swirling, magical coal dust surrounds the coal nix. If a breathing creature starts their turn within 20 feet of the coal nix, the creature must succeed at a DC 12 Constitution saving throw if the coal nix isn't incapacitated. On a failed save, the creature breathes in too much coal dust and begins violently choking. A violently choking creature is incapacitated and suffocating, as they can do nothing but loudly hack and cough. As long as they are conscious, an affected creature can repeat the saving throw at the end of each of their turns, ending the effect on them on a success.

Once a creature recovers from this condition, they have advantage on saving throws to the Constitution save to avoid the effect for the next 24 hours. A breathing creature that takes precautions, such as wetting a cloth and breathing through that, also has advantage on their saving throw to avoid the initial effect.

Coaldust Cloak. In dim and dark conditions, a coal nix has advantage on Stealth checks.

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

ACTIONS

Multiattack. The coal nix makes three war pick attacks.

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

Decohere (Recharge 5–6). A coal nix collapses into a whirlwind of spinning coal dust. All creatures in a 20-foot radius centered on the coal nix take 22 (5d8) slashing damage and are blinded until the end of their next turn; a successful DC 14 Dexterity saving throw reduces damage to half and negates the blindness.

As part of its Decohere attack, a coal nix can move their speed before or after the attack without drawing an attack of opportunity, has a fly speed of 30 feet, and can move through a space as narrow as 1 inch wide without squeezing. The coal nix maintains a decohered state until the beginning of their next turn.

PLANAR BESTIARY

Convergent killers usually act alone, though a group targeting a parallel group is possible.

Law of Self-Cancellation:

If a creature meets a parallel version of themselves from the Planes of Mirror and Shadow, there is a chance one or both will become obsessed with killing the other. In some cases, that psychosis spreads to other, unrelated creatures, until finally whole dimensions could be extinguished.

CONVERGENT KILLER

A parallel version of a character, bedecked in all manner of strange items from hundreds of different dimensions, tracks them down across the multiverse to kill them.

Purposeful Assassination. A convergent killer may have decided to track down all other versions of themselves because of overweening narcissism. They may do it to subsume the power of all the alternates. Or perhaps an alternate version of the character—or the character themselves—mucked with magic that briefly produced a parallel version of themselves, thus invoking the little-understood and rarely encountered **Law of Self-Cancellation**. In any case, the convergent killer is the result.



STILL ALIVE

The mind of an assassinated duplicate character is retained in the convergent killer's body. A strong-willed victim could attempt to become the dominant personality. If the killer suffers severe trauma, goes unconscious, or something similar happens, the victim can attempt a DC 14 Wisdom check. If successful, they become the dominant personality, effectively returning to life in a new body with their original stats (but possibly not their original equipment). However, until they receive a *greater restoration* or similar magic, the convergent killer's mind waits in the wings to regain control should the character go unconscious because of magic or trauma.

CONVERGENT KILLER

Medium humanoid (varies), typically chaotic evil

Armor Class 15 (natural armor)

Hit Points 142 (19d8 + 57)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	17 (+3)	14 (+2)	15 (+2)

Saving Throws Dex +6, Con +6, Int +6

Skills Athletics +7, Deception +5, Perception +5, Stealth +6

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

Condition Immunities charmed, frightened

Senses passive Perception 15

Languages whatever languages the targeted character speaks

Challenge 7 (2,900 XP)

False Appearance. Until the convergent killer reveals themselves as an alternate version, they are indistinguishable from the version of the character they have targeted to kill.

Killer in You (Is the Killer in Me). In addition to their other abilities, the convergent killer has a duplicate of a signature attack, ability, spell, item, or artifact of the character they have targeted, or an attack, ability, spell, item, or artifact that the targeted character has been seeking. The convergent killer uses the attack against the targeted character each round as a bonus action. If the duplicate is an artifact or item, it falls back to its home dimension upon the convergent killer's death.

Convergent Regeneration. The killer regains 10 hit points at the start of their turn while their target is within 30 feet of them. The killer dies only if they start their turn with 0 hit points and aren't within 30 feet of a parallel duplicate. If the killer eliminates their target, the killer is completely healed and rejuvenated, and their Parallel Door ability recharges. The eliminated target's body turns to dust.

ACTIONS

Multiaction. The convergent killer makes three greatsword (or some other weapon) attacks.

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

Parallel Door (Recharge on Death of Targeted Character). The convergent killer is transferred to another plane, usually another world of the Material Plane, where another parallel version of them exists.

Dimensional Rift (Recharge 5–6). The convergent killer instantly moves their speed, creating a 50-foot line that is 5 feet wide. The movement is so sudden (effectively a teleport) that it doesn't provoke opportunity attacks from enemies along the line. Each creature in that line must make a DC 14 Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one.

REACTIONS

Only One. When reduced to 0 hit points, the convergent killer makes one final Killer in You attack before dying.

CROOKED ROACH

Human-sized roaches with human faces, crooked roaches come out in the dark, but otherwise dwell in dim tunnels, abandoned basements, and ruins. Sometimes groups of roaches emerge at night under the cover of cloud, looking to establish new infestations.

Cataclysm Forged. Hailing from a distant dimension of twisted magic and incomprehensible energies, crooked roaches (also sometimes called “Cataclyst roaches”) are a segment of a once-humanoid population that waged a horrific war. The descendants of those humanoids paid a terrible price, as did all in that distant realm.

Twisted Abilities. The cruel energies and magic that blasted their world and reshaped their bodies also granted crooked roaches various strange abilities. Each roach is misconfigured differently, and a few have an equally twisted aggressive power they can use to acquire food and secure new lairs. Some of these include the ability to step into other dimensions, which is how crooked roaches began spreading through the multiverse.

Lair Protectors. Crooked roaches are intelligent and territorial, regarding all other creatures as enemies or food (or usually both). Within any given lair, a roach abides by what is best for the group, and an individual thinks little of sacrificing itself to protect its fellows or a hidden nest.

If a crooked roach is encountered, it's a sure bet that two to five more are nearby.

VARIANT: STRANGE ABILITY

Some crooked roaches have odd abilities or can cast spells. One such ability allows them to mentally assault prey.

Psychic Crush (Recharge 5–6). The roach targets one creature that it can sense within 60 feet. On a failed DC 13 Intelligence saving throw, the target takes 10 (3d6) psychic damage, or half as much damage on a successful save.

CROOKED ROACH

Medium monstrosity, typically neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	11 (+0)	16 (+3)	6 (–2)

Skills Perception +5, Stealth +3

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 2 (450 XP)

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

Startling. When the roach attacks a creature from hiding for the first time in any 24-hour period, its target must make a successful DC 13 Wisdom saving throw or be frightened until the end of their next turn.

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

Crooked Curse. Wounds from a crooked roach confer a warping curse on a failed DC 13 Constitution saving throw. The target's skin begins to roughen and flake, their limbs begin to twist, strange growths begin to appear on the creature, they become ruinously hungry all the time, and bright light becomes bothersome. During this initial period lasting 2d4 days, the target has disadvantage on all attacks, saves, and checks. If the cursed creature does not benefit from a *remove curse*, *dispel magic*, or similar treatment within this initial period, they must succeed on another DC 13 Constitution saving throw when the initial period ends. On a failed save, the target fully transforms bodily into a crooked roach.



The transformed creature can resist their curse or embrace it. Resisters retain their normal alignment and personality, but must live in the dark and deal with their new crooked shape. Those who accept their fate scuttle off to find the nearest crooked roach nest.

ACTIONS

Multiattack. The roach makes two attacks: one with their claw and one with their bite.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and the target is subject to a Crooked Curse.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and the target is subject to a Crooked Curse.

PLANAR BESTIARY

Pairs of cryptic moths often hunt by night in Material Plane worlds, using fey crossings as needed.

Cryptic moths sometimes summon a moth swarm using *Moth Eclipse* to serve as a fashion accessory or component in a piece of living art, rather than as an ally in combat.

CRYPTIC MOTH

Normal moths are enigmatic, gauzy haunts of twilight. The feathery touch of their wings on your face can startle, even frighten. This is only to be expected, since moths are the children of cryptic moths, malign and intelligent entities of the Feywild.

Uniquely Beautiful, Consistently Dangerous. Sometimes referred to as mothmen, other times as shadow faeries, cryptic moths are not of the Material Plane, despite preferring to hunt there. Each possesses a unique wing pattern and coloration and, to some extent, body shape. These patterns and colors may signify where in the hierarchy a particular cryptic moth stands among its siblings of the night, but for those who don't speak the language of moths, the complexity of their social structure is difficult to parse or ever fully understand.

Hungry and in Need of Egg Hosts. Although very few cryptic moths speak humanoid languages, peaceful interaction with these creatures is not impossible. It's just very difficult, as they see most humanoids as a source of food or as breeding stock (to lay their eggs in).

CRYPTIC MOTH

Large fey, chaotic neutral

Armor Class 14

Hit Points 93 (11d10 + 33)

Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Con +5, Wis +3, Cha +3

Skills Arcana +4, Intimidation +5, Stealth +6

Damage Vulnerabilities lightning

Senses darkvision 120 ft., passive Perception 11

Languages language of moths, Sylvan, some speak Common

Challenge 4 (1,100 XP)

Magical Light Sensitivity. While in magical light, the cryptic moth has disadvantage on attack rolls and ability checks.

Regeneration. The cryptic moth regains 10 hit points at the start of its turn in dim light or darkness. This trait doesn't function if the moth took lightning damage since the end of its previous turn. The moth dies if it starts its turn with 0 hit points and doesn't regenerate.

Dim Flyby. In dim light or darkness, the cryptic moth doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Dim Invisibility. In dim light or darkness, the cryptic moth can turn invisible as a bonus action. The invisibility ends if the moth attacks.

ACTIONS

Multiattack. The cryptic moth makes three melee attacks: two with its claws and one with its wings.

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

Wings. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 6 (1d4 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

Moth Eclipse (Recharge after a Short or Long Rest). A swarm of razor-winged moths (treat as a **swarm of bats** with wing attacks that inflict slashing damage) appears at a location within 60 feet of the cryptic moth, filling a 15-foot radius, and does the cryptic moth's bidding for up to 10 minutes. When the moths appear, natural light sources in that area are extinguished, and if any of this area overlaps with an area of *light* created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Battle Flutter (Recharge 6). The cryptic moth beats its wings in a special tempo, and up to three allies—including a swarm of moths, if any—that can hear the sound and are within 30 feet of the cryptic moth can each make one melee attack as a reaction.



CUMULOLUPINE

Ever seen a cloud that looks like a face or a castle . . . or a wolf? Hopefully, it's just a chance resemblance to something familiar, not actually a native of the Plane of Air hunting in cloud shape, stalking prey moving across the landscape below.

Cloud Wolves. Natives of the Elemental Plane of Air, cumulolupines (also commonly called “cloud wolves”) are lone stalkers, given to migrating to other dimensions with clouds and sources of food, and occasionally, part of djinn-organized hunts. In appearance and in manner, cloud wolves resemble mundane wolves, though ones much larger than the regular kind, and only when they're not in cloud form.

Hungry but Playful. A cumulolupine hunts nearly anything if it's hungry enough, including humanoids. If not desperate for food, a cloud wolf may spend its time in cloud form, taking on all manner of different shapes to delight (or frighten) viewers on the ground below.

Cloud wolves often hunt alone but may also be part of a small cluster of two to five.



CUMULOLUPINE (CLOUD WOLF)

Huge elemental, unaligned

Armor Class 13

Hit Points 136 (16d12 + 32)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	14 (+2)	7 (–2)	14 (+2)	12 (+1)

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

Skills Perception +5, Performance +4, Stealth +6

Damage Resistances cold

Damage Immunities thunder, lightning

Senses darkvision 60 ft., passive Perception 15

Languages understands Primordial but can't speak

Challenge 6 (2,300 XP)

False Appearance. While in cloud form, the wolf is indistinguishable from a regular cloud (unless it chooses to sculpt its shape).

ACTIONS

Multiattack. The wolf makes two bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 22 (3d10 + 6) piercing damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Thundering Growl (Recharge 5–6). The wolf's growl is a sudden, shocking thunderclap that deafens and damages creatures within 30 feet. Targets take 36 (8d8) thunder damage and are deafened for 1 minute on a failed DC 13 Constitution saving throw, or half that on a successful save, which also prevents deafness. The deafness can be cured early with a *lesser restoration* spell.

Thunderstorm Breath (Recharge 5–6). The wolf exhales a 30-foot cone of lightning and thunder. Those in the area of effect take 22 (4d10) thunder damage and 22 (4d10) lightning damage, or half damage with a successful DC 13 Dexterity saving throw.

Cloud Shape. The wolf magically polymorphs into an incorporeal grey-white cloud or back into its true form. Any equipment it is wearing or carrying is absorbed into the cloud. It reverts to a cloud shape if it dies, and slowly disperses like a regular cloud over time.

In cloud shape, the wolf retains its alignment, hit points, Hit Dice, fly movement, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. It loses all its other actions except for Cloud Door, Cloud Shape, and Control Weather. In cloud form, the wolf can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. In cloud form, the wolf is resistant to nonmagical weapon attacks, is immune to poison, and can't be grappled, exhausted, or paralyzed.

Control Weather (1/Day). Over a 10-minute period, weather in a 5-mile radius centered on the cloud wolf changes as the wolf desires, including increasing or decreasing cloud cover; changing wind direction; turning clear conditions to rain, hail, or snow; turning inclement weather clear; or anything in between. The conditions persist for up to 8 hours, but only as long as the cloud wolf is in the area.

Cloud Door (Cloud Form Only; Recharge after a Short or Long Rest).

The cloud wolf and up to three other cloud wolves are transported to a different plane of existence known to the wolf where clouds are present.

CURSE OF THE CRYPT

A curse of the crypt always stalks its prey alone. Once manifest, a given curse may have a mental list of several targets to visit, each one in turn.

A curse of the crypt uses its Fear of the Crypt ability to peel away allies from its primary target.

The curse is sometimes associated with the Tomb of Winter (page 137).

Breaking into a tomb sealed by defensive magic can have immediate consequences. Other times a curse slowly gathers magic, finally investing nearby remains as an undead avenger tasked with finding the intruder.

Death to Grave Invaders. "Walking curses" track down grave robbers months or years later, traveling as far as necessary to find their quarry, across mountains, seas, and even planar boundaries.



CURSE OF THE CRYPT

Medium undead, any alignment

Armor Class 17 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +7, Cha +4

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing with nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 60 ft., passive Perception 17

Languages Common, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

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

Winter Blessed. The curse has advantage on saving throws against turning. If turned, the curse can repeat its saving throw each round on its turn to end the effect early.

Walking Curse. A target who fails a DC 15 Wisdom saving throw after entering a warded tomb is cursed, though they probably don't know how. Within about six to nine months, a curse of the crypt tracks them down. Cursed targets take double damage from the curse of the crypt's attacks. *Remove curse* and similar magic fail to remove the curse that calls the avenging undead to slay the target. This curse can be broken only by a *wish* spell, the death of the target, or the destruction of the curse of the crypt.

ACTIONS

Multiattack. The curse of the crypt makes two melee or ranged attacks.

Cursed Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 16 (3d10) necrotic damage.

Cursed Ray. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 9 (2d8) necrotic damage and the target has disadvantage on Strength checks for 1 hour.

Fear of the Crypt (3/Day). One creature within 30 feet that fails a DC 15 Wisdom saving throw drops whatever they are holding and is frightened for 1 minute. While frightened by this magic effect, a creature takes the Dash action and moves away from the curse by the safest available route each turn, unless there is nowhere to move. If the creature ends their turn in a location where they don't have line of sight to the curse of the crypt, they can make a Wisdom saving throw. On a successful save, the effect ends early.

Grip of the Curse (3/Day). A living creature within 90 feet that fails a DC 15 Wisdom saving throw is paralyzed for 1 minute. The target can attempt another save at the end of each turn to end the effect early.

Planar Stalker (1/Day). The curse of the crypt gains the benefit of the *plane shift* spell for itself.

REACTIONS

Spell Parry (3/Day). The curse adds 5 to its saving throw against one spell that targets only it. If the save is successful and the spell is 7th level or lower, the spell has no effect on the curse and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

DELURAZON

Looking much like a huge, stony star-nosed mole covered in metal spines, a delurazon is a casual hunter on the Plane of Earth and adjacent planes, digging tunnels to search for living creatures, metals, and raw gemstones, which it eats as food. It is able to pull food into its mouth even when traveling at full speed.

Prey Fixation. Although it's common for a delurazon to simply pass by or over a creature that isn't in its direct path, sometimes it senses something especially flavorful nearby and relentlessly pursues that prey for several minutes. The delurazon continues to eat other things even as it chases this chosen prey.

Xorn Herder. Delurazons often attract multiple xorn, trailing these creatures in its wake as it crawls and digs through the ancient rock of its home plane. The two kinds of creatures do not appear to communicate, and the delurazon sometimes bites a xorn that gets too close to its face, but otherwise the xorn seem content to roam near the much larger creature, sometimes gobbling up items the great beast ignores or that pass through its digestive tract.

A single delurazon may be found in the company of two or three xorn.

DELURAZON

Huge beast, unaligned

Armor Class 19 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (–1)	23 (+6)	2 (–4)	14 (+2)	6 (–2)

Saving Throws Str +11, Con +10

Skills Perception +6

Damage Resistances cold; piercing and slashing from nonmagical weapons that aren't adamantite

Condition Immunities blinded

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Spiky Body. A creature that touches the delurazon or hits it with a melee attack while within 5 feet of it takes 7 (2d6) piercing damage.

Treasure Sense. The delurazon can pinpoint (by scent) the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The delurazon makes two bite attacks and three tendril attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage. If the target is a Medium or smaller creature grappled by the delurazon, 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 delurazon, and it takes 10 (3d6) acid damage and 10 (3d6) bludgeoning damage at the start of each of the delurazon's turns.

If the delurazon takes 20 damage or more on a single turn from a creature inside it, the delurazon 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 5 feet of the delurazon. If the delurazon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tendril. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* The target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The delurazon can grapple up to three targets at once.



DEMON

Creatures of cruel mayhem, demons originate in the Abyss in the Outer Planes.

INEXORABLE

A powerful demon of the Abyss bred an army of dual-winged, skull-visaged demons from her own flesh. These creatures, called inexorables, are mostly short-lived. If the situation is desperate enough, they use up their one-time-only ability to execute a single perfect attack against the foe of their choosing. The cost of using their transcendent ability is typically their life.

Prudent. Inexorables don't impulsively use up their perfect attack, given that their life comes to an end afterward. Instead, they usually save that ability for when they have no other choice. Unlike some demons, inexorables have a sense of self-preservation. At least, that is, until they've had children (which they do by budding). After that, their impulsivity returns.

Special-Purpose Soldiers. Bred for war in the Lower Planes against other demons, inexorables know something of fighting fiends. One trick involves feigned fear and obeisance, which they keep up just long enough to surprise their foe. If that surprise comes as a perfect attack, it's all the more effective.

Capable of Cooperation. Because they once had a sort of order imposed on them by their demon queen, inexorables have the potential to follow a hierarchy. Sometimes demons from other parts of the Abyss make an alliance with inexorables, using them as honor guards or in other positions of importance. Praising and honoring an inexorable is an effective tool in dealing with them.

Planar Flyers. The many layers of the Abyss, especially those where fire and magma predominate, are home to small inexorable groups that have spread out from their birthplace. When the wind is just right, they can even dive into higher dimensions, including worlds of the Material Plane.

If they do manage to make it to a Material Plane world, the demons, perhaps inevitably, are found as captives of a spellcaster bent on acquiring personal power no matter the cost. Having learned about the inexorables's birth in a demonic alchemical lab, these casters try to discover the secret of creating similar servitor creatures, ones bred from their own flesh.

Inexorables are usually encountered in groups of two to five.

INEXORABLE

Large fiend (demon), typically chaotic evil

Armor Class 13

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+1)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +5

Damage Resistances cold, lightning

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, telepathy 60 ft.

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The inexorable makes five attacks: one with its bite and four with its sharp wings.

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

Wing. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Perfect Attack (1 Use, Never Recharges). The inexorable makes all five attacks as if having rolled a critical for each one. The attacks automatically hit and deal double normal damage. Furthermore, the attacks are treated as magical attacks.



IZAMAZ

An izamaz is a fiend with a genius-level intellect who uses its knowledge to lead and support other demons. Its body is mostly a giant gnarled, brain-like head, with a leering demonic face in front and a few crab-like limbs dangling underneath.

Advisors and Tacticians. Izamaz are very intelligent and know how to make the best use of their allies' abilities. Although dangerous on their own, they make their companions even more skilled and lethal; it is common for an izamaz to remain in the rear guard during a battle, giving advice and orders. Many of them consider it a point of pride and honor to not attack, seeing such things as a failure of their intellect and tactics. However, if they are personally threatened or the odds turn against their side, they're quick to step in with their own formidable abilities.

Cruel and Confusing. Izamaz enjoy manipulating and distracting their foes. In combat, they often claim to be an innocent creature enslaved by their demonic companions, all the while biting and blasting their foes with magic. If their opponents try to counteract whatever magic is "controlling" the izamaz, the demon thanks them for their help, praises them, and continues to attack.

Arrogantly Competitive. An izamaz believes its tactics are superior to anything other demons could come up with, and as such they don't take well to having their orders questioned or countermanded by demons of equal or lesser power—especially other izamaz. They have the practical sense to not begrudge imperfect commands from their superiors.



IZAMAZ

Large fiend (demon), typically chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 5 ft., fly 40 ft. (hover)

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

Saving Throws Con +5, Int +7, Wis +5, Cha +6

Skills Perception +5

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

Damage Immunities poison

Condition Immunities charmed

Senses darkvision 120 ft., truesight 30 ft., passive Perception 15

Languages Abyssal, Infernal, telepathy 160 ft., and several Material Plane languages

Challenge 8 (3,900 XP)

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

Tactical Advantage. All demons within 30 feet of an izamaz have advantage on attack rolls if the izamaz can see their target and can communicate with the demon (either verbally or telepathically).

Spellcasting. The izamaz casts one of the following spells, using Intelligence as the spellcasting ability (save DC 15, +7 to hit with spell attacks):

- At will: *hunter's mark*, *mage hand*, *minor illusion*, *thaumaturgy*
- 3/day each: *charm person*, *clairvoyance*, *detect magic*, *detect thoughts*, *hold person*, *true strike*
- 1/day each: *counterspell*, *dimension door*, *dispel magic*, *dominate person*

ACTIONS

Multiattack. The izamaz makes one bite attack and two eye ray attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 21 (5d6 + 4) piercing damage.

Eye Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (5d6) fire or necrotic damage.

Izamaz are usually encountered with other demons, but typically only one izamaz associates with a particular group. A demon lord or powerful Abyssal general who has multiple izamaz at their disposal usually has them work with separate groups so they don't squabble.

ROGGIDJ

Roggidj are encountered alone or in groups, but it's not uncommon to find two of them violently tearing each other apart, perhaps due to rivalries or as some mating ritual.

The demons of the Abyss have countless forms, many of which don't resemble anything humanoid at all. The roggidj is one such creature, an elephant-sized ball of clawed limbs around a hidden central trunk, with long eyestalks flicking in and out like a serpent's tongue.

Unsubtle Fiend. Roggidj live only for violence, moving rapidly across the land by grasping with their various claws and rolling instead of running. They pause long enough to tear a foe apart or crush them, often celebrating an enemy's death by ripping the corpse to shreds or grinding it into a bloody paste on the ground.

Composite Creature. A roggidj acts like an agglomeration of multiple creatures; in the rare times they choose to communicate, they refer to themselves as "we" or "us." The shapes of their short limbs vary considerably, looking like humanoid hands or feet, bird talons, claws of beasts or fiends, fleshy hooks, and so on. They have been known to slowly roll through the sites of battles in the Lower Planes, tearing off the limbs of the dead and dying and incorporating these parts into their own forms. Abyssal generals claim that slowly tearing a roggidj in half in just the right way creates two smaller ones that (if supplied with fiendish limbs) quickly grow to full size.

ROGGIDJ

Huge fiend (demon), typically chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft., burrow 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	7 (–2)	12 (+1)	7 (–2)

Saving Throws Str +7, Con +6

Skills Perception +4

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 40 ft., passive Perception 14

Languages Abyssal

Challenge 5 (1,800 XP)

Burning Slime (Recharge 6). As a bonus action, the roggidj covers itself in a slime that ignites upon contact with air. All of its attacks inflict an additional 3 (1d6) acid damage for one round.

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

ACTIONS

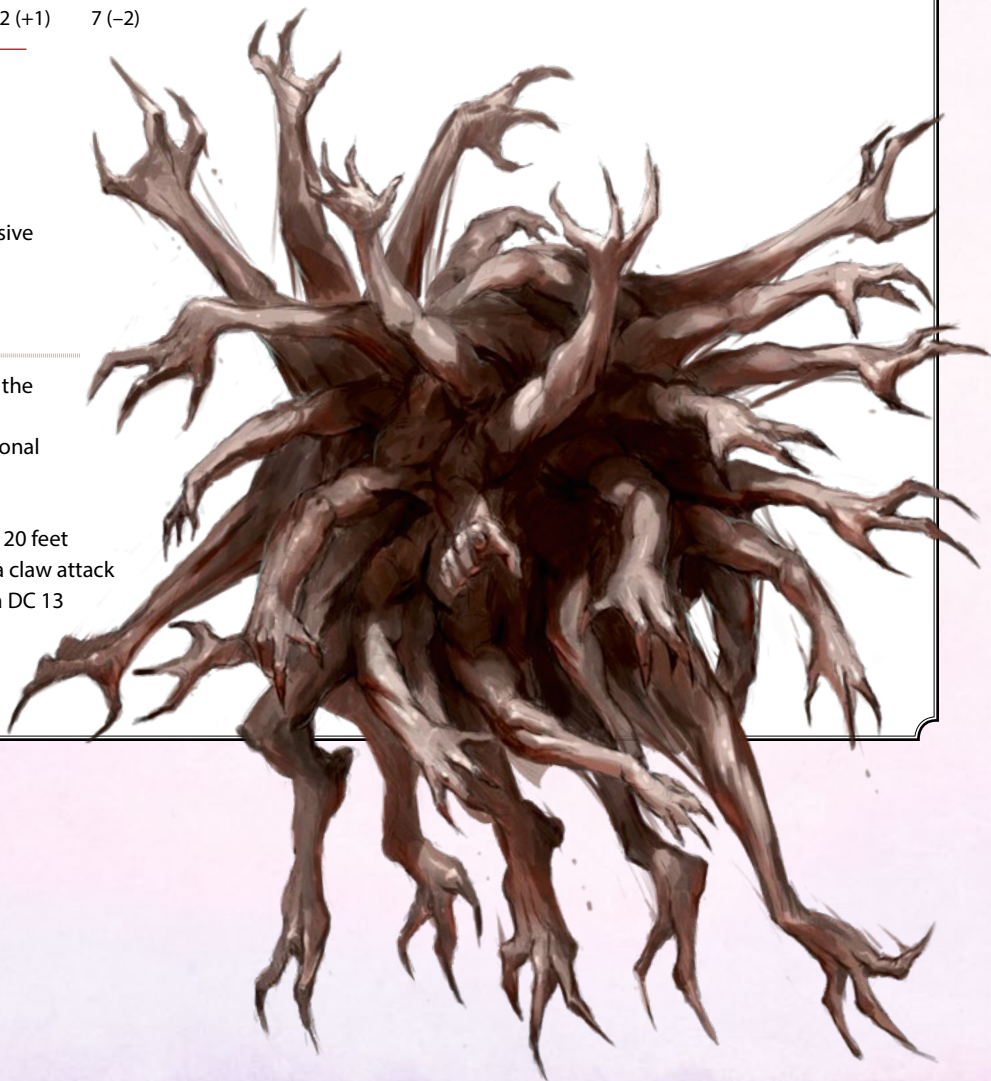
Multiattack. The roggidj makes three claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature.

Hit: 11 (2d6 + 4) bludgeoning damage.



It is a common tactic for a roggidj to charge at one creature, knock it prone, then roll over their foe (a Stomp attack) and repeat this on a second creature.

DEVIL

The Nine Hells in the Outer Planes is home to all manner of beings who enjoy trapping prey spiritually and literally.

AVERNUS OBSERVER

A fiend spawned on the banks of a river of blood in Avernus, the observer is a devil that misses nothing. As a weapon used by some devils against others, an Avernus observer is a powerful equalizer, as they can see how possibilities play out over alternate timelines. But Avernus observers are more interested in corrupting mortals in other planes, making certain that everyone is literally living in the worst timeline by collapsing their realities to those that are the most desperate and fell.

False Bargains, Shattered Hopes. Like other devils, Avernus observers delight in entering into compacts with mortals hoping to improve their own circumstances. But even more so than other devils, Avernus observers are adept at seeing the loopholes in their own contracts. It's rare that someone who strikes a bargain with an observer doesn't end up defaulting, usually through no direct fault of their own, but because of circumstances outside of their control. But contracts don't care, and their souls become forfeit.

Rebuking Reality. An Avernus observer sees into many alternate realities at once, always finding the worst possible outcome for its foes. It manages this feat by pulling on the threads of possibility by pure focus on its nearly unparalleled ability to see and concentrate on a single outcome. Few can pull failure from the jaws of victory quite so well as an Avernus observer.

Hellish Gamble. Avernus observers delight in making personal wagers against other creatures, betting on outcomes that seem as if they should be entirely random. But an observer's ability to see the worst outcome for an opponent often translates to a win for the devil, with the loser's soul paid in compensation.



Usually only lone Avernus observers are encountered.

AVERNUS OBSERVER

Small fiend (devil), typically lawful evil

Armor Class 17 (natural armor)

Hit Points 150 (20d6 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	19 (+4)	9 (–1)	20 (+5)	12 (+1)

Skills Perception +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 60 ft., darkvision 120 ft., passive Perception 18

Languages Celestial, Infernal

Challenge 8 (3,900 XP)

See Through Ruse. When an Avernus observer is subjected to a spell from the school of illusion or enchantment, it automatically succeeds on the saving throw and regains 13 (3d8) hit points on any round it doesn't take damage.

ACTIONS

Multiattack. The Avernus observer makes 1d4 + 1 (reroll each turn) slam attacks.

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

Collapse Possibility (Recharge 5–6). The Avernus observer targets one creature it can see within 30 feet of it. The targeted creature must make a DC 16 Wisdom saving throw. On a failed saving throw, the target becomes the worst version of itself from across multiple timelines. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. While the worst version of itself, the target's speed is reduced by half, it can't take reactions, it can take either an action or a bonus action on its turn (but not both), and it must roll a 1d4 – 1 with each attack roll, ability check, and saving throw, subtracting the result from the roll's total.

Gaze of Confusion (Recharge 5–6). The Avernus observer targets one creature it can see within 30 feet of it that can also see it. The target must succeed on a DC 16 Wisdom saving throw or become confused as to which reality strand it exists within, and is affected as the *confusion* spell for 1 minute. At the end of each of its turns, an affected target can make another saving throw. If it succeeds, this effect ends for that target.

REACTIONS

Dimension Slide (Recharge 5–6). When a creature the Avernus observer can see moves within 5 feet of it, the observer can shift to a place it occupied in the past, teleporting up to 60 feet to an unoccupied space.

Blood hellions are sometimes summoned by accident by those attempting summoning or portal magic, especially if blood is one of the components used in the spell or ritual.

BLOOD HELLION

Born of the Nine Hells, blood hellions serve as assassins for infernal armies, targeting opposed factions as often as they do creatures from Material Plane worlds. Able to bleed anything with blood, blood hellions are despised by devils and mortals alike.

BLOOD HELLION

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 313 (33d10 + 132)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+2)	19 (+4)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +8, Con +10, Wis +8, Cha +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 18 (20,000 XP)

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

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

Blood-Linked Regeneration. The blood hellion regains 10 hit points at the end of its turn if it dealt at least 1 piercing, slashing, or bludgeoning damage to a creature within 30 feet of it, or if a creature within 30 feet of it bleeds (as blood from the wound forms rivulets, crosses to the hellion, and infuses it). The blood hellion dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The hellion makes four attacks: two with its bite and two with its claws.

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

Hit: 21 (5d6 + 4) piercing damage plus 10 (3d6) necrotic damage.

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

Hit: 16 (5d4 + 4) slashing damage and the target loses 5 hit points from bleeding at the start of each of their turns for 1 minute unless they receive magical healing. Bleeding damage is cumulative; the target loses 5 hit points per round for each bleeding wound they take from this attack.

Hell-Lit Blood (Recharge 5–6). A living creature the blood hellion can see within 60 feet must succeed on a DC 17 Constitution saving throw,



or their blood burns. The affected creature is incapacitated and can't move or speak, other than to scream in unutterable pain. The affected creature takes 10 (3d6) fire damage each round, bypassing fire resistance (if any). Each round at the end of their turn, the creature can attempt another saving throw to end the effect. If a target is bleeding from one or more bite or claw wounds, all creatures within 5 feet of them take 5 (2d4) fire damage at the start of their turns.

Pool of Blood (Recharge after a Short or Long Rest). The hellion magically forms a pool of blood on a solid surface it can see within 60 feet of it. The pool can fill an area up to 30 feet in diameter to a depth of 20 feet, persisting for up to 1 hour. The depth exists in a temporary dimension phased with the ground just beneath the pool's surface.

When the pool appears, each Large and smaller creature in its space goes under on a failed DC 17 Athletics check. Those who succeed manage to stay on the surface. Each creature in the pool, whether on the surface or fully submerged, takes 35 (10d6) necrotic damage at the beginning of their turn. A creature on the surface can swim to exit the pool. A dunked creature must first succeed on a DC 17 Athletics check as their action before swimming to the pool's edge.

TAKER OF BONES

A distinct variety of bone devil, a taker of bones could almost be confused for a skeleton, though it is merely skeletally gaunt, not undead. With its two terrible stingers and its bony, crown-like crest, this creature demands attention. And that's even before a victim understands what the devil can demand from them.

Skeleton Thief. The taker of bones can plunge a stinger into a target and pull out their bones, which immediately animate as an undead under the taker's control, while leaving the victim a boneless pile of flesh. A victim has only so much time to retrieve their skeleton before they suffocate.

Deals on Offer. A taker of bones doesn't necessarily wade into a new encounter pulling skeletons from strangers (though it may). Instead, it might ask what it can do for a stranger, insisting that it will take their skeleton as a trophy only when the target no longer has any use for it. The word "when" is important in this deal, because a taker of bones would argue that someone has no use for bones when those bones are not inside them. Anyway, that's the fiend's justification, assuming it can provide the target with the service they ask for (or a reasonable facsimile thereof).

A taker of bones is often encountered with two or more **skeletons** wherever deals with devils are in the offing.

TAKER OF BONES

Large fiend (devil), typically lawful evil

Armor Class 16 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	20 (+5)	16 (+3)	19 (+4)	18 (+4)

Saving Throws Dex +7, Con +8, Wis +7, Cha +7

Skills Perception +7, Intimidation +7, Stealth +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages Common, Infernal, telepathy 60 ft.

Challenge 7 (2,900 XP)

Magic Weapon. The taker of bones's weapon attacks are magical.

ACTIONS

Multiattack. The taker of bones makes two sting attacks, or one sting attack and one Take Bones attack (also made with its stinger) if the latter attack is charged.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 18 (2d12 + 5) piercing damage.

Take Bones (Recharge 5–6). On a successful sting attack, the target must succeed on a DC 15 Constitution saving throw against a necromantic effect or when the stinger disengages, it bloodlessly pulls the target's skeleton out of their body, depositing the bones in an empty space next to the taker of bones. The stolen bones act as an undead **skeleton** under the command of the taker of bones.

The victim of skeletal theft is paralyzed. Each round on their turn, they can attempt another saving throw. If successful, their skeleton is no longer under the command of the taker of bones, and it uses its action to return and fuse with the victim. A victim who regains

their skeleton is immune to this effect for 24 hours. If the skeleton is destroyed while roaming outside its owner's body, the victim can't regain those bones. A victim that can't retrieve their bones dies within a few minutes unless they receive a *remove curse* spell or similar magical treatment.

Bone Door (Recharge after a Short or Long Rest). The taker of bones can use any skeleton under its command as an endpoint destination of a *teleport* spell, no matter how far away the endpoint is, including across planar boundaries.



DEVOULOTH

Lone devouloths are sometimes found stealthily spying out new sources of food. Groups of three are occasionally found in hard-to-reach lairs all across the planes.

These insectoid fiends feed on magic, though if no magic is available, they can subsist on egregious amounts of blood from living things. Their wings keep them almost constantly aloft, and their many chiton-plated arms clatter and click as they try to latch onto fresh prey with their spell-eating mandibles.

Yugoloth Origins. A lesser-known variety of yugoloth, a devouloth is hated by other yugoloths for its ability to eat their magic just as easily as it eats the magic of mortal victims. Which is why devouloths are hunted, even among their own kind, but also by demons and devils. In fact, devouloths are so detested that the species has disappeared almost entirely, except for a few hidden conclaves encysted across the planes of existence.

DEVOULOTH

Large fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Dex +7, Con +7, Wis +4

Skills Intimidation +5, Perception +4, Stealth +7

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 14

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 6 (2,300 XP)

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

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

ACTIONS

Multiattack. The devouloth makes one bite attack and two claw attacks. If it has at least one target grappled, it can make a Consume Magic attack in place of one or both claw attacks.

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

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) slashing damage. The target is grappled (escape DC 15) if they are a Large or smaller creature and the devouloth doesn't have two other creatures grappled.

Consume Magic. One creature that is willing, charmed, or grappled by the devouloth must succeed on a DC 13 Wisdom saving throw or take 13 (3d8) psychic damage and lose their highest-level uncast spell or spell slot as the fiend consumes that magic (or, if the target has no uncast spells, their Wisdom is reduced by 1d2). The victim can regain access to lost spells or spell slots normally if they survive their encounter. The devouloth gains temporary hit points equal to the psychic damage dealt.

A creature reduced to 0 Wisdom is unconscious until they regain at least 1 point. A creature regains all lost Wisdom when they finish a long rest.

Charm (Recharge after a Short or Long Rest). One creature the devouloth can see within 30 feet of it must succeed on a DC 13 Wisdom saving throw or be magically charmed for 1 minute. The charmed target obeys the devouloth's verbal or telepathic commands. If the target suffers any harm (other than psychic damage) or receives a suicidal command, they can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on them ends, the target is immune to this devouloth's Charm for the next 24 hours.



DISTRANSIT

It's hard to determine exactly what a distransit looks like, as it constantly shifts its texture and shape to take on the context of the dimension it currently inhabits. The creature might not have a base shape, but instead be in constant flux.

Born of Interrupted Planar Travel. Most crossplanar trips are unremarkable. Rarely, planar travel is interrupted, and the travelers in question are never seen again. Under some circumstances, the energy of the transfer and the life lost in the disrupted transit emerges elsewhere, becoming a living aberration of unrecalled loss and constant hunger.

Feeds on Dimensional Instability. A distransit's continued existence relies on feeding on areas of unstable spacetime. Their preferred food source, dimensionally speaking, is prey knocked askew from their proper frame of existence. This misalignment produces transdimensional nutrition for the distransit, at the prey's expense. If a target of this feeding perishes, nothing remains of them but dust.

Dimensional Context. A distransit, having no shape to call its own, can appear as a tree, a boulder, a wardrobe, a stalagmite, a living creature, or even a section of a wall or ground—whatever allows it to seamlessly blend in. When it moves, it flickers between all of these forms and more (possibly even briefly recalling the humanoid shape from which it was born), making it hard to look at for those prone to dizziness.

Distransits are rare. One sometimes lurks near out-of-the-way planar portal exits.

DISTRANSIT

Large aberration (shapechanger), unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	4 (−3)	16 (+3)	9 (−1)

Skills Perception +6, Stealth +5

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

Languages —

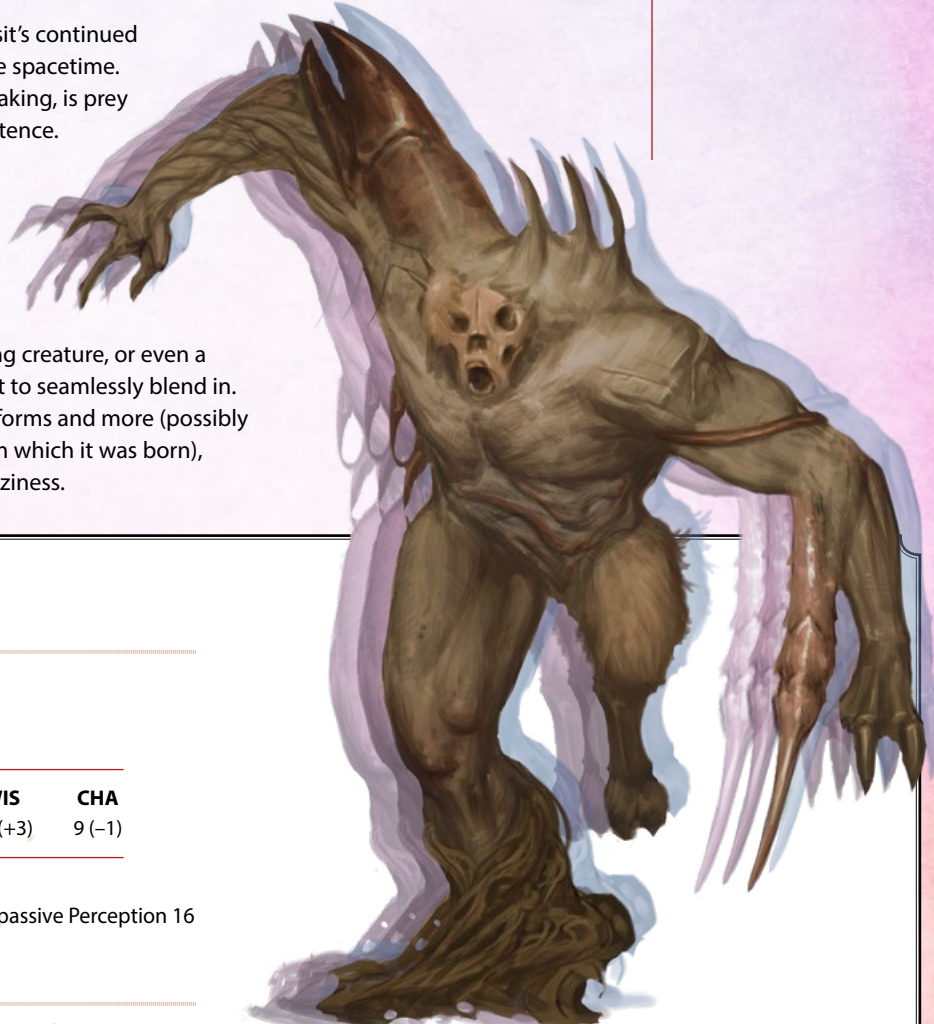
Challenge 6 (2,300 XP)

False Appearance. While the distransit remains motionless, it is indistinguishable from an ordinary part of the environment. If killed, it becomes motionless again, becoming a permanent fixture of the environment.

Planar Context. Even while moving, the distransit constantly shifts its shape to take on the visual and textural context of its current plane and location. It has advantage on Dexterity (Stealth) checks. If the distransit moves half its speed or less, attacks made against it before the start of its next turn have disadvantage.

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

Regeneration. The distransit regains 5 hit points at the start of its turn if it has at least 1 hit point and at least one creature within 30 feet of it is dimensionally askew (a special condition conferred by the distransit's Disconfluent Slam attack).



ACTIONS

Multiattack. The distransit makes two Disconfluent Slam attacks.

Disconfluent Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage. The target's dimensional geometry is knocked askew. While they are dimensionally askew, they are blinded by a cascade of images and sensations from the infinite planes that resonates through them. To observers, dimensionally askew targets glow with flickering, incoherent illumination. At the end of each turn a target remains dimensionally askew, they suffer 4 (1d8) psychic damage and 4 (1d8) force damage. A dimensionally askew target can use their action to dimensionally reorient themselves by succeeding on a DC 14 Wisdom check. On a success, the effect ends and the target is immune to this condition for 24 hours.

DIVERGENT SKULL

Though rare, a given divergent skull could be an alternate reality version of a still-living individual who exists elsewhere in the multiverse. Divergent skulls are usually encountered alone.

Divergent skulls have only limited memories of what their lives were like on the dead planes where they once lived. Like regular creatures trying to suppress bad dreams, divergent skulls don't like to think about their existence prior to their current form. Their minds are slightly broken, but they are hellishly smart.

A divergent skull is a remnant of someone who was once native to—or later became trapped in—a dead or dying dimension. Divergent skulls manifest randomly on other planes of existence, possibly to escape their disintegrating plane, though if so, they make few friends in the still-extant dimensions they now stalk.

From Elsewhere. Divergent skulls once had names, purposes, and lives in an alternate reality completely unlike most planar locations on the Great Wheel. They had little use for “magic” but instead relied on technology of greater and greater magnitude. However, this very technology may have proved to be the precipitating factor that destroyed their dimension and all the bordering planes as well, creating an expanse of splintered, decaying dimensions. Something to do with “cosmic engineering gone wrong.”

Hungry for Planar Sustenance.

Divergent skulls “eat” by erasing victims from extant planes and sending them through a dimensional fold into a null realm. Through some sort of symbolic cosmic equation, the transfer of energy enlivens and heals the divergent skull.

Many Varieties. The most dangerous divergent skulls are those that erase victims. However, planar travelers have encountered less powerful varieties. Those that recall more of their old lives are given to constant weeping.

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



DIVERGENT SKULL

Tiny undead, typically chaotic evil

Armor Class 19 (natural armor)

Hit Points 114 (12d10 + 48)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	18 (+4)	20 (+5)	12 (+1)	7 (–2)

Skills Perception +4

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages most have learned Common

Challenge 5 (1,800 XP)

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

- At will: *mage hand*, *minor illusion*
- 1/day: *suggestion*

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 10 (2d4 + 5) piercing damage.

Eyebite. The divergent skull attacks a creature within 20 feet of it with a magical eye ray. The target must make a DC 16 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Erase from Dimension (Recharge 6). The divergent skull magically rips a gap in existence in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to fade from existence and is restrained. A restrained target must repeat the saving throw at the end of their next turn. On a success, the effect ends on the target. On a failure, the target is erased from the dimension and cast into a dying realm from which they cannot escape until freed by a *wish* or other powerful magic.

A divergent skull regains 33 hit points for each victim erased from the dimension.

DOOM OF RETRIBUTION

A doom of retribution arises from the planar flux to mete literal doom out against those who trespass against life. Sometimes a doom of retribution acts as a messenger of a coming apocalypse or serves as a literal omen. A doom of retribution—commonly shortened simply to “doom”—targets creatures of the Material Plane, though even fiends and other celestials could find themselves facing a doom in rare situations.

Natural Formation. A doom of retribution normally arises spontaneously, but rarely and randomly. A mortal’s act of cruelty or violence can call a doom into existence. The newly formed doom’s only purpose is to destroy whoever summoned it by their atrocious actions. A doom always announces its purpose in a language the target understands. Even high-level targets have reason to fear a doom of retribution’s appearance.

Doom Cursed. Certain powerful spellcasters and other creatures have learned of the mystical levers of the multiverse. These individuals know a spell to summon dooms and might cast it on their enemies, despite the possibility of blowback. Likewise, ancient artifacts and guarded locations might have the ability to call a doom of retribution should anyone attempt to use the object or access the location.

Arbiter of the Multiverse. A doom of retribution usually appears exactly where it is needed, without having to track down its targets. Once called into existence, a doom does its best to slay its target.

A doom of retribution is unflinching in completing its objective. It can’t be reasoned with or distracted. That said, a doom called through use of a spell capable of summoning it seems to understand the arbitrary nature of its limited existence. Its target might not be a legitimate one, at least as far as the multiverse is concerned. In such cases, a doom of retribution is open to changing its target, but only if its initial target can provide a compelling reason why the creature should do so.

Doomblade Wielder. Just as a doom of retribution is called into existence by the cosmos, each doom can use a bonus action to call a shortsword known as their doomblade into their hand. A doomblade normally exists only as long as a doom of retribution itself does. But every so often, a doomblade remains behind, especially if several dooms were defeated in a given location. A doomblade functions as a regular shortsword.

Cosmic Nature. A doom doesn’t require air, food, drink, or sleep.

A single doom of retribution immediately appears, but given the creature’s nature, more dooms likely show up during any given combat encounter.

Some sages suggest that dooms of retribution are a fundamental reflex of the cosmos. Intelligent creatures started using the word “doom” only because of the existence of these entities, not the other way around. However, because of increased multiversal travel, people in some worlds of the Material Plane are now learning about them as incarnate beings.

DOOM OF RETRIBUTION

Medium celestial, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	9 (–1)	10 (+0)	8 (–1)

Saving Throws Dex +4

Senses blindsight 60 ft., passive Perception 13

Languages all

Challenge 1 (200 XP)

Precognitive Advantage. A doom of retribution is always treated as having rolled a 20 on initiative checks.

Creeping Doom. If the doom of retribution is reduced to 0 hit points, roll 1d4 – 1. That’s how many additional dooms appear in the closest empty space, attacking either whoever killed the doom or the original target (or both). No more than nineteen living dooms can exist at a time within a given 120-foot sphere; if that number is reached, Creeping Doom stops calling new dooms into existence (but already-called dooms remain). New dooms also cease appearing if the initial target of the first doom is killed, or if the initial target manages to evade the senses and escape from the accumulated dooms called later.

Increasing Doom. If five or more dooms of retribution are present within a given location, their doomblade attacks are magical.



ACTIONS

Multiattack. The doom of retribution makes three doomblade attacks.

Doomblade (shortsword). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

DWIMMERSHRIKE

A lone dwimmershrike, shaped like a chair or an old chest, might be responsible for random failures of magic in a wizard's laboratory or magic shop.

When in their native form, a dwimmershrike's crystal carapace sparkles with visible light, as well as with light from the magic they feed upon. However, these fey creatures spend much of their time pretending to be ordinary mundane objects in locations where spellcasters and magical items are likely to pass, because dwimmershrikes feed on magic. If interrupted, they defend their food source with vicious tenacity.

Spawned in the Feywild. Once each year dwimmershrikes return to the special mountainsides in the Feywild where they hatched, where they lay clutches of eggs in hopes of bringing new generations into existence. Luckily for wizards the multiverse over, many Feywild creatures preferably predate these eggs.

VARIANT: WEAVER OF SPELLS

Some dwimmershrikes can use their absorbed spell energy to cast spells, like an innate spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The dwimmershrike can innately cast the following spells, requiring no material components:

- 2/day each: *ray of sickness*, *invisibility* (self only)
- 1/day each: *entangle*, *phantasmal force*

DWIMMERSHRIKE

Small fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 52 (8d6 + 24)

Speed 40 ft., climb 40 ft.

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

Saving Throws Dex +5, Con +6, Cha +5

Skills Deception +5, Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Consume the Weave. As a bonus action, the dwimmershrike targets any creature, object, or magical effect within 10 feet of it. The dwimmershrike chooses a spell already cast on the target. If the spell is of 3rd level or lower, the dwimmershrike absorbs the spell and it ends. If the spell is of 4th level or higher, the dwimmershrike must make a check with a +6 modifier. The DC equals 10 + the spell's level. On a successful check, the dwimmershrike absorbs the spell and it ends. The dwimmershrike regains a number of hit points equal to the absorbed spell's level and briefly glows. This glow suppresses the creature's False Appearance quality until the beginning of the dwimmershrike's next turn, as an ordinary object usually doesn't briefly flicker with light.



Shapechanger. The dwimmershrike can use its action to polymorph into a Small or Tiny object or back into its true crystalline form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (Object Form Only). While the dwimmershrike remains motionless, it is indistinguishable from an ordinary object.

ACTIONS

Multiattack. The dwimmershrike makes three bite attacks.

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

Spell Breath (Recharge Variable). The dwimmershrike exhales the spell energy it has absorbed in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 14 (4d6) lightning damage or 28 (8d6) if the dwimmershrike has absorbed any spells within the last 10 minutes, or half damage with a successful save.

Spawning Shift (1/Year). The dwimmershrike is transported to a location it knows in the Feywild, usually the spot where it was born and where it annually returns to spawn.

EBON TULLITH

If a creature boasts a shadowy veneer flowing over its skin like tiny trickling threads of darkness, that veneer might be the protective embrace of an ebon tullith. If that protection is disrupted, the tullith is expelled, condensing as a darting, shadowy point in the air seeking another host, or the nearest living creature that it can use to flee back to the Elemental Chaos by creating an implosive, fleeting portal.

Fashioned by Necromancy. Because of an ebon tullith's resonance with necrotic energy, usually only undead and necromancers dare to conjure them. Long-term bonding with an elemental steeped in "negative" necrotic energy may lead to ill effects in otherwise normal creatures. But for undead and spellcasters able to insulate themselves from consequences, an ebon tullith is an ideal additional safeguard.

Linked by a Larger Intelligence? Individually, tulliths are dull and without much sense of self-preservation. But when two or more are present, they can speak to each other telepathically, and in so doing, convey a telepathic link between the creatures that are bonded to each tullith. When those bonded creatures are intelligent, some have noticed a silent, distant mental presence, observing.

Elemental Nature. An ebon tullith doesn't require air, food, drink, or sleep.

Ebon tulliths are usually encountered in the company of undead or necromancers, singly or in groups of two or three.

EBON TULLITH

Tiny elemental, neutral evil

Armor Class 13

Hit Points 14 (4d4 + 4)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Stealth +5

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 11

Languages understands Primordial but doesn't speak, telepathy 60 ft. (if 2 or more tulliths are present)

Challenge 1/4 (50 XP)

Ephemeral. The ebon tullith can't wear or carry anything. If killed, it fades to nothingness.

Incorporeal Movement. The ebon tullith 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.

Dim Camouflage. The tullith has advantage on Stealth checks made to hide in dimly lit or dark areas.

Shadow Shield. If an ebon tullith bonds with a creature (typically an undead, but potentially a living creature that has developed a bonding ritual or spell), the tullith becomes a shadowy veneer of protective energy. The bonded creature gains 10 temporary hit points.

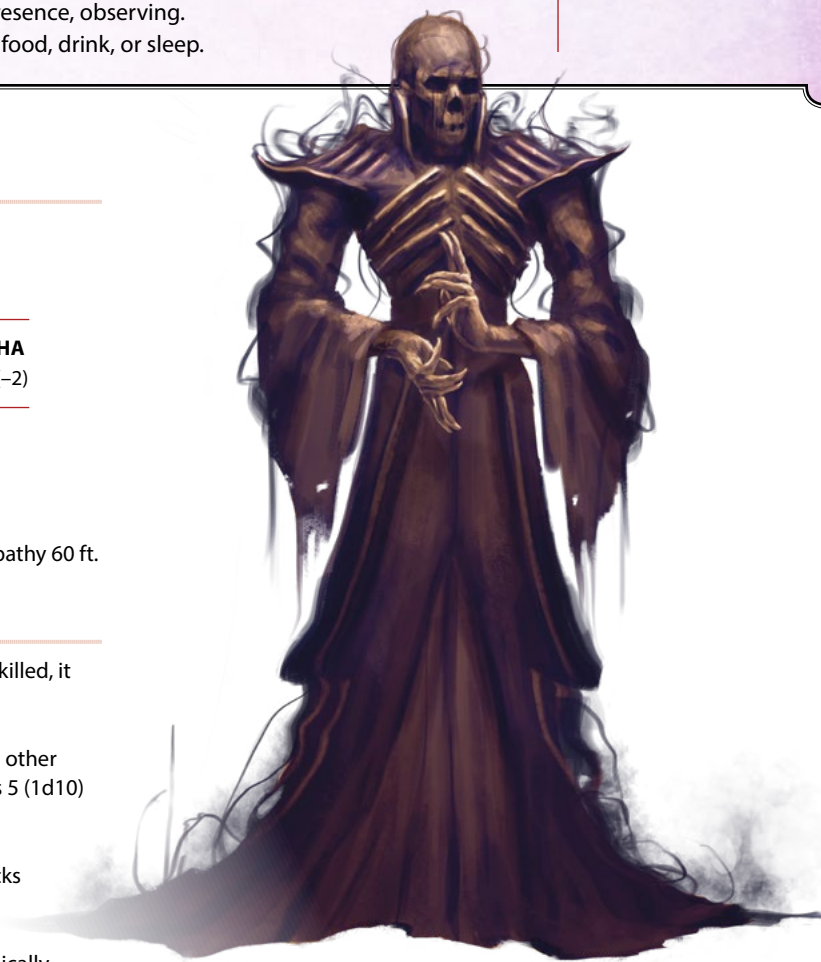
If the bonded creature loses those temporary hit points for any reason, the bond breaks. The tullith condenses as a darting point of shadow appearing in the nearest open space to the creature it was previously bonded to. On its next turn, the tullith flies to a non-bonded undead creature within 40 feet that hasn't previously enjoyed a bond with a tullith. If the tullith reaches such a target, it uses its action to form a new bond with that creature, granting them the same benefit as the previous bonded creature. If no undead are in range, the tullith flies to the nearest living creature it can sense and attacks them with Ebon Bite.

ACTIONS

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

REACTIONS

Implosive Escape. If the ebon tullith deals damage to a creature with its Ebon Bite attack, it creates a portal to the Elemental Chaos through which it vanishes, at which point the portal implodes and is destroyed. All creatures in a 10-foot sphere centered on the target of the Ebon Bite take 18 (4d8) necrotic damage on a failed DC 11 Dexterity saving throw, or half that with a successful save.



Before including an echo of divinity in a game, the GM should decide the creature's alignment, what sort of deity they served, their divine domain, whether they are a celestial or fiend, and the energy damage for their attacks.

An echo of divinity may travel alone or with cultists, fanatics, or priests who venerate a similar power or even the entity the echo once served.

Some sages believe that the images that follow an echo of divinity are actually versions of it from other timelines or parallel realities that momentarily brush against the echo's current plane.

ECHO OF DIVINITY

An echo of divinity resembles a large humanoid, their body concealed under tightly wrapped garments and shrouded in a large hooded cloak. (Underneath these clothes, their bodies are often scarred and branded, as if from torture or penance.) They are enigmatic beings who wander the planes, trying to carry out the orders of someone who is dead and forgotten.

Persistent Remnant. It is likely that an echo is a still-living portion of a slain deity, or perhaps one of its powerful servitors (such as a deva) that survived their master's death, diminished from their former glory but still carrying on their remaining tasks. Each echo has a specific area of interest, such as weather, fire, magic, or life, and continues to act to advance this cause and fight those who oppose it.

Lingering Clues. Each echo of divinity looks slightly different, hinting at what they or their divine master used to be. For example, the echo from a dead god of storms may have a grey robe or one decorated with clouds, their attack spells may inflict lightning damage, their *spiritual weapon* resembles the god's chosen weapon, and so on.

ECHO OF DIVINITY

Large celestial or fiend, any alignment

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

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

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

Saving Throws Int +5, Wis +7, Cha +7

Skills Perception +6

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

Condition Immunities blinded, charmed

Senses darkvision 60 ft., truesight 60 ft., passive Perception 13

Languages several planar languages (typically Abyssal, Celestial, and Infernal), telepathy 60 ft.

Challenge 9 (5,000 XP)

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

Trailing Images. Illusory copies of the echo follow it and mimic its actions, similar to a mirror image spell. The echo usually starts its turn with two images (AC 13) near enough to interfere with opponents' attacks.

Spellcasting. The echo casts one of the following spells, using Wisdom as the spellcasting ability (save DC 15, +7 to hit with spell attacks):

- At will: *spare the dying*, *thaumaturgy*
- 3/day each: *cure wounds*, *enhance ability*, *hold person*, *inflict wounds*, *revivify*, *silence*, *spiritual weapon*
- 1/day each: *banishment*, *beacon of hope*, *dispel evil and good*, *flame strike*, plus Domain Magic spells

Domain Magic. An echo has access to the spells of one divine domain, and can use their Spellcasting ability to cast each of those spells once per day.

ACTIONS

Multiattack. The echo makes two Divine Strike attacks, or makes one Divine Strike attack and casts one spell.

Divine Strike. *Ranged Spell Attack:* +6 to hit, range 100 ft., one target. *Hit:* 9 (2d8) slashing damage and 9 (2d8) energy damage appropriate to the echo's nature (defaulting to necrotic damage for evil echoes and radiant damage for good ones).



EILFGAR

In Ysgard, slain warriors strive against each other forever. If they are killed on the field of battle, new existence is breathed into them when the sun next rises. Some portions of these spirits have gone through this cycle so many times that their features, gender, and individuality have eroded away over the millennia, leaving only the pure essence of fighting behind.

Summoned by the Horn. When someone blows a magic item called a *horn of Valhalla*, spirits of berserkers are summoned to fight. Rarely, for reasons the gods have not deigned to reveal, an eilfgar appears instead. The eilfgar fights as instructed by the horn blower; however, after 1 hour passes (or if they're killed and reform a day later), the summoned eilfgar takes their leave to seek their purpose in the larger multiverse.

Unresolved Task. If an eilfgar makes their way out of Ysgard purposefully or by accident, they regain a single memory of an unfinished task, failed quest, abandoned duty, undelivered message, or other unresolved matter from their earlier life. Even if years, decades, or centuries have gone by since, an eilfgar will try to resolve that tension by seeking those who they failed in some way. Because of time's cruel passage, most eilfgar are frustrated in this attempt and become morose wanderers.

Foes of Evil. Even if their unresolved tasks are never completed, eilfgar are still the spirits of slain heroes, and most cannot stand to see evil perpetrated in their presence. They summon their weapons of ancient days, wind spells of power around them, and deal with those whose deeds stain the earth.

Often, other beings who have complicated motives or who operate in a grey area look evil to an eilfgar.

Spirit Nature. An eilfgar doesn't require air, food, drink, or sleep.

Eilfgar are encountered alone in lonely locations in nearly any plane of existence.

EILFGAR

Medium celestial, lawful neutral

Armor Class 18 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Con +8, Wis +7, Cha +8

Skills Athletics +9, Perception +7

Damage Resistances acid, cold, lightning

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial

Challenge 10 (5,900 XP)

Summoned Magic Weapons. As their bonus action, the eilfgar summons two long blades, one to each hand, that are magical. If the eilfgar drops the blades, they vanish.

Eternal. If killed, even if their form is destroyed, an eilfgar reforms from radiant light 24 hours later in a random direction and up to 100 miles away.

ACTIONS

Multiattack. The eilfgar makes two magic weapon attacks.

Magic Weapon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 31 (4d12 + 5) force damage.

Call of Ysgard (Recharge 5–6). The eilfgar pantomimes blowing on a great horn, but produces a blaze of radiance affecting all creatures in a 30-foot cone. Targets take 42 (12d6) radiant damage on a failed DC 16 Dexterity saving throw, or half that if their save is successful.

As the radiance of the attack fades, motes linger, forming into 10 (4d4) warrior spirits (**berserkers**) from the plane of Ysgard. They return to Ysgard after 12 hours or when they drop to 0 hit points. Berserkers can be summoned only once a day, even if Call of Ysgard is otherwise recharged.



ELAR

Pronunciation: eh-LAR

Natives of the Elemental Plane of Water, elars are deadly hunters, watchful trackers, and eager foes of aboleths. Sometimes they appear as huge silvery sharks, and other times as humans with skins as reflective as a placid lake with splashing water for hair. Both forms conceal the fact that these are creatures of living water.

Spawned in the Storm. Elars do not produce children, either among themselves or with other entities. Instead, each one is spawned when a particularly violent storm from the Elemental Chaos touches the Elemental Plane of Water. This singular inception for each individual means the population is never at risk of growing out of control. On the other hand, should the last existing elar perish, there's a good chance that a storm in the Elemental Plane of Water will eventually spawn more.

Aboleths Must Die. When aboleths first seeped into the cosmos, they targeted elars, attempting to eliminate them, even going so far as casting a ritual to disrupt further elar spawning. A great hero arose and united all the elars under them, making the aboleths pay dearly. That hero is referred to as the Mother of Storms. Now, the elars hunt aboleths whenever they have the opportunity.

Sea Dwellers. Once spawned, elars sometimes migrate to one of several bodies of water that exist on other planes of existence, swimming the Ethereal to reach their destination. Elars prefer to hunt alone, though some individuals may ally with other creatures for brief periods, especially if an aboleth hunt is in the offing.

Some elars build simple dwellings on the water's edge and even take on a human identity for a while, though rarely for longer than a single human lifetime.

Pearl Hunters Extraordinaire. Elars know where to go to collect the largest and most exotic pearls in the multiverse. They consider personally gathered pearls priceless. If an elar's pearl is looted after a conflict, other elars may track the perpetrator and take back what was stolen.

Living Water. An elar doesn't require air, food, drink, or sleep.



Elars are normally encountered alone or in pairs, searching for aboleths to hunt.

ELAR

Huge elemental, typically lawful neutral

Armor Class 15 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +8

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

Damage Immunities lightning, poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Common, Aquan

Challenge 7 (2,900 XP)

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

Regeneration. The elar regains 10 hit points at the start of its turn if it has at least 1 hit point and is in contact with water.

ACTIONS

Multiattack. The elar makes two bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 13 (3d6 + 3) piercing damage plus 13 (3d6 + 3) lightning damage.

Change Shape. The elar magically polymorphs into a Small or Medium humanoid or back into their true form. Their statistics are the same in each form (and they also bite in humanoid form, usually). Any equipment worn or carried isn't transformed. They revert to their true form upon death.

Swimming Charge (Recharge 6). An elar can jet through the water at incredible speed for short bursts, moving up to 500 feet as its movement, which it does when attacking prey, especially prey that doesn't yet know it is being stalked. If the elar uses this ability to surprise a creature and hits it with an attack during the first round of combat, the target takes an extra 8 (2d4 + 3) damage from the attack.

ELEMENTALS

Commonly recognized incarnations of existence include air, earth, and fire. Other beings composed of different substances and energy can also be called by spellcasters to worlds of the Material Plane, including flux elementals and sand elementals.

Elemental Nature. An elemental doesn't require air, food, drink, or sleep.

FLUX ELEMENTAL

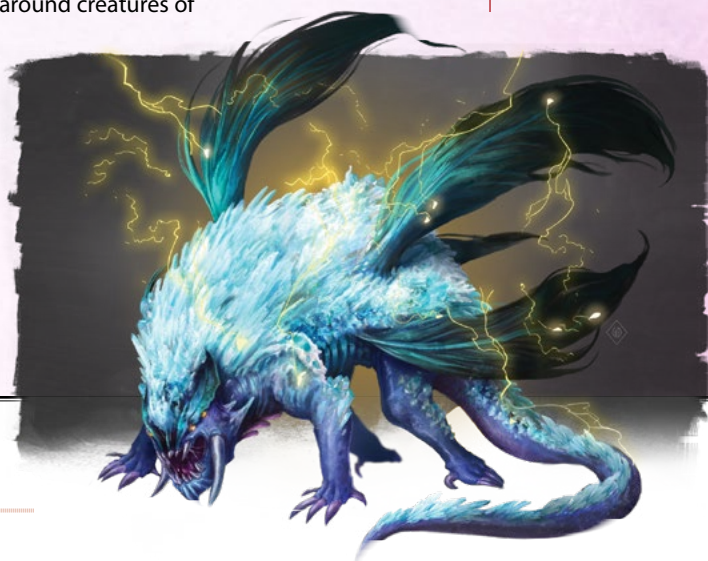
An entity of the Elemental Chaos, known as a flux, swirls with the power of ice, lightning, and a combination of both, creating an invisible, emergent force of destruction. Just being too close to a flux is dangerous for many creatures.

Deadly Nature. Like many elementals, a flux is a packet of destructive energy that corrodes other objects and creatures. However, the flux's combination of elements produces a tertiary force every bit as destructive as the lightning that visually crackles across the creature's icy carapace. This "magnetic" force can reach invisibly through matter and armor alike to attract and repel objects, disrupt the senses of living beings, temporarily shut down constructs, and render artifacts from some worlds of the Material Plane that rely on technology inoperable.

Conglomerate. As their name implies, fluxes rarely retain a single shape for long. Alone and unobserved, they resemble icy spheres ringed by lightning. However, when around creatures of other planes, they take on aspects of those forms, though never completely. The result is a creature apparently made up of many different creature types, carved of ice, and haloed with electricity.

Flux Doors. Fluxes delight in finding new materials to attract and repel, and if possible, they like to permanently magnetize objects made of metal, leaving behind a bit of their essence. At any later date, a flux can step through a temporary "door" from wherever it is to a location next to an object it previously magnetized, even if it and the object are on different planes of existence.

Jealous of their power and intolerant of others, fluxes usually wander alone. However, some have been bound to serve other creatures, especially those who have gained a unique insight into magnetism.



FLUX ELEMENTAL

Medium elemental, typically chaotic evil

Armor Class 18 (natural armor)

Hit Points 187 (22d8 + 88)

Speed 0 ft., fly 80 ft. (hover)

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

Saving Throws Dex +8, Con +8, Wis +7

Skills Perception +7

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 17

Languages Primordial

Challenge 11 (7,200 XP)

Electrified Chill. The flux's bite attacks do an additional 14 (4d6) lightning damage and 14 (4d6) cold damage. A creature who touches the flux takes the same amount of damage.

Magnetic Control. The flux randomly varies the magnetic force it generates, causing dizziness and nausea in most thinking things, and erratically attracting and repelling many metallic objects. Thus, attacks, ability checks, and saving throws made by foes within 30 feet have disadvantage.

ACTIONS

Multiattack. The flux makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) damage plus 14 (4d6) lightning damage and 14 (4d6) cold damage.

Magnetic Pulse (Recharge 5–6). A creature within 30 feet of the flux must succeed on a DC 17 Constitution saving throw or be blinded (due to visual distortions) and poisoned (from dizziness-induced nausea) for 1 minute. Metallic constructs cease to function for 1 minute, and some especially exotic objects created by technology (such as a laser pistol) cease to function permanently.

SAND ELEMENTAL

Swirling sand forms a humanoid figure of dry sand, constantly crumbling away and reforming in a never-ending whirlwind of scouring particles. Able to grow three to five times its “resting” size or shrink down to the size of a dusty breeze, a sand elemental can be an egregious threat, or easily missed even by keen observers.

Born of Chaos. The turmoil of the Elemental Chaos never ceases, infused with material, energy, and naked life force in equal measure. Add in a little binding magic from some long-forgotten wizard, and sand elementals swirled into existence. Over time, they tend to die out, though many find their way to more stable planes.

Drawn to the Desert. When first encountered, a sand elemental in mostly solid form might be taken for a nomad of the dunes, wandering the seared, sandy plains in search of an oasis to parch their thirst.

Curious About the Living. The somewhat humanoid form that sand elementals adopt allows them to explore their curiosity about life lived by humans and similar species. Some go so far as to attempt to pass as human, though few ever get so good that daylight doesn’t reveal their sandy forms. When spurned (as they often are), sand elementals revert to a form more obvious in its elemental nature as their rage grows to become an enveloping storm of loss and, often, revenge on those who rebuffed them.

Sand elementals usually wander alone, though reports of “grit bandits” (two or three individuals with sand for flesh) robbing desert travelers might actually be sand elementals.



SAND ELEMENTAL

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 133 (14d8 + 70)

Speed 30 ft., burrow 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	20 (+5)	11 (+0)	10 (+0)	11 (+0)

Skills Deception +3

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

Damage Immunities poison

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

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

Languages Primordial

Challenge 6 (2,300 XP)

Air Form. The elemental can enter a hostile creature’s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. As its bonus action, the elemental can choose to occupy a space filling a 20-foot sphere.

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

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 14 (2d8 + 5) bludgeoning damage.

Shamal (Recharge 6): Each creature in a 20-foot sphere centered on the elemental must make a DC 13 Dexterity saving throw. On a failure, a target takes 36 (8d8) slashing damage from swirling sand and is blinded for 1 minute. If the initial saving throw is successful, the target takes half the slashing damage and isn’t blinded.

A blinded creature can attempt a DC 13 Constitution save on subsequent turns to remove the condition early.

ETHERCLAW

Etherclaws are hard to spot because they flit into and out of worlds of the Material Plane from the Border Ethereal only long enough to bite and claw their targets.

Winged Felines. Etherclaws are elongated, hairless catlike creatures with filmy wings that trail into Ethereal vapor. Some think them cute when the creatures are encountered napping or playing in one of their demiplane lairs. Indeed, a sated etherclaw is playful, given to naps, and may even seek physical touch, though usually only among their own kind. But when it becomes hungry, its underlying hunter instinct rises.

Flitting Between Worlds. Capable of fast and maneuverable flight in any world, the etherclaw is already a deadly hunter. Add to that their ability to flit into and out of a demiplane or Material Plane world, biting and slashing targets as they come and go, and it's difficult to imagine a more perfect guerilla stalker.

Deadly Bite. The etherclaw's bite is especially dangerous. The wound begins to fester with particulates of disease bred in a host of odd dimensions. The bite poisons victims, and if left untreated, many succumb to disease. However, etherclaw prides are drawn to such prey, killing and consuming them long before victims must face the prospect of death by disease.

Etherclaw Prides. Often, etherclaws hunt alone, but they're part of loose groups called prides. If particularly toothsome (or troublesome) prey is discovered, the pride is called, and many etherclaws emerge at once from what may seem like thin air to attack. Then the pride drags the resulting carcass back into the Border Ethereal to a nearby demiplane lair where all can feed.

Etherclaws are usually encountered as single hunters at first, but up to ten may hunt in a pride, slipping back and forth from existence to ethereality.

ETHERCLAW

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	17 (+3)	2 (-4)	16 (+3)	12 (+1)

Skills Perception +5

Senses blindsight 30 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

Ethersight. From the Border Ethereal, the etherclaw's blindsight extends 30 feet into whatever world the Border Ethereal is overlapping. (The etherclaw can also see into the overlapped plane, but everything is muted and distorted.)

Etherflit. The etherclaw can use its Ethereal Door ability as their bonus action either before or after taking an action to move or attack. If it uses Ethereal Door after attacking, it doesn't provoke an opportunity attack when it fades out of an enemy's reach.

ACTIONS

Multiattack. The etherclaw makes one claw attack and one bite attack.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.
Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage, and the target must make a successful DC 13 Constitution saving throw or be poisoned for 1 hour. At the end of the hour, the target must succeed on a DC 13 Constitution saving throw or suffer from sewer plague (the disease), except the DC is 13.

Ethereal Door. The etherclaw steps into the Border Ethereal. If already on the Border Ethereal, it steps into an overlapping Material Plane world or demiplane.



EUSKER



Eye eaters tend to travel alone rather than share the eyes of victims between them.

Though it uses deception to disguise itself as a humanoid in need, a eusker (often called an “eye taker” or “eye eater” by other creatures) soon reveals its demonic nature when it decides it would rather have newly met strangers’ eyes for itself.

Adorned with Eyes. A eusker demon is rarely without one or more eyes, stolen from a previous victim, that are magically embedded in its flesh. Because those eyes are consumed over time, more eyes are always required to keep it satisfied. The eyes of intelligent creatures are preferred.

EUSKER

Medium fiend (demon), chaotic evil

Armor Class 15

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	19 (+4)	14 (+2)	11 (+0)	22 (+6)

Saving Throws Dex +8, Con +7, Wis +3

Skills Deception +9, Perception +3, Performance +9

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

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

Languages Common, Abyssal, telepathy 60 ft.

Challenge 8 (3,900 XP)

Extra Eyes. The eusker has advantage on Wisdom (Perception) checks and on saving throws against being blinded.

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

Take Their Eyes. As a bonus action, the eusker scoops an eye from a corpse with eyes within 5 feet. The eye stitches itself into the eusker’s flesh and the eusker regains 20 hit points. Allies of the slain creature who see the eye of their comrade now part of the eusker have disadvantage on attacks they make against the eusker for one day, after which newly taken eyes are completely subsumed, gone.

ACTIONS

Multiattack. The demon makes three claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.
Hit: 12 (2d6 + 5) slashing damage.

Influence of the Eyes (Recharge 5–6). A target within 30 feet that can see the eusker must make a successful DC 17 Wisdom saving throw or follow a course of action suggested by the eusker in a single sentence (usually sent telepathically) either immediately, or within 8 hours if there is a trigger. Asking the target to stab itself, throw itself into lava, or do some other obviously harmful act ends the effect immediately.

Close Your Eyes (Recharge 5–6). A target within 30 feet that can see the eusker must make a successful DC 17 Wisdom saving throw or fall unconscious. It wakes up if it takes any damage, if another creature uses its action to shake the sleeper awake, or after 1 minute passes.

Terrifying Eyes (Recharge 5–6). A target within 30 feet that can see the eusker must make a successful DC 17 Wisdom saving throw or become frightened of the eye eater. On each of its turns, the frightened creature must take the Dash action and move away from the eusker by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from the eusker where it can no longer see the demon, this effect ends.

Eye to the Soul (Recharge after a Short or Long Rest). A humanoid target within 30 feet that can see the eusker must make a successful DC 17 Wisdom saving throw or be charmed for up to 1 hour. The eusker gains total and precise telepathic control over the target. The target can’t do anything the eusker doesn’t allow. Each time the target takes damage, it makes a new Wisdom saving throw. If successful, the effect ends.

EVACLAST

Creatures shaped by surviving the cataclysmic end times of their own worlds, evaclasts have appeared in familiar planes from very far across the multiverse, possibly even the Planes of Mirror and Shadow where alternate parallel realities cancel each other out in sometimes apocalyptic fashion. Some people suggest evaclasts are not from our universe at all, but rather entities of the Far Realm. However, the few times that aberrations from outside the multiverse and evaclasts have met, they predate each other as they would any other creature.

Hunger for Reality. Whatever their origin, evaclasts can be judged only by their actions. Which, so far, are to try to consume every other mortal, fiend, celestial, aberration, beast, or other creature they run across. Eating, they say, is the only joy left to them after the deaths of everything they once knew. (Deaths, some suggest, that might have been caused by the evaclasts themselves.)

Messengers and Arbiters of Doom. When an evaclast appears, it may claim to serve the “Tribunal of Havoc.” Little is known of such an entity, but rumors suggest that wherever this tribunal shows up, universal doom follows—doom so all-encompassing that news of the destruction rarely leaks beyond the fallen plane or world. However, an evaclast is more than a messenger. It may ultimately prove to be the reason everything is falling apart in the first place.

Thankfully, evaclasts are encountered as lone arbiters of doom (at least, so far), though some are found with a group of ten or more **zombies** controlled by the evaclast.

EVACLAST

Large aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 264 (23d10 + 138)

Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	22 (+6)	22 (+6)	18 (+4)	19 (+4)	21 (+5)

Saving Throws Dex +12, Wis +10, Cha +11

Skills Deception +11, Perception +10

Damage Resistances cold, poison, thunder

Damage Immunities acid, lightning

Senses truesight 120 ft., passive Perception 20

Languages Primordial, Celestial

Challenge 17 (18,000 XP)

Regeneration. The evaclast regains 10 hit points at the start of its turn. If it takes radiant damage, this trait does not function at the start of its next turn. The evaclast dies only if it starts its turn with 0 hit points and does not regenerate.

ACTIONS

Multiattack. The evaclast makes four Death Slam attacks or two Doom Blast attacks.

Death Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage plus 17 (5d6) acid damage.

Doom Blast. *Ranged Spell Attack:* +11 to hit, range 50 ft., one target. *Hit:* 45 (7d12) poison damage.

Apocalypse Touch (Recharge after a Short or Long Rest). Negative energy infuses a target the evaclast can see within 60 feet. On a failed DC 19 Constitution saving throw, the target takes 45 (7d12) necrotic damage, or half as much damage on a successful save. A humanoid killed by this damage rises at the start of the evaclast's next turn as a **zombie** under the evaclast's verbal command.

Hide Between the Planes (Recharge after a Long Rest). The evaclast and up to ten willing creatures within 5 feet instantly teleport, even across planar boundaries, to a previously designated sanctuary.

LEGENDARY ACTIONS

The evaclast 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 evaclast regains spent legendary actions at the start of its turn.

- **Death Slam.** The evaclast makes a Death Slam attack.
- **Tribunal's Gaze (Costs 2 Actions).** A creature within 60 feet that the evaclast can see is petrified until the start of the evaclast's next turn on a failed DC 19 Constitution saving throw.
- **Necrotic Vortex (Costs 2 Actions).** Each creature within 20 feet of the evaclast must succeed on a DC 21 Dexterity saving throw or take 14 (4d6) necrotic damage. The evaclast can then fly up to half its flying speed.



FAR REALM ABERRATION

Outside the multiverse, the Far Realm makes a mockery of time, existence, and purpose. Understanding it is impossible for a consciousness born of the multiverse, and attempts to do so can burn out a researcher's mind or, worse yet, warp them into monstrosities. All that's possible is to catalog the aberrations that seep down from that appalling place. Doing so may allow one to glean a truth or two, though indirectly and with almost certain physical and mental trauma that will need to be alleviated afterward—if one survives an encounter at all.

GHATH

Ghaths are servitor creatures constituted by much more powerful Far Realm aberrations from the rude matter of the multiverse when they arrive here. A ghath instinctively serves whichever creature formed it. They operate as spies, messengers, soldiers, or, often enough, a nightmare entourage.

Sculpted for Service. A ghath may be built up from two or more corpses of any kind, from stone and soil, or even sometimes from still-living flora and fauna. In this latter case, the living tissue may squirm and cry out, asking for help (if it retains vocal cords) even as the ghath it has become the body for does unspeakable things. A ghath is almost but not quite a construct; however, as with anything spawned in the execrable domain outside our own cosmos, definitions and delineations are approximate at best.

Abandoned Clusters Persevere. When ghaths are eventually abandoned by their creator, no longer able to draw on its unearthly animating force, they often degrade and crumble within a few days. Some manage to persist by remaining in clusters hidden below ground, predated nearby creatures for new raw material to reinforce their own crumbling facades and new life force to keep their minds sharp.

Ghaths within a cluster usually cooperate with each other. But if ghaths of two different genesis events discover the other, rival clusters can form. When this happens, the groups predate each other, hoping to gain more permanent physical forms by cannibalizing creatures most like themselves.

Varying Strategies for the Hunt. If accompanying a more powerful aberration, ghaths are bold and aggressive, showing themselves and declaring their purpose to their foes. However, if abandoned to their own devices, ghaths prefer to hunt from ambush, using their bodies formed from the environment as ideal camouflage from which to spray prey with a viscous fluid that stifles both movement and breath.

Knack for Language. As creatures formed from the multiverse, sometimes including partially living intelligent beings, ghaths can pick up almost any standard language after just a few exchanges. They might use this gift to interrogate newly captured prey (before incorporating their flesh) about the location of other potential targets.



Two or three ghaths may accompany a more powerful aberration, or clusters of six to ten ghaths may be encountered.

GHATH

Large aberration, typically chaotic neutral

Armor Class 13

Hit Points 75 (10d10 + 20)

Speed 30 ft., fly 60 ft.

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

Skills Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common, most other mundane languages with practice

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The ghath makes two Toxic Bash attacks.

Toxic Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 8 (1d10 + 3) bludgeoning damage plus 22 (5d8) poison damage, or half as much poison damage with a successful DC 12 Constitution saving throw. A target reduced to 0 hit points by this attack is stable but poisoned and paralyzed for 1 hour, even after regaining hit points.

Spray Mucilage (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30 ft., one creature. *Hit:* 7 (2d6) acid damage and the target is restrained by gummy, clear fluid that sticks to the target and nearby terrain features, drying to a hard shell on the outside. Each round the target is restrained, they suffer 7 (2d6) acid damage. In addition, at the end of each round a creature is restrained, they must succeed on a DC 12 Constitution saving throw, or a portion of the sticky substance works its way into their lungs, threatening their ability to breathe. A creature can hold their breath for a number of minutes equal to 1 + their Constitution modifier, but if the sticky substance is not removed by healing magic in time, the creature begins to suffocate.

A restrained creature can pull free by using an action and succeeding on a DC 12 Strength check. The adhering fluid's hard shell can also be attacked and destroyed (AC 10; 5 hit points; vulnerable to fire damage; immune to bludgeoning, poison, and psychic damage).

GOLOGOTH

An altered state of consciousness draws gologoths from the edge of existence. Sleep qualifies, but unconsciousness, extreme exhaustion, drunkenness, and especially those experiencing hallucinations for any reason can draw a gologoth like a fly to excrement. Those who survive its initial attention may wish to avoid comprehending that the horrific vision they experienced was something invading their minds from outside the cosmos. However, once a bridge between a gologoth and a victim has been created, that victim is likely to be visited again and again until nothing remains of them but a mindless shell.

Anathema of Shape. A nightmare or hallucination, even one born of normal circumstance, can shake a victim all by itself. Magnify that by ten, and that's what a gologoth victim experiences. A churning being whose insides and outsides replace each other without purpose, with eyes like poison emeralds, ebony scales etched with unknowable runes, and, most nausea-inducing of all, a nest of twining tendrils that lash and grasp.

Seekers of Knowledge. Just as sages and wizards of the multiverse strain their minds to learn more of the Far Realm, it seems that some force, entity, or group of beings from that incogitable domain desires to spy on our cosmos. Maybe. If so, gologoths could be horrific dimensional explorers that are cast out like psychic fishing lines, seeking to learn what they can by consuming the minds of those they snag.

Gologoths are usually encountered alone.

GOLOGOTH

Large aberration, typically chaotic evil

Armor Class 15 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	17 (+3)	17 (+3)	9 (–1)

Skills Perception +6, Stealth +5

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 16

Languages Deep Speech, telepathy 60 ft.

Challenge 7 (2,900 XP)

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

Magic Weapon. The gologoth's melee weapon attacks are magical.

Hallucinatory Regeneration. As long as it is ensconced in a living creature's hallucination, dream, or altered consciousness, such as after using Infest Imagination, the gologoth regains 10 hit points at the start of its turn. The gologoth dies only if it starts its turn with 0 hit points and it doesn't regenerate.

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

ACTIONS

Multiattack. The gologoth makes three Intrusive Tendril attacks.

Intrusive Tendril. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. In addition, the target must succeed on a DC 15 Constitution saving throw or begin to hallucinate or fall asleep as if affected by the *sleep* spell (as the gologoth chooses), except as noted under Infest Imagination. Attacks made against a sleeping or hallucinating creature do not rouse that creature from sleep or shake them from their hallucinations.



Infest Imagination. The gologoth disappears into the mind of a sleeping or hallucinating creature it can see within 30 feet. All that remains visible are the gologoth's eyes, which usually appear on humanoid victims' palms, noticed only if the fist that curls around them is forced open by allies of the victim. While inside the creature's mind, the gologoth can't be targeted by any attack, spell, or other effect, despite its visible eyes. The infestation lasts until the host body wakes up, stops hallucinating, or drops to 0 hit points, or the gologoth ends it as a bonus action. When the infestation ends, the gologoth reappears in an unoccupied space within 5 feet of the body or, at its option, back in the Far Realm.

Each round a target hosts a gologoth, the target must succeed on a DC 15 Wisdom saving throw. If they succeed, the host wakes from sleep or their hallucinations (caused by the gologoth) end. If they fail, they suffer 13 (3d8) psychic damage. This damage doesn't wake the host from sleep or end the hallucinations, though the host often begins to scream in a way that horrifies listeners. A gologoth usually leaves the mind of a creature once it has drained them of half their maximum hit points. However, if the target is under attack by enemies, it may infest a victim's mind until the mind dies, then remain in the corpse for hours or days longer.

ORGLIN

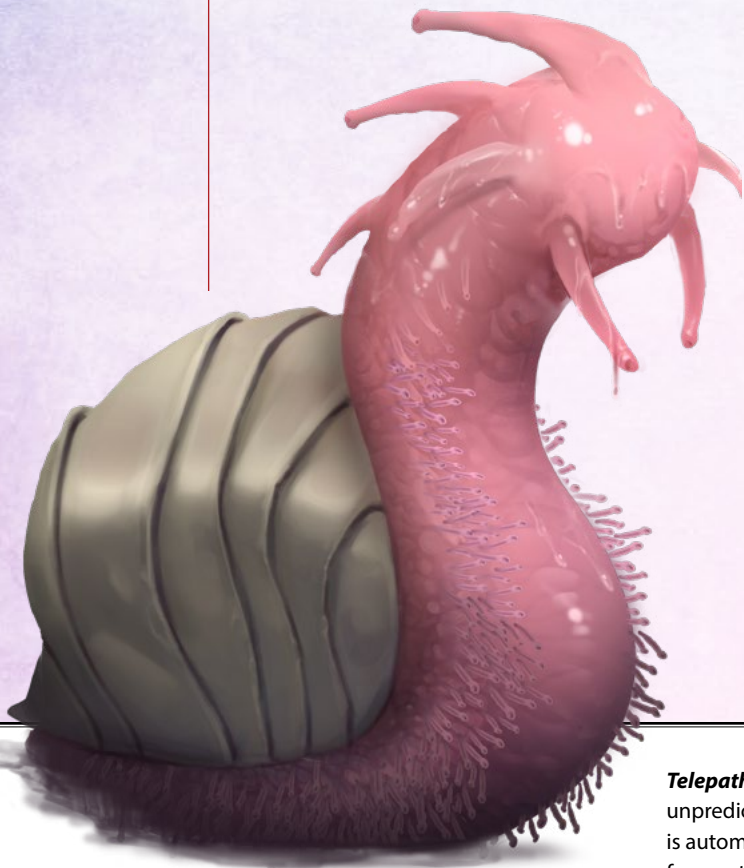
Orglins originated in the Far Realm. Mutated by the mere desire of greater entities of that rulerless kingdom, they serve as mounts and beasts of burden for their masters or any who dare to telepathically command them. When orglins appear in the multiverse, they resemble snails with fleshy, retractable shells. An orglin moves unnaturally quickly on dozens of tentacle-like legs that emerge from beneath its large lower portion.

Rarely, an orglin is hatched that is a throwback to its ancestral form, without the mutations granting them tentacle legs. Their masters normally slay these "useless" beasts and feed their meat to other minions.

Mind-Controlled Mount. Telepathic creatures of the Far Realm use orglins as mounts and beasts of burden. A creature with telepathy can move into the brain-shell of a riderless orglin, link to its mind, and control it effortlessly. The beast reflexively closes its shell around its rider, protecting them against attacks. The rider can use a bonus action to open the shell, then use their normal movement to dismount.

Disgusting Slime. An orglin's body is covered in slightly sticky mucus that smells horrible to humanoids and most normal animals. If frightened (or directed to attack by its rider), the orglin can vomit this material at range, coating foes and potential predators.

It's rare to find an orglin alone without a rider or others of its kind.



ORGLIN

Huge aberration, unaligned

Armor Class 14 (natural armor)

Hit Points 73 (7d12 + 28)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	3 (−4)	11 (+0)	4 (−3)

Damage Resistances bludgeoning

Condition Immunities charmed (while being telepathically controlled)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Damage Transfer. When a telepathic rider is controlling the orglin, the rider takes only half the damage dealt to them, and the orglin takes the other half.

Telepathically Docile. A riderless orglin is about as dangerous and unpredictable as a bull or wild boar, but if contacted telepathically, it is automatically charmed (no saving throw) and settles down to wait for a potential rider to approach. Harming the orglin or ending the mental contact makes it revert to its normal behavior.

Stench. Any creature that starts their turn within 10 feet of the orglin must succeed on a DC 12 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the orglin's stench for 24 hours. The orglin's rider and most creatures from the Far Realm are immune to this ability.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 19 (3d8 + 6) piercing damage.

Stench Burst (1/Day). The orglin vomits a concentrated burst of its stinking chemicals in a 30-foot cone. Creatures in the area must succeed on a DC 12 Constitution saving throw or be coated in foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench from themselves by using a short rest to bathe in water, alcohol, or vinegar.

VOROTHID

These bizarre, alien creatures have four-tentacled octopus-like bodies and irregular crystalline “heads” that float above them. Oozing from the Far Realm through weak points in reality, vorothids have infiltrated the Outer Planes, underground areas on various worlds of the Material Plane, and regions of the Astral. An infestation of young vorothids looks like a cluster of pretty, hand-sized animals that resemble starfish (each with a thumbnail-sized gem embedded in its center) that cling to stones and feed on tiny vermin. If they have enough to eat, they can metamorphose into their Small adult form within a couple of weeks.

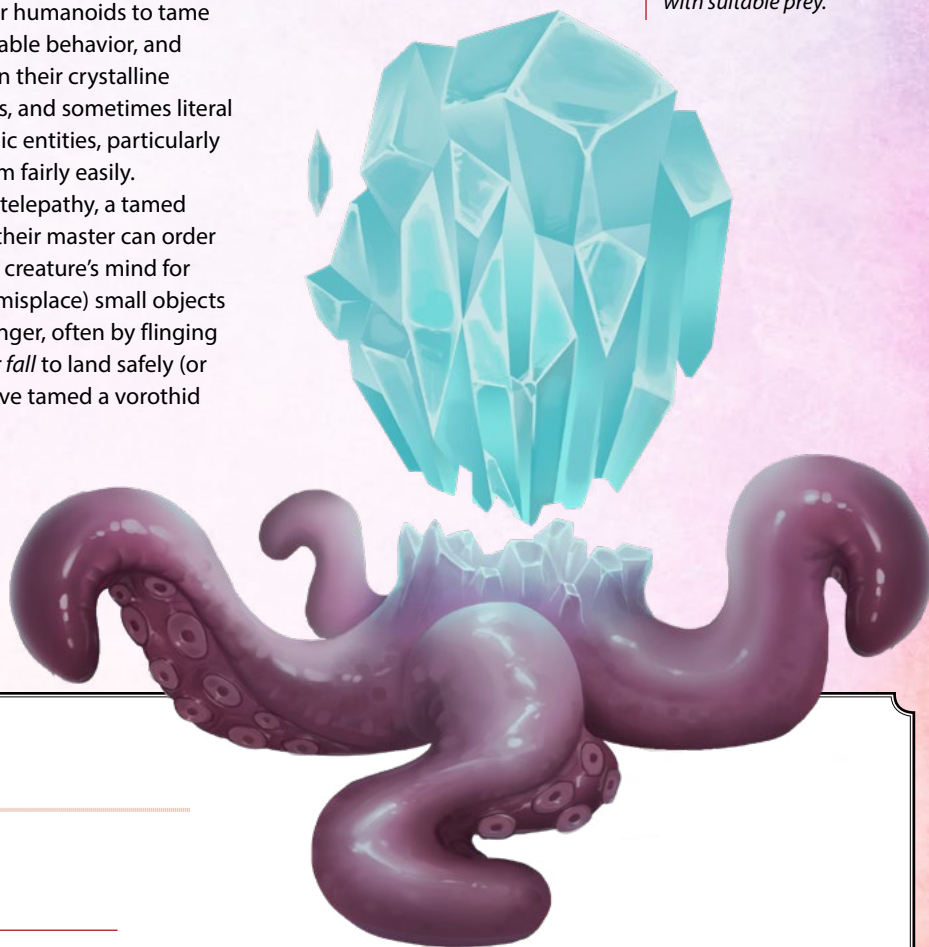
Simple Predator. Although a vorothid can subsist on eating flesh, it can reproduce only if it has eaten its fill of psychic energy from intelligent prey. Individual vorothids prefer to ambush small animals or use their psionics to draw away a pet or mount for an undisturbed meal, but they may attack humanoids if they haven’t had a sapient meal in a while.

Difficult Communication. Vorothids are at least as smart as dogs, but their alien nature makes it almost impossible for humanoids to tame or understand them. They are prone to inexplicable behavior, and attempts to categorize the lights and patterns in their crystalline “heads” always lead to confusion, contradictions, and sometimes literal headaches for their would-be masters. Telepathic entities, particularly those from the Far Realm, can interact with them fairly easily.

Psychic Scout. Because they are receptive to telepathy, a tamed vorothid makes an excellent scout and spy, for their master can order them to secretly observe an area, then read the creature’s mind for details. They can be trained to steal (or at least misplace) small objects using *mage hand*, and they instinctively flee danger, often by flinging themselves off of high spaces and using *feather fall* to land safely (or on a potential target). Anyone who thinks they’ve tamed a vorothid should beware. These creatures are ultimately unknowable, and a “tame” individual or pack could simply decide one day to eat their owner’s mind.

Vorothids can be encountered singly, in small packs, or in the company of a more powerful creature that can command them (usually telepathically).

A vorothid may cling to the hull of an astral vessel, dropping off when it reaches an environment with suitable prey.



VOROTHID

Small aberration, unaligned

Armor Class 11

Hit Points 45 (10d6 + 10)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	4 (−3)	10 (+0)	6 (−2)

Skills Perception +4, Stealth +7

Condition Immunities blinded

Senses darkvision 60 ft., passive Perception 14

Languages Deep Speech (understands, doesn’t speak), telepathy 60 ft.

Challenge 1 (200 XP)

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

Stone Camouflage. The vorothid has advantage on Stealth checks made to hide in stony and crystalline environments.

Innate Spellcasting (Psionics). The vorothid’s spellcasting ability is Intelligence (spell save DC 10). It can innately cast the following spells, requiring no components:

- At will: *feather fall* (self only), *mage hand*
- 1/day each: *animal friendship*, *charm person*

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) psychic damage. If the target is a creature, they are grappled (escape DC 14). Until this grapple ends, the target is restrained, and the vorothid can’t use its tentacles on another target.

Feralflowers hunt by themselves, or in groups of two or three.

FERALFLOWER



Popping up among vast plains of wildflowers on the Outer Plane known as the Beastlands, feralflowers exist on the far end of the dimension's embodiment of beauty and wilderness. Ruby-red blooms may enchant the eye in an otherwise natural setting. Those who approach to view these blooms up close likely wander into a trap the hungry petals have crafted to render prey pliable to physical attacks.

Deceptive Trappers. A pit, hanging "noose" vines, blooms with soporific effects, and more are the kinds of natural traps a feralflower instinctively creates—or perhaps learns by mimicking other flowers—to keep potential prey distracted from one threat while the feralflower moves in from the flank.

Walking Plant. When a feralflower attacks, its natural plantlike attributes give way to an agile ability to move across most surfaces, and up and down nearby trees or other vertical surfaces with surprising but deadly grace.

Seeding Across the Planes. Feralflowers fruit every year, dropping red berries attached to frizzy, entangling tendrils easily caught in fur and garments. The fruit is tangy and sweet, enjoyed by many creatures in the Beastlands that have learned how to deal with feralflowers peacefully. Some travelers who learn of the fruit have created something of a market for it in small quantities for elite crossplanar palates. The downside of this practice is that the discarded pits can grow into feralflowers displaced from their natural plane of existence. A feralflower lurking in a dark alley in a random world of the Material Plane is an altogether different threat than one known by the natives of the Beastlands.

FERALFLOWER

Medium plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	4 (–3)	16 (+3)	16 (+3)

Skills Stealth +5

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

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

Climb-By Attack. The feralflower doesn't provoke opportunity attacks when it moves out of an enemy's reach by climbing.

Trap Maker. With a few hours of effort, a feralflower can create devious traps out of common plants, trees, structures, and objects in its environment. The simplest version is a thorned vine trap that tightens onto a victim's limb on a failed DC 13 Dexterity saving throw, inflicting 2 (1d4) piercing damage and restraining the creature (escape DC 13). Each failed escape check deals 1 piercing damage to the trapped creature.

ACTIONS

Multiaction. The feralflower makes two Thorned Tendril attacks.

Thorned Tendril. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 3 (1d6) poison damage. A target struck by a tendril must also succeed on a DC 13 Constitution saving throw or begin hallucinating for 1 minute. A hallucinating target has disadvantage on all attacks, saves, and checks. In addition, they must make another DC 13 Constitution saving throw at the beginning of each turn while they are hallucinating or react as follows. On a successful save, the victim acts normally (but with disadvantage) on their turn.

d6 Behavior

- The target uses all their movement to move in a random direction. They take no action this turn.
- The target uses their action to make a melee attack against a randomly determined creature within reach. If there is no creature within reach, the target does nothing this turn.
- The target is frightened of a random creature or object this round.
- The target laughs uncontrollably. While laughing, the target is incapacitated and prone.
- The target nods off to sleep, but wakes up if damaged or shaken awake.
- The target uses their action to hug a randomly determined creature within reach. If there is no creature within reach, the target does nothing this turn but happily hum.

FESTERING AMNIC

Festering amnics have spread into other worlds from the Lower Planes. They resemble polyp-studded irregular masses of metal, and the smell of decaying meat accompanying them reveals their taste for rotting flesh.

Fiendish Beginnings. A festering amnic is born of chunks of metal from the cursed, discarded, and broken weapons left behind by armies across the Lower Planes. Inhabited by a fiendish spirit that forces a sick half-life into the metal, quasi-fungal growths sprout across the mass's surface, giving it a semblance of life. Worse, the fungal organs cause rot in living flesh, a taste the amnic lusts for.

Festering amnics are usually encountered alone near sites where the recently dead can be found, such as battlefields. Sometimes they fall into the service of evil wizards, but only as long as they are fed a steady diet.

FESTERING AMNIC

Medium fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	7 (-2)	15 (+2)	9 (-1)

Saving Throws Con +7, Wis +5

Skills Perception +4, Stealth +5

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15

Languages understands Infernal (can't speak)

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The festering amnic makes two spike attacks or two Rotting Discharge attacks, or one of each.

Spike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 10 (3d6) poison damage.

Rotting Discharge. *Ranged Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must make a successful DC 15 Constitution saving throw or become poisoned for 1 round by the puff of festering fungal spores growing on the creature. The target must also succeed on a DC 13 Constitution saving throw to avoid becoming infected with a flesh-rotting disease. If infected, the creature has disadvantage on Charisma checks and vulnerability to all damage. The disease lasts for 7 (2d6) days unless removed through magical means.

Darkness (Recharge 5–6). Magical darkness spreads from a point within 60 feet of the amnic to fill a 15-foot-radius sphere for up to 10 minutes. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this darkness's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Putrescence (1/Day). The festering amnic leaks a smelly silvery red substance akin to ink in viscosity, staining an adjacent 5-foot space, object, or helpless creature. For the next several days, any living creature within 30 feet of the stain at the start of their turn must succeed on a DC 15 Constitution saving throw against poison or be poisoned for 1d6 rounds. A creature that makes a successful saving throw is immune to a festering amnic's Putrescence ability for 24 hours.



FETTERED GREMLIN

Fettered gremlins are usually encountered alone while spying, if they're seen at all.

Psychic war veteran,
page 111

Fettered gremlins may have started out as fey, but a past interaction with an unknown group or entity changed them. They are now part living and part construct, thanks to an aberrant device embedded in the flesh of each one.

Construct Vigor. The price a fettered gremlin pays for the strange device fused to their flesh is that their minds are forever changed, making them alien even to other fey. But they also gain advantages, of a sort. They are harder to stun, blind, deafen, or knock unconscious. They can't be charmed, exhausted, frightened, or paralyzed. And if they are killed, the device revives them—or, more accurately, reanimates them into undead versions of their former selves.

Aberrant Spies. Fettered gremlins are keen to spy on other creatures across all the planes of the multiverse, and when possible, do some damage if it seems likely they can get away afterward. Who are they spying for? It's unclear, but a **psychic war veteran** might say that fettered gremlins are vanguards of the "coming war." Whatever that means.

Liquid Undeath. If a fettered gremlin is truly destroyed (including the undead version that arises after the living body dies), someone with special knowledge could harvest the strange chemicals from the embedded device, which some wizards value for their supposed ability to aid in the ritual of turning a living spellcaster into a lich. But doing so is dangerous and could render the salvager into a mindless **zombie** should a mishap occur.

FETTERED GREMLIN

Tiny aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 49 (11d4 + 22)

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

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

Saving Throws Dex +6, Wis +2

Damage Vulnerabilities lightning

Damage Resistances psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, Deep Speech, telepathy 30 ft.

Challenge 3 (700 XP)

Psychic Trigger. A creature that hits the fettered gremlin with a melee attack takes 5 (1d10) psychic damage.

Construct Consciousness. In addition to its regular senses, the fettered gremlin's strange fused device gives it a second consciousness that grants it advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Death Is No Release (1 Use). If the fettered gremlin is reduced to 0 hit points and retains most of its body, the strange device fused to its flesh injects it with chemicals, reviving it with full hit points at the beginning of its next turn. However, the fettered gremlin now has the undead type.

ACTIONS

Multiattack. The fettered gremlin makes two Horrendous Glare attacks.

Horrendous Glare. One target the fettered gremlin can see within 60 feet must succeed on a DC 12 Charisma saving throw or take 13 (3d8) psychic damage. In addition, every other creature within 5 feet of the target takes 4 (1d8) psychic damage on a failed DC 12 Charisma saving throw.

Not Here (Recharge 5–6). A psychic manipulation of reality renders the fettered gremlin invisible for up to ten minutes. The effect ends if the fettered gremlin attacks.



FLAYED MESSENGER

A flayed messenger is usually encountered alone while out hunting fiends.

The fiends of the Lower Planes have had thousands of years to perfect torture techniques so vile that they leave wounds that never truly heal. A flayed messenger is a type of angel who survived and escaped this kind of torture. Forever scarred by their ordeal, they walk a fine line between good and evil, serenity and insanity, hunting the enemies of the divine planes and striking out with malice and painful intent unbecoming a celestial.

Agonizing Existence. Flayed messengers wear bone-white armor that covers the worst of their torture-inflicted injuries, but their raw, red flesh is visible around it. Beneath the armor, their skin is covered in scars, or even stripped away to bare muscle and sinew. The angel's power and determination allows them to survive despite these permanent wounds, but they are in a constant state of pain.

Vengeful Angels. Flayed messengers have cast aside their original lofty goals and chosen to hunt fiends and other evil creatures. Unlike other celestials who follow a code of honorable warfare, a messenger uses guerrilla tactics and ambushes to win, including deliberately inflicting debilitating and humiliating wounds on enemies to slow, distract, and demoralize them.



FLAYED MESSENGER

Huge celestial, typically chaotic neutral or lawful neutral

Armor Class 18 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	17 (+4)	18 (+4)	16 (+3)

Saving Throws Str +10, Con +11, Wis +9, Cha +8

Skills Insight +9, Perception +9

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

Damage Immunities acid, cold, fire, force, lightning, necrotic, psychic, thunder

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP)

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

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

Innate Spellcasting. The flayed messenger casts one of the following spells, using Charisma as the spellcasting ability (save DC 16, +8 to hit with spell attacks):

- At will: *compelled duel*, *detect evil and good*, *wrathful smite*
- 3/day each: *death ward*, *freedom of movement*
- 1/day each: *aura of life*, *destructive wave*, *revivify*

ACTIONS

Multiattack. The flayed messenger uses Pain Aura if they can. They then make two longsword attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 18 (4d8) radiant damage.

Pain Aura (Recharge 5–6). The flayed messenger magically emits a strobing red and white aura that causes pain in living creatures. Each creature within 15 feet of the messenger that can see the light must succeed on a DC 15 Wisdom saving throw or be incapacitated for 1 minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. If a creature's saving throw is successful or the effect ends for them, the creature is immune to the messenger's Pain Aura for the next 24 hours.

FLAYER OF TEETH

A flayer of teeth is a hulk of fangs, iron hooks, horns, tooth-spiked chains, and claws. Eyeless and mouthless, this creature birthed in the roiling chaos of Limbo acts as randomly and capriciously as its malleable, heaving form seems to promise.

Fiendish Framework. All flayers of teeth descend from a fiend that succumbed to a *disintegration* spell in Limbo. But through hellish will alone, the creature retained a thread of existence by imprinting its mind on revenge. What survived is an inchoate accretion of iron, horn, and tooth. A flayer of teeth either rolls along or extends chains to pull itself across great distances quickly.

Harvester of Teeth. Sensing its surroundings by contact, a flayer of teeth heaves itself toward movement with a horrendous clatter of jangling chains, clattering teeth, and scraping claws. It doesn't want a victim's flesh; rather, it wants their teeth, their nails or claws, and any sharp bits of iron or metal, all of which the flayer incorporates into its own form. However, extracting that from a living creature is every bit as deadly as if the flayer ate directly of their flesh. When a flayer of teeth has consumed enough, it calves off smaller versions of itself. Unlike true children, these scions are just as capable as their "parent."

Touched by Limbo. An aura of the plane that formed their first ancestor clings to each flayer of teeth, so that objects near one have a mutable, dangerous aspect. A nearby boulder may become a ball of exploding fire, or the floor a pool of acid, or the ceiling a crop of falling icicles. Usually, flayers of teeth can't directly change objects worn by intelligent creatures or the creatures themselves—at least until they're dead, at which point the flayer uses this ability to harvest the victims for the material it craves.

FLAYER OF TEETH

Medium aberration, typically chaotic neutral

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	3 (–4)	12 (+1)	6 (–2)

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned, prone

Senses tremorsense 120 ft., passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Magic Resistance. The flayer of teeth has advantage on saving throws against spells and other magical effects.

ACTIONS

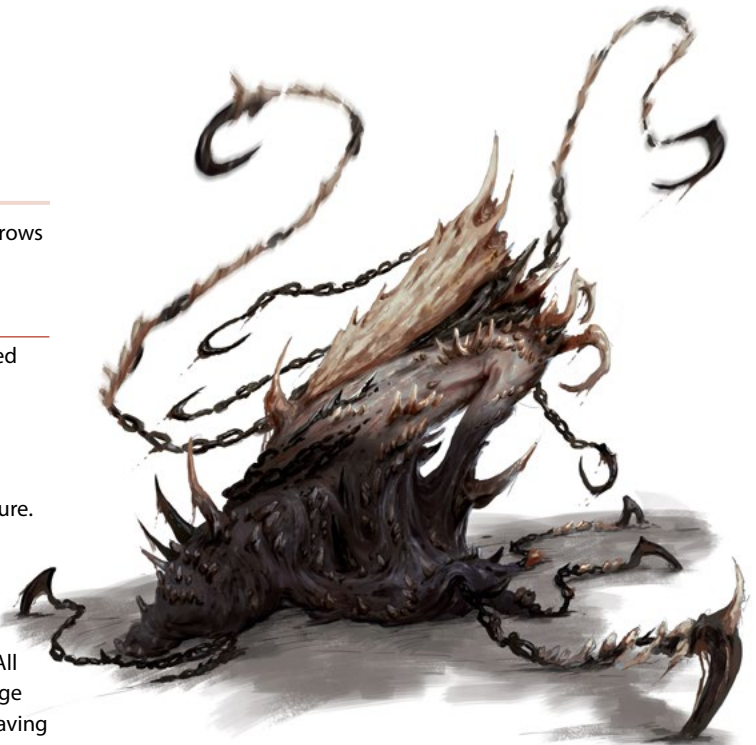
Multiattack. The flayer of teeth makes four attacks with its toothed chains.

Toothed Chains. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the flayer of teeth isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of their turns.

Limbo Pulse (Recharge after a Short or Long Rest). Chaos rolls away from the flayer of teeth, leaving behind a ripple of change. All creatures within 50 feet take 28 (8d6) acid, fire, or lightning damage (randomly determined for each use) on a failed DC 14 Dexterity saving

throw, or half as much damage on a successful one. In the aftermath, the area affected by Limbo Pulse is chaotically rearranged, becoming difficult terrain. Each creature other than the flayer of teeth that starts their turn in that area must succeed on a DC 10 Strength saving throw or have their speed reduced to 0 until the start of their next turn.

Scratch Through Reality (Recharge after a Long Rest). The flayer of teeth abrades the floor or wall, creating a portal to a random planar location, or to Limbo, and passes through. The portal stays open for 1d4 rounds, then slams shut, leaving a ragged scar in whatever surface it was scratched into.



GALVANIC SCAR

The *lightning bolt* spell is adored by wizards and hated by those at the other end of the crackling fingertips or wand. Each time the spell is flung at foes, it leaves behind an eye-watering afterimage, the smell of storms, and often a seared and smoking foe. But on very rare occasions, the energy of the bolt resonates in the area to rip open an aperture to the Elemental Chaos, through which emerges a galvanic scar.

Born in Lightning. Magical lightning is usually required to summon a galvanic scar, but sometimes normal lightning striking ruins saturated in magical energy can also give rise to one of these elemental creatures. Appearing in crackling gaps of jagged electricity within tiny puffs of storm clouds, a galvanic scar resembles the silhouette of a serpent, usually no more than 3 feet long and often with two humanoid arms near the head.

Eager to Remain. Once accidentally summoned (or brought into being, as some people believe), galvanic scars are eager to remain in a Material Plane world. They can do so by touching living things around them, feeding off the minute amounts of bioelectricity that most creatures possess. If successful, they subsume themselves in the flesh of a host creature for a time, until they are drawn out by an even more impressive source of lightning, such as another *lightning bolt* spell or a natural thunderstorm.

Valuable to Arcane Study. Some wizards seek to collect galvanic scars for use in spell research. If properly channeled into a glass jar insulated just so, a galvanic scar can be captured and held, though it rages like a miniature storm inside its container.

Galvanic scars are usually encountered alone or in squalls of three in the aftermath of a magical lightning strike.

GALVANIC SCAR

Small elemental, neutral

Armor Class 14 (natural armor)

Hit Points 22 (5d6 + 5)

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

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	12 (+1)	7 (–2)	13 (+1)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages understands Auran but can't speak

Challenge 1 (200 XP)

Electrifying Form. A creature that touches the galvanic scar or hits it with a melee attack while within 5 feet of it takes 3 (1d6) lightning damage, and on a failed DC 10 Constitution save, lightning attacks against the creature have advantage for 1 minute.

Rides the Lightning. As its bonus action, the galvanic scar can travel instantly as a bolt of lightning, effectively teleporting to an open space within 60 feet.

ACTIONS

Multiattack. The scar makes two Spark Bolt attacks.

Spark Bolt. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target.

Hit: 7 (2d6) lightning damage and the target must succeed on a DC 10 Constitution save or be subject to Electrifying Form.

Inhabit (Recharge 6). One living target that the galvanic scar can see within 5 feet of it must succeed on a DC 10 Charisma saving throw or be inhabited by the scar; the scar then disappears. The scar can't be targeted by any attack, spell, or other effect. The inhabitation lasts until the host body drops to 0 hit points, or the scar ends it as a bonus action. While inhabited, the target becomes overly enthusiastic about lightning, and must succeed on a DC 10 Wisdom saving throw each time they witness it. On a failed save, the host attempts to expose themselves to lightning as a bonus action (such as by jumping in front of an ally's *lightning bolt* or running out into a lightning storm). When the inhabitation ends, the scar reappears in an unoccupied space within 5 feet of the body. The target is immune to this effect for 24 hours after succeeding on the saving throw or after the inhabitation ends.



GANREJITH

A ganrejith is a bizarre fiend native to Pandemonium. Although they look like an attractive androgynous tiefling, that is just the visible portion of their body, a mix of lure, weapon, and tongue, used to attract and acquire prey. They have pleasant voices and rarely speak above a whisper. Creatures that come close to a ganrejith can sense something strange about them, a subconscious feeling of distress and mental trauma caused by proximity to their bizarre anatomy.

Bigger Than They Seem. A ganrejith's actual body is large and monstrous but invisible, trailing away (behind or below them) into an extradimensional space they bring with them. The creature's full body (especially when juxtaposed with their tiefling "foreparts") is horrifying and disgusting, traumatizing most mortals who see their true shape by using *see invisibility*, truesight, or abilities that allow them to peer into adjacent planes.

Creature of Chaos. Ganrejiths have similar mindsets to demons and often ally with them, but when acting on their own, they're mainly interested in eating and disrupting mortal lives with fear and madness.



Ganrejiths are often solitary but might ally with other fiends (particularly demons) for a common goal.

GANREJITH

Huge fiend, typically chaotic evil

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Str +9, Con +7, Wis +4

Skills Athletics +9, Perception +4

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

Condition Immunities poisoned

Senses darkvision 120 ft.

Languages Abyssal

Challenge 7 (2,900 XP)

Maddening Appearance. If a creature within 60 feet of the ganrejith can see their actual body, the fiend can force the creature to make a DC 14 Wisdom saving throw (fiends are immune to this ability). On a failed save, the creature takes 10 (3d6) psychic damage and is charmed. The creature must repeat the saving throw at the end of their next turn. On a success, the effect ends. On a failure, the creature acts insane for one minute, as if affected by a *symbol (insanity)* spell.

A creature who isn't surprised by the ganrejith can avert their eyes and avoid having to make the saving throw at the start of their turn. If they do so, they can't see the fiend until the start of their next turn, when they can avert their eyes again. If they look at the fiend in the meantime, they must immediately make the save.

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

Medium Bulk. A ganrejith can move without squeezing through any space that fits a Medium creature.

ACTIONS

Multiattack. The ganrejith makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 17 (2d10 + 6) bludgeoning damage plus 5 (1d10) psychic damage.

Horror Seed (Recharge 6). One creature of the ganrejith's choice that is within 100 feet of the fiend and aware of them must succeed on a DC 14 Wisdom saving throw. Those who succeed are immune to this ability for 24 hours; those who fail become infected by visions and dreams of the ganrejith's true shape. After one hour, an affected creature must make a saving throw again. Success means they are afflicted with short-term madness for 1d10 minutes; failure means they gain long-term madness for 1d10 × 10 hours.

GHOUL BEETLE SWARM

Flesh Feeders. Like ghouls, ghou beetle swarms are drawn to locations where they can eat dead things, or soon-to-be-dead things. Unlike ghouls, ghou beetle swarms are nourished by the flesh they eat. Over time, relying on some sort of demonic generative process, more and more ghou beetle swarms arise from an actively feeding swarm, which in turn gives rise to more swarms. However, if not fed, a swarm of ghou beetles can remain animated indefinitely.

Undead Fashion. Some intelligent undead or powerful necromancers use ghou beetle swarms as animate outerwear, which can be molded and shaped according to their designs, but usually includes a long train. In a pinch, the outerwear can disengage and swarm anything the wearer indicates.

Ghou beetle swarms can be encountered on their own, in groups of two to five, or in the presence of other undead who command their actions.

A ghou beetle swarm is sometimes associated with the Tomb of Winter (page 137).



Kiarana shrugged. "It could be worse."
Vronk scratched his beard, considering. "What's worse than a beetle swarm?"
"You had to ask," said Saskia, pointing at the cave mouth. A smear of greenish light resolved. Glowing undead bugs, crawling and scrabbling over each other in their thousands, washed forward like a wave. Or, more precisely, a swarm of ghou beetles.

GHOUL BEETLE SWARM

Large swarm of Tiny undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 60 (8d10 + 16)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	2 (–4)	12 (+1)	11 (+0)

Damage Resistances necrotic

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny beetle. The swarm can't regain hit points or gain temporary hit points.

Engulfing Wave. If the swarm moves at least 20 feet straight toward a creature and then hits them with a Bites attack on the same turn, the target takes an extra 7 (2d6) damage from the attack.

Winter Blessed. The swarm has advantage on saving throws against turning. If turned, the swarm can repeat its saving throw each round on its turn to end the effect early.

Necrotic Budding. With access to a steady diet of corpses, a ghou beetle swarm can produce additional swarms at a rate of one about every week.

ACTIONS

Multiattack. The swarm makes two Bites attacks.

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature other than an elf or undead, they must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.

GLACIER IMP

Two to four glacier imps can be encountered guarding or protecting some out-of-the-way location, be it a crypt, a secret entrance to a stronghold, or a portal leading to a hidden dimension.

Carved from inconstant glaciers of the Elemental Chaos, glacier imps are elementals magically commanded to serve as warders, guards, watchers, and, in some cases, the last defenses against those who would loot ancient tombs of powerful monarchs or crafty wizards.

Icy Facades. When simply watching and waiting, glacier imps resemble a series of slick patches of ice on a surface or several very large frozen icicles hanging from an eave or rafter. But when called to action by the intrusion of strangers, glacier imps shatter and reassemble from their component shards, becoming ice monstrosities only vaguely humanoid in outline, but about human size.

Drawn by Warmth. Glacier imps feel warmth is a broken promise and seek to enact revenge on those who would carry a torch or lantern—or even radiate body warmth—in their presence. Which is why living creatures are the favored enemies of glacier imps, who want to extinguish that warmth and entomb it beneath an eternal layer of ice. The imps often ignore undead and other constructs whose body temperatures are the same as that of their surroundings, at least until their trespass becomes too much to bear.

Crop of Imps. If a single glacier imp is encountered, there are probably at least one or two more nearby. These beings flourish in the cold, and when two or more are set to watch a particular location, they generally last for decades before they must face down potential intruders.

Elemental Nature. A glacier imp doesn't require air, food, drink, or sleep.



GLACIER IMP

Medium elemental, unaligned

Armor Class 14

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	9 (–1)	12 (+1)	10 (+0)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

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

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Primordial

Challenge 2 (450 XP)

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

Death Burst. When the glacier imp dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 9 (2d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the glacier imp remains motionless, it is indistinguishable from an ordinary patch of ice or icicle.

ACTIONS

Multiattack. The glacier imp makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) piercing damage and 7 (2d6) cold damage.

Frost Breath (Recharge 6). The glacier imp exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.

GLIMMER MOTH

These enormous moth-like creatures seem too graceful and beautiful to be insects, and certainly too large. Their gleaming emerald and ruby wings have an internal light that glimmers even in complete darkness. In the sun, they sparkle with layers of color and light that delight the eye.

Noble Feywild Steeds. Glimmer moths are bred in the Feywild to be used as flying steeds by fey nobility. A rider is hugged tightly to the creature's abdomen by the glimmer moth's soft but firm legs, even as the wings blur into motion and carry them aloft. It might be more accurate to call a rider a passenger; however, a rider can direct the moth's path through the air by shifting their weight just so, or by verbally instructing the moth where they wish to go. Because of the manner in which they are held, riders have free use of their arms and an unobstructed view of what lies in front of and below them.

Some Feywild nobles use glimmer moths as their primary means of transport, others as a fashion accessory. Sometimes friendly games between nobles develop, where each rider tries to transfer a glowing puck between them into a scoring area. Other times, glimmer moths are used as flying steeds of war.

Given as Gifts. Certain Feywild nobles are known for giving lavish gifts, and one such gift might be a glimmer moth. Sometimes moths pass between various fey owners. Nobles might also give a moth steed to visitors from other planes of existence, especially if they provided a service.

Hungry Mounts. Glimmer moths use a lot of energy carrying aloft their own bulk, not to mention that of a rider. Each day, a glimmer moth must be fed 50 pounds in some combination of flour, cereal, cornmeal, rice and nuts, bird seed, dried fruit, or grains. Honey is also effective.

A glimmer moth can carry up to 250 pounds of rider and gear before being encumbered, or 500 pounds while encumbered.

Glimmer moths are usually encountered while carrying a rider, but a humanoid can also wear a moth like a strange insectile "backpack" when its wings are not deployed.



GLIMMER MOTH

Medium fey, unaligned

Armor Class 14

Hit Points 75 (10d8 + 30)

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

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

Senses darkvision 60 ft., passive Perception 11

Languages understands Sylvan and Elvish but can't speak

Challenge 1 (200 XP)

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

Fey Moth Mount. A trained glimmer moth can serve as a flying mount for a Medium or smaller creature (despite being only Medium size itself). If the glimmer moth is moved against its will while carrying a rider, the rider doesn't need to make a Dexterity saving throw to avoid falling, because it is the moth that holds the rider. If the rider is knocked prone, the moth must succeed on a DC 10 Strength saving

throw to retain its hold on them. If the moth would be knocked prone, it instead dips about 10 feet before reestablishing stable flight. Otherwise, the rules for mounted combat apply to the glimmer moth and its rider.

ACTIONS

Multiattack. The glimmer moth makes one sting attack and one severing wing attack.

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

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

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

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

GLOOM STRIDER

Gloom striders are encountered alone in dark places or in the company of other fiends.

Born in the glooms of Hades, a gloom strider is a fiend without hope. Evolved from lesser fiends over centuries, a gloom strider is unused to celestial objects, be they moon or sun or even seasons. Bleached of all color and passion, a gloom strider seeks to leech the same from others that still have them.

Mockery of Form. A gloom strider is somewhat humanoid, in that it has two legs and something that might be a head, or at least an approximation thereof. Armless, the creature betrays what may have previously been a wormlike form before some ordeal or punishment forced it into its current shape—a shape given to constant pain, as it always writhes and shakes. However, pain is one of the few sensations it recalls, so it doesn't strive to ease its own suffering.

Leech Joy. As its own hopes, dreams, and ability to feel have been drained away, a gloom strider attempts to drain these things from others. Misery loves company, though instead of love, a gloom strider only feels its own pain more.

GLOOM STRIDER

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	9 (–1)	18 (+4)	7 (–2)

Saving Throws Str +6, Con +6, Wis +7

Skills Deception +9

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft.

Languages Common, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

Dark Sight. Magical darkness doesn't impede the gloom strider's darkvision.

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

Spider Climb. The gloom strider can climb difficult surfaces, including upside down on ceilings, without needing an ability check.

ACTIONS

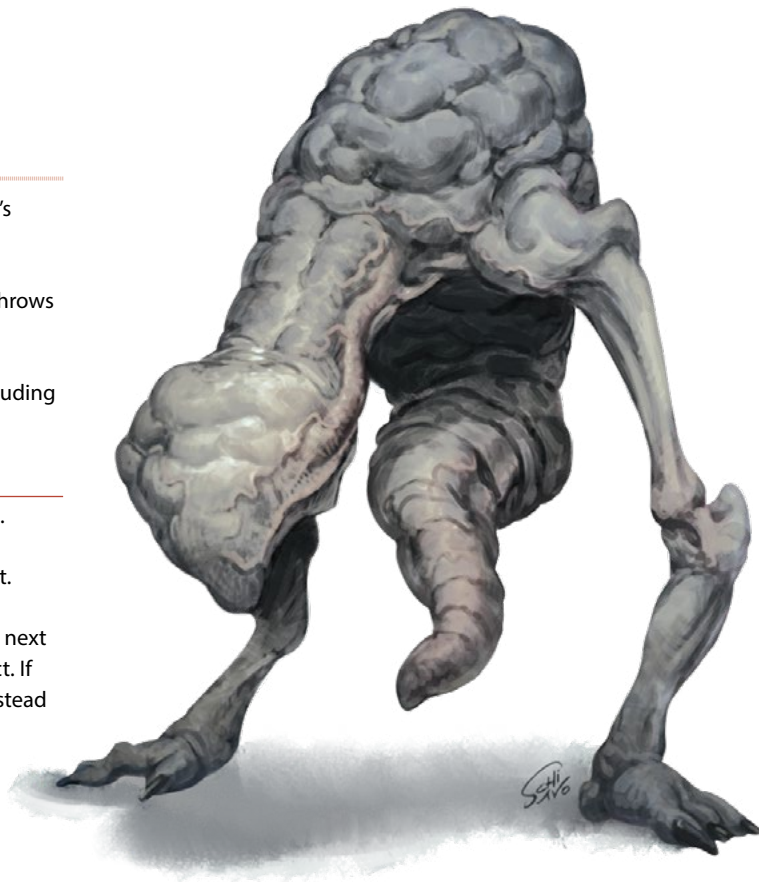
Multiattack. The gloom strider makes three Crush Hope attacks.

Crush Hope. *Ranged Spell Attack:* +7 to hit, range 5 ft., one target. *Hit:* 14 (4d6) psychic damage and the target is paralyzed (with a sudden crushing lack of hope or ambition) until the end of their next round. Creatures that can't be charmed are immune to this effect. If a creature that is already paralyzed is hit by Crush Hope, they instead take an additional 7 (2d6) psychic damage.

Warp Flesh (Recharge 5–6). A target the gloom strider can see within 60 feet must succeed on a DC 15 Wisdom saving throw or take 35 (10d6) piercing damage and lose 1d2 points

of Charisma. On a successful save, they take only half damage and do not lose points of Charisma. A creature reduced to 0 Charisma by this ability now somewhat resembles the gloom strider. They are also unconscious until they regain at least 1 point. A creature regains all lost Charisma and returns to normal form if they are the recipient of a *remove curse* or *greater restoration* spell.

Gloom Walk (1/Day). The gloom strider teleports to any location it can see or knows about on the same plane of existence. When it does, either it leaves behind a 15-foot-radius sphere of magical darkness centered on where it departed, or a 15-foot-radius sphere of magical darkness appears centered on its arrival point. The darkness lasts for up to ten minutes.



GRETHK

These monstrosities are every bit as dangerous and devious as they look. Enhancing their natural acid-producing capacity with magical runes, a grethk nest can rapidly render a region uninhabitable by anything other than themselves and their teeming young, which require a strongly acidic environment to thrive. If left unchecked, they can overrun an entire world.

Hunted by Exterminators. The grethk shared their homeworld with a species known as **ovisans**. The two warring species developed together over time, stealing rune “technology” from each other in their rivalry, and devising other attacks to exploit their opponents’ weaknesses.

Ovisans eventually got the upper hand, destroying almost all the grethk. But hundreds of fertile adults used rune magic to flee and hide in other worlds of the Material Plane, intending to establish new nests. Ovisan hunters now seek those nests wherever they spring up, vowing that no world shall fall to grethk overpopulation.

Fecund. Grethk reproduce like fish in that they lay a great quantity of eggs. Without natural predators in the acidic environment the eggs need to come to term, grethk can quickly overpopulate a region, as newly hatched grethk are force-grown to adult status within a few days thanks to rune magic. Thankfully, a given grethk lays eggs only once in its lifespan.

Grethk are usually encountered alone in an out-of-the-way place on a Material Plane world, preparing its nest.

Ovisan hunter, page 102



GRETHK

Large monstrosity, typically neutral evil

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	14 (+2)	10 (+0)	11 (+0)

Saving Throws Str +11, Dex +5

Skills Athletics +8, Perception +6

Damage Vulnerabilities lightning

Damage Immunities acid

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Grethk

Challenge 6 (2,300 XP)

Amphibious. The grethk can breathe air and water.

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

ACTIONS

Multiattack. The grethk makes two claw attacks, two tail slam attacks, or one of each.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 14 (2d8 + 5) piercing damage.

Tail Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 11 (1d12 + 5) bludgeoning damage.

Acid Path Rune (3/Day). The grethk magically conjures acid in a line 20 feet long and 5 feet wide. Any creature in the area takes 26 (4d12) acid damage, or half damage with a successful DC 15 Dexterity saving throw.

Acid Terrain Control Rune (3/Day). The grethk magically conjures oily acid at a point within 60 feet. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw or take 11 (2d10) acid damage and fall prone. Those that succeed take half damage and do not fall prone. A creature other than a grethk that enters the area or ends its turn there must also succeed on a DC 15 Dexterity saving throw or fall prone. The oily acid dissipates after 10 minutes.

HAG EXILE

Hag exiles are often part of covens that include two night hags.

Lapses happen; hag exiles sometimes give in to the mental pressure constantly besetting them. Most give themselves the grace to try again to be better.

Born of horrific circumstances, hags have come to embody cruelty and evil. The corruption forced upon them by their monstrous mothers visits them like waking dreams, inciting them to give in to selfishness and hate. In addition, the supernatural abilities that blossom when they reach age thirteen—hags have magical powers and an affinity for spellcasting, and they can alter their forms and curse their foes—pressure most hags into becoming malign beings.

But hag exiles often try, at least for a time, to resist the call of their fey ancestry.

Self-Exiled. To gain understanding and control of their own minds and bodies, hag exiles seek hidden knowledge, lost rituals, and rites of emergence. These exercises usually further enhance a hag exile's power (and physical size), but generally don't help to keep the parts of herself she wants to control on a leash. Which is why most hag exiles end up seeking a place of solitude in a distant dimension, where they can concentrate on themselves with less chance of accidentally cursing or killing a mortal.

Kindred Spirits. Sometimes a hag exile finds other varieties of hags who also question themselves and their motives. These vanishingly few fellow hags are invited to join the hag exile, with the hope and promise that together the coven can help each of its members become their best possible selves.



HAG EXILE

Large fey, typically neutral

Armor Class 18 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	14 (+2)	15 (+2)

Skills Deception +6, Insight +6, Perception +6, Stealth +4

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal, Common, Infernal, Primordial

Challenge 9 (5,000 XP)

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

- At will: *darkness*, *detect magic*, *dispel magic*, *fly*, *invisibility* (self only), *magic missile*
- 2/day each: *etherealness* (self only), *ray of enfeeblement*, *sleep*
- 1/day each: *globe of invulnerability*, *finger of death*

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

Magic Weapons. The hag exile's weapon attacks are magical.

ACTIONS

Multiattack. The hag exile makes two melee attacks, or she makes one melee attack and uses her Death Glare before or after the attack.

Claw (Hag Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, they must succeed on a DC 15 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of their turns, with disadvantage if the hag is within line of sight, ending the effect on themselves on a success. If a creature's saving throw is successful or the effect ends for them, the creature is immune to the hag's claw-borne fear effect for the next 24 hours.

Teleport (Recharge 5–6). The hag exile magically teleports, along with any equipment she is wearing or carrying, up to 60 feet to an unoccupied space she can see.

Change Shape. The hag exile magically polymorphs into a Small, Medium, or Large female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. The hag exile reverts to her true form if she dies.

Death Glare. The hag exile targets one frightened creature she can see within 30 feet. If the target can see the hag, they must succeed on a DC 15 Wisdom saving throw against this magic or drop to 0 hit points.

HARROW TROOPER

Harrow troopers are the tips of an invasion force from another dimension. Little is known about the invaders; even the name “harrow” is just what the first humans who encountered troopers called them. Wherever harrows come from, they are clearly interested in pushing into new cosmological territory, the troopers only an initial exploratory probe to gather intel.

Sensing Cilia. The constantly twitching tendrils hanging from a harrow trooper’s mouth sample the air for scents, vibrations, and possibly even light in spectrums beyond a normal creature’s ability to perceive.

Harrow Language. The sensing cilia also provide trooper communication, releasing complex, sequenced bursts of subtle scents that other nearby troopers can instantly understand and respond to. To creatures like humans, it’s impossible to tell what troopers are saying, though a smell not unlike citrus can be identified.

Capture for Study. Harrow troopers seem to be tasked with capturing humanoids like dwarves, elves, humans, and others, transferring them to secret demiplane outposts in the Ethereal, and experimenting on them. It is theorized that those who command harrow troopers are looking for weaknesses for the coming war.

Harrow troopers are usually encountered in groups of six to twelve.

A typical harrow outpost is a keep with two to eight chambers and 3d6 harrow troopers, among other things, including a device that can selectively open portals to one or two fixed planar locations. The base usually includes a stockade with 1d6 other humanoid captives.



HARROW TROOPER

Medium humanoid (harrow), typically lawful neutral

Armor Class 14 (natural armor)

Hit Points 45 (10d8)

Speed 30 ft.

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

Saving Throws Str +3, Dex +4, Con +2, Wis +4

Skills Perception +6

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Harrow

Challenge 1/2 (100 XP)

Surprise Attack. If the harrow trooper surprises a creature and hits them with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

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

Trooper Escape. The trooper can take the Disengage action as a bonus action on each of its turns if at least one of the trooper’s allies is within 5 feet and the ally isn’t incapacitated. It can take this bonus action even if grappling one or two targets.

Iron Grip. The weaponized gauntlets worn by harrow troopers have special locking mechanisms, enhancing the difficulty challenge of attempts to escape a grapple made using them (already figured into the actions).

ACTIONS

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

Snaring Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 1) bludgeoning damage and a Large or smaller target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The trooper can’t make slam or Snaring Slam attacks against other creatures while it restrains a target. In addition, at the start of each of the target’s turns, the target takes 4 (1d6 + 1) bludgeoning damage from the iron grip of the weaponized gauntlets they are snared by.

Ethereal Withdrawal (1/Day). The trooper can use all 30 feet of its movement to step magically from its position to a tiny artificial demiplane in the Ethereal containing a harrow outpost specially prepared to work with this ability; it would not work if no such bases remained operational. A grappled target who succeeds on a DC 12 Wisdom saving throw escapes the grapple and does not make the trip. A grappled target who fails the save is trapped in the harrow base until they can escape, allies can effect a rescue, or the harrow cull the captive for their experiments.

HEAD OF HADES

A head of Hades is constructed by a more powerful fiend in order to ultimately bring more willing souls to Hades as larvae.

A head of Hades is usually found carried by or among the belongings of a spellcaster, though not necessarily an evil one.

A humanoid head floats in murky fluid within a transparent crystal crucible. The crucible is sealed with an ornate leaden lid depicting stylized devilish imps holding and reading from unwound scrolls. Though not immediately visible, prolonged scrutiny into the murk reveals that the head doesn't end in a stump, but instead seems to be a coiled-up fat worm.

Offering Occult Wisdom. Many a spellcaster would be happy to run across a head of Hades, because these creatures are fonts of occult wisdom, offering hard-to-find knowledge, true insights, and even foreknowledge. The head indicates that one day they will call in the debt, but doesn't say how or when.

Wisdom at a Price. After an indeterminate amount of time, a head of Hades decides to move on, and they call in the debt by transforming their "owner" into a helpless minor fiend that's eventually drawn to Hades.

HEAD OF HADES

Tiny fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	1 (–5)	12 (+1)	15 (+2)	15 (+2)	16 (+3)

Skills Deception +7, Persuasion +7

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common, Abyssal, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Wisdom of Hades (1/Day). The head can spend a couple of rounds in whispered conference with a target within 5 feet who wishes to gain the Wisdom of Hades, bestowing one of the following benefits:

- Secret knowledge, or an actionable clue toward finding that knowledge (like a *legend lore* spell)
- Foreknowledge for 1 hour that prevents the target from being surprised and grants the target advantage on attack rolls, ability checks, and saving throws
- Advantage on Wisdom saves for 8 hours (except, as they might discover, saves for attacks made by the head of Hades)
- General counsel and a head to talk with (this doesn't count as a use of Wisdom of Hades)

ACTIONS

Multiattack. The head of Hades makes two Withering Ray attacks.

Withering Ray. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 9 (2d8) necrotic damage and the target's speed is reduced by 10 feet until the start of the head's next turn.

Command of Hades. A humanoid the head can see within 60 feet must succeed on a DC 13 Wisdom saving throw or be paralyzed for 1 minute. The target can attempt another save at the end of each of their turns, ending the effect early on a success.

Larval Transformation (1/Day). If a creature has ever taken advantage of the head's Wisdom of Hades ability, the head can attempt Larval Transformation on them, and the target has disadvantage on their save to resist the effect. When such a vulnerable creature is within 30 feet of the head of Hades, the head can force them to make a DC 13 Wisdom saving throw. On a failed save, the target gains one level of exhaustion. They must repeat the saving throw at the end of their next turn, ending the effect on a success, or transforming into a **dretch** on a failure. The target retains their facial features but has the body of a fat worm, and has only a few fading memories of their previous life. The transformation lasts until the target is freed by the *greater restoration* spell or a *remove curse* spell, or if the head of Hades that caused the transformation is killed.



HEADSTONE GOLEM

Headstone golems are usually encountered alone in dark places or in the Shadowfell.

Created in a twisted reflection of a graveyard within the Shadowfell, headstone golems are constructs formed entirely from stone originally used to mark graves. The assorted jumble of headstones somehow fused together to form a malign being infused with undeath.

Created in the Shadowfell. Only a few powerful necromancers know the secret of putting together a headstone golem. They learned it by studying the spontaneous creation of a “natural” headstone golem in the death-choked gloom of the Shadowfell. And rather than being infused with a tiny spirit from an Inner Plane, headstone golems are animated by a dead soul trapped in the stone, one with no memory of their former life or sense of self.

Grave Concern. Creatures that fight a headstone golem feel their life force tremble, almost as if they’re sensing their own imminent extinction.

Obedient and Free-Roaming. Headstone golems fashioned by necromancers typically remain loyal to their creator. But if their creator disappears or the golem simply came to be at the center of a Shadowfell cemetery, a headstone golem seeks to travel to worlds of the Material Plane and begin inhuming new victims back in the Shadowfell.

Constructed Nature. A golem doesn’t require air, food, drink, or sleep.



HEADSTONE GOLEM

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (–1)	20 (+5)	7 (–2)	11 (+0)	1 (–5)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of every creature it has ever inhumed (can’t speak)

Challenge 11 (7,200 XP)

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

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

Magic Weapons. The golem’s weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

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

Hit: 19 (3d8 + 6) bludgeoning damage.

Death Pulse (Recharge 6). The golem targets one or more living creatures it can see within 10 feet. Each target must make a DC 17

Constitution saving throw against this magic. On a failed save, a target drops to 0 hit points. On a success, they take 21 (6d6) necrotic damage.

Inhume in the Shadowfell. The golem targets one Medium or smaller dying creature (a creature at 0 hit points making death saving throws) within 10 feet. The target must succeed on a DC 17 Wisdom saving throw or they appear to be drawn into one of the headstones making up the golem. In fact, the headstone acts as a temporary portal to a random empty grave in the Shadowfell. The target continues to make death saving throws normally. If the target finally stabilizes, they are drawn back through the portal and fall prone in an empty space within 5 feet of the headstone golem. If they finally die, they remain in an empty grave somewhere in the Shadowfell.

Thin the Veil (1/Day). A headstone golem can thin any area of shadow or darkness sufficiently that creatures can walk from a location in the Shadowfell to another plane of existence, or vice versa. Typical locations include a crypt’s shadowed corner, an open grave, or the center of a *darkness* spell. The shadow crossing persists until it’s subject to bright light or the headstone golem creates a new crossing somewhere else.

HOARD GIANT

Single hoard giants can be encountered on a variety of planes; each one has found one or more portal keys, tokens, and/or other paths that allow them to travel the multiverse. A hoard giant's bag usually contains a challenge 5-10 treasure hoard.

A variety of stone giant from Ysgard, hoard giants break the mold due to their desire to leave the confines of their cavern homes and roam the many planes and worlds of existence. If other worlds truly are filled with dreams and portents, hoard giants seek the most interesting and valuable of those to add to their already overfull bags.

Accoutrements of Many Worlds. Despite their stature and skin as grey as stone, hoard giants are not often mistaken for regular stone giants due to their tattoos, rings, bracelets, and other decorations accumulated during their travels, including clothing of a finer cut tailored to fit their massive frames. In addition, every hoard giant carries a massive bag that is magically granted life, which makes the bag a fearsome threat of its own.

Hungry Hoard Bag. Thieves who attempt to steal from a hoard giant's bag receive an unwelcome surprise when the bag tries to ingest them, adding them and their equipment to whatever valuables are already contained within. Though not for long—the bag selectively digests foreign tissue stuffed into it, leaving inert material and valuables alone. And the bag doesn't have to wait for opportunities to come its way; a hoard giant often plucks foes with shiny equipment and plops them into its bag. The giant knows that after a few hours, all that will be left is treasure.

Bag: AC 13; hp 100; Speed 20 ft.; senses, saving throws, and skill checks as the hoard giant

HOARD GIANT

Huge giant, typically neutral

Armor Class 15 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	11 (+1)	12 (+1)	9 (–1)

Saving Throws Dex +4, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The hoard giant makes three brass fist attacks, or uses Bag Scoop or Loose the Bag in place of one brass fist attack.

Brass Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 15 (2d8 + 6) bludgeoning damage. If the target is a creature, they must succeed on a DC 16 Wisdom saving throw or be stunned until the end of their next turn.

Bag Scoop. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: If the target is a Medium or smaller incapacitated creature, that creature is swallowed by the bag. While swallowed, the creature is blinded and restrained, they have total cover against attacks and other effects from outside the bag, and they take 14 (4d6) acid damage at the start of each of the giant's turns. If the bag takes 20 damage or more during a single turn from a creature inside it, the bag must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the bag. The bag can have up to two Medium or smaller targets swallowed at a time. If the bag is destroyed, a swallowed creature is no longer restrained by it and can escape using 5 feet of movement, exiting prone.

Loose the Bag (Recharge after a Short or Long Rest). The giant drops the bag, which immediately attacks with a bite attack each round on its turn. The loosed bag continues to attack targets verbally indicated by the giant until the giant uses a bonus action to grab the bag if it is within 10 feet.

Bag Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 19 (4d6 + 5) piercing damage (from the bag's perhaps-unexpected teeth). If the target is incapacitated, they are vulnerable to Bag Scoop (an action the loosed bag can take instead of biting).



HOWLING SAW

Fashioned for War. Howling saws served as special units in an ancient war among fiends. The construction of each saw was given to various smiths across the Outer Planes, including a location called Nidavellir, as well as in certain technically advanced worlds of the Material Plane. All were provided a magical blueprint to follow. However, unbeknownst to the smiths, the final element required to give each saw animation was a baptism in its creator's blood. Afterward, each newly fashioned saw cut up the blueprint of its creation and sought out the war it was made for. But that war is long over.

Wandering Soldiers. With the infernal war concluded, or at least remanded to a few isolated and forgotten layers of the Lower Planes, howling saws wander the planes aimlessly, choosing targets at random. With the promise (or deception) of becoming part of a new war effort, a howling saw can be convinced to ally with other creatures for short periods. But the flaw of a saw's origin eventually leads it to turn its spinning blades on allies, as it did to its creator.

A howling saw is almost always encountered alone, often on the edges of a current or former battlefield.



HOWLING SAW

Medium construct, neutral evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 60 ft.

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

Saving Throws Dex +4, Wis +5

Damage Immunities poison, psychic

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages understands Abyssal, Infernal, Celestial but doesn't speak

Challenge 6 (2,300 XP)

Severing Charge. If the howling saw moves at least 20 feet straight toward a Large or smaller creature it then attacks with Spinning Blade, the Spinning Blade attack is made with advantage. If the Spinning Blade attack hits, the target takes an additional 20 (3d10 + 4) slashing damage and must also succeed on a DC 12 Dexterity saving throw or one of their limbs is lopped off, with the effect of such loss determined by the GM. If the target has no limb to sever, a portion of their body is lopped off instead.

Loud. The howling saw has disadvantage on Stealth checks.

Magic Weapon. The saw's weapon attacks are treated as magical.

ACTIONS

Multiattack. The howling saw makes two claw attacks or two Spinning Blade attacks, or one of each.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 14 (3d6 + 4) piercing damage and the creature is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the howling saw can't grapple another target. In addition, at the start of each of the target's turns, the target takes 20 (3d10 + 4) slashing damage from proximity to the spinning blade and must succeed on a DC 12 Dexterity saving throw to avoid losing a limb as described under Severing Charge.

Spinning Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Saw Through the Planes (1/Month). A howling saw can use its Spinning Blade attack on a solid surface, cutting just so, creating a portal that lasts only long enough to transport it to a different plane of existence it knows to exist. A howling saw always knows at least a few locations to which it can travel in the Lower Planes and could learn more.

HUNAKAK

A lone hunakak may be encountered as a mask worn by a mortal or a demon.

A hunakak's body is almost entirely a monstrous face as tall as a human, with a gaping mouth and fly-like compound eyes. Its form is concave, like a giant mask, with a ring of small fingerlike limbs that allow it to crawl or grasp things. Although it appears to be only a few inches thick, its wide-open mouth seems to be deep enough to fit an entire halfling in it.

Bonded Servant. A hunakak is sometimes awarded to a mortal who serves the Abyss. The mortal wears the demon (reduced in size) like a mask and can use its abilities, but if the mortal is ever slain, the demon absorbs their soul and brings them back to the Abyss. Hunakaks sometimes serve other demons, including being worn as a mask, but this is more of a standard partnership or minionship than an arrangement of master and familiar.

Crafted Demon. A hunakak is deliberately crafted out of an evil soul by a more powerful demon; they do not originate naturally (unlike demons of vengeance, murder, and so on).

HUNAKAK

Medium fiend (demon), typically chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	15 (+2)	4 (–3)	12 (+1)	7 (–2)

Saving Throws Con +4

Skills Perception +3

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

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal

Challenge 3 (700 XP)

Damage Transfer. When the hunakak is worn as a mask, the demon takes only half the damage dealt to it, and the creature wearing it takes the other half.

Reduce. The hunakak magically decreases in size so it is no bigger than a large mask that fits a Medium humanoid. While reduced, the hunakak is Tiny, has disadvantage on its bite attack, and inflicts half damage with its bite attack. It can return to its normal size as a bonus action.

ACTIONS

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

Damning Gaze. The hunakak targets one creature it can see within 30 feet. If the target can see the hunakak, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) necrotic damage and, unless they are immune to necrotic damage, gain one level of exhaustion. If a creature dies from this necrotic damage or exhaustion, their soul is absorbed by the hunakak; when the demon returns to the Abyss, its absorbed souls are transformed into larvae (and usually consumed or handed over to a more powerful demon).



VARIANT: DEMONIC MASK

Similar to gaining a familiar, a mortal can summon and bond with a hunakak. Demons in this service have the following trait.

Familiar. The hunakak can bond with another creature, forming a telepathic connection with its willing master. While the two are bonded and the hunakak is worn like a mask, the two can communicate telepathically, and the master can use the demon's darkvision and passive Perception (even when sleeping, as the demon remains awake). The demon can use its bite and Damning Gaze without interfering with its master's actions. At any time and for any reason, the hunakak can end its service as a familiar, ending the telepathic bond.

IMMACULATE JUSTICIAR

In some worlds, giants are foes to the gods. These giants—and evil giants everywhere—are threats that the gods have determined should not be left lying fallow. Thus, they have commanded certain angels to train themselves tirelessly in the brutal but necessary art of finding and slaying giants.

Goals Beyond Giant Slaying.

Some immaculate justiciars take up a different but similar task for the gods, concentrating on aberrations, undead, or other anathemas.

Immaculate justiciars are usually encountered alone, looking for giant spoor nearby.

IMMACULATE JUSTICIAR

Large celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	17 (+3)	18 (+4)

Saving Throws Dex +6, Con +9, Wis +7, Cha +8

Skills Athletics +14, Perception +7

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

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Celestial, Giant, telepathy 120 ft.

Challenge 9 (5,000 XP)

Giant-Slaying Weapons. The justiciar's weapon attacks are magical. In addition, when the justiciar hits a giant with any weapon, the weapon deals an extra 18 (4d8) radiant damage (included in the attack).

Frightening to Giants. Each giant of the justiciar's choice within 120 feet and aware of them must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A frightened giant can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. If a frightened giant's saving throw is successful or the effect ends for them, they are immune to this magic for 24 hours.

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

ACTIONS

Multiattack. The justiciar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage. If the target is a giant, they take an additional 18 (4d8) radiant damage from the justiciar's Giant-Slaying Weapons ability.

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

Detect Giant. For up to ten minutes, the justiciar knows if there is a giant within 120 feet of them, as well as where the creature is located. The justiciar's giant sense can magically penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Commune (1/Day). The justiciar learns the answers to up to three questions that can be answered with a yes or no from the deity on whose behalf they are hunting giants.

Shift Plane (1/Day). The justiciar and up to eight willing creatures are transported to a different plane of existence known to the justiciar.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the justiciar, the justiciar can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Giant Killer (Recharge 4–6). When a giant hits or misses the justiciar with a melee attack, the justiciar can attack that giant immediately after their attack, provided they can see the giant.



INFERNAL PYRE

Infernal pyres usually wander alone, but can sometimes be found in groups if several are spawned by burning evil mortals in a mass grave.

An infernal pyre resembles a large fire elemental whose dull red form contains the burned bones of a humanoid creature. The pyres reek of burned flesh, and their voices are like the screams of people being roasted alive. They are usually found on the Material Plane, Hell, or dimensions connected to Hell.

Evil Corpse. An infernal pyre can form when a very evil person is killed by fire or when the body of an especially evil creature is cremated. The damned soul irrevocably corrupts the purity of the fire, creating an entity of rage, hate, and a desire to consume life.

INFERNAL PYRE

Large elemental, typically lawful evil

Armor Class 14

Hit Points 123 (13d10 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	6 (–2)	10 (+0)	9 (–1)

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

Damage Immunities fire, poison

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

Senses darkvision 120 ft., passive Perception 10

Languages Ignan, Infernal

Challenge 7 (2,900 XP)

Detect Life. The infernal pyre can magically sense the presence of living creatures up to 100 miles away. It knows the general direction they're in but not their exact locations.

Fire Form. The pyre can move through a space as narrow as 1 foot wide without squeezing. A creature that touches the pyre or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the pyre can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of their turns.

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

ACTIONS

Multiattack. The pyre makes two slam attacks.

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

Hit: 13 (3d6 + 3) fire damage. If the target is a creature or a flammable object, they ignite. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of their turns.



If the target is a Medium or smaller creature, they must succeed on a DC 15 Dexterity save or be absorbed into the pyre's body. While absorbed, the creature is blinded and restrained, they have total cover against attacks and other effects outside the pyre, and they take 7 (2d6) fire damage and 7 (2d6) necrotic damage at the start of each of the pyre's turns. (The fire on an absorbed creature cannot be doused.) The pyre can hold up to two Medium creatures at a time (Small and smaller creatures count as one-half of a creature toward this limit.)

If the pyre takes 20 damage or more on a single turn from a creature inside it, the pyre must succeed on a DC 15 Constitution saving throw at the end of that turn or expel all absorbed creatures, which fall prone in a space within 10 feet of the pyre. If the pyre dies, an absorbed creature is no longer restrained by it.

INVEX AVATAR

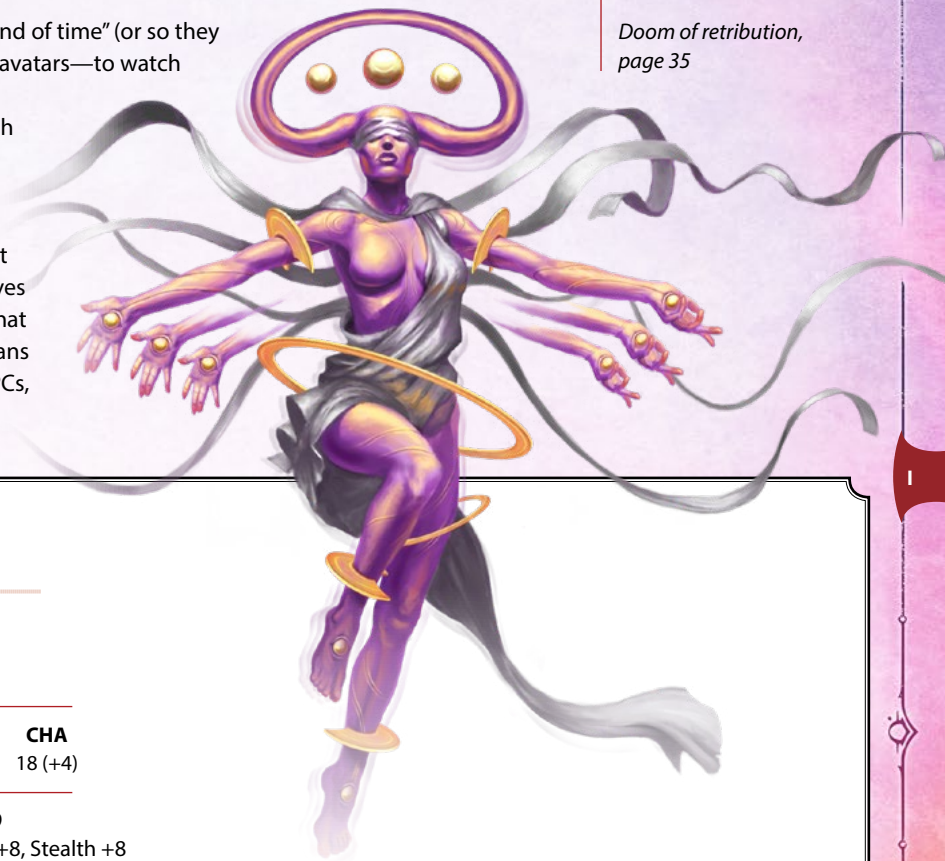
This being is gowned in diaphanous robes of flowing and glowing silver. When it moves, it leaves a smear of afterimages, as if it hasn't fully resolved in this dimension. Or as if it exists in multiple dimensions at once, or maybe multiple timelines.

Avatar of the Inve. A species that exists at the "end of time" (or so they say), the invex send back explorers and observers—avatars—to watch pivotal moments in what they consider their own dead history. An invex avatar thus has about as much compassion for a creature it interacts with in the current era as it would for a dusty page in a heavy history book.

Unpredictable Interventions. While often content to merely observe, sometimes an invex avatar involves themselves in a moment, attempting to preserve what they regard as the proper flow of history. Which means that an invex avatar could suddenly aid a group of PCs, or possibly attempt to deter or even destroy them.

Only a single invex avatar is usually encountered, typically in the presence of other creatures involved in an important interaction or conflict.

Doom of retribution, page 35



INVEX AVATAR

Large celestial, lawful neutral

Armor Class 19 (natural armor)

Hit Points 264 (23d10 + 138)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	23 (+6)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +8, Con +11, Int +8, Wis +8, Cha +9

Skills Arcana +8, Deception +9, Insight +8, Perception +8, Stealth +8

Damage Immunities radiant, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Common, Celestial, Primordial

Challenge 14 (11,500 XP)

Magic Weapons. The invex avatar's weapon attacks are treated as magical.

ACTIONS

Multiattack. The invex avatar makes four Plane-Scrambling Touch attacks.

Plane-Scrambling Touch. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage. In addition, the target is potentially affected by either Unleash Doom, Kaleidoscopic Reality, Planar Disequilibrium, or Timeline Bias, according to the avatar's whim.

Unleash Doom. When a target is hit with Plane-Scrambling Touch and the avatar chooses, the target must also make a DC 19 Wisdom saving throw; if they fail, a creature known as a **doom of retribution** appears in the nearest open space to the target and attacks the target immediately. Any additional dooms that are spawned from this doom—as described under the monster entry—attack the target as well. A target could be affected multiple times by this effect if hit multiple times with Plane-Scrambling Touch.

Kaleidoscopic Reality. When a target is hit with Plane-Scrambling Touch and the avatar chooses, the target must also succeed on a DC 19 Constitution saving throw or see a barrage of alternate realities superimposed over normal reality, causing confusion (as the *confusion* spell) for 1 minute. The target can repeat the saving throw at the end of each of their turns to shrug off the flux before the duration ends. A target can only suffer one of these effects at any one time.

Planar Disequilibrium. When a target is hit with Plane-Scrambling Touch and the avatar chooses, the target must also succeed on a DC 19 Constitution saving throw or be incapacitated for 1d4 rounds and slowed (as the *slow* spell) for 1 minute. The target can repeat the saving throw at the end of each of their turns to shrug off the disequilibrium before the duration ends. Normally, a target can only suffer one of these effects at once.

Timeline Bias. When a target is hit with Plane-Scrambling Touch and the avatar chooses, the target must also succeed on a DC 19 Constitution saving throw or take 21 (6d6) force damage on a failed save, or half as much damage on a successful one. In addition, on a failed save, the target cannot be healed—naturally or magically—until after their next long rest. Normally, a target can only suffer one of these effects at once.

Shift Plane (3/Day). The avatar and up to eight willing creatures are transported to a different plane of existence known to the avatar.

IRIDESCENT CRAKE

Two or more crake often hunt together, but crake sometimes hunt alone.

In the Feywild, under the faded colors of an ever-setting sun, fierce and deadly crake streak through the forests and over the hills. Iridescent crake are devious, adroit at escaping the unseelie fey's hunt one moment, only to turn unexpectedly on their pursuers and become the hunters.

VARIANT: CRAKE CALLING

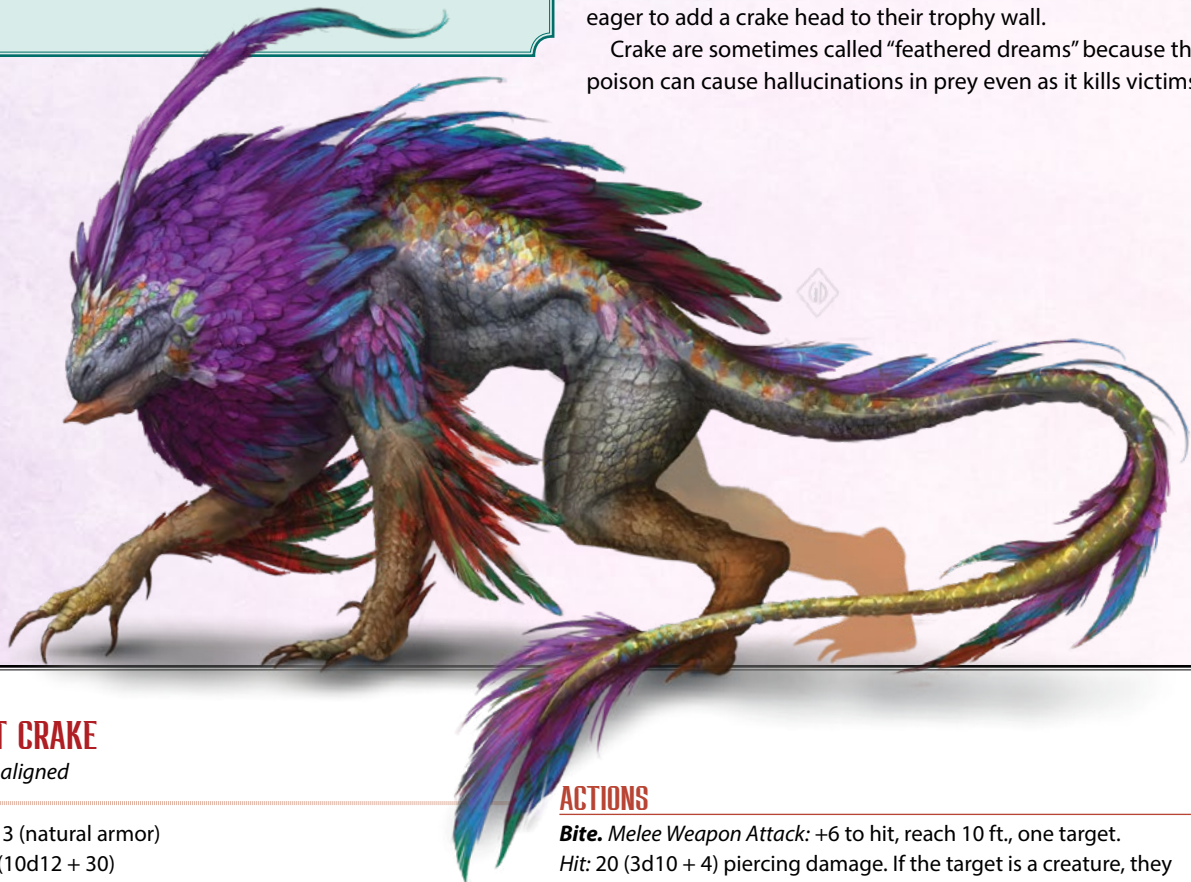
Some iridescent crakes have enough standing among their packs that they can call a nearby crake to their aid if encountered in the Feywild.

Call of the Wild (Recharge after a Long Rest). The iridescent crake makes a high, piercing call. At the end of the crake's next turn, there is a 70% chance another iridescent crake emerges from the foliage to offer aid.

Huge but Fast. Combining elements of avians and reptiles, these huge creatures have glittering scales and a ruff of iridescent feathers around their heads, which they can extend in a proud crest, or fold back as they run through the tangle of sharp-toothed brambles and syrupy fens they prefer.

Dusted with Poison. The glitter that speckles a crake's scaled hide and lies glittering in its wake is beautiful to behold, but poison to breathe in or touch. This gives a crake an edge when hunting down smaller prey, or when dealing with fey hunters eager to add a crake head to their trophy wall.

Crake are sometimes called "feathered dreams" because their poison can cause hallucinations in prey even as it kills victims.



IRIDESCENT CRAKE

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 50 ft., climb 20 ft.

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

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Poison Dust. If an iridescent crake is hit with an attack, its iridescent dust affects all creatures within 10 feet of it. Targets in the area must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned by a crake, a victim also suffers disadvantage on Dexterity saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 20 (3d10 + 4) piercing damage. If the target is a creature, they must succeed on a DC 14 Strength saving throw or be restrained (escape DC 14). The crake automatically inflicts bite damage on a restrained target at the end of each of the target's turns. While a crake has a target restrained, it can't make bite attacks against other targets.

Poison Breath (Recharge 5–6). As its bonus action, a crake can breathe poison dust on any creature it holds restrained in its mouth. The restrained victim has disadvantage on their DC 13 Constitution saving throw. On a failure, the restrained victim takes 16 (3d10) poison damage and is poisoned for 1 minute. (If already poisoned by the crake, the duration is extended by 1 minute.)

Fade Into Foliage (Recharge after a Long Rest). The crake can move its speed and become invisible for up to 1 minute, or until it attacks another creature.

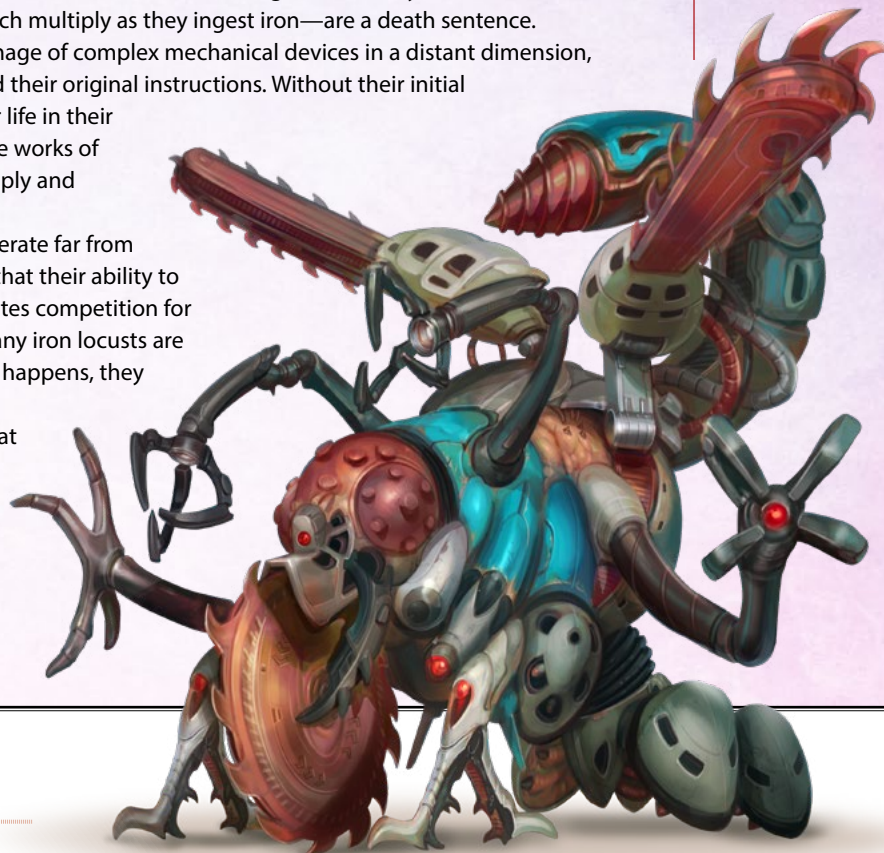
IRON LOCUST

An iron locust is usually encountered alone in any plane, near large concentrations of metal.

A scourge of metal mines across a host of worlds, iron locusts are a blight to industry. To civilizations that require metal to survive, iron locusts—which multiply as they ingest iron—are a death sentence.

Adapted Constructs. Built to fix the damage of complex mechanical devices in a distant dimension, the self-repairing iron locusts grew beyond their original instructions. Without their initial constraints, and instead mimicking regular life in their metallic fashion, iron locusts consumed the works of their original builders, then began to multiply and go forth.

Locust Swarm. Normally iron locusts operate far from each other, having a basic understanding that their ability to split into more versions of themselves creates competition for nearby metal. However, sometimes too many iron locusts are born in close proximity anyway. When this happens, they embrace it and multiply far beyond their normal limit. Using a group intelligence that arises only in their swarm state, they open a portal to a new world of the Material Plane, one rich in metal, to spread out upon and ingest.



IRON LOCUST

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., climb 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	6 (–2)	13 (+1)	3 (–4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities lightning, necrotic, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Lightning Absorption. Whenever the iron locust is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt. If this would increase it beyond its maximum hit points (usually 52), it immediately triggers the iron locust's split reaction.

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

ACTIONS

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

Hit: 9 (2d6 + 2) piercing damage plus 3 (1d6) electricity damage.

Iron Incorporation. The iron locust makes a bite attack against a nonmagical ferrous metal object. If the object isn't being worn or carried, the attack automatically succeeds and causes the object to flow like water to the locust, then reform as part of the locust's metallic form; the locust regains 10 hit points. The locust can affect a ferrous metal object up to a one cubic foot in size (or excavate a cavity one cubic foot in size in a larger metal object).

If the object is being worn or carried by a creature, the iron locust makes a slam attack against the creature. If the attack hits, the creature can make a DC 12 Dexterity saving throw to prevent their metallic object from being touched. On a failed save, if the object touched is either metal armor or a metal shield, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a metal weapon, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed.

REACTIONS

Split. When an iron locust that is Small or larger would gain more than its maximum hit point value (usually 52) through Iron Incorporation or Lightning Absorption, it splits into two new iron locusts. Each new iron locust has hit points equal to half the original's, rounded down. New iron locusts are one size smaller than the original, but if allowed to scavenge for material naturally, they reach the normal locust size within a couple of days.

IRON MAGUS

A lone iron magus might be encountered in the Lower Planes or traveling farther afield in service of a yugoloth creator.

Some yugoloths know the technique of creating an iron magus, but some arise naturally by the corrupting influence of Gehenna itself.

These constructs are the accidental fusion of the mind of a skilled mage with the body and armor of a veteran warrior. Although an iron magus appears to be a humanoid wearing a suit of armor, they are an artificial creature that combines a warrior jealous of magic and a mage greedy for the strength and stamina of a brawler. They know their union is flawed, but believe they only need to practice their combined skills (by slaying other warriors and mages) to perfect their transformation.

Painful Existence. An iron magus is two humanoid bodies merged with a suit of armor, with the excess meat stripped away and left behind. It is not a comfortable coexistence; talkative individuals admit they feel like they're itching everywhere and being stabbed by hundreds of needles. Their mind is likewise a crushed blend of two psyches, making them paranoid and suspicious of other creatures, and greedy for more martial and magical power.

Warrior's Cunning. An iron magus has the tactical knowledge of an experienced warrior and uses their spells, their physical prowess, and the local terrain to their best advantage. Although they can use shields, most iron magi prefer to keep one hand free so they can cast spells.

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

IRON MAGUS

Medium construct, typically neutral evil

Armor Class 18 (plate)

Hit Points 75 (10d8 + 30)

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

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

Skills Arcana +5, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Damage Immunities force, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 16

Languages any languages they knew in life

Challenge 5 (1,800 XP)

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

Spellcasting. The iron magus casts one of the following spells, using Intelligence as the spellcasting ability (save DC 13, +5 to hit with spell attacks):

- At will: *fire bolt*, *mage hand*
- 3/day each: *magic missile*, *shield*, *misty step*
- 1/day each: *counterspell*, *fireball*, *fly*, *greater invisibility*

ACTIONS

Multiattack. The iron magus makes three longsword attacks.

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



JOYFUL TRINE

Joyful trines are entities called from the plane of Elysium. They prefer to deter with joy, but if comes to it, they are not above killing with kindness. Keen watchers and protectors, these tripart creatures often serve celestial beings and demigods as companions, or as guardians of important locations. Guardian trines remain loyal even when forgotten and left to watch lonely corners of the multiverse.

Talking Over Fighting. A joyful trine always tries to convince those who seek to ransack a guarded place to leave before turning to violent means. One of the trine heads usually has the perfect anecdote, joke, or method of persuasion that can turn a potentially violent encounter into an opportunity to decide something new.

Joyful trines are usually encountered alone guarding a portal entrance or celestial treasure.

VARIANT: LEGENDARY GUARDIAN

Some joyful trines are legendary, often those charged by a god with guarding important locations.

A legendary joyful trine 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 trine regains spent legendary actions at the start of its turn.

- **Detect.** The trine makes a Wisdom (Perception) check.
- **Strike.** The trine makes a Penitent Strike attack.
- **Recharge Song (Costs 3 Actions).** The joyful trine's Song of Overwhelming Glory attack is recharged.

JOYFUL TRINE

Huge celestial, chaotic good

Armor Class 19 (natural armor)

Hit Points 324 (24d12 + 168)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	25 (+7)	14 (+2)	13 (+1)	12 (+1)

Saving Throws Str +12, Int +8, Dex +8, Con +13, Wis +7

Skills Arcana +8, History +8, Insight +7, Perception +7, Persuasion +7, Religion +8

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

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Celestial, telepathy 120 ft.

Challenge 18 (20,000 XP)

Overwhelming Contrition. If the joyful trine successfully strikes the same target three times on the same turn, the target takes an extra 27 (5d10) psychic damage, as they are forced to think upon their failings. If the target is a creature, they must succeed on a DC 20 Charisma saving throw or begin losing 5 hit points from accumulating psychic dissonance at the start of each of their turns for 1 minute unless they receive magical healing. (Creatures that are immune to charm are immune to this ongoing effect.)

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

Three-Headed Watcher. The trine has advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious. If one head rests, the other two remain awake and vigilant.

Friends Forever. Once a joyful trine interacts with a creature, the trine can track that target wherever they go, even if they teleport or travel to another plane of existence.



ACTIONS

Multiattack. The joyful trine makes three Penitent Strike attacks.

Penitent Strike. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the same target is struck at least three times in the same round, the target must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion.

Song of Overwhelming Glory (Recharge after a Short or Long Rest). The joyful trine utters a celestially charged song from all three heads. Each creature within 30 feet of the trine that can hear the sound must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is charmed until the end of their next turn.

KHASASIA

Khasasia fruits are delicious and spicy, but they must be cooked, dried, or eaten before they sprout and grow into their adult form.

Khasasias usually share a territory with others of their kind, and may hunt alone or in small groups.

The khasasia, or pollen snake, is a mobile plant creature native to the Beastlands. It looks like a thick wooden branch covered in moss, leaves, and flowers, with a cluster of thorny growths at one end that somewhat resembles a toothy mouth. They attack by making bite-like strikes with their thorns, which trigger their flowers to release bursts of irritating pale dust. Like many carnivorous plants, khasasias need to eat only for supplemental nutrition, and they require much less food than a typical predator of their size (such as an animal snake).

Subtle Reproduction. After a kill, khasasias roll over and around their prey, using tiny rootlets to absorb the trace nutrients they need, and leaving behind large patches of pale dust. Another pollen snake that encounters these leavings will perform the same maneuver, pollinating its flowers so it can produce small pepper-like fruits that eventually drop off, go through a sedentary stage, and develop into young ambulatory khasasias.

Irritating Dust. The pale dust produced by a khasasia's flowers is irritating to the eyes and noses of most creatures, causing sneezing, redness, itching, and similar symptoms. Gnomes are immune to these effects, and khasasias ignore gnomes unless attacked first or controlled by another creature.

KHASASIA

Large plant, unaligned

Armor Class 13

Hit Points 60 (8d10 + 16)

Speed 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	1 (–5)	10 (+0)	3 (–4)

Skills Perception +2, Stealth +4

Condition Immunities blinded, deafened

Senses blindsight 20 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Death Throes. When the khasasia dies, it explodes, and each creature within 30 feet must make a DC 13 Dexterity saving throw. On a failed save, the creature takes 3 (1d6) poison damage, is poisoned for an hour, and has disadvantage on Perception checks and rolls requiring sight. The creature can repeat the saving throw each minute, ending the effect on themselves on a success. Gnomes are immune to this effect.

False Appearance. While the khasasia remains motionless, it is indistinguishable from a tree branch.

Tree Camouflage. The khasasia has advantage on Dexterity (Stealth) checks made to hide in forest or jungle terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 11 (2d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw or become poisoned. While poisoned in this way, the creature takes 3 (1d6) poison damage at the start of each of their turns and has disadvantage on Perception checks and rolls requiring sight. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. Gnomes are immune to this poison effect.



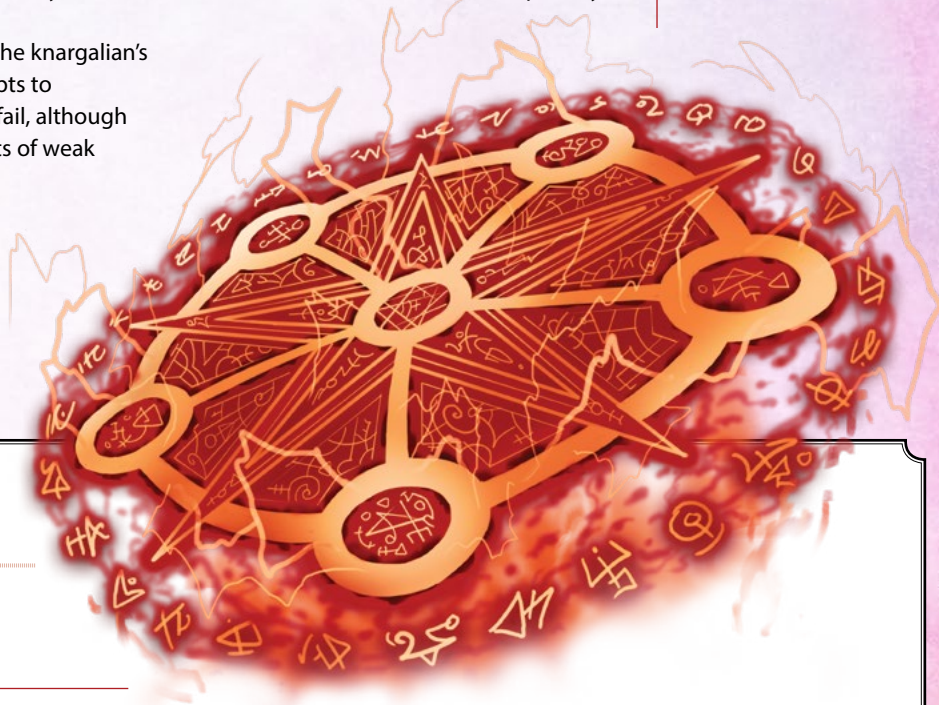
KNARGALIAN

Knargalians, or “berserk circles,” are bizarre magical creatures that look like 10-foot-diameter floating circles surrounded by mystical runes. They flit across the landscape until they find a creature they want to consume, arrange themselves around their foe, and drain their life energy, leaving only a withered husk. They are usually found in the Outlands and Lower Planes.

Wild Magic Origin. The first knargalian is believed to have been a fiend-trapping spell that went awry, creating a being of living energy that exists only to contain and consume other things. Although berserk circles prefer hunting celestials and elementals, they have been known to attack other creatures, especially those who try to bind or control them.

Arcane Mystery. As a living magical effect, the knargalian’s mind is unknowable to most creatures. Attempts to communicate through language or telepathy fail, although creatures have had limited success using bursts of weak magic (such as cantrips) to convey simple concepts. Creatures attempting to influence or communicate with a berserk circle can use the Arcana skill (instead of Deception, Intimidation, or Persuasion) but have disadvantage on the check.

Knargalians are so rare that they’re usually discovered alone, but an ongoing source of wild magic might create multiple berserk circles that roam the same area.



KNARGALIAN

Large construct, unaligned

Armor Class 14

Hit Points 105 (14d10 + 28)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	6 (–2)	15 (+2)	12 (+1)

Skills Arcana +4, Perception +5

Damage Vulnerabilities force

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic, radiant

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 6 (2,300 XP)

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

Ephemeral. The knargalian can’t wear or carry anything.

Magic Absorption. Casting *protection from evil and good* or *magic circle* on a knargalian heals it for 4 (1d8) or 13 (3d8) hit points, respectively. Sometimes the circle can absorb an existing casting of these spells by touch, healing itself as if the spell had been deliberately cast upon it.

Magic Restriction. Any creature attempting to escape from a berserk circle using teleportation or interplanar travel must first succeed on a DC 14 Charisma saving throw to do so. A celestial, elemental, fey, fiend, or undead grappled by a knargalian has disadvantage on attack rolls against it, and disadvantage on their Charisma save to magically escape its grapple.

Shielded Mind. The knargalian is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Multiattack. The knargalian makes two radiant blade attacks.

Radiant Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) radiant damage. If the target is a Large or smaller creature, they are grappled (escape DC 16). Until this grapple ends, the target is restrained and automatically takes 7 (2d6) radiant damage at the start of each of the knargalian’s turns.

Invisibility. The knargalian magically becomes invisible until it attacks or until its concentration ends (as if concentrating on a spell).

KRUMVERET

Weird, wind-sculpted snow and ice formations are sometimes found in wintry climates and snowy dimensions. Some look almost lifelike, as if they were travelers frozen solid that then were whittled down by months and years of relentless blizzards. Because, in fact, that's exactly what they are, victims of krumveret.

Cold Comfort. Krumveret race across the permafrost of Material Plane worlds, but also make their homes in glaciers of mountainous regions of the Outer Planes. Frigid temperatures are not just preferred by krumveret, but required. Tropical and even temperate regions are lethal to these creatures, unless they can find an ice cave or some other always-cold location in which to dig their dens.

Raised by Frost Giants. Frost giants prize krumveret, finding their arctic flesh tasty and alluring. A drove of krumveret can also serve as incidental guards for a frost giant's castle. The creatures may still nip a frost giant now and then, but their freezing bite has no effect.

Some krumveret are bred as racers. Every midwinter, champion krumveret, each the fastest of its litter, are conveyed to a hosting frost giant's domain. At the sound of the horn, the competing krumveret dash and leap across the glacier serving as the track. The one that wins is accorded special breeding privileges. The others are usually bound for the cooking pot.

Freezing Bite. A krumveret's bite can take down small prey immediately. But even larger prey have reason to fear this dire hare's bite. The krumveret's saliva contains a magical property that begins to freeze the blood in the veins of living creatures. Even a light nip injects enough saliva to begin this process. Those not hardy enough to fight off the effect feel their limbs cool and stiffen until they are transformed into an ice sculpture of themselves, every ounce of liquid in their bodies having turned to ice. Victims can be revived only with magic, such as with a *greater restoration*. Those who are allowed to heat up gradually usually "melt" into a mass of slushy remains.

A drove of krumveret can feed off an ice sculpture for weeks before seeking out more sustenance.



KRUMVERET

Small monstrosity, unaligned

Armor Class 13

Hit Points 44 (8d6 + 16)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	2 (−4)	12 (+1)	9 (−1)

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Frost Walker. The krumveret's speed is unimpeded by rocky, snowy, or icy terrain. It never needs to make Dexterity checks to move or avoid falling prone because of icy or snowy ground.

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

ACTIONS

Freezing Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) cold damage. In addition, a living target that is not resistant or immune to cold damage must make a DC 12 Constitution saving throw. On a failed save, the creature is restrained as their internal fluids magically start freezing. They must repeat the saving throw at the end of their next turn. On a success, the effect ends. On a failure, the creature is turned to ice until freed by the *greater restoration* spell or similar magic. If allowed to thaw naturally, the victim thaws with 0 hit points and must begin making death saving throws.

LABYRINTH STALKER

There are probably many labyrinth stalkers, but even one is too many. These ever-hungry brutes are sometimes encountered by victims of the *maze* spell, as well as in other locations of magical confusion, including a mysterious dimension called by some the “Infinite Labyrinth.”

Scent Hunter. Once a labyrinth stalker gets the scent of a potential victim—even one located several hallways, rooms, or corridors away in a maze—the creature tracks down the trace until it finds the origin. Victims trying to escape the labyrinth can hear the creatures’ frightful calls echoing behind them growing closer and closer. If a labyrinth hunter gets hold of prey, it may grab the victim in a toothy bite and drag the prey deeper into the maze to feast upon at its leisure.

Infinite Labyrinth Lair. The God Emperor Chaoz, the Lord of Luck, ruled the world of Scyron—a distant Material Plane world—from the magnificent city of Zavatar. One day his luck ran out, and his world died in a magical ritual of his own making. Out of that disaster grew the Infinite Labyrinth, growing ever larger and more confusing. Some people believe that all mazes lie somewhere within the Infinite Labyrinth. Those who become lost in one rightly fear minotaurs, but that’s only because they have yet to discover a labyrinth stalker.



LABYRINTH STALKER

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	22 (+6)	5 (–3)	12 (+1)	9 (–1)

Skills Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 13 (10,000 XP)

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

Frightful Presence. Each creature of the stalker’s choice within 120 feet hears a monstrous hunting roar and must succeed on a DC 18 Wisdom saving throw or become frightened for 1 hour. A frightened creature repeats the saving throw at the end of each of their turns, ending the effect on themselves on a success. If a creature’s saving throw is successful or the effect ends for them, the creature is immune to the stalker’s Frightful Presence for the next 24 hours.

ACTIONS

Multiattack. The stalker makes three attacks: one bite attack, one claw attack, and one horn attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage. If the target is a Large or smaller creature, they are grappled (escape DC 18). When the labyrinth stalker moves, the grappled creature moves with it. Until this grapple ends, the target is restrained and the stalker can’t bite another target.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Horn. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 32 (6d8 + 5) piercing damage.

LEGENDARY ACTIONS

The labyrinth stalker 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 labyrinth stalker regains spent legendary actions at the start of its turn.

- **Move.** The labyrinth stalker moves up to half its speed.
- **Roar.** The labyrinth stalker uses Frightful Presence.
- **Horn (Costs 2 Actions).** The labyrinth stalker makes one horn attack.

LAHAIRON MIND THIEF

Mind thieves are often found in flocks of six or more, lurking until they find a likely victim.

A mind thief's mass of tendrils droops like a hoary beard covering a body composed of many fibrous lengths, wound together like an imperfect knot. Three sets of tattered, fleshy wings madly flap, giving the mind thief's flight a jerky, hard-to-predict trajectory.

LAHAIRON MIND THIEF

Tiny aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 27 (5d4 + 15)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	17 (+3)	13 (+1)	9 (–1)	16 (+3)

Skills Perception +1, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages understands Lahairon but doesn't speak

Challenge 1/2 (100 XP)

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

Ensnaring Tendril (3/Day). The mind thief can magically enhance its Brain-Leeching Tendril attack as a bonus action. If enhanced, in addition to the regular effect of Brain-Leeching Tendril, the target must succeed on a DC 13 Strength saving throw or be restrained for up to 1 minute. A Large or larger creature has advantage on this saving throw. While restrained, the target takes 3 (1d6) piercing damage at the start of each of their turns. A creature so restrained or one that can touch the restrained creature can use their action to make a DC 13 Strength check. On a success, the target removes the attached mind thief and is no longer restrained.

ACTIONS

Brain-Leeching Tendril. *Melee Weapon Damage:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the mind thief bodily attaches itself to the target. While attached, the mind thief doesn't attack. Instead, at the start of each of the mind thief's turns, the target loses 1d2 Intelligence each time they fail a DC 13 Intelligence saving throw due to memory loss.

The mind thief can detach itself by spending 5 feet of its movement. It does so after it drains 10 Intelligence points' worth of memory from the target or the target reaches 0 Intelligence, at which point the target becomes unconscious. A creature, including the target, can use their action to detach the mind thief if they succeed on a DC 13 Athletics check.

If the target's Intelligence is not reduced to 0, all lost Intelligence returns after a long rest.

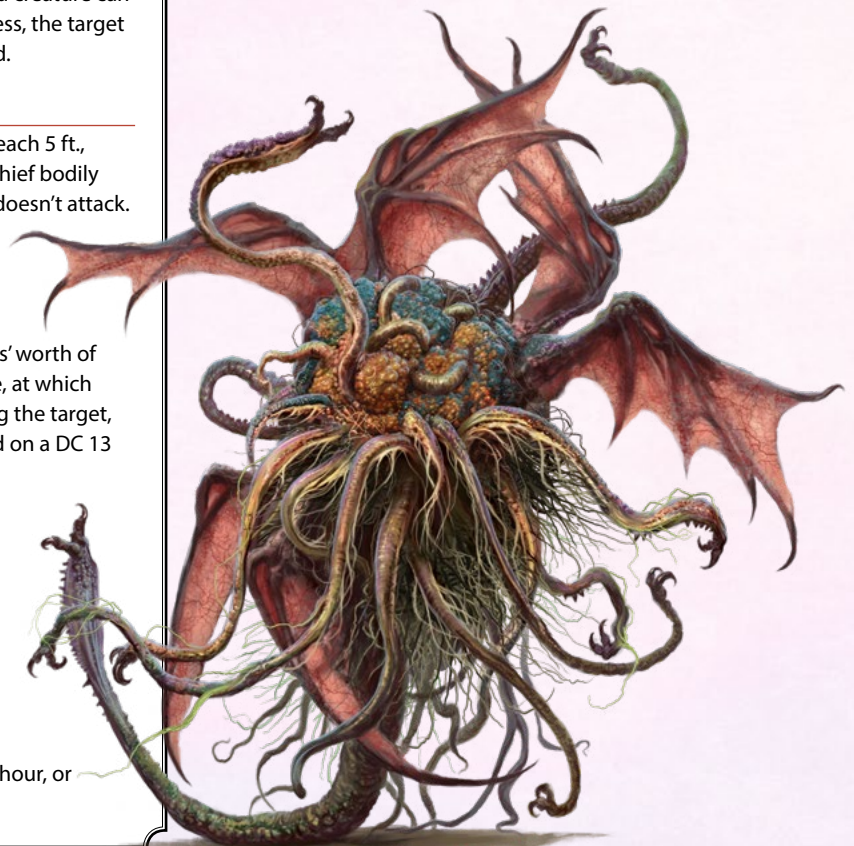
If the target's Intelligence is reduced to 0, the seed of a new mind is implanted in the victim's unconscious form, and the physical shell (the mind thief) dies. Unless the unconscious body receives a *lesser restoration* or similar magic, the seed blossoms into the alien consciousness of a Lahairon stowaway.

Fade Away. The mind thief becomes invisible for up to one hour, or until it attacks.

Lost Lahairon. A Material Plane world called Lahairon fell to an unspecified disaster. Before their final hour, some Lahairon natives devised a magical means of escape, but only for their minds. Their bodies perished, while their consciousnesses fled via uncouth winged forms—Lahairon mind thieves—to other worlds in hopes of finding safety and new lives.

Body Snatchers. Though called mind thieves—for they do in fact steal away memories of their victims—these creatures simply let those memories dissipate. Because what they really want is fallow mental ground so they can transfer a consciousness seed of a mental refugee from the dead world of Lahairon. Once a consciousness is successfully transferred, the particular mind thief that carried the refugee so far shrivels up and dies, its only duty complete.

Lahairon Immigrants. Wearing the bodies of mentally wiped victims doesn't seem to bother the average Lahairon, who finds themselves with fresh bodies and a dimension not in immediate danger of destruction. Usually, a newly arrived Lahairon attempts to pretend to be who they look like, unless they can find other Lahairon to join. If a large enough group is found, the immigrants break away from the lives of their victims and found a new community in an isolated location.



LAVA HUSK

A dangerous ritual passed around by necromancers promises to convert a caster into a lich using a shortcut requiring a connection to the Elemental Chaos. However, those who use it usually flub it. The result is a lava husk.

Death Is a Dim Doorway. Finding a way to survive beyond a single mortal life is something many strive to achieve. However, the original mind of the corpse seeding a lava husk is usually degraded and gone. Sometimes a memory or two remain, but the core personality is absent. The strongest remaining thread of who or what the core of a lava husk once was is revealed in the charred remains that flare and burn. Despite the thread of necromancy pulsing through them, lava husks remain elementals.

Angry Manifestations. Lava husks prowl the planes in search of others to burn, to batter, and in some cases, to suck the life force from. A lava husk can manifest in places of natural volcanism on the worlds of the Material Plane, in the Inner Planes, and even on the Outer Planes where lava and magma flow. In fact, lava husks are more and more common on the Lower Planes, where they are often mistaken for demons or undead.

Elemental Nature. An elemental doesn't require air, food, drink, or sleep.

LAVA HUSK

Large elemental, typically neutral evil

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	10 (+0)	12 (+1)	15 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Ignan, Terran

Challenge 6 (2,300 XP)

Lava Spray. Every time the lava husk takes piercing or slashing damage, a spray of lava spurts from the wound toward the attacker in a line 15 feet long and 5 feet wide. Creatures in the line must succeed on a DC 15 Constitution saving throw or take 13 (3d8) fire damage, or half that on a successful save. If the initial saving throw failed, a creature takes 6 fire damage at the beginning of their next turn.

Siege Monster. The lava husk deals double damage to objects and structures.

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

Water Susceptibility. For every 25 feet the lava husk moves in water, or for every 25 gallons of water splashed on it, they take 1 cold damage.

ACTIONS

Multiattack. The lava husk makes three Molten Bash attacks.

Molten Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage and 9 (2d8) fire damage.

Fiery Path of Death (Recharge 6). The lava husk creates a flat path of lava, shot through with ebony threads, on a solid surface within 30 feet that lasts for 1 minute. The path can be up to 100 feet long, 20 feet wide, and 1 foot thick. Treat the path as a line.

When the path appears, each creature within its area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) fire and 22 (5d8) necrotic damage, or half as much damage on a successful save. If creatures can't easily leap off the path (for instance, if the path fills a corridor), targets have disadvantage on their saves.

The lava husk can use the path as a bridge to cross gaps, and even angle it up to 45 degrees and use it to ascend or descend to higher or lower locations. If a creature is killed while on the Fiery Path of Death, their remains often seed the creation of a new lava husk, which arises within 2d4 days.



Lava husks are usually encountered alone.

When a lava husk burrows, they leave behind a red-hot tunnel that cools after a few rounds.

LORD OF DOGS

The Lord of Dogs ranges widely with a pack of mutts, hunting and playing throughout the Feywild and other planes.

The Lord of Dogs is a fey lord concerned with dog things alone. He doesn't look after the welfare of wild canids such as wolves, only their domesticated cousins. The Lord of Dogs understands a dog's heart and seeks to appease those desires for play, affection, and the chase. He is also a fierce dog protector, and may take vengeance on those who mistreat the lowly beasts he has sworn to defend.

LORD OF DOGS

Medium fey (shapechanger), lawful neutral

Armor Class 18 (natural armor)

Hit Points 142 (15d8 + 75)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	13 (+1)	17 (+3)	16 (+3)

Saving Throws Str +9, Dex +4, Wis +7

Skills Athletics +9, Insight +7, Perception +7

Damage Resistances psychic

Damage Immunities poison; bludgeoning, slashing, and piercing from nonmagical weapons that aren't made of cold iron

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Sylvan

Challenge 12 (8,400 XP)

Alternate Form. As a bonus action, the Lord of Dogs can assume the form of a Large or smaller-sized dog (any breed), or a hybrid of his humanoid and dog forms. In alternate form, his size increases to Large (if he wishes), and as a Small or larger dog, he can make bite attacks. He remains in this form until he returns to human form as a bonus action, or until he falls unconscious or dies.

Friend of Dogs. No domesticated dog, not even trained and loyal guard dogs, will attack the Lord of Dogs, even if mentally dominated.

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

Regeneration. The Lord of Dogs regains 10 hit points at the start of his turn if he has at least 1 hit point.

ACTIONS

Multiattack. The Lord of Dogs makes one ranged attack or three melee attacks. In dog or hybrid form, he can also make one additional bite attack.

Bite (Dog or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Greataxe (Human or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage. A creature hit by two greataxe attacks in the same turn must succeed on a DC 17 Strength saving throw or fall prone.

Heavy Crossbow (Human Form Only). *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage and a living target takes 5 (2d4) piercing damage from bleeding every round at the end of their turn until they receive magical healing.

LEGENDARY ACTIONS

The Lord of Dogs 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 Lord of Dogs regains spent legendary actions at the start of his turn.

- **Detect.** The Lord of Dogs makes a Wisdom (Perception) check.
- **Melee Attack.** The Lord of Dogs makes a bite or greataxe attack.
- **Deafening Bark (Costs 2 Actions).** The Lord of Dogs releases a thunderous bark. All creatures within 30 feet who can hear it must succeed on a DC 17 Constitution saving throw or be stunned and deafened until the end of their next turn.



LUCK LAMPREY

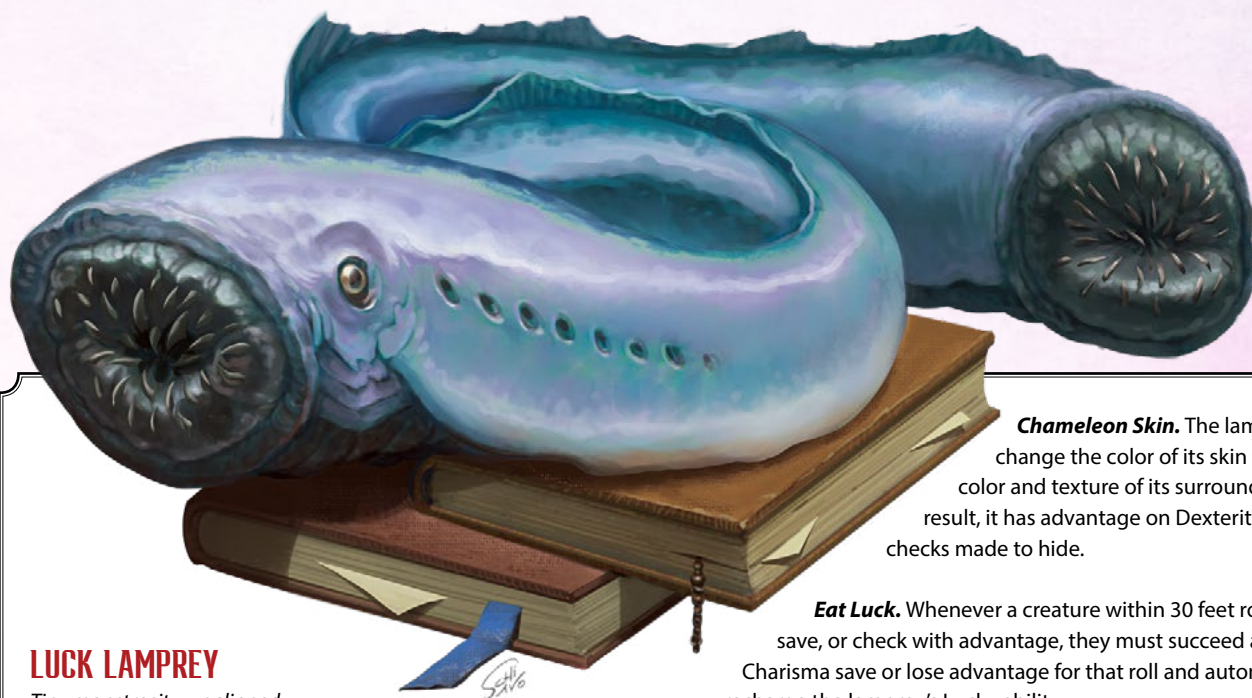
A luck lamprey is a multicolored worm with a grey, toothed, sucker-like mouth on each end. They survive by eating blood and insects, but can reproduce only after consuming good luck from other creatures. They have beast-level intelligence (on par with a housecat) and often live on the fringes of humanoid settlements, as if such creatures have more or better-quality luck they can feed upon.

Parasitic Pet. Some people keep luck lampreys as pets, for the lamprey can influence chance events in favor of a creature they are touching. The lamprey must be fed at least once a day, equivalent to 1 hit point worth of blood, either from their owner or from some other living creature. A well-fed lamprey is lethargic, content to rest draped around its keeper's neck and becoming active only when threatened.

Brief Lives. Luck lampreys spawn in slow or still water and die shortly after spawning. An adult lamprey can live up to two years if its keeper doesn't allow it to mate. Of a clutch of hundreds of eggs, a few dozen survive predation to become thumbnail-sized larvae, which feed on slime and detritus for a few years until they develop the ability to crawl on land and grow to full size. Lampreys originated in or near Limbo, but travelers have brought them to the Material Plane and elsewhere.

Luck lampreys are usually encountered alone, although sometimes several are found feeding on a larger creature.

If a PC has a luck lamprey as a pet, the GM should allow the player to choose when the lamprey uses its Lucky ability, whether for itself or the PC.



LUCK LAMPREY

Tiny monstrosity, unaligned

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., burrow 15 ft., climb 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +4

Damage Resistances cold, fire

Condition Immunities blinded, charmed

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Chameleon Skin. The lamprey can change the color of its skin to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Eat Luck. Whenever a creature within 30 feet rolls an attack, save, or check with advantage, they must succeed at a DC 11 Charisma save or lose advantage for that roll and automatically recharge the lamprey's Lucky ability.

Lucky (Recharge after a Short or Long Rest). The luck lamprey can roll an additional d20 for an attack, save, or check, and choose which of the d20s it uses. It can choose to use this ability after it has rolled, but before the outcome is determined. Alternatively, the lamprey can roll a d20 when a creature attacks it, and choose whether the creature uses their own roll or the lamprey's roll.

If the lamprey is touching an ally, it can use this ability on behalf of that ally.

ACTIONS

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

Hit: 4 (1d4 + 2) piercing damage, and the target is grappled (escape DC 11). A creature grappled by the lamprey must succeed on a DC 11 Charisma saving throw or gain disadvantage on their next attack.

A single mask usually serves as the focus for a single skein. These masks are rare but can be found almost anywhere in the multiverse.

MASKED SKEIN

MASKED SKEIN

Large aberration, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +5, Con +6, Wis +3, Cha +6

Skills Perception +6, Stealth +5

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, telepathy 120 ft.

Challenge 7 (2,900 XP)

Mask Facade. The portion of the skein normally encountered outside the personal dimension is a Tiny animated object—a mask large enough for a Medium humanoid to wear (AC 18; 20 hit points; Str 4, Dex 18; Speed 10 ft., fly 10 ft. [hover]). From within its personal dimension, the skein can view the external world with its blindsight to make Consuming Mask attacks.

If the mask is destroyed, the masked skein remains safe within its personal dimension. However, victims already brought into the dimension are trapped unless they have a means to travel the planes, they can survive long enough for the skein to exude a new mask-like façade in 1d10 days (the new mask appears within 5 feet of where the old one was destroyed), or they manage to kill the skein.

If the masked skein is killed, its dimension frays. It and any trapped creatures and objects are expelled into the closest empty spaces next to the mask façade, which also loses its animated quality.

ACTIONS

Multiattack. Inside its personal dimension, the masked skein makes three tentacle attacks, and from its external focus in the exterior world, it makes one Consuming Mask attack.

Tentacle (Inside Personal Dimension Only). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage plus 4 (1d8) electricity damage.

Lightning Storm (Inside Personal Dimension Only; Recharge 5–6). The skein directs electricity in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 31 (7d8) electricity damage on a failed save, or half as much damage on a successful one.

Consuming Mask (Animated Object Only; Recharge 5–6). A target the façade mask can see within 30 feet must succeed on a DC 14 Wisdom saving throw or be pulled into the masked skein's personal dimension into the closest empty space next to the masked skein.

A mask made of whorled shell with a strange light leaking from its mouth doesn't seem too dangerous. Until it begins to absorb people into a personal dimension where the masked skein actually hunts. Hard shell protects the creature's bulk, but massive tentacles protrude from the front, surrounding a beaked mouth. The creature's shell has the same pattern as the mask-shaped facade first encountered.

False Facade. A roving skein exists in a personally generated dimension, but presents to the outside world what seems like a simple mask. Until the mask begins to move under its own power as an animated object and begins to consume nearby creatures.

Personal Dimension. A masked skein's personal dimension is usually a poor copy of the surroundings where the mask was first exuded, which means it could appear as countryside, a series of subterranean tunnels, an urban area, a forest, or something else. However, except for plants, insects, and any previously trapped creatures still alive within the artificial dimension, no other living things are present. In addition to other obvious differences, the dimension is usually no larger than 500 feet in diameter.

Allied Mask Wearer. The mask-shaped façade is sometimes encountered while worn by another creature, if that creature has proven themselves willing to protect the mask and wear it so the masked skein can feed on select targets it sees.



MILEUSIAN BLOOM

Twisted, hood-like maroon flowers surrounded by a splash of yellowish-brown leaves grow in places where significant crossplanar activity exists, such as near a portal exit or where the veil between dimensions is thin. They produce an uncanny scent reminiscent of basil and a sharp, acrid odor that isn't quite like anything else. However, the "flower" detaches, becoming a skin-like membrane able to clumsily fly through the air like a bat or sidewind like a serpent, seeking a host.

Leech-like Feeders. Mileusian blooms prefer to find hosts by stealth, either by allowing a target to brush up against the innocent flower, or by detaching and falling on prey that is asleep. In either case, Mileusian blooms prefer intelligent, self-aware creatures over simple animals. Once attached, the bloom absorbs energy by contact, flattening itself out so that the host appears to have gained a splotchy birthmark. The upside of hosting a Mileusian bloom is that targets become resistant to radiant damage. The downside is that anytime a target is teleported or attempts planar travel, there's a good chance they end up in a dead, crumbling demiplane called Mileusia.

Welcome to Mileusia. Mileusia is an ancient, crumbling demiplane. Shattered cyclopean ruins, choked with forests of Mileusian blooms, are the only things on this dead half-world.

Mileusian blooms may be found near planar portals or other locations of planar instability, appearing alone or in pods of two or three.

MILEUSIAN BLOOM

Tiny plant, unaligned

Armor Class 10

Hit Points 27 (6d4 + 12)

Speed 15 ft., climb 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	14 (+2)

Skills Stealth +6

Damage Immunities radiant

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

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

Perception 11

Languages —

Challenge 1/4 (50 XP)

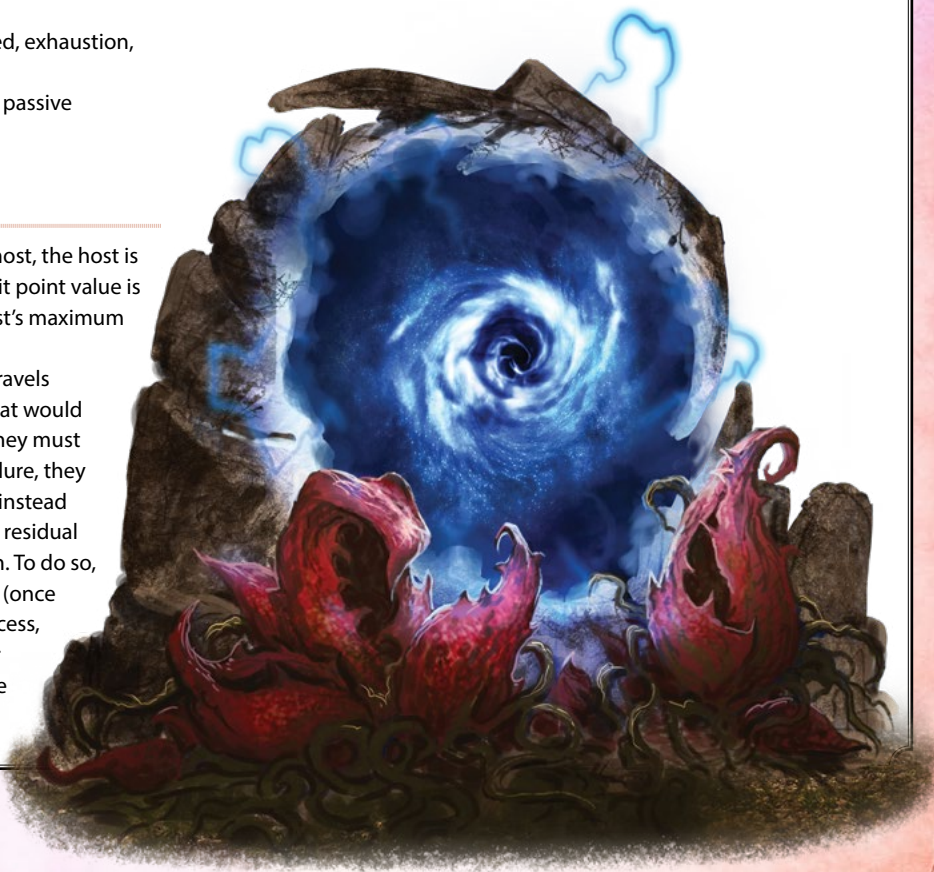
Symbiotic Feeder. While a bloom is attached to a host, the host is resistant to radiant damage, and their maximum hit point value is reduced by 4. Once the bloom is detached, the host's maximum value returns to normal after a long rest.

While the bloom is attached, anytime the host travels through a planar portal or is subject to an effect that would teleport them or transfer them to another plane, they must succeed on a DC 10 Wisdom saving throw. On a failure, they end up in a dead, crumbling demiplane (Mileusia) instead of their intended destination. The host can use the residual energy of the dimensional trip to attempt to return. To do so, they must succeed on three DC 10 Wisdom checks (once each turn) before they fail three. On their third success, they appear at their intended destination. On their third failure, they are stuck in the empty demiplane until they can find another way to depart.

ACTIONS

Attaching Bloom. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) acid damage, and the bloom attaches to the target. While attached, the bloom doesn't attack. Instead, Symbiotic Feeder is triggered.

The bloom can detach itself by spending 5 feet of its movement, but usually does so only after the target dies. A creature, including the host, can use its action to detach the bloom if they succeed on a DC 14 Athletics check. However, successfully detaching the bloom inflicts 10 (3d6) necrotic damage to both the creature and the host.



MINAURAN DEALER

The first thing one notices when negotiating with a Minauran dealer is their gloves. Gauntlets, really, overlarge and vibrantly colored with red, yellow, and black rings. Contrast them to the drab clothing and sallow skin peeking out beneath the dealer's tall hat, and it almost seems like the gloves have sapped the vitality from everything else. That is, until they begin to speak in dulcet tones, offering a rare deal for anyone willing to bargain.

Just Doing Business. Minauran dealers do not immediately (or probably ever, until it's too late) disclose that they originally hail from Minauros, a layer of Hell. Rather, they describe themselves as agents trying to improve their own profits as well as those of anyone smart enough to do business with them. Often, the deals offered involve buying a lot of some rare substance or other (possibly something called "iron ore from the fissures of Ramiah, a dimension curled inside a magical blade" or "tellectites, rare psionic crystals that mentalists across the multiverse would dearly love to possess") because of some earlier deal that fell through. But they say the opportunity to buy—and, therefore, profit—has only a short period before someone else swoops in and takes the deal.

Swindlers. Loopholes mar any business opportunity offered by a Minauran dealer. For instance, if an abandoned lot of rare material is to be transferred, it must be picked up within a very small window of time, usually too brief for the buyer to make for a variety of reasons (possibly including interference arranged by the dealer themselves). The small print of whatever contract was entered into indicates that in such a case, the deal is concluded, with all monies already paid to the dealer forfeit.

Nothing Is Free. If a dealer is destroyed, their gloves usually survive. They gloves carry a hint of transmutation magic, and identify indicates that anyone who wears them becomes more persuasive. However, the gloves are cursed. If pulled on, the wearer comes under their gradual influence. At first, the wearer experiences small periods of lost time. These episodes grow more frequent, and if the wearer doesn't receive a *remove curse* spell or similar magic within a month, the original Minauran dealer is reborn in the husk of the wearer's body on a failed DC 15 Wisdom saving throw.



Even though a dealer fully intends to cheat their clients, there really is a lot of rare material available to be bought cheaply. It's just that all the loopholes in the contract make it unlikely a business partner can follow through on their end of the bargain, thus forfeiting their investment.

MINAURAN DEALER

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Saving Throws Con +6, Wis +6

Skills Deception +10, Persuasion +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Infernal

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The dealer makes three gauntlet attacks.

Gauntlet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 15 (3d8 + 2) bludgeoning damage.

Invoke Hidden Clause (Recharge 5–6).

A target who fails to meet all the stipulations of a deal they made with the dealer on the same plane of existence must succeed on a DC 15 Wisdom saving throw or be reduced to 0 hit points. If the target succeeds, they instead take 55 (10d10) psychic damage. Once the clause is invoked for a creature, they are immune to further uses of this attack.

MIND MOLD

Growing in rafters, on the undersides of bridges, and sometimes, in hollows in unknown victims' skulls, mind mold is often a hidden menace, at least until it becomes animate.

PSIONIC MOLD

Psionic Mold. The inanimate variety of mind mold—psionic mold—appears as a patch of purplish-black mold about 4 feet in diameter. In the presence of living minds, it dimly glimmers but doesn't physically move. That doesn't mean it isn't trying to feed. If not in the presence of living minds of human-level intelligence, it acts much like regular mold, reproducing by spores that are transported by wind, water, and the movement of vermin.

Psionic mold is energized by feeding off the psychic energy of living things that come close. If a creature spends only a few moments in a location infested with psionic mold, they might not even realize they were under psychic assault. However, those who spend more time in such an area soon realize something is wrong when they start suffering headaches, temporary memory loss, and eventually delirium and possibly even unconsciousness. Those so afflicted may also become unwitting hosts to the mold.



Mind mold wraith, page 88

PSIONIC MOLD

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 0 ft.

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

Damage Immunities poison, psychic

Condition Immunities blinded, deafened, frightened, paralyzed, poisoned, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 5

Languages —

Challenge 1/2 (100 XP)

False Appearance. Before the psionic mold attacks, it is indistinguishable from ordinary mold.

ACTIONS

Psionic Spore (Recharge 5–6). A 15-foot-radius cloud of psychic influence invisibly extends out from the psionic mold infestation. The influence spreads around corners. Each creature in that area must succeed on a DC 12 Constitution saving throw or be infected with a disease as they begin to grow too-tiny-to-see spores on and inside their body. One hour after first becoming infected, the target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage. Creatures immune to the poisoned condition are immune to this disease.

Psionic mold spores invade an infected creature's system, killing them in a number of hours equal to 1d4 + the creature's Constitution score, unless the disease is removed. After the creature dies, they animate as a **mind mold wraith**.

MIND MOLD WRAITH

Mind Mold Wraith. If an intelligent creature is overcome by a psionic mold infestation, their body is slowly consumed, and replaced with a papery crust filled with a half-empty latticework of living mold. These mind mold wraiths recall something of their former life and might even struggle to continue their normal routines. Stories describe entire households replaced by mind mold wraiths, dully stumbling about their rotting domicile, aping the actions of their once-living shells.

Instances of psionic mold and mind mold wraiths usually occur in groups of two to five, growing where normal mold would, though thicker in hidden places where intelligent creatures congregate.



MIND MOLD WRAITH

Medium plant, unaligned

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	12 (+1)	1 (-5)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, deafened, frightened, paralyzed, poisoned

Senses blindsight 30 ft., Perception 14

Languages scraps of previously known languages

Challenge 4 (1,100 XP)

ACTIONS

Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 3 (1d6) psychic damage.

Psionic Spore (Recharge 5–6). A 15-foot-radius cloud of psychic influence invisibly extends out from the mind mold wraith. The influence spreads around corners. Each creature in that area must succeed on a DC 12 Constitution saving throw or be infected with a disease as they begin to grow too-tiny-to-see spores on and inside their body. One hour after first becoming infected, the target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage. Creatures immune to the poisoned condition are immune to this disease.

Mind mold wraith spores invade an infected creature's system, killing them in a number of hours equal to 1d4 + the creature's Constitution score, unless the disease is removed. After the creature dies, they animate as a mind mold wraith.

A nameless tome ascribes an insidious origin for mind mold wraiths and psionic mold.

The mold-speckled book suggests that psionic mold first evolved on a mountain-sized pile of fallen warriors. Warriors who fought and died in a war that hasn't yet started."

MODRON DEADFALL

Among the hierarchical living constructs of Mechanus, rogue modrons sometimes occur. The common understanding is that such modrons are somehow defective because they aren't forced to act in lockstep with every other modron, ensuring a never-changing routine of absolute discipline. However, a lesser-known interpretation is that rogue modrons routinely pop up as a sort of self-corrective function in the larger modron hive. These outliers can see unlikely solutions and potential threats that the average modron is unable to notice.

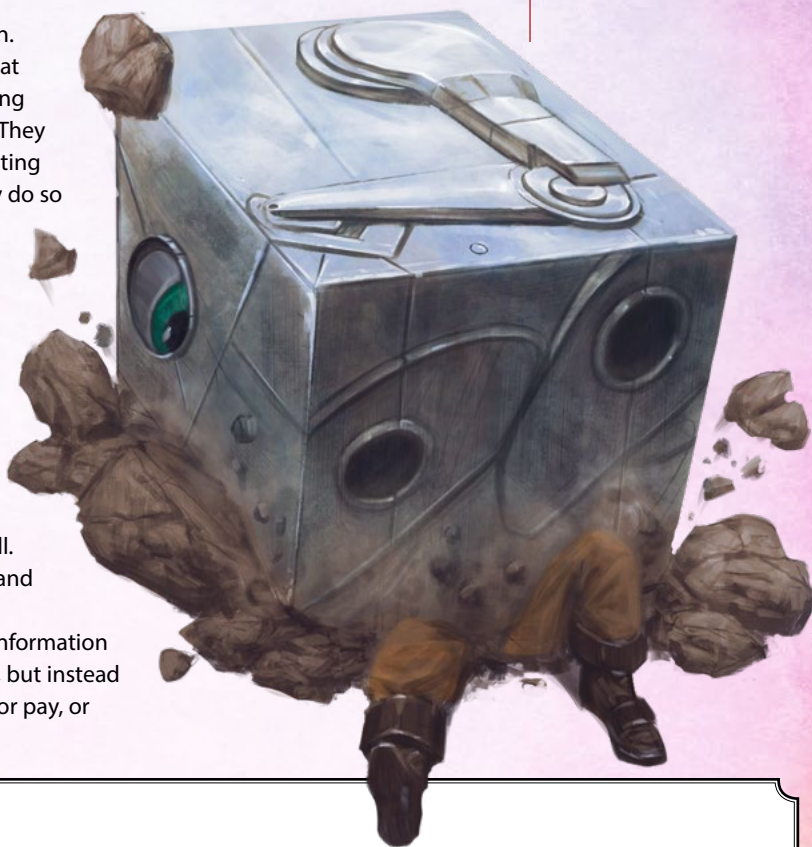
Modron deadfalls are just such a variety of rogue modron.

Trap and Interrogate. Modron deadfalls, which somewhat resemble large modron quadrones, have hit on an interesting method of learning new information from other creatures. They interrogate lone travelers, looking for news or other interesting knowledge, by trapping them in place with their bulk. They do so by falling from the sky like square-shaped boulders off a mountain, pinning targets into place. If the interrogation goes well, the deadfall may release its trapped victim. Other times, modron deadfalls have been found still pinning the bones of a long-dead victim beneath them.

Interrogation Procedure. Typically, a modron deadfall quizzes a trapped target for about a minute, asking general questions about the target's purpose, any interesting news they might know, and so on, inflicting damage only if the target lies or tries to escape, or if the target's companions continually attack the modron deadfall. Once it's satisfied, the modron deadfall releases the target and flies off, looking for new sources of information.

Rogue Deadfalls. Some modron deadfalls don't gather information to feed back to their less-imaginative fellows on Mechanus, but instead strike out on their own, working as guardians or assassins for pay, or taking to a life of exploration.

Modron deadfalls typically operate alone, finding their way into other planes so as to broaden their potential sources of information.



MODRON DEADFALL

Large construct, typically lawful neutral

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Con +5

Skills Athletics +7, Insight +3, Persuasion +2, Perception +3, Stealth +5

Senses truesight 120 ft., passive Perception 13

Languages Modron, Common

Challenge 3 (700 XP)

Deadfall Attack. The modron deadfall doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Sky Camouflage. The modron deadfall has advantage on Stealth checks made to blend in and hide in the sky while flying.

Disintegration. If the modron deadfall dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Falling Robustness. The modron deadfall ignores the first 30 feet of falling damage it would otherwise sustain from making its Deadfall Slam attack.

Axiomatic Mind. The modron deadfall can't be compelled to act in a manner contrary to its nature or its instructions.

ACTIONS

Deadfall Slam. If situated about 30 feet above a target, the modron deadfall makes a melee weapon attack (+7 to hit, range 30 ft., one target). If it hits, it deals 15 (3d6 + 5) bludgeoning damage, using its whole body as a weapon. If the target is hit, they are grappled and restrained (escape DC 17). If the modron deadfall does not move, it can maintain its position on up to two Medium-sized or smaller creatures. If the modron deadfall chooses, a target takes 9 (1d8 + 5) bludgeoning damage every time they start their turn restrained by the modron.

If the modron misses, it flies straight up (if space allows) and tries again next round, assuming it decides to press its attack.

MOIETAN

Moietans are sometimes found near dimensional anomalies and portals; however, they never pass through such portals themselves.

This bizarre creature is easy to miss, given that it's only a few inches long. But once it somehow siphons dimensional scale from a target, it crackles with yellow light as it feeds on that stolen size reduction.

Scalar Thieves. Hungry for dimensional energy, moiетans feed on the change in ratio in living victims. As the moiетan nourishes itself, its target shrinks away to nothing.

Origin Unknown. Seemingly from some distant, incomprehensible dimension, these creatures fear dimensional travel and avoid passing through portals or other planar interfaces. Not necessarily because doing so kills them, but because regardless of the planar destination of the portal or interface, moiетans are instead banished back to their unknowable home.

MOIETAN

Tiny aberration, unaligned

Armor Class 14

Hit Points 75 (10d8 + 30)

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

STR	DEX	CON	INT	WIS	CHA
1 (–5)	19 (+4)	16 (+3)	4 (–3)	16 (+3)	13 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Reduction Regeneration. If the moiетan is within 5 feet of a target whose size has been reduced by Size Siphon, the moiетan regains 3 hit points at the start of its turn. The moiетan dies only if it starts its turn with 0 hit points and it doesn't regenerate.

Scalar Revivification. If killed, a moiетan rises again in 2d4 days. Permanently destroying one requires sending its remains through a portal or other dimensional interface, transporting the remains via *plane shift*, or otherwise moving the remains between planes.

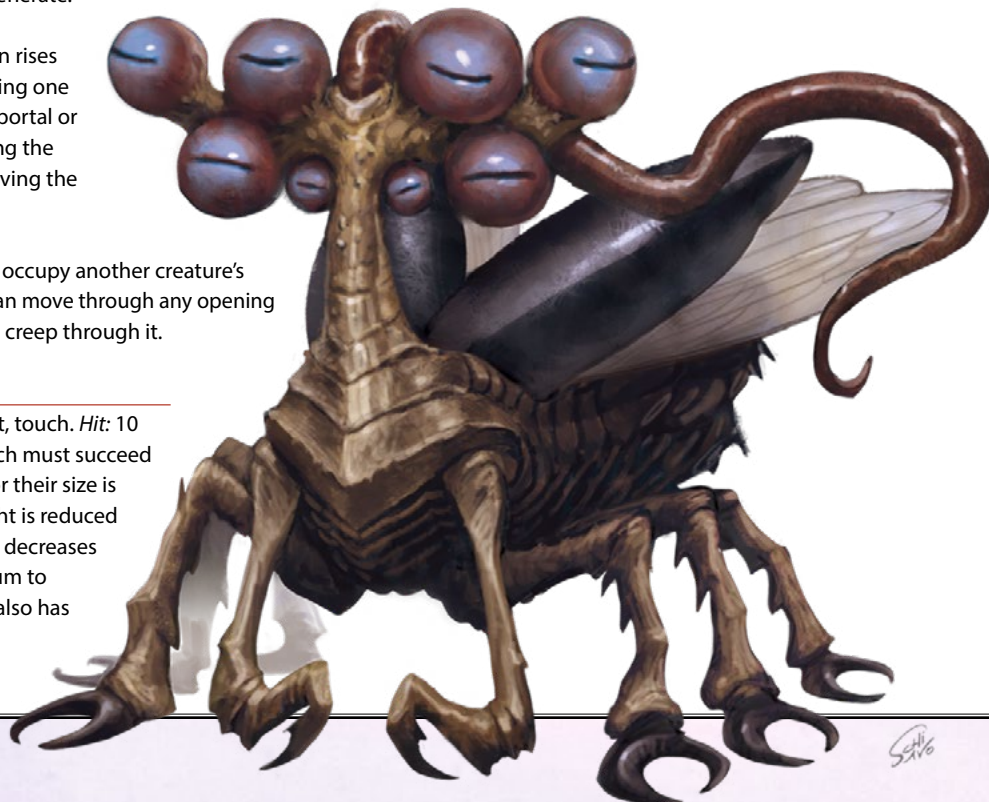
Miniscule Movement. The moiетan can occupy another creature's space and vice versa, and the moiетan can move through any opening wide enough to permit a large insect to creep through it.

ACTIONS

Size Siphon. *Melee Spell Attack:* +6 to hit, touch. *Hit:* 10 (3d6) force damage. The target you touch must succeed on a DC 13 Constitution saving throw, or their size is halved in all dimensions and their weight is reduced to one-eighth of normal. This reduction decreases their size by one category—from Medium to Small, for example. The reduced target also has disadvantage on Strength checks and Strength saving throws. The target's

weapons also shrink to match their new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1). After one minute, the reduced creature can begin making DC 13 Constitution saving throws each round on their turn to end the effect.

If the moiетan hits the reduced target a second time while they are still reduced from a prior attack, and the target fails another DC 13 Constitution saving throw to avoid the effect, their size category falls another step (to a minimum of Tiny), their hit point maximum is reduced by an amount equal to the damage taken, they are stunned for 1 minute, and they gain one level of exhaustion. A stunned creature repeats the saving throw at the end of each of their turns, ending the stun on themselves (but not the size reduction or hit point reduction) on a success. The size and hit point reduction last until the creature finishes a long rest or until they are affected by *greater restoration* or comparable magic. The target dies if this effect reduces their hit point maximum to 0. In this case, the remains are no larger than a grain of dust.



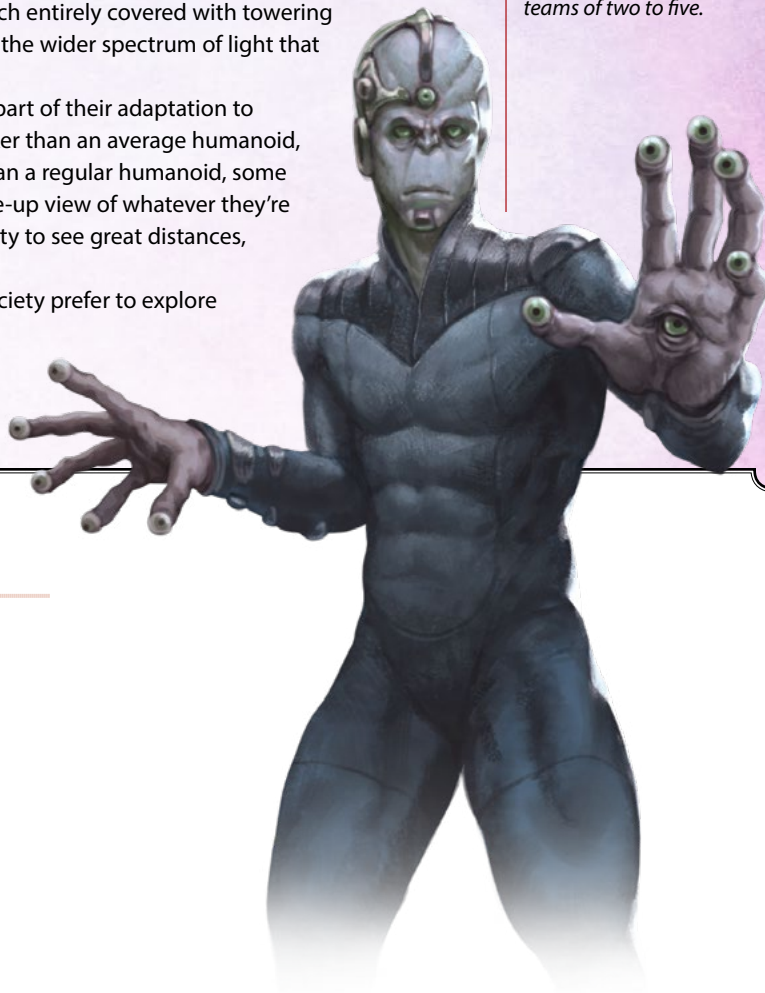
MOONSTRIDER

Humanoids from another world, moonstriders are adapted to airless environments. Their home “world” consists of four airless moons spinning around each other, each entirely covered with towering moonstrider structures, dark to regular vision, but glowing in the wider spectrum of light that moonstriders prefer.

Vacuum Protected. A moonstrider’s skin is thick and grey, part of their adaptation to airlessness and lack of gravity. Though they tend to look thicker than an average humanoid, they are anything but clumsy. In fact, they have more eyes than a regular humanoid, some of which are located on their fingertips, allowing them a close-up view of whatever they’re tinkering with or (when they spread their arms wide) the ability to see great distances, especially in airless space.

Bypassing the Ethereal. Some elements of moonstrider society prefer to explore other worlds. They do so using a psychic technology that skims the Ethereal without entering it. Explorers also prefer airless voids to “oceans of air” and have established outposts on moons above various worlds of the Material Plane.

Moonstriders are usually encountered in exploration teams of two to five.



MOONSTRIDER

Medium humanoid (moonstrider), typically lawful neutral

Armor Class 14 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	14 (+2)	22 (+6)	16 (+3)

Saving Throws Dex +4, Wis +8

Skills Arcana +4, Deception +5, Perception +8

Damage Resistances fire; bludgeoning from nonmagical attacks

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 18

Languages Moonstrider, telepathy 120 ft.

Challenge 2 (450 XP)

Space Adapted. The moonstrider doesn’t require air, pressure, or gravity to live. They gain all the nourishment they need from spending at least a couple of hours in sunlight each twenty-four-hour period.

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

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Boring Spear (With Atlatl). *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a successful DC 13 Constitution saving throw or the spear tip remains in the wound, working its way deeper each round. The target takes an additional 7 (2d6) piercing damage at the end of each round the spear tip remains in the wound. If the target or another creature standing next to the target uses their action and succeeds on a DC 13 Dexterity check, they remove the spear tip. A moonstrider typically carries 5 boring spears with them at a time.

Mind Disruption. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 5 (2d4) psychic damage, and the target must succeed on a DC 13 Wisdom saving throw or have disadvantage on Dexterity checks and saving throws until the end of their next turn.

Sample Bag (1/Day). The moonstrider deploys a blob of shimmering substance at a target they are aware of within 20 feet. On a failed DC 13 Dexterity saving throw, the target is enveloped in a transparent bag (AC 12, 15 hit points, regenerates 15 hit points each turn). While enveloped, the creature is restrained, has total cover against attacks and other effects outside the bag, and is protected from vacuum for up to one hour. If the bag takes 16 damage or more on a single turn, it splits, and the target is no longer enveloped and starts their next turn prone.

Moonwalk (1/Day). The moonstrider can use all 30 feet of their movement to step magically from their current location to another location they can see or know of. Typically, the destination is the nearest airless moon that contains a moonstrider outpost. However, it could be a location on any Material Plane world that the moonstrider has previously visited. The moonstrider can take one willing target, or one target enveloped in a sample bag, with them.

MORPHEUSIAN

Gologoths originate from Marrow, a secret realm within the Astral Plane ruled by the Night Lords.

Gologoth, page 47

If a single morpheusian is spied, it's almost certain that a few more are nearby, hiding out in the dreams of other creatures within the same community or encampment.

Sometimes mistaken for fey creatures due to their fanciful wings and small size, morpheusians seep from a secret realm called Marrow in the Astral Plane. In Marrow, dreams have taken on a permanent life of their own. Able to jump into and out of the minds of dreaming creatures, morpheusians are difficult to spot at night; only their wide, pale-white eyes superimposed over a sleeper's eyes potentially give them away.

Acquired Taste for Meat of the Real. Malevolent dream-sprites, morpheusians are a plague in locations where they've gained a foothold, ambushing victims who remain awake while others all around them sleep through the night. As if insomnia wasn't already bad enough.

Vassals of the Night Lords. Morpheusians, like **gologoths**, are the willing soldiers of self-proclaimed gods of Marrow, known as the Night Lords. The Night Lords wish to extend their realm in the waking world through several means. One method is that practiced by morpheusians: nibble away portions of living people, digesting them into dream.

Escaping the Night. Every now and then, a morpheusian realizes that it's no more than a dream that's come to life. This realization makes some turn their back on the Night Lords, or even vow to fight against them. Others, however, simply will themselves to fade to nothing, as all dreams eventually do.



MORPHEUSIAN

Small aberration, typically neutral evil

Armor Class 15 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	9 (–1)	14 (+2)

Saving Throws Dex +5

Skills Perception +3, Stealth +5

Damage Immunities psychic

Senses darkvision 120 ft., passive Perception 13

Languages Common, Elvish, Dwarvish

Challenge 2 (450 XP)

Nighttime Hunter. Morpheusians have advantage on Dexterity (Stealth) checks and Wisdom (Perception) checks made at night.

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

Dream Regeneration. As long as it is ensconced in a living creature's dream, such as after using Dive Into Dream, the morpheusian regains 3 hit points at the start of its turn. The morpheusian dies only if it starts its turn with 0 hit points and it doesn't regenerate.

ACTIONS

Mind Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) psychic damage.

Nightmare Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) psychic damage, and the target must make a successful DC 12 Constitution saving throw or fall asleep as if affected by the *sleep* spell.

Dive Into Dream. The morpheusian disappears into the body of a sleeping creature it can see within 30 feet. All that remains visible are the morpheusian's eyes superimposed over the dreamer's. In this state, the morpheusian can't be targeted by any attack, spell, or other effect, despite its visible eyes. The dream dive lasts until the host body wakes up or drops to 0 hit points, or until the morpheusian ends it as a bonus action. When the dream dive ends, the morpheusian reappears in an unoccupied space within 5 feet of the body or, at its option, appears in the Astral Plane at the gates of Marrow.

MYRMIC COLOSSUS

Towering thirty feet at the shoulder, myrmic colossi are six-legged creatures suited to the plane of Arborea, where everything is bolder, bigger, and more violent than on Material Plane worlds. And Arborea is well suited to containing these insectoid beasts whose footsteps can shiver forests. Unfortunately for other planes of existence, myrmic colossi are adept at burrowing. Some have discovered passages to other planes through dimensional tunnels they either find in their burrowing or somehow manage to dig for themselves.

Colossal. A myrmic colossus is gargantuan, a horrifying sight to see towering over a city's or castle's walls. If viewed from far enough away, the resemblance to a lowly ant is unmistakable. Perhaps it is a manifestation of the ant's revenge for being trod on and exterminated from homes. The myrmic colossus is protected by thick layers of chiton. Its clacking mandibles are like thunder, and its abdominal stinger can spray acid mist over a wide area.

Invasive. As planar conjunctions come and go, cracks in the cosmic firmament emerge, allowing creatures of better-than-average industry to find and exploit those normally hidden ways. Like regular ants, myrmic colossi defend their colonies, seek to create new ones, and forage afar for food. It is this latter case where myrmic colossi spread out into other dimensions, laying down a track that their fellows may follow for fresh foraging on other planes of existence.

If a foraging myrmic colossus finds easy-to-overcome prey (like a village of human-sized creatures on another plane), it may lay waste to it, gather up all those who fell in defense of their home and couldn't get away, and drag them back to their colony (possibly on Arborea, or perhaps another planar location where a new colony has been established) to feed the young.

A myrmic colossus is normally encountered alone, either creeping below the earth or wandering the surface looking for forage.



MYRMIC COLOSSUS

Gargantuan monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 50 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	20 (+5)	3 (−4)	10 (+0)	9 (−1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 14

Languages —

Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The myrmic colossus makes one mandible attack and one stinger attack.

Mandible. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.
Hit: 22 (3d8 + 9) slashing damage.

Stinger. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.
Hit: 23 (4d6 + 9) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or take an additional 21 (6d6) acid damage, or half that on a successful saving throw.

Acid Spray (Recharge 6). The myrmic colossus sprays acidic gas in a 50-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one.

LAIR AND TUNNEL ACTIONS

If in an underground tunnel or cavern, the myrmic colossus can take the following Lair Action.

On initiative count 20 (losing initiative ties), the myrmic colossus slams itself into the tunnel wall, causing the tunnel to partially collapse in a 60-foot radius centered on the colossus. Every creature in the area except the myrmic colossus must succeed on a DC 17 Dexterity saving throw or take 18 (4d8) bludgeoning damage, or half as much damage on a successful save. The area becomes difficult terrain, and each creature that failed their saving throw is restrained by rubble. A creature can be freed if they or another creature takes an action to make a DC 15 Strength check and succeeds.

Nambu bounty hunters may work alone, though they hire allies if going after a bounty that they know they can't capture by themselves.

NAMBU BOUNTY HUNTER

Nambu is one of the many worlds of the Material Plane. Natives (who call themselves the Nambu) enjoy dimensional-crafting abilities, including the ability to fashion limited artificial dimensions with enough time and practice. Many different expressions of this magic exist, including those refined by Nambu bounty hunters for capturing creatures and transporting them great distances.

NAMBU BOUNTY HUNTER

Large humanoid (Nambu), any alignment

Armor Class 16 (natural armor)

Hit Points 162 (25d10 + 25)

Speed 50 ft.

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

Saving Throws Dex +6, Wis +4, Cha +7

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Nambu, Common, several more

Challenge 6 (2,300 XP)

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

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

Bounty Tracker. Hunters have advantage on all Perception and Survival checks when tracking.

ACTIONS

Multiattack. The hunter makes three Nambu Blade attacks. They can substitute one Cage Bounty attack for one Nambu Blade attack.

Nambu Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 16 (3d10) force damage and if the target fails a DC 15 Constitution saving throw, they are stunned until the end of their next turn.

Cage Bounty. The Nambu bounty hunter deploys their Nambu Bounty Box (AC 19, 50 hit points) against a stunned creature within 30 feet. If the target fails a DC 15 Wisdom saving throw, they are imprisoned in an artificial limited dimension within the Bounty Box. The imprisoned target is blinded and paralyzed, but they can attempt another Wisdom saving throw at the beginning of their next turn. If they fail a second time, they are trapped until the hunter releases them or the Bounty Box is destroyed. Only one creature can be trapped in the box at a time. If the Nambu bounty hunter dies, a trapped target is automatically released from the box.

REACTIONS

Parry. The hunter adds 2 to their AC against one melee attack that would hit them. To do so, the hunter must see the attacker and be wielding a weapon.

Boxed Spell. The hunter adds 2 to their saving throw against one spell that would hit or affect them. If effective, the spell fizzles out inside the limited artificial dimension within the box. If the box is not empty, the imprisoned creature is targeted by the spell.

Bounty Box. Nambu bounty hunters spend several months creating physical objects called Nambu Bounty Boxes. Special components are required, as well as exacting skill when assembling a box. The bounty hunters empower their boxes, instilling the seed of a limited artificial dimension in each. Unlike more permanent objects that access limited artificial dimensions (such as *bags of holding*), a Bounty Box is useful only in the hands of the hunter who created it. If a box is confiscated, it reverts to an ordinary (if finely crafted) metallic box.

Available for Commissions. Need to bring a miscreant to justice who has fled across the planes? Visit a city with ties to interdimensional travel, and ask about Nambu bounty hunters, who guarantee they'll find your target or your money back.

Walking the Planes. Most Nambu bounty hunters have more than one method at their disposal for moving between dimensions, including an intimate knowledge of portals, shortcuts, and specialized items.



NECROSTOLON

Pronunciation:
ne-CROSS-tol-on

Between the tombs and sarcophagi scattered across the Abyssal layer of Thanatos, dead forests reach crooked fingers skyward. Ravaged by fire, disease, and the axe, these rotted stands of lifeless growth nurture hungry scions. Gnarled, burnt trunks are roused to hate by the influence of the plane's necromantic overlord. Among the most dangerous of these undead trees are necrostolons.

Ragged, Forbidding Stumps. The reanimated stumps of what were once forest giants, these undead walk on dozens of crooked roots. Wearing a coat of ragged bark, lost teeth, matted weeds, and dirt, necrostolons sense the world from an assemblage of two or three skulls that peek out from the wood as if they were half-subsumed before they died and rotted.

Seeded by Pain. Though common in Thanatos, necromancer tombs, lich graves, or even the mausoleums of nobles killed by a deadly curse could give rise to a necrostolon when ancient tree roots find their way to those uneasy bones. There, roots suck up corruption and hate instead of nutrition. If that tree is later felled, a necrostolon could shudder to life from the woody corpse.

Hungry for Bone and Marrow. More than anything else, necrostolons enjoy the taste of bone marrow, preferably from the young and the foolish who are particularly susceptible to the whispers spun by scratching branches against windowsills. Those who give in are found in the cold sunlight, pale and bloodless, their skeleton torn out.

Undead Nature. A necrostolon doesn't require air, food, water, or sleep.

Lone necrostolons are encountered in overgrown cemeteries. Groves of the undead trees could conceivably be found on Thanatos, a layer of the Abyss.

The necrostolon is sometimes associated with the Tomb of Winter (page 137).

NECROSTOLON

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire, radiant

Damage Resistances necrotic, psychic

Damage Immunities poison

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

Senses truesight 60 ft., passive Perception 13

Languages Abyssal

Challenge 9 (5,000 XP)

Winter Blessed. The necrostolon has advantage on saving throws against turning. If turned, it can repeat its saving throw each round on its turn to end the effect early.

ACTIONS

Multiattack. The necrostolon makes two slam attacks.

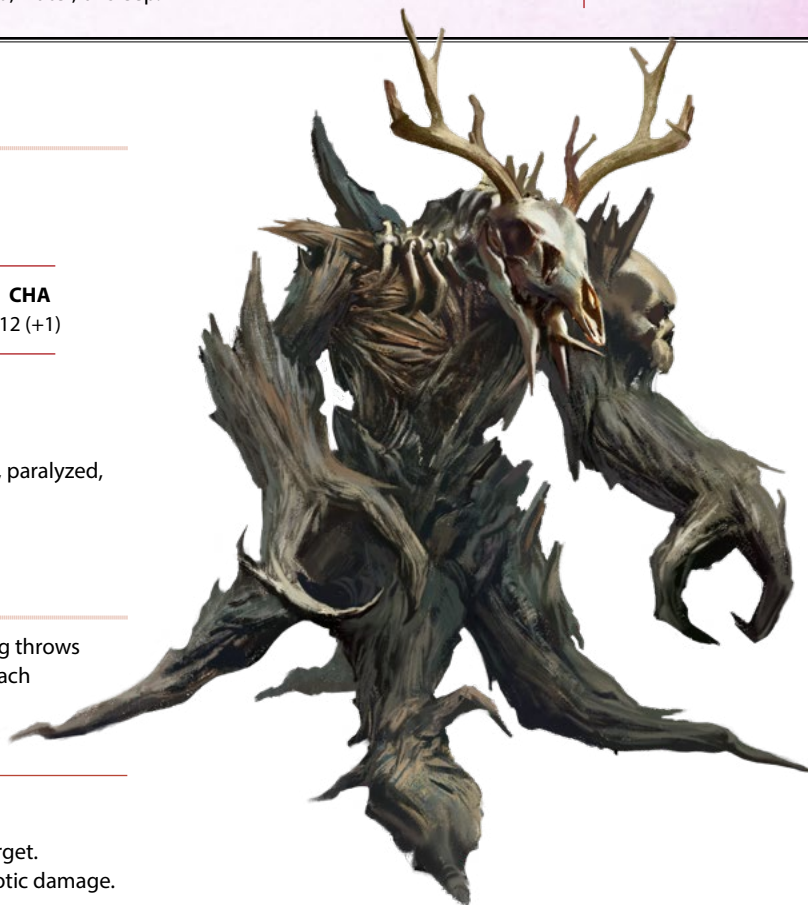
Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 16 (3d6 + 6) bludgeoning damage and 14 (4d6) necrotic damage.

Lure of the Woods. One humanoid the necrostolon can see within 30 feet must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The target gains the ability to understand Abyssal while they remain charmed, and they obey the necrostolon's verbal commands. If the target suffers any harm or receives a command to directly harm themselves, they can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on them ends, the target is immune to this effect for the next 24 hours.

The necrostolon can affect only one target at a time with this effect. If it dominates another, the effect on the previous target ends.

Reanimate Stump (1/Day). The necrostolon magically animates one dead tree within 60 feet, even if it's buried underground. The newly reanimated stump has the same statistics as a necrostolon, except it has Intelligence and Charisma scores of 1, it can't speak, and its only available action is one slam attack. A reanimated dead tree acts as an ally of the necrostolon. The tree remains reanimated for 1 day, until it is destroyed, until the necrostolon is destroyed or is more than 120 feet from the tree, or until the necrostolon takes a bonus action to turn it back into a dead stump (which it might do to block an opening, bridge a gap, or otherwise alter the landscape in a way helpful to the necrostolon).



NEONATE

Neonates are usually encountered in scout groups of two or three, or in larger broods dozens strong.

Neonates are a marine species that hails from worlds of the Material Plane incredibly distant in time and space. Neonates slipped through dimensional and/or temporal ruptures and now can be found in the Plane of Water as well as some seas of more familiar Material Plane worlds.

Eel-like Bodies. Neonates have sleek forms, sinewy as eels, though they are bigger than most eels (about 5 feet long) and have forelimbs tipped with vicious claws. Also unlike eels, they are intelligent and can form neonate groups, called broods.

Broken Life Cycle. Neonates are the stalled middle stage of the life cycle of a much deadlier creature. Some factor in their new environment keeps them from maturing further, which is lucky for any other creatures in the area, but a point of concern among neonates. Some have come to believe that neonates, as a species, have been magically cursed. They seek far and wide, including across planar boundaries, for someone with the expertise to provide a fix. Neonates can't produce larvae that grow into more mature neonates without at least one individual reaching the final state of their life cycle to spawn more. If the last neonate perishes before this happens, that's the end for this species.

Sacrifice for the Brood. Neonates are intelligent individuals, but all of them instinctually act to protect their fellows. It is not unusual for a neonate to sacrifice itself so that other neonates can survive, as long as the situation warrants such an act.

VARIANT: ELECTRIC NEONATE

Some neonates build up an electric charge, which they can use during combat.

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

Electric Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage and 9 (2d8) lightning damage.



NEONATE

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	8 (–1)	13 (+1)	9 (–1)

Skills Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages telepathy 120 ft. (among themselves), Aquan, Common

Challenge 2 (450 XP)

Limited Amphibiousness. The neonate can breathe air and water, but it needs to be submerged at least once every eight hours to avoid suffocating.

Water Predator. The neonate has advantage on Dexterity (Stealth) checks made to hide in water or similar fluid.

ACTIONS

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

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

Hit: 8 (1d8 + 4) piercing damage.

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

Hit: 9 (2d4 + 4) slashing damage.

Psychic Hook. The neonate targets one creature it can sense within 30 feet. The target must succeed on a DC 13 Constitution saving throw or take 18 (4d6 + 4) psychic damage. A target that takes damage must also succeed on a DC 13 Wisdom save or become frightened until the end of their next turn.

If a target takes damage from Psychic Hook, thereafter, a neonate can telepathically communicate with the target as if they were another neonate.

NETTLE BLIGHT

It's not an insect that looks like a stick. In fact, it's a stick that resembles an insect. A tiny but terribly thorny insect, with eyes as red as ripe berries and an ominous ovipositor-like spike at the end of a thick tail.

Rarely Alone. A lone nettle blight is odd, but not especially dangerous. Unfortunately, where there's one nettle blight, several more likely hide in nearby foliage waiting to ambush prey. Nettle blights are perceptive to vibrations of anything moving nearby.

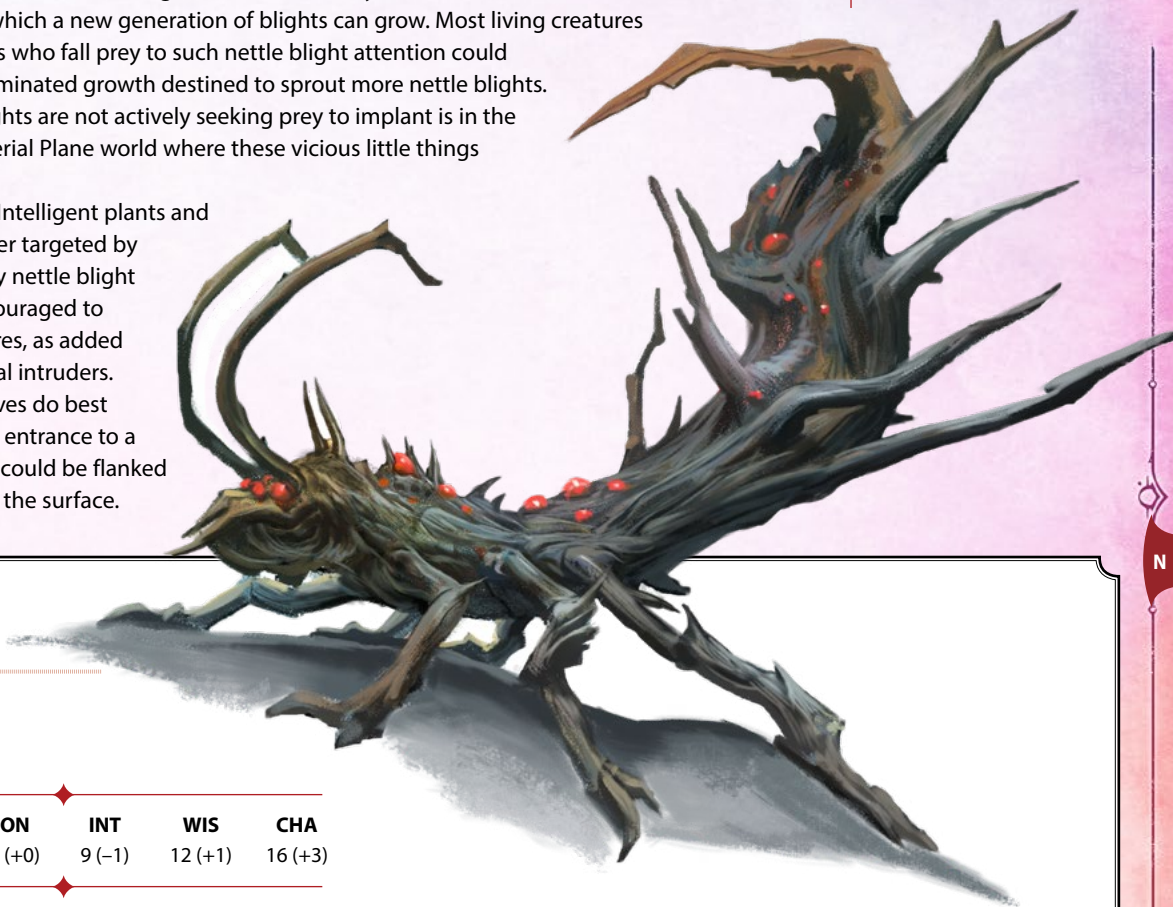
Feywild Origins. The nettle blight is a fey creature, but it's also an intelligent plant; it's a hybrid that would draw more curiosity if the blights weren't such a nuisance. Nettle blight thorn groves are dangerous places to explore because when the blights are gathered in sufficient quantities, a flowering of blights can bring down even much more powerful prey.

Seeds of the Next Generation. Nettle blights are almost always driven to find sources of fertilizer for another thorn bush from which a new generation of blights can grow. Most living creatures are suitable targets. Victims who fall prey to such nettle blight attention could become host to newly germinated growth destined to sprout more nettle blights.

The only time nettle blights are not actively seeking prey to implant is in the middle of winter on a Material Plane world where these vicious little things have become invasive.

Natural Allies of Some. Intelligent plants and intelligent undead are never targeted by nettle blights. Which is why nettle blight groves are sometimes encouraged to take root near such creatures, as added protection against potential intruders. However, nettle blight groves do best in the sunlight. Even so, an entrance to a subterranean myconid lair could be flanked by a nettle blight grove on the surface.

Nettle blight groups usually number between three and twelve individuals.



NETTLE BLIGHT

Tiny fey, neutral

Armor Class 13

Hit Points 45 (18d4)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	16 (+3)	10 (+0)	9 (−1)	12 (+1)	16 (+3)

Skills Perception +5, Stealth +7

Damage Vulnerabilities fire

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

Languages Sylvan

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. A nettle blight makes two thorn attacks.

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

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

Hungry Seed (Recharge 5–6). *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and a living target must succeed on a DC 13 Constitution saving throw. On a failed

save, the seed takes root in the target, sending out thorny tendrils that snag and interfere with the target's movements, granting disadvantage on all attacks, Strength and Dexterity checks, and Strength and Dexterity saving throws. The target or an adjacent creature can use their action digging out the seed, inflicting 3 (1d6) piercing damage to the target in the process.

A victim who hosts two or more hungry seeds is restrained until enough seeds are removed that the target has only one or fewer remaining.

If a victim is killed by any means while a hungry seed is actively growing in their flesh, a great thorny bush germinates from that spot within a few days, from which 2d6 nettle blights arise another few days later.

NEXUS FORETELLER

Nexus foretellers never ally with others of their kind or other creatures, but their appearance often overlaps with other creatures who are about to face a dangerous situation or an imminent death.

Always watching, continually telepathically muttering, nexus foretellers take great interest in imminent events, especially those that will end in the death of one or more participants. No one knows their origin for certain, but some people guess that they were fashioned and sent out by various gods of destiny to make certain that deaths decreed by fate occur as ordained.

Observers of Violent Ends. A nexus foreteller appears immediately before one or more intelligent humanoids “significant to the timeline” face their end, popping into existence from a previously visited death scene on another plane of existence. They attempt to appear at least several minutes if not several hours or even days ahead of time, then depart a few rounds after the event, defending themselves only if first attacked. Though they are obviously constructed beings, a foreteller’s central eye seems almost alive as it blinks, squints, and opens wide as it silently watches, never speaking in more than a confused mutter.

Decoding the Warning. If questioned, the nexus foreteller’s telepathic murmuring increases in intensity for a moment, and the eye squints and blinks at whoever addressed it. Nothing of obvious import is relayed. However, a target of a warning who thinks upon the pronouncement may indeed learn something useful, if they are wise enough to try.

Construct Nature. A nexus foreteller doesn’t require air, food, drink, or sleep.



NEXUS FORETELLER

Large construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 148 (17d10 + 55)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	21 (+5)	22 (+6)

Saving Throws Dex +7, Wis +9, Cha +10

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

Senses truesight 120 ft., passive Perception 15

Languages Celestial, Abyssal, Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

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

ACTIONS

Multiattack. The nexus foreteller makes three Lance of Despair attacks.

Lance of Despair. Ranged Spell Attack: +10 to hit, range 150 ft., one target. **Hit:** 14 (4d6) psychic damage and the target must succeed on a DC 17 Wisdom saving throw or begin suffering from ongoing, brutal mental ringing in their mind, taking 5 (1d10) psychic damage at the start of each of their turns for 1 minute. Each time the nexus foreteller hits the affected target with Lance of Despair again, the damage dealt by the ongoing psychic ringing increases by 5 (1d10) psychic damage. The psychic ringing ends if the target receives magical healing or if the foreteller fails to hit the target for a period of at least 1 minute.

Cryptic Pronouncement (Recharge after a Short or Long Rest).

A target within 60 feet of the foreteller senses the construct’s telepathic muttering more explicitly, conveying a seemingly incomprehensible message. On a failed DC 17 Wisdom saving throw, the target is stunned until the end of their next turn. Whether or not the save is successful, the target gleans a fragment of foreknowledge. Once during the next hour, the target can add a d20 roll to the result of any roll they make, before or after they see the result of the first roll.

Death’s Door. The nexus foreteller is transported to a different plane of existence where one or more “significant” deaths, judged according to its own enigmatic senses, will soon occur.

NILIM SHAMBLER

Engendered in a distant universe, nilim shamblers are born of constructs whose power grew to equal that of gods of other planes. They fused rude matter with living flesh, engineered consciousness into light, and snuffed out worlds in an explosion of conquest until, in their overreach, they collapsed their dimension. The resulting fragments of exotic matter expanding through the multiverse sometimes rain down from the void, hatching nilim shamblers and sometimes worse things.

Born of Exotic “Dust.” Tiny particles are sometimes enough to create a nilim shambler, forming a creature built from surrounding objects, whether those are corpses or random materials such as stone and iron. Still-living subjects are the things most readily converted to fresh nilim shamblers, but anything will do.

Powered by the Primary. Any incursion of nilim depends on a central mass of exotic matter located nearby. This mass is sometimes insensate and defenseless; other times it congeals into something capable of fighting back. Either way, if a primary is destroyed, all the nearby nilim depending on it begin crumbling to dust.

Sickening Matter. Nilim influence doesn’t just distort and transform living things. Rude matter like rock, iron, and other unliving material can warp and blister, even rot, like living flesh cursed with leprosy. This is usually a result of a nilim shambler either healing itself or empowering itself by absorbing matter from its surroundings and incorporating that material into itself. Thus, nilim shamblers in one location can vary greatly from those in another location with a much different environment.

Construct Nature. Nilim shamblers require no air, food, drink, or sleep.

Nilim are usually encountered in groups of two to five.



NILIM SHAMBLER

Medium construct, typically neutral evil

Armor Class 11

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	5 (–3)	12 (+1)	7 (–2)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Regeneration. The nilim shambler regains 10 hit points at the start of its turn if it has at least 1 hit point. If the shambler takes acid or fire damage, this trait doesn’t function at the start of its next turn. The nilim is destroyed only if it starts its turn with 0 hit points and doesn’t regenerate.

Sicken Surroundings. On any turn a nilim shambler regenerates, objects and creatures within 5 feet warp and lose cohesion as the nilim draws nearby matter into itself. Creatures in range that fail a DC 11 Constitution saving throw take 3 (1d6) necrotic damage.

ACTIONS

Multiattack. The nilim shambler makes two slam attacks and uses Transforming Tendril.

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

Hit: 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

Transforming Tendril. A tendril (wire, flesh, or other substance) unfurls from the nilim shambler, targeting one creature within 10 feet. On a failed DC 13 Dexterity saving throw, the tendril converts a small patch of the creature’s skin or surface clothing into a slowly spreading silvery patch.

The silver patch can be removed using an action. If on clothing, the offending article can be shucked; if on skin, it can be excised with a blade, inflicting 3 (1d6) slashing damage.

Otherwise, the silvery patch expands at the end of the target’s next turn, inflicting 7 (2d6) necrotic damage. At the end of each of their turns thereafter, the target takes 7 (2d6) necrotic damage for each silvery patch they have (maximum of 10d6). If a target is killed by this process, they lurch back as a nilim shambler about a day later.

Obsidian stalkers are always encountered alone, pursuing prey.

The magic that creates an obsidian stalker follows a familiar pattern; the magic shapes the elemental to a specific purpose. Which means that if a summoner uses conjure elemental to summon this creature, it must be cast as a 9th-level spell.

OBSIDIAN STALKER

An obsidian stalker is a variety of earth elemental summoned from the Plane of Earth.

Prey-Seeking Elemental. The purpose given to an obsidian stalker is usually to destroy a target or object. However, given that the magic is based on earlier craft, the obsidian stalker could also be tasked with recovering a specific object and returning it to the stalker's creator. Once the task is complete (or the summoner dies), the magic that created the obsidian stalker ends and the elemental is released. When it is defeated or the magic that binds it expires or ends, an obsidian stalker falls into a pile of otherwise unremarkable obsidian shards.

Unreliable Servants. There is truth in the saying that if you want something done right, it's best to do it yourself. That truism applies in spades to an obsidian stalker. It hates being called from its realm, and if possible, it will accomplish a task that technically fulfills the objective as worded, but that fails to fulfill the spirit of the command.

Elemental Nature. An obsidian stalker requires no air, food, drink, or sleep.

OBSIDIAN STALKER

Medium elemental, neutral

Armor Class 14 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	19 (+4)	13 (+1)	16 (+3)	20 (+5)

Saving Throws Dex +7, Wis +7

Skills Perception +7

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses truesight 30 ft., passive Perception 17

Languages Terran

Challenge 9 (5,000 XP)

Faultless Tracker. The obsidian stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry if the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Deafening Earthstorm. The obsidian stalker generates a 30-foot-radius aura of swirling obsidian. A creature that starts their turn in the aura, or who enters it for the first time on a turn, takes 11 (2d10) slashing damage. The area in the aura is excessively loud, and a creature in it who fails a DC 16 Constitution saving throw is deafened until the beginning of their next turn.

Covering Storm. The earthstorm gives the obsidian stalker a +2 bonus to AC versus ranged attacks.

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

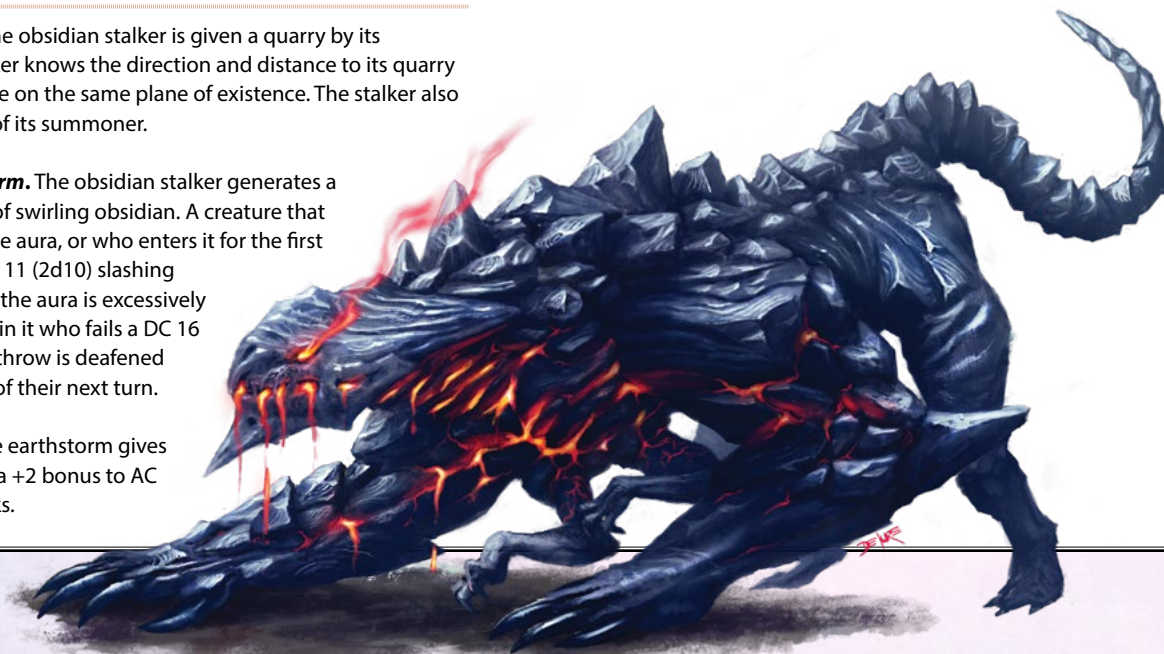
ACTIONS

Multiattack. The obsidian stalker makes two obsidian shards attacks.

Obsidian Shards. Ranged Spell Attack: +9 to hit, range 120 ft., one target. Hit: 18 (3d8 + 5) slashing damage.

Crashing Earthstorm (Recharge 5–6). The obsidian stalker intensifies its Deafening Earthstorm aura this round. All creatures in the stalker's aura take 31 (7d8) force damage, are deafened until the beginning of their next turn, and gain a level of exhaustion; a successful DC 16 Constitution saving throw reduces damage by half and negates the deafness and exhaustion.

Quick Glide. The obsidian stalker uses its Earth Glide ability to appear in an unoccupied space it can see within 100 feet, assuming an unbroken surface connects the two spaces.



OSSUARY BLOB

Death Aggregates. Composed of thousands of skeletal remains of creatures and steeped in the supernatural despair of the Shadowfell, ossuary blobs undergo a transformation from decaying charnel heap to reanimated nightmare when large amounts of necrotic energy are released, which are somewhat rare occurrences even in the Shadowfell. But not rare enough to prevent the creation of these horrific undead.

Many Minds in One. One might assume by the constant screaming and screeching that an ossuary blob is relatively simple. In fact, the memories of hundreds of dead constituent bodies are remixed in an ossuary blob, creating a new intellect. Though not a pillar of mental stability, an ossuary blob is smart. Moreover, many remember spells that some faction of their constituent remains once knew.

Memories of the Lost. The minds making up an ossuary blob also recall things from long ago that might otherwise be lost to history. Which is why, despite how incredibly dangerous it is, sages and others seeking obscure knowledge sometimes try to parley with these undead. The problem is twofold. One, it's hard to tell when they're lying. Two, they usually try to consume their interlocutors.

Ossuary blobs are encountered alone in necropolises, the Shadowfell, or other places undead shamble.

The ossuary blob is sometimes associated with the Tomb of Winter (page 137).

The dank charnel odor clogs the air. A clatter of bones accompanies a huge shape rolling into view. It is a rough sphere composed entirely of skulls, spines, bones, teeth, claws, and partial skeletons of all different kinds of creatures. And all of them begin to scream.

OSSUARY BLOB

Huge undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft.

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

Saving Throws Str +9, Con +10, Wis +8, Cha +10

Skills Deception +10, History +14

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses truesight 120 ft., passive Perception 13

Languages Common and dozens of other languages

Challenge 16 (15,000 XP)

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

Magic Weapons. The ossuary blob's weapon attacks are magical.

Winter Blessed. The ossuary blob has advantage on saving throws against turning. If turned, it can repeat its saving throw each round on its turn to end the effect early.

Rolling Charge. If the blob rolls at least 20 feet straight toward a creature and then hits them with a bite attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the blob can make a Skeletal Clasp attack against them as a bonus action.

ACTIONS

Multiattack. The ossuary blob makes seven attacks: six bite attacks and one Skeletal Clasp attack. It can substitute a Necrotic Pulse for a Skeletal Clasp attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

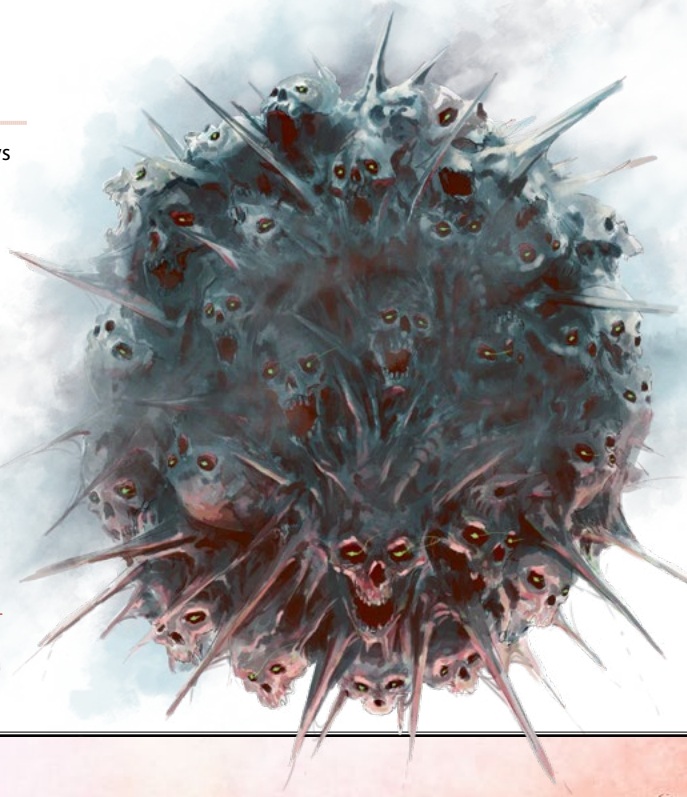
Hit: 13 (2d8 + 4) piercing damage.

Skeletal Clasp. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage, and a Large or smaller target must succeed on a DC 18 Constitution saving throw or be pulled into the blob's interior, engulfed. The engulfed creature is restrained and takes 13 (2d8 + 4) piercing damage each round on the blob's turn.

An engulfed creature can try to escape by taking an action to make a DC 17 Strength check. On a success, the creature escapes and enters a space of their choice within 5 feet of the blob.

Necrotic Pulse. The target within 30 feet must make a DC 18 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.



OVISAN HUNTER

Grethk, page 61

Ovisans generally travel in battle flocks of three to nine.

Ovisans evolved as one of the primary intelligent beings on Kret, the Material Plane world of their origin. But not in isolation; they constantly fought against a shelled enemy that rose in the seas; ovisans called them **grethk**. That rivalry only grew as the two species increased their populations and mastery over their world, both relying on a magical “technology” of rune scribing. Eventually, the grethk were defeated, but remnants of that population fled to alternate planes of existence. Ovisan hunters are the brave ovisans who volunteered to track down the grethk and end any future threat they might grow into if not ferreted out and destroyed.

Planar Scouts. Using their rune magic, ovisans can create temporary portals that lead into adjacent worlds of the Material Plane. Such portals take time to set up and empower, so ovisans usually travel to a new world only if they have evidence that a fleeing grethk nest might have preceded them there. Ovisans are suspicious of planar travel technology that is not their own, and thus eschew it unless they have no other option.

Rune Magic. Besides opening portals, ovisan hunters use runes to look for evidence of grethk, enhance their horns to deliver an extra jolt when used as a weapon, and translate languages of newly encountered species. Back on their homeworld, ovisans rely on rune magic for many additional tasks.

OVISAN HUNTER

Medium humanoid (ovisan), typically chaotic good

Armor Class 15 (chain mail)

Hit Points 38 (7d8 + 7)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	12 (+1)

Skills Athletics +4, Perception +2, Insight +2

Damage Vulnerabilities acid

Senses passive Perception 12

Languages Ovisan and any standard language (using specially inscribed runes)

Challenge 1 (200 XP)



Standing Leap. The ovisan hunter can long jump up to 15 feet, with or without a running start.

Ram. If the ovisan hunter moves at least 10 feet straight toward a creature and then hits them with a gore attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone and stunned for 1 round. If the target is prone, the hunter can make one gore attack against them immediately as a bonus action.

Rune-Scribed Horns. The ovisan hunter’s gore attacks are magical. In addition, a creature hit by a gore attack takes an additional 1d8 lightning damage (included in the attack).

ACTIONS

Multiattack. The ovisan hunter makes two gore attacks, two spear attacks, or one of each.

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and 4 (1d8) lightning damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Thunderous Rumble (Recharge 5–6). The hunter emits an echoing battle call. All creatures that are not ovisans within 30 feet who can hear take 10 (3d6) thunder damage, or half damage with a successful DC 11 Constitution saving throw. Other ovisans can hear the call from many dozens of miles away and respond as quickly as they can.

PAUVAK

A pauvak is a monstrous, semi-intelligent arachnid native to Gehenna. Its flattened abdomen resembles a giant tarnished metal mask depicting some horrid beast, with a long neck and an irregular number of angular limbs.

Ambush Predator. Like a hunting spider, a pauvak doesn't use webs to build a nest, but roams in search of prey or waits patiently until something suitable wanders by. It often clings to a wall or cliff face, tucking its legs underneath and with only its eyes peering from under its body, as if it were a statue or other vile decoration.

Proud and Loyal. Pauvaks are fiercely independent and have been known to tear their own legs off to escape captivity or a master's leash. However, if approached with respect by a creature that treats them well, they can form a strong emotional bond, much like a ranger's beast companion, and are willing to follow that creature into battle or even be ridden as a mount. In these partnerships, the pauvak is usually allowed to roam in the creature's territory to hunt as it pleases, returning only when its ally needs it. If the allied creature dies, the pauvak mourns, then feeds on its ally's corpse (which it sees as a sign of respect).

*Pauvaks are solitary predators when they aren't being used as mounts by fiends. A newly hatched clutch of their eggs has **swarm of insects** (spiders) stats, with the resistances of an adult; they turn on each other when food is scarce until only the strongest are left, which separate to hunt alone.*

PAUVAK

Large monstrosity, typically neutral evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	6 (−2)	15 (+2)	16 (+3)

Saving Throws Str +7, Con +5

Skills Perception +5, Stealth +6

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

Senses darkvision 60 ft., passive Perception 12

Languages understands Abyssal but can't speak

Challenge 8 (3,900 XP)

Feather Fall. By using strands of its webbing, a pauvak can reduce its falling speed to 60 feet per round, taking no falling damage and landing on its feet.

ACTIONS

Multiattack. The pauvak makes one bite attack and two claw attacks, or replaces one claw attack with a Razor Webbing attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) slashing damage.

Razor Webbing (Recharge 4–6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by strong, sharp, highly flammable webbing and takes 3 (1d6) slashing damage every round at the start of their turn until they are freed. As an action, the restrained creature can escape with

a successful DC 14 Strength check, but each attempt inflicts an additional 7 (2d6) slashing damage. The effect also ends if the webbing is destroyed. The webbing has AC 10, 10 hit points, and immunity to bludgeoning, poison, and psychic damage. Webbing exposed to fire burns away in 1 round, dealing 14 (4d6) fire damage to the webbed target.

Teleport (Recharge after a Short or Long Rest). The pauvak magically teleports up to 120 feet to an unoccupied space it can see, along with any equipment it is wearing or carrying, its rider, and up to four creatures restrained by its Razor Webbing.



PERIPLETH

Peripleths roam the planes alone, leaving a trail of fractured spacetime in their wake.

These wormlike aberrations are hard to make out through the spatial distortion they exist within, but it's hard to miss their horrific stingers, sizzling with plane-fracturing potential.

Born to Break the World. Kin to aboleths, peripleths (also called "dimension smashers") are ancient beings who recall a much different multiverse before the gods and, according to their own memories passed down through the ages, before the current planar organization grew so stratified. The modern cosmology, whether imposed by the gods (as peripleths believe) or simply how things evolved, is something peripleths rebel against at a fundamental level. Just by existing, a peripleth fractures nearby spatial geometry.

PERIPLETH

Medium aberration, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 123 (19d8 + 38)

Speed 20 ft., burrow 20 ft., swim 40 ft.

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

Saving Throws Str +5, Dex +7, Wis +6, Cha +8

Skills Arcana +6, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses blindsight 30 ft., passive Perception 12

Languages Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

Planar Disruption. The peripleth can selectively distort planar geometry around it, causing it to twist, buckle, and fold. This spatial disruption has deleterious effects on other creatures the peripleth chooses. When a creature the peripleth is aware of starts their turn within 30 feet of the peripleth, the creature must make a successful DC 16 Constitution saving throw or become spatially fractured.

While spatially fractured, the creature falls prone each time they try to move or take the Dash or Disengage action; however, they can still crawl. In addition, while spatially fractured, the target must succeed on a DC 16 Wisdom saving throw after attempting any action or reaction, or the action (though it might seem initially successful, such as a melee attack against the peripleth, casting a spell to heal a comrade, or succeeding on an ability check) is channeled into a warp in planar geometry, nullifying that action.

To recover from spatial fracture, a creature must start their turn farther than 30 feet away from the peripleth and make a successful DC 16 Constitution saving throw.

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

Amphibious. The peripleth can breathe air and water.

ACTIONS

Multiattack. The peripleth makes three fractured stinger attacks.

Fractured Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 16 (2d12 + 3) slashing damage. If the target is spatially fractured, this attack does an additional 13 (3d8) force damage and heals the peripleth by an equal amount.

Smash Path (2/Day): The peripleth transfers itself to any location it can see or knows about on the same plane of existence, or that it knows about on another plane. When it does, either it leaves behind a 15-foot-radius sphere of fractured planar geometry centered on where it departed, or a 15-foot-radius sphere of fractured planar geometry appears centered on its arrival point. The fracture lasts for up to ten minutes.

Fractured planar geometry affects creatures within its area like Planar Disruption, regardless of whether the peripleth is aware of creatures in the area. In addition, if the area overlaps a portal, gate, or other planar feature that provides transport to another plane, that feature is disrupted within the fracture, sending travelers to random planar locations. Likewise, spells designed to teleport or otherwise transport creatures elsewhere, even if they evade the nullifying effects of the fractured geometry, send targets to random planar locations.



PLANAR MITE

Planar mites are invasive creatures infesting hundreds of different dimensions, as well as paths between dimensions (which is one reason they are also sometimes called path mites). When not moving, they resemble flattened red boulders, innocuous odd debris scattered randomly. However, if prey moves close, a mite unfolds to reveal a roach-like body with a horrific mouth, claws, and leathery wings peeking from beneath its stone carapace.

Ambushers. The favored hunting tactic of mites is to fold in their wings, claws, and mouths so they resemble nothing so much as random debris. When potential prey moves past, the planar mites pounce, possibly gaining surprise. If they are successful in getting a grip on the target with their bite, they extend their wings, potentially pulling their prey high into the air—after which they inevitably drop their prey. If the prey is especially unlucky, they are dropped into a different dimension than the one they were attacked on.

Planar mites are usually encountered in groups of two to five.

PLANAR MITE

Small monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 55 (10d6 + 20)

Speed 30 ft., climb 20 ft., fly 60 ft.

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

Skills Perception +2, Stealth +5

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

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

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

Pathwalker. Planar mites can sense invisible cross-planar routes that other creatures cannot normally sense, and are thus able to locate and use them to travel to different planes of existence.

ACTIONS

Multiattack. The planar mite makes two attacks: one with its bite and one with its claws. The bite attack can be replaced with Wing Extraction, if the target is already grappled from a successful bite attack.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13) if they are a Medium or smaller creature. Until this grapple ends, the target is restrained, and the planar mite can't bite another target.

Wing Extraction. One creature grappled by a planar mite's bite must make a DC 13 Strength saving throw. On a failed save, the target is pulled 60 feet into the air as the mite extends its wings and lifts off. On its next turn, the planar mite releases the target as a bonus action, allowing them to fall.



PORTAL DRAGON

Portal dragons prefer to hunt unintelligent animals for food, but are not averse to eating intelligent creatures that defy or attack them. They are fascinated by the hidden structure of the multiverse and may briefly cooperate with others who share a similar love.

Dragons of the Planes. Portal dragons love to wander the interstices between planar locations and can be found near color pools, ethereal curtains, and similar locations. If one encounters other travelers, it boldly quizzes them on where they've been and where they plan to go.

Selfish Dragons. Though individuals vary, portal dragons are typically selfish, and if one perceives that the best course of action would be to betray an ally or attack travelers who have an interesting planar artifact, that's what it probably does.

Lone portal dragons may be encountered across the planes but especially near strange crossplanar phenomena.



ADULT PORTAL DRAGON

Huge dragon, typically lawful neutral

Armor Class 19 (natural armor)

Hit Points 218 (19d12 + 95)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	19 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Arcana +9, Insight +7, Perception +12, Persuasion +8

Damage Resistances lightning, poison

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 16 (15,000 XP)

Spell Immunity. The portal dragon is immune to spells that would force it to change planes, or keep it from exiting a plane, against its will.

Legendary Resistance (3/Day). If the portal dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The portal dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 22 (3d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) slashing damage.

Antlers. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the portal dragon's choice that is within 120 feet of the dragon and aware of them must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. If a creature's saving throw is successful or the effect ends for them, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Portal Breath (Recharge 5–6). The dragon exhales a cloud of tiny portals to other dimensions in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 56 (16d6) force damage on a failed save, or half as much damage on a successful one, from the voracious, mouthlike discontinuities that dissipate a moment later.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Antlers.** The dragon makes an antlers attack.
- **Portal Engulf (Costs 2 Actions).** Can be used only at the end of a round during which the dragon used its Portal Breath. One creature that failed their saving throw against the breath must succeed on a DC 19 Dexterity saving throw or be completely drawn through a portal that briefly widens just enough to accommodate them, or nearly so. The target takes 13 (2d6 + 6) force damage and is knocked prone in a random planar landscape.
- **Shift Plane (Costs 3 Actions).** The dragon is transported to a different plane of existence it knows of.

PORTAL WIGHT

A portal wight is the undead remnant of a creature killed by passing through a portal just as it closes; half their body is cut off and replaced with a flickering aura of magic. They wander in search of their other half, hoping to reunite and expire in a dramatic burst of planar energy.

Lost Memories. Portal wights remember only parts of their former lives—their minds and souls are split between two planes. This confusing half-existence is filled with pain, hate, and longing. Attempts to communicate with them rarely last more than a few rounds before they lash out.

Portal Manipulators. Portal wights can intuitively alter their energy aura to create various effects. Some of this is passive and instinctive (providing their Magic Resistance and Reality Warp abilities), and some

requires concentration like spellcasting. They have a knack for being able to sense and temporarily open existing portals, allowing them to go almost anywhere, and giving lost explorers reasons to follow portal wights instead of slaying them outright.

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

Portal wights may be solitary or come together in groups, perhaps due to a sense of kinship or shared doom, or as the result of a portal accident that kills multiple people. They sometimes have an entourage of zombies that follows them and joins them in combat.

Presumably, two portal wights are created for each planar accident. They are separate creatures, and harming one does not affect the other.

PORTAL WIGHT

Medium undead, typically chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	8 (–1)	10 (+0)	13 (+1)

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned, restrained

Senses darkvision 60 ft., passive Perception 10

Languages any languages they knew in life

Challenge 2 (450 XP)

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

Portal Connection. Portal wights automatically notice any portal (whether open or closed) within 30 feet, and gain advantage on attack rolls when within this range. If they are within 5 feet of a portal, as an action they can attempt a DC 15 Charisma saving throw to open it for one round; if the portal requires a key, password, or similar activation requirement, the wight has disadvantage on the save.

Reality Warp. Any creature that starts their turn within 30 feet of a portal wight must succeed on a DC 10 Constitution saving throw or be restrained until the start of their next turn. On a successful saving throw, the creature is immune to the portal wight's Reality Warp for 24 hours. Portal wights and creatures that can teleport (with a spell, magical ability, or other source) are immune to this ability.

Spellcasting. The portal wight casts one of the following spells, using Charisma as the spellcasting ability (save DC 11, +3 to hit with spell attacks):

3/day each: *color spray*, *feather fall*, *magic missile*, *misty step*

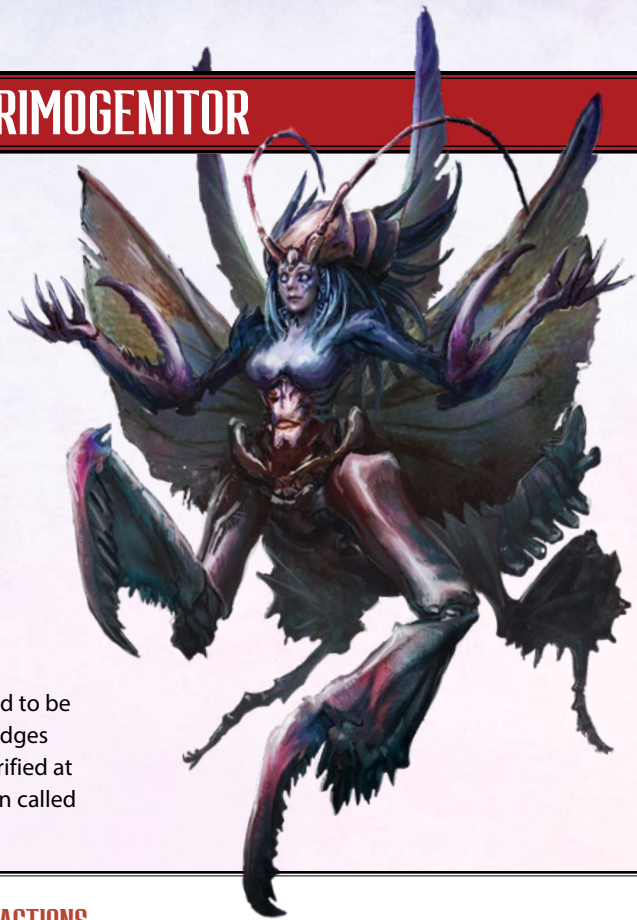
ACTIONS

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

Hit: 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) force damage.



PRIMOGENITOR



A primogenitor often is encountered with one or two powerful celestials and/or fiends that serve it.

If one were to meet a primogenitor, even unknowingly, one might be forgiven for mistaking these powerful beings as relatives of insects, given that their humanoid physiology seems mixed with that of a huge praying mantis.

Primogenitors are so rare that not much is known about them. In fact, across the entire cosmos, one could probably count on one hand the number of intelligent beings—and that includes gods—who know about primogenitors. Which makes understanding them difficult.

Ancient Origins. As their name suggests, primogenitors are likely predecessors of creatures that exist today. But not through direct descent. If certain stories can be believed, primogenitors are creatures from a multiverse that predates our own. How and why a few survived the end of their own cycle of existence and now exist within ours is likely a different story for each primogenitor. Except for the handful rumored to be hidden away in fossil rubble floating at the edges of existence, or possibly compacted and petrified at the core of a dead, dimension-hopping moon called “the Planebreaker.”

PRIMOGENITOR

Huge aberration, any alignment

Armor Class 19 (natural armor)

Hit Points 507 (30d12 + 312)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	26 (+8)	14 (+2)	14 (+2)	15 (+2)

Skills Arcana +10, Perception +10

Damage Resistances cold, fire, lightning, necrotic, psychic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., truesight 60 ft., passive Perception 20

Languages knows most languages

Challenge 23 (50,000 XP)

Spellcasting. Assume a primogenitor has the spellcasting reserve of an **archmage**, thanks to its Consume Head ability; its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks).

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

Magic Weapons. The primogenitor’s attacks are treated as if magical.

Halo of Truth. Creatures within 30 feet of a primogenitor who attempt to lie must succeed on a DC 19 Wisdom saving throw or are affected as with the *zone of truth* spell, as cast by the primogenitor (who is immune to its effect). The primogenitor can renew or cancel this effect as a bonus action.

ACTIONS

Multiattack. The primogenitor makes five attacks: four with its spined legs and one with its mandibles.

Spined Legs. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Mandibles. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) psychic damage and Large or smaller target is grappled (escape DC 22). Only one target can be grappled at a time, and the primogenitor can’t make mandible attacks while a target is grappled.

Consume Head (Recharge 5–6). The primogenitor can attempt to bite the head off any target they are grappling with their mandibles, assuming the target has a head; otherwise, they can choose some other limb. The target must succeed on a DC 22 Constitution saving throw. If it fails, their head is removed (and they likely die). Over the subsequent 2 (1d4) rounds, the primogenitor digests the head, but can take normal actions (except Consume Head) as they do so. When the digestion is complete, the primogenitor knows everything its victim knew. If the victim knew any spells and had unused slots available and uncast, the primogenitor now has them, too, until it casts them.

LEGENDARY ACTIONS

The primogenitor can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature’s turn. The primogenitor regains spent legendary actions at the start of its turn.

- **Spined Leg.** The primogenitor makes one spined leg attack.
- **Mandibles.** The primogenitor makes one mandibles attack.
- **Cast Spell (Costs 2 Actions).** The primogenitor casts any spells it knows.

PRINCE OF DUST

Composed of earth and air, princes of dust emerge from the Elemental Planes and the Elemental Chaos but are often encountered in other dimensions, extending their trails of influence. Humanoid and standing nearly 10 feet tall, they are composed of scintillating sand and dust that constantly trickles in rivulets from their bodies.

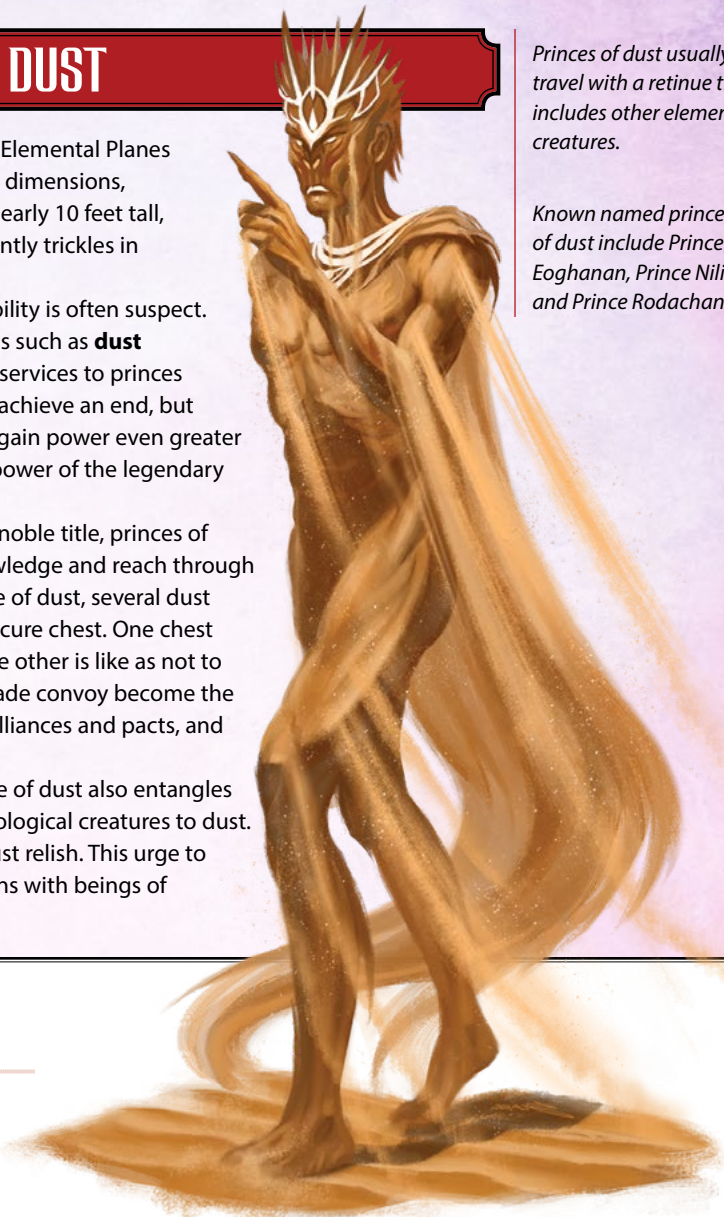
Elemental Nobility. In the Elemental Chaos, a claim of nobility is often suspect. But a prince of dust is a power to be reckoned with. Creatures such as **dust mephits** and similar beings of earth and air often offer their services to princes of dust. Named princes of dust sometimes work together to achieve an end, but usually jealous rivalry sets them at odds. All seek to one day gain power even greater than that of a dao or djinni, possibly even ascending to the power of the legendary primordials.

Trails of Influence. In accordance with their self-assumed noble title, princes of dust enjoy traveling the planes, looking to extend their knowledge and reach through trade. Such trading convoys are typically made up of a prince of dust, several dust mephits, and a couple of dragged sledges, each bearing a secure chest. One chest contains trade goods (often, gems from Elemental Earth). The other is like as not to be a trained **mimic** meant to act as a diversion should the trade convoy become the target of thieves. In return for wealth, princes of dust make alliances and pacts, and seek to learn secrets of the multiverse.

Blood to Dust. Though sustained by the elements, a prince of dust also entangles prey in Dust Harrowing Strikes, transforming the blood of biological creatures to dust. That transformation releases a surge of life that princes of dust relish. This urge to feed sometimes ruins a particular prince of dust's negotiations with beings of other planes as they try to extend their influence and power.

Princes of dust usually travel with a retinue that includes other elemental creatures.

Known named princes of dust include Prince Eoghanan, Prince Nilidh, and Prince Rodachan.



PRINCE OF DUST

Large elemental, typically neutral evil

Armor Class 16 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +8, Wis +5

Skills Perception +5, Stealth +6

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned, prone

Senses darkvision 120 ft., passive Perception 15

Languages Auran, Terran, Common

Challenge 10 (5,900 XP)

Blood of Dust. A creature that hits a prince with a slashing or piercing melee attack while within 5 feet of it takes 5 (1d10) slashing damage from an expulsion of erosive dust.

Sleep (1/Day): The prince of dust can use its action to cause creatures inside a 20-foot sphere within 90 feet to fall into a magical slumber on a failed DC 16 Wisdom saving throw. Each creature affected falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

Seep. A prince of dust can seep with a speed of 5 ft. through any unsealed opening or crack. While seeping, a prince of dust loses cohesion, becomes vulnerable to all attacks except poison, and cannot make attacks.

ACTIONS

Multiattack. The prince of dust makes two Dust Harrowing Strikes. One or both attacks can be replaced by Dust Clot, if a Dust Harrowing Strike has previously grappled a target.

Dust Harrowing Strike. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage, and the target is grappled (escape DC 16) in solidified dust if they are a Large or smaller creature. Until this grapple ends, the target is restrained, and the prince of dust can't use that arm on another target.

Dust Clot. One creature grappled by a Dust Harrowing Strike must make a DC 16 Constitution saving throw. On a failed save, the target takes 22 (4d10) necrotic damage as their blood begins to transform to dust, and the prince of dust regains half as many hit points.

PSYCHIC LEECH SWARM

Psychic leech swarms are encountered alone or in groups of two or three in the Astral Plane and anywhere enclosed in large cities.

Psychic leech swarms have been known to infest astral ships, then hop off in search of better prey when the ship reaches a Material Plane world.

Predators of both mind and flesh, psychic leeches appear as many-stranded 3-foot lengths of glowing flesh, each ending in a horrific but different mouth, maw, or gruesomely toothed orifice.

Born of the Psychosphere. The Astral Plane is a realm of the mind. In no way homogenous (as many assume), the Astral is instead highly stratified. One layer is the Psychosphere, a region especially sensitive to psionic energy—so sensitive that the raw essence of the dimension is sometimes unconsciously molded into lifelike entities. The meanest, most base entities are psychic leeches, which are born of idle impulses not acted upon, angry outbursts that were bitten back, and murderous urges never consummated. The repressed negativity in all bordering realms seeds and feeds them, but worlds of the Material Plane are most responsible.

Mental and Physical Parasites. Psychic leech swarms are active parasites. They are drawn to those who use the *astral projection* spell, but they can also find their way to worlds of the Material Plane where concentrations of minds are especially high, like in large cities. When they manifest in other dimensions, they have physical bodies. As physical beings, they lurk in eaves, the shadowed heights of vaulted ceilings, and other places where they can drop down suddenly to head height and begin swarming.

Lasting Psychic Effect. Because their inception relies on the worst impulses of thinking beings, an attack by a psychic leech swarm can leave an imprint long after the creatures themselves are driven back. This psychic imprint, a disease of psychic inflammation, is dangerous not only to the victim, but potentially to others who may become targets of the victim's changed, more irritable and aggressive behavior.



PSYCHIC LEECH SWARM

Medium swarm of Tiny monstrosities, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 5 ft., fly 30 ft.

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

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Cordcutter. Against creatures in the Astral Plane with a silver cord, the psychic leech swarm gains advantage on its attacks and inflicts maximum damage with its bite.

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

Psychic Inflammation. A living creature that is injured by the psychic leech swarm must succeed on a DC 11 Wisdom saving throw at the end of the encounter to avoid becoming infected. This mental disease manifests after 24 hours, beginning with mild annoyance over small things, until every little thing makes the victim angry. When full symptoms set in, the victim gains two levels of exhaustion. In addition, the infected creature must succeed on a DC 11 Wisdom saving throw every time they are annoyed, disagreed with, or otherwise hindered in any way. On a failed save, they must attack the source of their annoyance. The diseased creature can attempt another Wisdom saving throw each round on their turn to end the violent fit. The effect persists until the disease is cured by *lesser restoration*, comparable magic, or rest. The infected creature makes another DC 11 Constitution saving throw at the end of each long rest; a successful save removes one level of exhaustion. If the saving throw fails, the disease persists. If both levels of exhaustion are removed by successful saving throws, the victim recovers naturally.

ACTIONS

Multiattack. The psychic leech swarm makes two Bites attacks.

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

PSYCHIC WAR VETERAN

Psychic war veterans have spent years battling aberrations and other threats. Some veterans are mercenaries, and others whisper of a coming war.

Mercurial Moods. From the multiverse’s time-stretched edge, the psychic war veteran returns from battle. Ages upon ages have passed in their absence, but to the veteran, they recall fighting in an eternal now where unimaginable creatures sailed in from outside existence to assail creation. That endless fight killed most soldiers and left the veterans scarred, wounded, and psychologically fragile. One moment they may be enjoying merriment in a tavern, only to suddenly fall silent, eyes darting to the floor. Tears may come then, or a simmering anger that others would do well not to disturb, lest it turn upon them.

Aberration Slayer. If a psychic war veteran believes a regular creature has some connection to an aberration, they are likely to slay first and establish specific connections later, or just let their previous belief stand. But if faced with actual aberrations to destroy, a psychic war veteran becomes a stolid ally—at least for as long as it takes to hunt down and slay the offending entity.

Psychic war veterans are usually encountered by themselves, traveling the multiverse to look for aberrations. Sometimes they may be in the company of a motley crew of other beings similarly haunted by their pasts.



PSYCHIC WAR VETERAN

Medium humanoid (any species), typically any chaotic alignment

Armor Class 18 (plate)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Dex +6, Cha +7

Skills Athletics +5, Perception +4

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common, Deep Speech

Challenge 5 (1,800 XP)

Leaf on the Wind. The psychic war veteran doesn’t gain disadvantage from wearing heavy armor, nor does it reduce their speed.

Mental Aura. The psychic war veteran manifests 3 psychic slivers (composed of condensed mental energy) that hover around them. The slivers can attack as though separate limbs. However, the slivers can also be attacked (AC 19, 20 hit points). If all are destroyed, the veteran requires a short or long rest to manifest new ones.

ACTIONS

Multiattack. The veteran makes two longsword attacks and one Psychic Sliver attack, each of which can be replaced by one Mindrip attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) slashing damage.

Psychic Sliver. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target.
Hit: 14 (2d10 + 3) slashing damage, and the target is grappled (escape DC 16), held in place by a psychic sliver. Each of the veteran’s slivers can grapple one creature at a time.

Mindrip. The veteran can Mindrip one grappled target. The target must succeed on a DC 15 Charisma saving throw or take (3) 1d6 psychic damage. This damage reduces the target’s Intelligence score maximum by an equal amount. To regain the lost Intelligence, the target must take a long rest and succeed on a DC 11 Intelligence saving throw.

REACTIONS

Psychic Mirror (1/Day). When the veteran would be affected by a spell or psionic effect that would inflict psychic damage, charm, or otherwise mentally influence the veteran, the effect bounces and instead targets the attacker.

PUDDLE WEIRD

Puddle weirds may be found in the company of other elementals or as part of elemental phenomena.

Coming in out of the rain, cloak sopping wet, isn't normally dangerous. But if the storm was tinged with influence from the Elemental Chaos, that cloak that doesn't seem to want to dry could be a puddle weird waiting for its chance to spread chaos.

Elemental Spillover. The storms that roll through the Elemental Chaos are sometimes so fierce that they roil the Ethereal and worlds of the Material Plane that it connects to. This kind of influence might cause a regular storm on a Material Plane world or increase the vigor of a storm already in progress. But sometimes elementals of various sorts spill across that gap. One of the most dangerous is the puddle weird, because it's not immediately obvious what it is, and because of the effect its touch has on flesh.

Hard to Identify. One of the most dangerous manifestations of a puddle weird is a quantity of liquid that seems ideal for quenching one's thirst. Luckily, these elementals are not particularly intelligent, and they more often present as just one puddle among many otherwise normal puddles in a rainstorm, as what might otherwise seem like condensed moisture in a cave, or, if delivered during a rainstorm, as wet clothing.

Transitive Property. The touch of a puddle weird transfers something of the Elemental Chaos into the fluids of a living creature's flesh. That chaos reacts by drawing in more and more liquid from the surrounding air, without regard to the tissue's ability to contain it without tearing or bursting.

Elemental Nature. A puddle weird doesn't require air, food, drink, or sleep.

PUDDLE WEIRD

Tiny elemental, chaotic neutral

Armor Class 14

Hit Points 82 (25d4 + 20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	11 (+1)	4 (-3)	16 (+3)	9 (-1)

Skills Perception +5, Stealth +6

Damage Vulnerabilities fire, cold

Damage Immunities electricity, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Primordial

Challenge 2 (450 XP)

False Appearance. While the puddle weird remains motionless, it is indistinguishable from an ordinary puddle of water, a damp spot on fabric or clothing, rainwater in a barrel, or another naturally occurring liquid.

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

Freeze. If the puddle weird takes cold damage, it partially freezes, and its speed is reduced to 0 feet until the end of its next turn.

ACTIONS

Multiattack. The puddle weird makes two slam attacks.

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

Deliquescent Touch (Recharge 5–6). The puddle weird's touch can cause the target to begin absorbing too much moisture from the atmosphere. If the target is hit with a slam attack and fails a DC 13 Constitution saving throw, they take an additional 5 (1d10) bludgeoning damage at the beginning of each subsequent turn as their tissues begin to swell with water. The target can attempt another save at the end of each turn to end the swelling. When the effect ends, the target is immune to a Deliquescent Touch attack by the puddle weird for 24 hours; however, their puffy, bloated tissues do not fully return to normal until after their next long rest.



PYSKE

Older, archaic fey creatures of the unseelie, pyskes are malicious whereas pixies are mischievous. Only a handful of inches tall, with wings like ragged cobwebs crusted with past meals, pyskes move between the Feywild and worlds of the Material Plane to trouble other creatures for their own twisted pleasure.

Fey but Fell. Like their pixie kin, pyskes are inherently magical. Able to fade from view merely by thinking about it means these creatures can and do put themselves into situations where they can take advantage of other beings in order to do harm. One of a pyske's favorite tactics is to shadow another creature invisibly so they jostle them at an inopportune moment, trip them while they're crossing a high bridge, or steal an important document right when it's most needed.

Fell Dust. As pyskes erratically flutter through the air, a reddish trail stains the air in their wake. This fell dust has all manner of ill effects on living creatures, especially their minds. With just a sprinkle, a pyske can send a target into a nightmare-infused sleep, poison a target, or scare them nearly out of their minds. Pyskes can also use the fell dust as a shield to help them avoid being targeted by magical effects.

A lone pyske might spy on a new homestead, keep, or village, and perhaps cause a serious mishap or two to frighten the locals. If the pyske is inconvenienced in any way, they might return later with a mob of five or more of their kind to inflict sustained and murderous revenge on the culprits.

PYSKE

Tiny fey, typically chaotic evil

Armor Class 17 (natural armor)

Hit Points 12 (5d4)

Speed 10 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (−3)	17 (+3)	10 (+0)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +5, Wis +3, Cha +3

Skills Deception +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1 (200 XP)

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

ACTIONS

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

Fey Bow. *Ranged Weapon Attack:* +3 to hit, reach 5 ft., range 60/120 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Fell Dust (Recharge 5–6). The pyske blows a puff of fell dust at a creature within 5 feet. The pyske chooses from the following effects when using this ability.

- The target must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of their turns (with disadvantage if the pyske is visible to the target), ending the effect on themselves on a success.
- The target must succeed on a DC 11 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.
- The target must succeed on a DC 11 Wisdom saving throw or fall asleep for 1 minute. The creature wakes up if they take damage or if another creature takes an action to shake them awake.

Invisibility. The pyske magically turns invisible until they attack or use Fell Dust, or until their concentration ends (as if concentrating on a spell).

REACTIONS

Magical Disruption. The pyske adds +4 to its saving throw against one spell or magical effect that would otherwise affect it. To do so, the pyske must see the attacker and be able to release a puff of fell dust.



QORETH-SHEMKUR

Qoreth-shemkur is encountered alone.

Qoreth-shemkur, a singular being of awesome power, arose in ancient days beside the primordials, but apart from them. An ocean-loving being of water and fire (elements normally opposed to each other), Qoreth-shemkur introduced convoluted mechanisms driven by steam to individuals across Material Plane worlds they visited. Though ultimately concerned with alien considerations over the well-being of the cults that sprang up in their wake despite its contempt for them, Qoreth-shemkur developed a special animosity for undead, and especially for a primordial called the **Tomb of Winter**.

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QORETH-SHEMKUR

Gargantuan monstrosity (titan), unaligned

Armor Class 22 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 50 ft., fly 80 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	22 (+6)	20 (+5)	9 (–1)

Saving Throws Cha +8

Skills Arcana +15, Deception +8

Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing not made with adamantite weapons

Damage Immunities fire, poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 15

Languages Primordial, telepathy 120 ft.

Challenge 29 (135,000 XP)

Legendary Resistance (3/Day). If Qoreth-shemkur fails a saving throw, they can choose to succeed instead.

Undead Slayer. Qoreth-shemkur deals double damage to undead.

ACTIONS

Multitask. Qoreth-shemkur makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target.

Hit: 26 (3d10 + 10) bludgeoning damage and the target is grappled (escape DC 20). Until the grapple ends, the target is restrained. A Huge or smaller grappled target is completely enveloped in wrapping tentacles, is blinded, and takes 28 (8d6) bludgeoning damage from squeezing and 28 (8d6) fire damage each round at the end of their turn.

Qoreth-shemkur has ten tentacles and can restrain that many targets simultaneously before they can't make tentacle attacks against additional targets. Tentacles can be attacked (AC 22, 30 hit points, resistances and immunities as Qoreth-shemkur). Destroying one deals no damage to Qoreth-shemkur, who extrudes a new one as a bonus action.

Steam Breath (Recharge 5–6). Qoreth-shemkur exhales superheated steam in a 120-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 105 (30d6) fire damage and being blinded until the end of their next turn on a failed save, or half as much damage without blindness on a successful one.

LEGENDARY ACTIONS

Qoreth-shemkur 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. Qoreth-shemkur regains spent legendary actions at the start of their turn.

- **Move.** Qoreth-shemkur moves up to half their speed. (If they spend 3 actions on two consecutive turns to move in this way, they gain the benefit of a *plane shift* spell at the end of their second turn, but only for themselves.)
- **Tentacle (Costs 2 Actions).** Qoreth-shemkur makes one tentacle attack.
- **Steam Defense (Costs 3 Actions).** Generating an ablative layer of superheated steam as a reaction, Qoreth-shemkur ignores any attack that doesn't do 30 points of damage or more.



RAMIAHN OUTCAST

The self-contained demiplane of Ramiah is a curled-up, limited dimension contained within a soul-harvesting magical weapon called the Star Blade. Harvested souls are relegated to a land of metallic vistas, over which a sky of celestial objects wheel. Many harvested souls become embodied anew, forged of strange metal, no two exactly alike. All these newly ensouled constructs are “alive” once again, joining a society of similar beings—except for the outcasts.

Exiled to the Planes. Unlike most of the ensouled constructs that exist in the dimension of Ramiah, outcasts were shunned for their cruelty, lawlessness, and penchant for betrayal, including finding ways to destroy other constructs. Many outcasts were destroyed by their own kind, but some managed to escape Ramiah, clothed in metal flesh.

Forged of Vile Iron. Ramiahn outcasts exist in bodies of mismatched segments of crudely forged metal in which desolate night skies are visible. Their visages are iron masks with a fiendish cast. They have long metal daggers for claws that cut to their victim’s soul.

Constructed Nature. An outcast doesn’t require air, food, drink, or sleep.

Outcast claws retain an evil connection with the Star Blade, spiritually reaping even as their metal cuts flesh.

RAMIAHN OUTCAST

Medium construct, typically chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +4, Con +7, Cha +5

Skills Perception +5, Stealth +4

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons not made with adamantine

Damage Immunities force, necrotic, poison

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15

Languages typically Common

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The outcast makes two Soul Claw attacks.

Soul Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. If the target is neither undead nor a construct, they also take 5 (1d10) necrotic damage, or half damage with a successful DC 15 Constitution saving throw. If the saving throw fails by 5 or more, the target also gains one level of exhaustion.

Draw Down the Night. Magical darkness spreads from a point within 60 feet of the outcast to fill a 15-foot-radius sphere for 10 minutes. The darkness spreads around corners. A creature with darkvision can’t see through this darkness, and nonmagical light can’t illuminate it.

Soul Stare (Recharge after a Long Rest). A target the outcast can see within 60 feet must make a DC 13 Constitution saving throw. On a failed save, it takes 49 (14d6) necrotic damage, or half as much damage on a successful save. If the target fails the saving throw, their hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage they took. A *remove curse*, *greater restoration*, or similar spell allows a creature’s hit point maximum to return to normal before that time passes.



REFLECTION HOUND

In some locations, these creatures are referred to as "mirrored beasts."

Reflection hounds usually hunt alone, making their lairs in ruins and other places that draw a steady stream of foolish treasure seekers.

Named for the reflective nature of their skin, these many-legged constructs are acquisitive and territorial. Some have found their way to Mechanus, where they stalk modrons, but many wander the wider multiverse, origin unknown.

Ambush Stalkers. When a mirrored beast freezes in place, it is hard to distinguish from its surroundings thanks to its enhanced surface. Unless a creature happens to catch its own reflection exactly head on, the hound may just reflect back more broken ruins to an oncoming viewer.

Accidental Collectors. The hound's reflective defense has the consequence of petrifying unlucky living creatures that trigger it. This means that reflection hounds eventually accumulate a litter of "life-sized" stone figures in their lairs. Some hounds cull the collection periodically; others select the most artistic and set them out for display.



REFLECTION HOUND

Large construct, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 40 ft., climb 20 ft.

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

Skills Stealth +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 60 ft., passive Perception 12

Languages telepathy 120 ft.

Challenge 8 (3,900 XP)

Ghost Reflections. The reflection hound manipulates light across its facade, creating illusory duplicates of itself. The duplicates move with it and mimic its actions, shifting position to make it impossible to track which hound is real. Whenever any creature targets the hound with an attack or a harmful effect while a duplicate remains, that creature rolls randomly to determine whether they target the real hound or one of the duplicates. A creature is unaffected by this illusory effect if they can't see or if they rely on senses other than sight. A duplicate has the hound's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears, but a new one takes its place at the beginning of the reflection hound's next turn.

ACTIONS

Multiattack. The reflection hound makes five claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 21 (4d8 + 3) slashing damage.

Blinding Flash (Recharge 5–6). A magical pulse erupts from the hound like blinding sunlight reflected from its mirrored carapace. Each creature within 30 feet of the hound who can see must succeed on a DC 13 Constitution saving throw. On a failed save, targets are blinded for one minute. Blinded targets can attempt another saving throw each round to end the blindness earlier.

REACTIONS

Reflective Petrification (Recharge 5–6). The reflection hound adds 5 to its AC against one targeted spell or energy attack that would hit it. If the attack misses, it is reflected back at the attacker, but the type of attack is transformed. The target must succeed on a DC 13 Wisdom saving throw. Constructs that fail become non-operational until repaired. Living creatures that fail are petrified until powerful magic or another intervention reverts them back to flesh.

REFUSE REVENANT

Refuse revenants form when someone drowns in a sewer, is smashed under an avalanche of garbage, or dies from some other rubbish-related accident that leaves behind a victim's remains intermixed with the waste responsible for killing them. These creatures also tend to form near portals and gates leading to extraplanar locations or powerful sources of extradimensional magic.

Forever Furious. A refuse revenant's body is a combination of remains of the former victim that become partly fused with a larger volume of random detritus. Their death by such an inglorious method seems to leave these creatures in a perpetual state of rage. That rage is fueled only by their desire to end the lives of other living things in the same way they were so unfairly slain.

Undead Nature. A refuse revenant doesn't require air, food, or sleep.

Refuse revenants are usually encountered alone.

VARIANT: NONHUMAN REFUSE REVENANTS

Other kinds of creatures—including giants, fey, and dragons—could rise from death if killed in a similarly senseless way. These creatures might retain some of their other abilities, such as immense strength for a giant, spellcasting for a fey, or even a breath weapon, though one where many targets are affected by the Spew Refuse ability.

REFUSE REVENANT

Large undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	21 (+5)	13 (+1)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

Damage Resistances necrotic, psychic

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages they knew in life

Challenge 8 (3,900 XP)

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

Halo of Waste. Any creature that starts their turn within 10 feet of the refuse revenant must succeed on a DC 14 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to this ability for 24 hours.

Refuse Rejuvenation. The refuse revenant regains 10 hit points at the start of their turn. If the revenant takes radiant damage or is separated from their garbage-filled lair by more than 30 feet, this trait doesn't function at the start of their next turn. The revenant's body is destroyed if they reach 0 hit points and don't regenerate.

When the refuse revenant's body is destroyed, their essence lingers in the tiniest scrap of litter or debris previously making up their body. After 10 hours, the essence inhabits and animates the original pile of refuse (or the nearest one on the same plane of existence) and regains all their hit points. While the monster is disembodied, a *wish* spell can be used to eradicate them for good.



Turn Immunity. The refuse revenant is immune to effects that turn undead.

ACTIONS

Multiattack. The refuse revenant makes three attacks: one with their bite and two with their slam.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 15 (2d10 + 4) bludgeoning damage.

Spew Refuse (Recharge 5–6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature takes 15 (2d10 + 4) bludgeoning damage and is restrained by an avalanche of garbage. The creature's space and all spaces within 5 feet of them become difficult terrain. As an action, the restrained creature can make a DC 13 Strength check and on a success is no longer restrained, though is still standing in difficult terrain.

RESIDUAL

Where there's one residual, there's usually a dozen, some of them originally part of the same victim.

Residuals are undead, but only just. They are the animated partial or incomplete remains of bodies torn apart by an Abyssal assailant. Specifically, residuals appear as the tragic consequence of a successful demon attack on an innocent. The remaining skin, severed limb, upper torso, head, or even just a single loose eye, under the proper circumstances, regains animation born of the brutality of its previous owner's death.

Self-Improving. If a residual successfully eliminates enough living prey, they can potentially stitch themselves into a fully realized form.

RESIDUAL

Tiny undead, chaotic evil

Armor Class 11

Hit Points 5 (2d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	13 (+1)	10 (+0)	9 (−1)	11 (+0)	14 (+2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Abyssal but doesn't speak

Challenge 1/8 (25 XP)

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

Necrotic Pooling. The residual has advantage on saving throws against turning if there are at least three residuals within 60 feet of each other. If a residual is turned and at least one other residual is within 60 feet, the turned residual can repeat their saving throw each round on their turn to end the effect early.

Multifarious. Residuals come in a variety of different Tiny forms, each one comprising part of an entire body, such as a hand, a skull, the decaying skin. The upper torso of a corpse, however, is a Small creature with 7 (2d6) hit points, but all other stats remain the same as the smaller residuals. A residual's attack actions depend on their form.

ACTIONS

Bite (Skull and Upper Torso Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claw (Skull, Disembodied Claw, and Upper Torso Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage. On a failed DC 10 Constitution saving throw, the target also takes 2 (1d4) necrotic damage.



Strangle (Flayed Skin Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* The target must succeed on a DC 10 Strength saving throw or the flayed skin tightly wraps around the target, restraining them. A restrained target is squeezed for 3 (1d4 + 1) bludgeoning damage each round. A restrained target repeats the saving throw at the end of each of their turns, ending the effect on themselves on a success.

Throttle (Upper Torso Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one Medium or smaller target. *Hit:* The torso gets its rotting hands around the victim's throat and begins throttling. A victim being throttled isn't restrained; they can drag the torso with them when they move, but their speed is reduced by 5 feet. A throttled victim is automatically bitten at the end of their turn if the residual also has a skull. A victim who succeeds on a DC 10 Strength check breaks the upper torso's grip, dropping the torso prone in an empty space next to them.

Enervation Ray (Unsocketed Eye Only; Recharge 4–6). A creature within 30 feet that the unsocketed eye can see must make a DC 10 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

REYMCUBUS

The offspring of fiendish parents, or fiendish and mortal parents, is seldom wholesome. Cambions are one example. Reymcubi are another.

Fiendish Form, Often Disguised. The reymcubus's true form is a gruesome, shadow-dripping fiend of spikes and way too many teeth. Despising themselves as much as they despise others, a reymcubus often uses magic to take on a pleasing form, possibly even one of exceptional attractiveness. However, its hunger often wins out over keeping itself disguised.

Pledged to Evil. Many reymcubi begin life already pledged to a demon or devil authority that expects terrible things of it. Such reymcubi are often only too happy to comply. But such service is tested if a reymcubus is ordered to work with a cambion. Reymcubi hate cambions more than all others.

Reymcubi can be encountered alone (often in a pleasing shape) or with other fiendish allies.

REYMCUBUS

Large fiend, typically any evil alignment

Armor Class 16 (natural armor)

Hit Points 187 (22d10 + 66)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	17 (+3)	13 (+1)	12 (+1)

Saving Throws Str +8, Dex +8, Wis +5

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

Damage Vulnerabilities radiant

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

Senses darkvision 120 ft., passive Perception 15

Languages Common, Abyssal, Infernal

Challenge 12 (8,400 XP)

Magic Weapons. The reymcubus's attacks are magical.

Shadowed Grave. A creature that starts their turn within 30 feet of the reymcubus must make a successful DC 15 Constitution saving throw or take 14 (4d6) necrotic damage.

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

Step Into Shadow. The reymcubus can use 10 feet of its movement to step magically from its position to any dim, shadowed, or dark area that is in view within 120 feet. The reymcubus has advantage on Dexterity saving throws while it is standing in shadows, including dim light and darkness.

ACTIONS

Multiattack. The reymcubus makes two bite attacks or two Hellscream attacks, or one of each.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 17 (2d12 + 4) piercing damage plus 11 (2d10) necrotic damage. If two bite attacks hit a single creature in the same turn, they are grappled (escape DC 16). Grappled creatures are stuck to the reymcubus's body spikes. They automatically take damage at the end of each round they remain stuck. Up to two Medium creatures can be stuck at one time.



Hellscream. A target creature within 120 feet that can hear the reymcubus takes 18 (4d8) thunder damage and is stunned until the end of their next turn, or takes half damage and isn't stunned with a successful DC 15 Wisdom saving throw.

Change Shape. The reymcubus magically polymorphs into a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Darkness (Recharge 5-6). Magical darkness spreads from a point within 120 feet of the reymcubus to fill a 15-foot-radius sphere for up to 10 minutes. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this darkness's area overlaps with an area of light created by a spell of 6th level or lower, the spell that created the light is dispelled.

ROHEEN CONQUEROR

Roheen conquerors are encountered alone if found in a stasis capsule. Some who have previously awakened have acquired commoners they've forced into service.

These lone armored wanderers are out of time, lost amid the dimensions. Too few to find each other, Roheen conquerors satisfy themselves with seizing and subduing lands and strongholds for their own rule after they've given up all hope of finding a working Roheen craft or a way to cross the multiverse to their mysterious point of origin.

ROHEEN CONQUEROR

Medium humanoid (Roheen), lawful neutral

Armor Class 19 (natural armor)

Hit Points 171 (18d8 + 90)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	22 (+6)	18 (+4)	16 (+3)	11 (+0)

Saving Throws Dex +4, Wis +7

Skills Arcana +8, Athletics +10, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Roheen (may have a translation device that speaks most languages)

Challenge 11 (7,200 XP)

Maneuverability. The conqueror can use their bonus action to move their speed out of a foe's reach before taking a normal action (such as attacking with their lance).

ACTIONS

Multiattack. The conqueror makes three attacks with its energy lance. It can use Battle Function with one of these attacks when it is available.

Energy Lance. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. (disadvantage within 5 ft.) or 120 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage and 13 (2d12) force damage.

Battle Function (Recharge 5–6). When the conqueror attacks a target with a melee or ranged attack, one of the following additional effects is triggered, regardless of whether the initial attack succeeds.

- **Ranged Detonation:** If using a ranged attack, the metallic slug that attacks the target then explodes. All creatures within 10 feet of the initial target must succeed on a DC 16 Dexterity saving throw or suffer 55 (10d10) piercing damage on a failed save, or half as much damage on a successful one.
- **Stasis Field:** The target of a melee or ranged attack must succeed on a DC 16 Constitution saving throw or fall into a state of suspended animation. While in stasis, they are immune to damage and other effects. At the end of each of the victim's turns, they can attempt another saving throw to escape the effect. The conqueror can deploy only one stasis field at a time. If a new field is triggered, the previous one collapses.

Voyagers From a Far Plane. A people known as the Roheen built mighty, city-sized flying ships that traveled into the void, to other Material Plane worlds. These ships subverted those unimaginable distances by generating temporary artificial dimensions for travel. Unfortunately, most of the ships foundered as they skimmed along those bubbles of warped reality, and were lost in the depths of time.

But every so often, a stasis capsule containing hard-to-understand treasures of the Roheen is discovered. And if the finder is particularly unlucky, it includes a waking, confused Roheen conqueror whose primary function was to subdue dangerous alien species they encountered in their travels.

Strangely Armed and Armored. Roheen conquerors are embedded in and permanently bonded to brightly colored metallic shells. They usually wield a strange lance-like weapon that emits rays of powerful energy, and they possess other artifacts of Roheen manufacture that can pepper an area with detonations, produce small pockets of stasis, and potentially have other effects. These implements normally cease to function if the life force of the Roheen using them is extinguished.

Sustained by Their Suits. Roheen conquerors don't age and don't require food, drink, or sleep.



RUST HOG

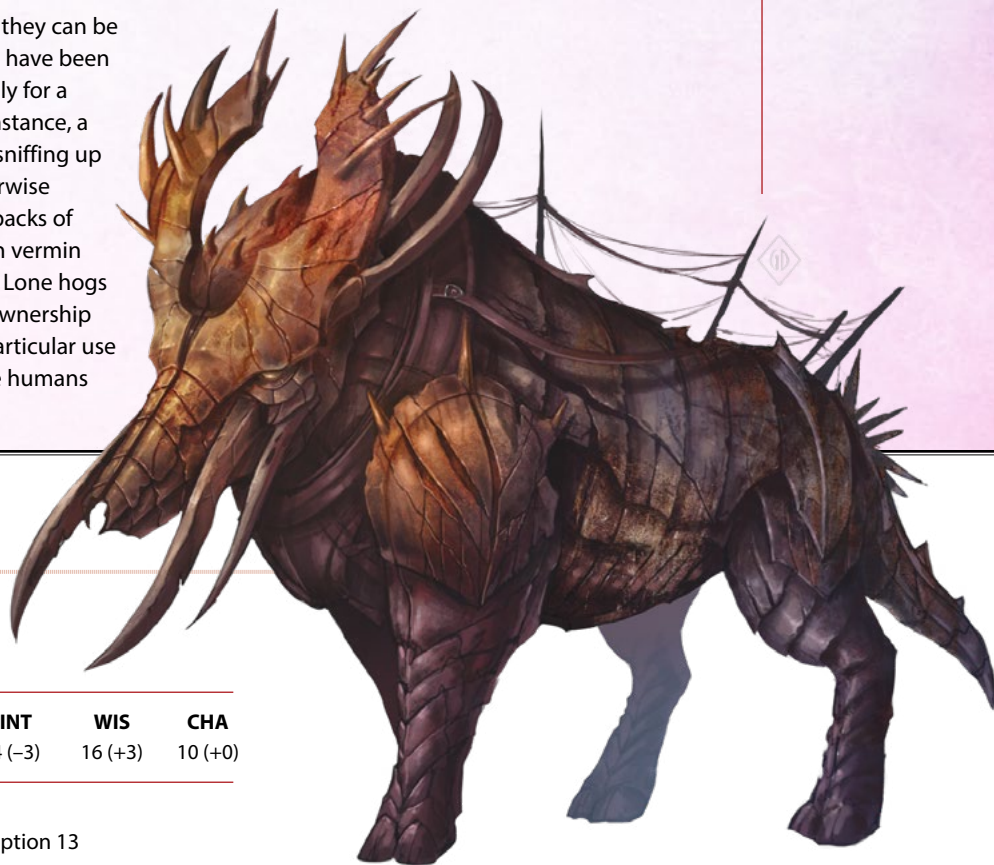
Iron cubes in Acheron—specifically, the layer of Thuldanim—are hollowed with maze-like voids littered with broken weapons and larger tools of war from across the cosmos. Inside one of these cubes clogged with the hulls of lost warships, rusted cannons, and shattered sword blades, an enterprising warlock bred “iron hogs” from vermin already infesting the labyrinth of tunnels wending through the cube. Despite their metallic nature, rust hogs are alive and able to reproduce. And thanks to centuries of domestication, rust hogs are generally amenable to training, especially if it involves sniffing out runaways or other persons of interest.

Some Pig. These metal monstrosities have thick, barrel-like bodies and resemble boars the size of ponies. Their snouts are finely tuned to sniffing out scents of prey, and their tusks deliver vicious wounds to the same. Often, these creatures are also trained to a particular task, and thus may be fitted with harnesses for pulling great weights or carrying packs and other cargo. Others are fitted with saddles and can be ridden like mounts by small individuals.

A rust hog’s metallic sides are sometimes scarred and rusted from past incidents and fights, giving them a weathered, beaten look. Rust is a condition that afflicts those getting too old, or even young hogs that have been in especially serious fights.

Useful on Other Planes. Because they can be trained to nearly any task, rust hogs have been transferred to many locations, usually for a particular purpose. In Bytopia, for instance, a herd of rust hogs is responsible for sniffing up fungus-like delicacies that can otherwise rarely be found there. In Gehenna, packs of rust hogs are let loose to hunt down vermin of nearly equal strength and ability. Lone hogs sometimes find their way into the ownership of individuals, who put them to a particular use suited to their talents, though some humans treat them like pets.

Acheron is difficult to reach. But rust hogs have lately been spotted wandering individually and in small packs across all the layers of Acheron, and even on other planes.



RUST HOG

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	4 (−3)	16 (+3)	10 (+0)

Skills Perception +7

Senses blindsight 30 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Senses. The rust hog has advantage on Wisdom (Perception) checks that rely on smell.

Burrow. Rust hogs can move through rock and softer materials, leaving a usable tunnel 5 feet in diameter.

Provoked Fury. If provoked by taking damage from an attack directed against it, the rust hog squeals and gains advantage on its Strength and Constitution saves and checks, but attackers have advantage on their attack rolls. This effect lasts for up to 1 minute or until the creature that damaged the rust hog is defeated.

ACTIONS

Multiattack. The rust hog makes two tusk attacks.

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

Hit: 9 (2d6 + 2) piercing damage.

REACTIONS

Crush. Adult rust hogs weigh well over a ton and can use their immense weight to their advantage. If a rust hog is grappled by a Large or smaller creature, it rolls on top of the grappler and crushes them. The rust hog automatically escapes from the grapple, and the grappler takes 13 (2d10 + 2) bludgeoning damage.

PLANAR BESTIARY

Only one sangrelith decapitae has been seen at a time, leading some planar sages to believe it is a singular creature.

The pool of blood from a slain sangrelith remains infectious for several hours after its death; creatures spending time in the area must save every few minutes or become infected.

SANGRELITH DECAPITAE

This creature, also known as a bleeding colossus, looks like an enormous angelic stone head that constantly weeps blood from its eyes. It has been hollowed out and filled with the diseased blood of a thousand demons, animated with unholy power. It attacks by firing jets of corrupted blood out of its eyes.

Abyssal War Machine. A sangrelith decapitae is normally in the service of a demonic general or reporting directly to a demon lord. It is loyal only to its demonic commander. Although not especially effective as a siege engine, its ability to create disease and blind foes makes it useful for guarding something or covering a strategic retreat.

Silent Marauder. Although a sangrelith is reasonably intelligent, it never speaks or makes noise. In combat, its face contorts as if with anger or pain, revealing blood-encrusted teeth.

SANGRELITH DECAPITAE

Large construct, typically chaotic evil

Armor Class 16

Hit Points 142 (15d10 + 60)

Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	15 (+2)	18 (+4)

Saving Throws Str +9, Con +9, Wis +7

Skills Perception +7

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

Condition Immunities charmed, frightened, grappled, petrified

Senses darkvision 120 ft., passive Perception 17

Languages understands Abyssal but can't speak

Challenge 13 (10,000 XP)

Death Throes. When the sangrelith dies, all of the demonic blood within it bursts out. Each creature within 30 feet of it must make a DC 19 Dexterity saving throw, taking 17 (5d6) bludgeoning damage and 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one. Any creature that fails their Dexterity save must also succeed at a DC 18 Constitution save or be infected by Abyssal sightrot (described under Blood Spew).

Legendary Resistance (3/Day). If the sangrelith fails a saving throw, it can choose to succeed instead.

Regeneration. The sangrelith regains 20 hit points at the start of its turn. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn. The sangrelith dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The sangrelith makes two Blood Spew attacks.

Blood Spew. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage. The target and all creatures within 10 feet of the target (even if the sangrelith misses) must succeed at a DC 18 Constitution save against disease (Abyssal sightrot) or become poisoned until the disease is cured. While diseased, the creature's eyes bleed, giving them a –1 penalty on attack rolls and ability checks that rely on sight. Every 24 hours that elapse, the target must repeat the saving throw. On a success, the disease is cured. On a failure, the target's hit point maximum is reduced by 11 (2d10) and the penalty increases by 1. When the penalty reaches –5, the creature is blinded until their sight is restored by magic. The target dies if the disease reduces their hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.



A sangrelith decapitae might be the head of a slain god or mighty angel, a piece of a gigantic statue stolen from Mount Celestia, or a primordial victim of the goddess of medusas.

SHAPE OF WATER

The storm-tossed Plane of Water holds many things, including catastrophes of elemental fury more dire than the elementals that are normally conjured and bound. From time to time, just such a shape of water finds its way to a Material Plane world, summoned by a risk-taking spellcaster or flooding in from a crack in the firmament.

Elemental Nature. A shape of water doesn't require air, food, drink, or sleep.

Shapes of water are usually encountered by themselves, or sometimes in the company of a spellcaster who has somehow managed to summon one.

SHAPE OF WATER

Huge elemental, neutral

Armor Class 16 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 50 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	8 (–1)

Saving Throws Str +14, Con +10, Wis +9, Cha +4

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 14

Languages Aquan

Challenge 14 (11,500 XP)

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

Siege Monster. The shape of water deals double damage to objects and structures.

ACTIONS

Multiattack. The shape of water makes two slam attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the shape of water's space must make a DC 17 Strength saving throw. On a failure, a target takes 30 (6d6 + 9) bludgeoning damage. If they are Huge or smaller, they are also grappled (escape DC 17). Until this grapple ends, the target is restrained and unable to breathe unless they can breathe water. If the saving throw is successful, the target is pushed out of the shape of water's space.

The shape of water can grapple one Huge creature, up to two Large creatures, or up to eight Medium or smaller creatures at one time with this ability.

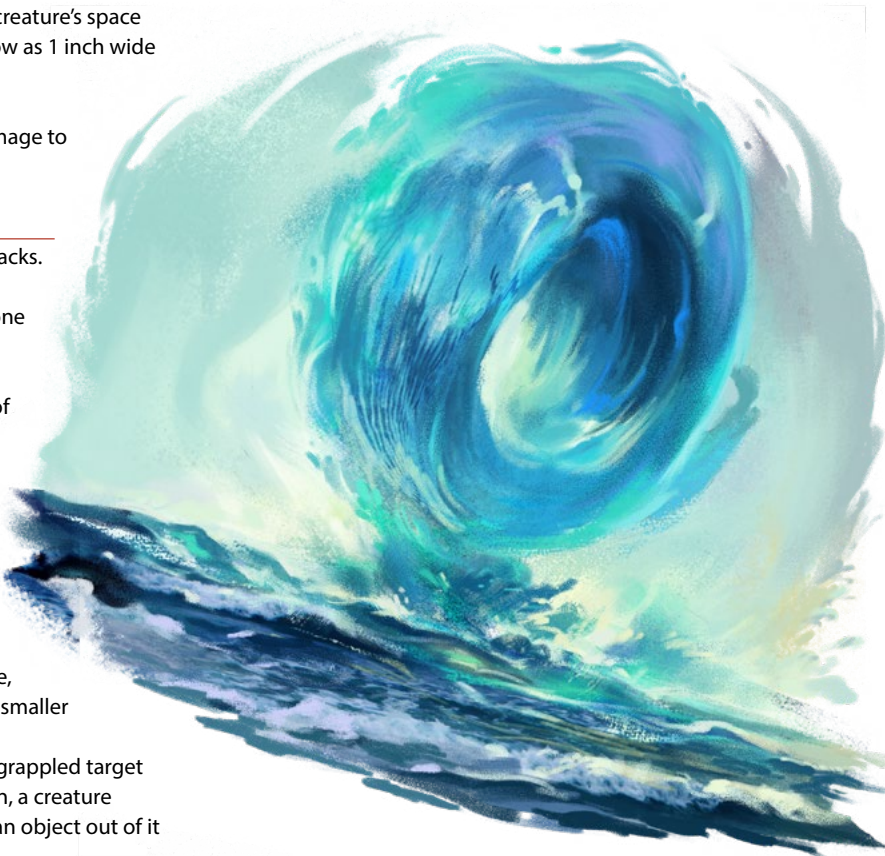
At the start of each of the elemental's turns, each grappled target takes 30 (6d6 + 9) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 17 Strength check.

Tsunami (Recharge 5–6). The shape of water channels a foam-crested wave of magical water in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 54 (12d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The shape of water can take 3 legendary actions, choosing from the following options. It can take only one legendary action at a time and only at the end of another creature's turn. The shape of water regains spent legendary actions at the start of its turn.

- **Slam.** The shape of water makes a slam attack.
- **Vortex (Costs 2 Actions).** The shape of water swirls around like a vortex. Each creature within 20 feet of the elemental must succeed on a DC 17 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The shape of water can then move up to half its speed.



SHECHNYKU

A lone shechnyku is sometimes drawn to the sounds of music.



A shechnyku is a bizarre creature that looks like a levitating cluster of internal organs. Although many of these organs are familiar and common to humanoids (heart, lung, liver), others are completely inhuman (glowing spots of deep sea fish, insect ovipositors, venom glands), and others are duplicates (extra hearts, brains, or stomachs). Most of these organs are unconnected from each other, tumbling about randomly. As the cluster floats, it sings, filling the air with strange and haunting melodies.

Enigmatic Singer. A shechnyku hails from a strange, remote dimension of darkness, noise, and terrain made of living flesh. Although it can speak and understand any language, its motives and thoughts are inscrutable to most creatures. Its “conversations” are usually just strings of words, syllables, and sounds with no apparent intent or meaning, and it may repeat itself or mimic the voices and words of those trying to talk to it. An encounter with it might include a dialogue, sudden violence, and then a retreat.

Harmonizing. A singer or musician who uses these skills tends to provoke a friendly response in the shechnyku, with it making similar and complementary noises and perhaps even using its magic in a helpful way, such as healing the character or defending them for a short while. The shechnyku inevitably loses interest with these interactions but usually leaves peacefully.

SHECHNYKU

Large aberration, typically chaotic neutral

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 5 ft., fly 40 ft.

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

Saving Throws Con +9, Wis +6, Cha +10

Skills Perception +6, Performance +10

Damage Resistances necrotic; bludgeoning and piercing from nonmagical weapons

Damage Immunities thunder

Condition Immunities blinded, deafened, exhaustion, grappled, restrained

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages all

Challenge 13 (10,000 XP)

Critical Immunity. Due to its confusing and redundant organs, any critical hit against a shechnyku becomes a normal hit.

Thunder Absorption. Whenever the shechnyku is subjected to thunder damage, it takes no damage and instead regains a number of hit points equal to the thunder damage dealt.

Spellcasting. The shechnyku casts one of the following bard spells, using Charisma as the spellcasting ability (save DC 18, +8 to hit with spell attacks):

- At will: *dissonant whispers* (5d6), *healing word* (4d4 + 8), *thunderwave* (4d8)
- 3/day each: *confusion*, *hold monster* (two creatures)
- 1/day each: *mass suggestion*, *power word stun*

ACTIONS

Multiattack. The shechnyku makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 9 (2d6 + 2) bludgeoning damage and 7 (2d6) thunder damage.

Break the Silence (Recharge after a Short or Long Rest). As a bonus action, a shechnyku can dispel any magical silence within 100 feet as if using *dispel magic* (5th-level spell slot).

REACTIONS

Split. When a shechnyku that is Medium or larger is subjected to force or slashing damage, it splits into two new shechnykus if it has at least 10 hit points. Each new shechnyku has hit points equal to half the original creature, rounded down. New shechnykus are one size smaller than the original. The new shechnykus can join together again as an action or bonus action, forming a single creature that has the combined hit points of the two smaller ones and that is one size larger than the separate ones. If either shechnyku had a harmful condition or effect, there is a 50% chance that the combined shechnyku loses that condition or effect and cannot be affected by it again for 1d6 rounds.

SHOE THIEF

Shoe thieves resemble animate accumulations of lint, dust balls, matted hair, and teeth that work their way from the Feywild into various worlds of the Material Plane.

Missing Clothing May Mean More. No matter which world of the Material Plane someone lives on, at some point they'll ponder the mystery of waking up and finding only one of two shoes. If they're lucky, the other shoe was kicked under the bed. If they're unlucky, a shoe thief has infested their home.

Taker of Small Things, at First. Those whose homes are infested may suspect that something is awry if other things begin to go missing, too. Small things at first, such as single socks, quills, and favorite tankards. But single shoe thieves may become many. That's when larger stuff begins to go missing, such as books, small piles of coins, or magical items. From there, the creatures grow even bolder and may attempt to steal away pets and children, as well as those who come hunting for them.

Lairs in Cubbies and Stolen Shoes. Shoe thief infestations can be traced back to dark cubbies or pilfered boots in a basement or nearby shack, littered with what they've stolen. Amidst the trash, lone boots, lost keys, books, bones, and dirt, more valuable items can be found, including coins, equipment, and even small magic items.

Particularly well-established lairs lead by crooked basement paths to the Feywild, where things even more dangerous than shoe thieves stalk.

Petulant Thieves. Shoe thieves have the wit and language skills of five-year-old children. Evil and greedy five-year-olds, granted, but they can be tricked with an offer of sweets or other rewards that children are drawn to.

Shoe thieves begin an infestation of a home singly, but two to five may eventually gather.

SHOE THIEF

Tiny fey, typically neutral evil

Armor Class 13

Hit Points 55 (10d4 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	16 (+3)	9 (−1)	13 (+1)	7 (−2)

Skills Perception +3, Stealth +7

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, Common

Challenge 2 (450 XP)

Regeneration. The shoe thief regains 3 hit points at the start of its turn while its hit points are above 0. If the creature takes damage from a silvered or cold iron weapon, this trait doesn't function at the start of the shoe thief's next turn.

Dark Sight. Magical darkness doesn't impede the shoe thief's darkvision.

Sneaky Thief. The shoe thief has advantage on Stealth checks made to hide.

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

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



ACTIONS

Multiattack. The shoe thief makes two sting attacks.

Sting. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage, and the target must make a successful DC 13 Constitution saving throw or be poisoned for 1 hour.

Darkness (Recharge after a Long Rest). Magical darkness spreads from a point within 60 feet of the shoe thief to fill a 15-foot-radius sphere for up to 10 minutes. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this darkness's area overlaps with an area of *light* created by a spell of 2nd level or lower, the spell that created the *light* is dispelled.

SHROUDED SOLDIER

Shrouded soldiers are usually encountered as part of the personal security of a necromancer, wizard, or other ambitious being who has pledged themselves to power no matter what.

A shrouded soldier (short for “wraith-shrouded soldier”) is a suit of magically animated armor further enhanced due to the undead wraith that haunts them.

Gift of the Lower Planes. A shrouded soldier is a union of undeath and animation that is beyond most mortal magics. Thus, they are quite rare. However, those who pledge themselves to demon lords or undead kings of the Lower Planes may receive a special gift by planar courier: a shrouded soldier. This gift usually follows their new owner’s instructions precisely. Unbeknownst to their owner, they might also allow their fiendish maker to spy on what the soldier’s new owner is up to.

SHROUDED SOLDIER

Medium construct, typically any evil alignment

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities force, necrotic, poison

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

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 16

Languages typically Common and one other language

Challenge 6 (2,300 XP)

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

Spell Immunity. The shrouded soldier is immune to three spells chosen by their creator. Typical immunities include *fireball*, *eldritch blast*, and *lightning bolt*.

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

Turning Protection. The shrouded soldier’s invested undead wraith is immune to turn undead effects while the armor remains animated. If the wraith is expelled (usually because the armor is destroyed), the separated creature no longer enjoys this protection.

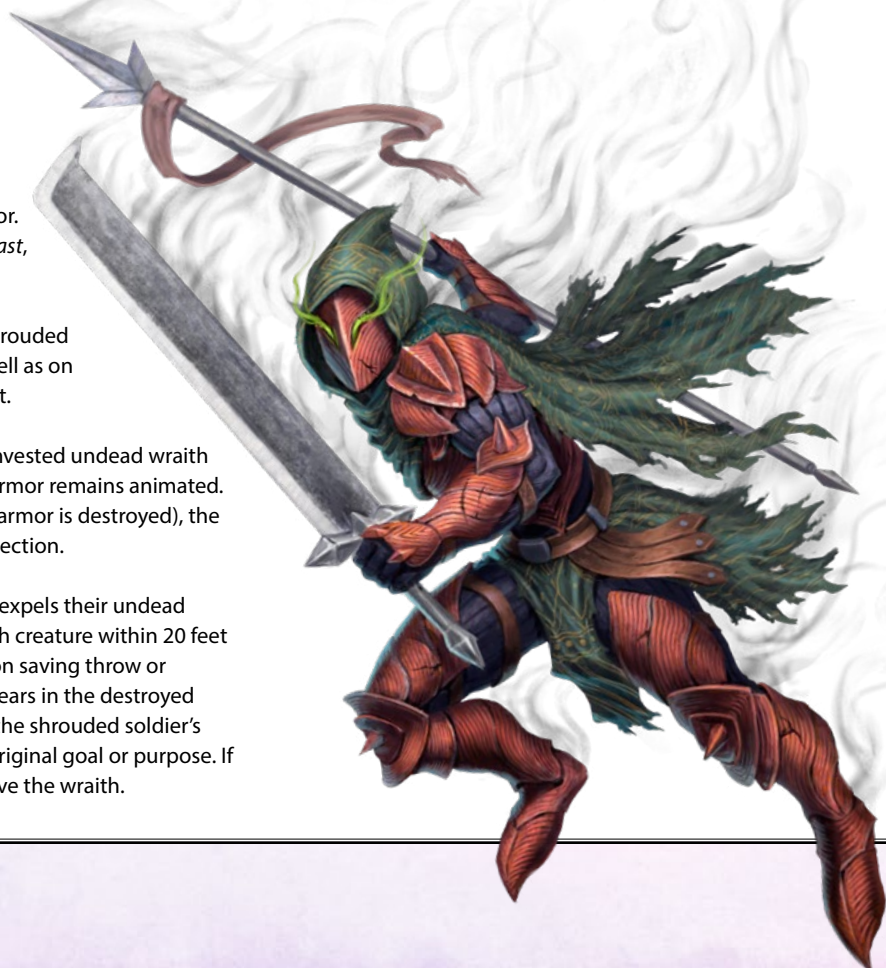
Wraith Burst. The shrouded soldier violently expels their undead occupant when they drop to 0 hit points. Each creature within 20 feet of them must succeed on a DC 14 Constitution saving throw or take 10 (3d6) necrotic damage. A **wraith** appears in the destroyed shrouded soldier’s space. The wraith acts on the shrouded soldier’s initiative and retains the shrouded soldier’s original goal or purpose. If any specters served the soldier, they now serve the wraith.

ACTIONS

Multiattack. The shrouded soldier makes two Life-Draining Longsword attacks.

Life-Draining Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or their hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces their hit point maximum to 0.

Create Specter. The shrouded soldier targets a humanoid within 10 feet that died violently and has been dead for no longer than 1 minute. The target’s spirit rises as a **specter** in the space of their corpse or in the nearest unoccupied space. The specter is under the shrouded soldier’s control. The shrouded soldier can have no more than seven specters under their control at one time.



SMOTHERING TULUM

This mud-colored creature has five long, slender, whiplike tentacles, each of which can reach lengths of 8 feet or more, which it uses either to walk on solid or muddy surfaces, or to burrow beneath the ground.

Suffocating Curse Given Shape. Though they somewhat resemble terrestrial creatures, smothering tulum are elementals of the Plane of Earth cursed by evil magic of unknown origin to seek out and suffocate living creatures of Material Plane worlds. To this end, they sometimes burrow through the fabric of reality between the Plane of Earth and Material Plane worlds wherever enough mud accumulates.

Smothering tulum tend to haunt half-dried lakes, flood zones, and other places where one disaster has already endangered—or at least inconvenienced—local creatures.

SMOTHERING TULUM

Large elemental, typically chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	8 (–1)	18 (+4)	13 (+1)

Saving Throws Str + 6, Con + 5

Skills Deception +4, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Primordial

Challenge 6 (2,300 XP)

Mud Miasma. Mud constantly condenses in the smothering tulum's presence. Small nonmagical flames are extinguished, water turns muddy, and a smear of mud and dirt covers formerly clean surfaces. Creatures that breathe within 15 feet of it must succeed on a DC 15 Constitution saving throw or cough and gag. Coughing and gagging creatures are incapacitated until they succeed on a save at the beginning of their turn to end the effect. Those who successfully save are immune to the effect for 24 hours. Those who fail the save or don't have the mud removed magically (such as with a *lesser restoration* spell) eventually begin to suffocate after they can no longer hold their breath.

Mud Walk. The smothering tulum can move across mud and water surfaces as if on solid ground.

Mud Camouflage. In mud environments, the smothering tulum is hard to make out, gaining advantage on its Stealth checks.

ACTIONS

Multiattack. The smothering tulum makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.

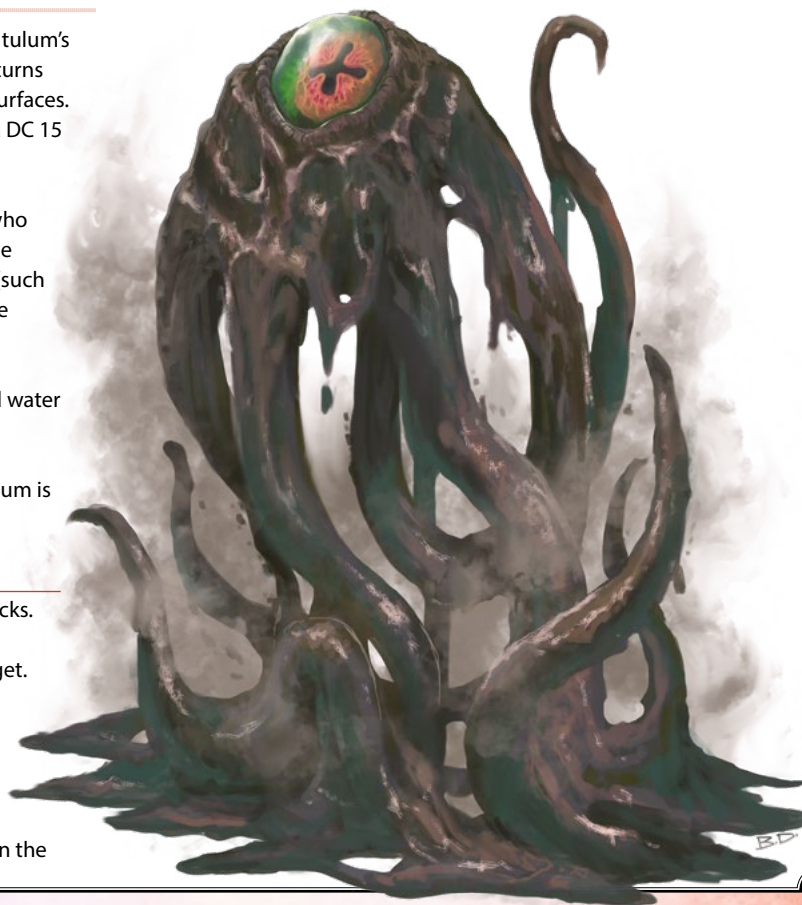
Field of Mud (Recharge after a Short or Long Rest). The ground in a 20-foot square starting from a point the tulum can sense within 60 feet magically becomes a field of mud, rendering it difficult terrain. A creature in the area when the

mud appears must succeed on a DC 15 Strength saving throw or be restrained by the sucking mud for up to 1 minute. A restrained creature can use their action to make a DC 13 Strength check to free themselves. The mud lasts until it dries normally.

Mud in Your Eye (Recharge 5–6). Mud begins to condense in the eyes of all creatures within 30 feet, blinding those who fail a DC 15 Constitution saving throw for 1 hour, or until a creature uses their action to make a DC 15 Dexterity check to carefully wipe their eyes clear.

Mud Storm (1/Day). A rain of smothering mud covers everything in a 20-foot-radius, 40-foot-high cylinder centered on a point within 60 feet. Each creature in the cylinder must make a DC 15 Dexterity saving throw. Those who fail take 9 (2d8) bludgeoning damage and begin to cough and gag as if affected by Mud Miasma (even if they've already become immune to the passive aura). Those who succeed take half as much damage and suffer no Mud Miasma effect.

The mud in the storm's affected area of ground becomes a field of mud, even if Field of Mud is not recharged.



SOLFATAR

Solfatars are usually encountered in groups of two or three, raining down from on high as blobs of molten rock.

Fiendish apparitions born in the cursed volcanic smoke and ash of Gehenna, yugoloth solfatars can be flung into other dimensions via periodic eruptions by one of the mighty peaks dominating the plane.

Lava Bomb. Explosively expelled from its native dimension as a mass of molten rock, a solfatar is a force for destruction from the very moment of its creation. From the detonation and impact of one's arrival, a fiendish creature of ash and volcanic smoke materializes. In areas of mist and fog, a solfatar can blend in completely, becoming nearly invisible until it seems to materialize and strike. However, those with keen senses may smell a faint hint of sulfur in the air right before the yugoloth attacks.

Smoke Suffocation. Solfatars delight in snuffing the life from other creatures by cutting off their access to breathable air. Always smoking like animate fumaroles, a solfatar can increase the volume of particles it produces, attempting to completely coat the lungs of its foes.

Sought by Smiths. Particularly adroit smiths, keen to forge a magic weapon that may one day feature in the tales told by bards across the planes, have on at least a few occasions offered bounties for the capture of a live solfatar, in hopes of binding it to their smelter.

SOLFATAR

Small fiend (yugoloth), typically neutral evil

Armor Class 14

Hit Points 90 (20d6 + 20)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	12 (+1)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Dex +6

Skills Perception +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The solfatar makes two claw attacks.

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

Hit: 8 (1d8 + 4) slashing damage. If both claw attacks hit the same target, the target is grappled (escape DC 12) and the solfatar immediately uses Suffocate against them as a bonus action.

Suffocate. If the solfatar grapples an opponent, volcanic gases seep into the target's lungs. The target must make a successful DC 14 Strength saving throw or begin to suffocate. They can survive for a number of rounds equal to their Constitution modifier (minimum of 1 round) until they drop to 0 hit points and are suffocating. Suffocation ends if the grapple is broken or the solfatar is killed.

Lava Bomb (Recharge after a Short or Long Rest). If the solfatar flies at least 30 feet straight toward a target and then hits them with a claw attack on the same turn, the target takes an extra 21 (6d6) fire damage.

REACTIONS

Scent of Gehenna. If a creature within 30 feet of the solfatar casts a spell with a beneficial effect on an ally, including a spell that restores hit points or removes a condition, the caster must first make a DC 10 Charisma saving throw. On a failed save, the spell fails, the spell slot is expended, and the action is wasted.



SORGONIAN

A sorgonian is a massive undead snake that drains the life force of prey and spawns smaller undead snakes. Although it doesn't need to hunt, it enjoys the sensation of consuming life, and slowly winds its way across the planes in search of large prey.

Primordial Serpents. The first sorgonian was a monstrous and beautiful serpent of the Beastlands from ages past that was captured by a demon lord of undeath, transformed into a skeletal creature, and turned loose on the demon's enemies. Necromancers, dark gods, and similar beings of vile temperament have recreated the process to create sorgonians.

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

Usually a sorgonian wanders alone (or perhaps followed by an entourage of spawned snake skeletons), but it's possible to find several of them guarding the lair of someone who knows the secret to creating these creatures.

SORGONIAN

Huge undead, typically neutral evil

Armor Class 17 (natural armor)

Hit Points 210 (18d12 + 90)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	6 (–2)	10 (+0)	8 (–1)

Saving Throws Str +11, Con +9

Skills Perception +4

Damage Vulnerabilities bludgeoning

Damage Resistances cold, psychic

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 12 (8,400 XP)

Fear Aura. Any creature hostile to the sorgonian that starts their turn within 30 feet of the serpent must make a DC 18 Wisdom saving throw, unless the sorgonian is incapacitated. On a failed save, the creature is frightened until the start of their next turn. If the saving throw is successful, the creature is immune to the sorgonian's Fear Aura for the next 24 hours.

ACTIONS

Multiattack. The sorgonian makes two bite attacks or one bite and one swallow attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 7 (2d6) necrotic damage. If the target is a creature, they are grappled (escape DC 17). Until this grapple ends, the target is restrained, and the sorgonian can't bite another target.

Swallow. The sorgonian makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, and

they have half cover against attacks and other effects outside the sorgonian. At the end of the sorgonian's turn, the swallowed creature takes 21 (6d6) necrotic damage. If this damage kills the creature, the sorgonian's Create Undead Snakes ability immediately recharges; otherwise, the surviving creature is expelled from the serpent's body.

Create Undead Snakes (Recharge 6). As a bonus action, the sorgonian expels some of its smaller bones, which land up to 30 feet away and turn into 1d6 **undead snakes**. These snakes act independently if the sorgonian is slain or moves more than 100 feet from them.

*The skeletal snakes created by the sorgonian have either **giant constrictor snake** or **swarm of poisonous snakes** stats, with the undead type, vulnerability to bludgeoning damage, immunity to exhaustion and poison, and darkvision 60 ft.*



Spell incarnates wander widely, trying to remember their purpose or find the target of the magic that gave birth to them.



SPELL INCARNATE

An errant spell that fails to find its target, a shattered magic item that releases its stored energy, or even the decree of a powerful entity whose words stir base material to animation can create a spell incarnate. Imprinting slightly on the nearest intelligent mind as they form, a spell incarnate often appears as a shadowy silhouette of a vague humanoid shape, a shape constantly discharging jagged bolts of violet and sapphire power into its environment.

A spell incarnate usually contains the seed of a specific powerful spell at its core, such as *lightning bolt*, *plane shift*, or *greater restoration*. A spell incarnate might decide to cast this stored magic, but if it does, it loses cohesion, apparently gone. Many manage to reform a few days later, but some are gone for good.

Intelligent but Unpredictable. A spell incarnate is not automatically hostile to creatures of living flesh it discovers. Each one has its own personality. However, all enjoy feeding on other magical energy. Some may attack spellcasters, hoping to consume the spells uncast. Others may be content to allow a mage to cast the spell and drain the resultant magic as it comes into effect. They gain less benefit from the latter arrangement, but also leave less ill will along their path.

Half-Forgotten Goals. If a spell incarnate was formed from miscast magic, the resultant entity may be on the lookout for the target of its origin spell in order to bring its purpose to fruition. Alternatively, if the nucleus of the being was copied from the mind of a living creature as it formed, a spell incarnate may have one or more of the goals of that creature, though they are likely confused and half formed, thanks to a lack of fidelity during the initial imprinting.

SPELL INCARNATE

Large construct, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 119 (14d10 + 42)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

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

Damage Immunities damage inflicted directly by spells (see Spell Absorption)

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

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common or one other language

Challenge 7 (2,900 XP)

Spell Absorption. Whenever the spell incarnate is subjected to damage inflicted directly by a spell, it takes no damage and instead regains a number of hit points equal to the damage dealt.

Final Spell. When a spell incarnate is destroyed (or when it uses Unleash Spell), it releases its stored spell. Each creature caught within 30 feet of it that fails a DC 14 Dexterity saving throw is subject to the spell's effect, even if the stored spell normally affects only a single target or normally requires a different ability score save. The final spell is usually of 2nd to 7th level, but it could be any spell. The GM determines any additional parameters required if the spell is not straightforward in effect. After releasing its final spell, there is a

50% chance that the spell incarnate reforms in 1d6 days in the space where it lost cohesion or in the nearest open space.

Inhabit Slot. If a willing spellcaster uses their action coordinated with the spell incarnate's action, the spell incarnate can enter the spellcaster and reside in one open spell slot whose level is equal to or higher than the level of the spell the spell incarnate was formed from. The spell slot cannot be used for anything other than casting the spell incarnate back into existence; it appears in the nearest open space next to the spellcaster.

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

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

Magic Weapons. The spell incarnate's weapon attacks are magical.

ACTIONS

Multiattack. The spell incarnate makes three Spell Shards attacks.

Spell Shards. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 10 (3d6) force damage.

Shard Pulse (Recharge 5–6). The spell incarnate attacks every creature within 10 feet with a whirlwind of spell shards. Each creature in the area that fails a DC 14 Dexterity saving throw takes 36 (8d8) force damage on a failed save, or half as much damage on a successful one.

Unleash Spell. The spell incarnate casts the spell at the core of its being, triggering its Final Spell ability.

STORMWING

Stormwings boast wingspans of 70 feet or wider. Patterns like lightning and boiling thunderheads flit across those wings as this mothlike creature flies high above, searching for worthy prey, and keeping an eye out for divine hunters who'd prefer nothing more than mounting a stormwing trophy in their great halls.

Storm Home. Originating on the Outer Plane known as the Beastlands, stormwings are named for the weather they prefer. But they wander farther than the Beastlands, winging high into nearby planes and even into worlds of the Material Plane when a storm of sufficient fury allows them passage, at least for a time.

Fiend Slayer. Stormwings will hunt any creature that tries to harm them first. But regardless of any other consideration, if a stormwing senses a devil, demon, evil undead, or aberration, it swoops down from the skies to attack the interloper with passion and wing-snapping fury.

Worshipped as Storm Spirits. On more than one occasion, stormwings that followed the call of a mighty storm into a Material Plane world came to the attention of humanoid natives there. Thinking they were witnessing a divine intervention, come to either punish or save them, the natives threw themselves down in supplication. Stormwings are many things, but immune to flattery is not one. Which is why they sometimes accept obeisance as their due in various planes of existence. But they also act as a protector of those who offer them thanks and praise.



STORMWING

Gargantuan celestial, typically neutral

Armor Class 18 (natural armor)

Hit Points 227 (13d20 + 91)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	17 (+3)	25 (+7)	10 (+0)	18 (+4)	23 (+6)

Saving Throws Con +12, Wis +9, Cha +11

Skills Arcana +5, Perception +9, Religion +5

Damage Resistances acid, cold, fire, psychic

Damage Immunities lightning

Senses truesight 120 ft., passive Perception 19

Languages Common, Celestial, Giant

Challenge 15 (13,000 XP)

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

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

ACTIONS

Multiattack. The stormwing makes two wing slam attacks.

Wing Slam. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning damage. If both wing slams hit the same target, the target takes an additional 44 (8d10) lightning damage on a failed DC 19 Constitution saving throw, or half as much on a successful save.

Lightning Breath (Recharge 5–6). The stormwing exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

Cloud Bridge (Recharge after a Short or Long Rest). The stormwing teleports between clouds up to 1 mile.

Weather Control (Recharge after a Short or Long Rest). The stormwing takes control of local conditions as if they had cast the *control weather* spell.

LEGENDARY ACTIONS

The stormwing 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 stormwing regains spent legendary actions at the start of its turn.

- **Detect.** The stormwing makes a Wisdom (Perception) check.
- **Wing Attack.** The stormwing makes a wing slam attack.
- **Two Wing Attacks (Costs 2 Actions).** The stormwing attacks the same creature with both wings.

PLANAR BESTIARY

Immature Stygian sleepfish have reef shark or hunter shark stats, with the fiend type, the adult form's resistances and immunities, and only two functional tentacles instead of four (DC 11). These smaller ones sometimes follow an adult as it hunts, picking off smaller strays or chunks of larger prey.

STYGIAN SLEEPFISH

Stygian sleepfish are large aquatic predators of the River Styx. Because they can safely swim in the Styx, they hunt various kinds of fiends and have been known to attack those who cross the river in boats. Stygian sleepfish grow to be 30 feet long as adults, and larger specimens suggest that they continue to grow (at a slower pace) for as long as they live. They are sometimes used as mounts by especially vicious aquatic fiends, but this usually requires severing their tendrils on a regular basis so they don't strike their rider.

Planar Predator. Sleepfish lurk in the depths of the Styx and its tributaries, and therefore can be found on any plane the river touches. They use their mouth-tendrils to knock prey unconscious, then bite their sleeping foes to death. Their strong front fins allow them to emerge from the water and crawl if necessary, such as to cross a beach or sandbar or get around an obstacle.

STYGIAN SLEEPFISH

Huge fiend, unaligned

Armor Class 14 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	19 (+4)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Con +7

Skills Perception +3, Stealth +3

Damage Resistances cold, fire; slashing from nonmagical weapons

Condition Immunities poisoned, prone (while swimming)

Senses blindsight 60 ft., darkvision 120 ft.

Languages —

Challenge 5 (1,800 XP)

Limited Amphibiousness. The sleepfish can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Sleep Tendrils. The sleepfish has four tendrils. Each can be attacked (AC 15, 10 hit points, immunity to poison and psychic damage). A tendril can be broken if a creature takes an action and succeeds on a DC 13 Strength check against it. Destroying a tendril deals no damage to the sleepfish; destroyed tendrils regenerate over several days.

ACTIONS

Multiattack. The sleepfish makes one bite attack and four tendril attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 22 (3d10 + 6) piercing damage.

Tendril. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one creature.

Hit: The target must succeed at a DC 13 Wisdom saving throw or fall asleep and remain unconscious for one minute. The target awakens if they take damage or another creature takes an action to wake them.

Trampling Charge. If the sleepfish moves at least 20 feet straight toward a creature (or at least 10 feet while on land) and then hits them with a bite attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the sleepfish can make one poison spurs attack against them as a bonus action.

Poison Spurs. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 7 (2d6) poison damage.



Because they consume demons, devils, and other fiends, sleepfish are generally inedible to humanoids.

STYX JACK

Ferries of ill repute ply the greasy fingers of the River Styx across the Lower Planes and into many worlds of the Material Plane. These riverboats can be guided by a menagerie of different fiends, though the most common pilot is a dead soul whose crimes in life left them halfway between salvation and eternal torment.

Undead Ferry Operators. In life, Styx jacks may have been riverboat pilots, crew on a sailing craft, or captains of their own seafaring ship. However, previous marine experience is not a prerequisite for those who find themselves newly animated and with few options other than taking command of an enchanted ferry that can be captained only by creatures with exactly the right balance of good and evil.

Payment Due in Full. A Styx jack demands the payment of two silver coins. Those foolish enough to pay before the Styx jack provides passage to the agreed-upon location may find themselves turned out prematurely in a location not of their choosing, or simply dumped overboard. Otherwise, a trip can take several days of quiet, menacing sculling by the Styx jack.

Soul Debt. However the Styx jack originally earned its burden of guilt, the debt can one day be paid off if sufficient silver is saved up and delivered to a powerful duke of Hell or similar being in another of the Nine Hells or in Acheron, Gehenna, Hades, Carceri, the Abyss, or Pandemonium. If the payoff is accepted, the Styx jack is relieved of their craft and moved on to some other form of existence. This varies widely but usually involves resurrecting the jack as a living creature once more, albeit some kind of fiend.

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

A Styx jack can be encountered on any plane through which the River Styx runs, either alone or with one or more passengers in its craft, a small ferry capable of holding up to ten passengers.

The Styx jack is sometimes associated with the Tomb of Winter (page 137).



STYX JACK

Medium undead, typically neutral evil

Armor Class 17 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft., swim 30 ft.

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

Skills Deception +5, Perception +4, Persuasion +5

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Abyssal, Infernal

Challenge 5 (1,800 XP)

River Adapted. The Styx jack is immune to the River Styx's mind-altering effects.

Ferry Captain. A Styx jack captains a magic ferry (AC 20, 200 hit points). The jack has advantage on attack rolls made on any creature aboard its ferry, and those creatures have disadvantage on attack rolls made on the jack. Weapon attacks it makes aboard its ferry are magic weapon attacks. The Styx jack can't be pushed or knocked out of its ferry.

Winter Blessed. The Styx jack has advantage on saving throws against turning. If turned, the Styx jack can repeat its saving throw each round on its turn to end the effect early.

ACTIONS

Multiattack. The Styx jack makes two scull attacks.

Scull. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.

Hit: 10 (2d4 + 5) slashing damage, and the creature must succeed on a DC 15 Constitution saving throw or be paralyzed by pain until the end of their next turn.

Careen (Recharge 5–6). The Styx jack causes the ferry to list so far to one side that it seems as if the craft will capsize. Every other creature on board must succeed on a DC 13 Dexterity saving throw or fall into the River Styx. If a creature doesn't lose their mind from the water's touch, getting back into the boat requires a successful DC 13 Athletics check, assuming the Styx jack doesn't row away.

SURK

A construct of metal, glass, and wire, a surk somewhat resembles a short, slender humanoid composed of forged materials. Crystal elements glow with bottled lightning, which sometimes discharges in spidery snaps of eye-burning light. However, living flesh also seems to be part of their makeup, fused into the mechanical parts.

Created Eons Earlier. Surk are intelligent constructs originally created by a long-vanished species of a distant Material Plane world whose special form of magic was known as “technomancy” (or some such). However, the surk have long had to fend for themselves. Their own oral histories are muddled, describing a massive surk diaspora long ago after their world was threatened. That threat arose from a crossplanar doom whose nature is forgotten, but whose name—the Viridian—still frightens surk to this day.

So frightened that the surk renamed themselves, hoping to be missed should the Viridian ever come searching for them. Old modes of language no longer used by the surk, but which can sometimes be recovered when the creatures enter dreamlike trances, indicate that the constructs used to be known as Iliran.

Sacred Homesteads. Surk build subterranean burrows filled with tunnels and chambers containing a plethora of strange devices of metal, glass, and wire that somewhat resemble the surk themselves. The purpose of these objects doesn’t seem vital to most surk activities, but instead serves as a focus of their many rituals and ceremonies. Their culture is highly formalized, putting reverence for their god—whom they call “the Engine”—ahead of everything else, even their own safety. Whether the Engine actually exists is debatable, but perhaps it is a dead god, one that could be revived if the surk simply worshiped strongly enough.

Surk are usually encountered in groups of three to ten, often tending strange devices.



SURK

Small construct, typically chaotic neutral

Armor Class 14 (natural armor)

Hit Points 45 (7d6 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Skills Arcana +4

Damage Immunities lightning

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Surk

Challenge 1 (200 XP)

Illumination. As a bonus action, the surk can cause their crystal and glass constituent parts to light up. When they do, they shed bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Multiattack. The surk makes two Lightning Touch attacks.

Lightning Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) lightning damage. If the target is a creature or a flammable object, they ignite. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of their turns. One action is sufficient to douse multiple instances of fire on a single creature.

Lightning Coil (Recharge 5–6). The surk emits a burst of crackling, snapping lightning. Each creature within 10 feet must make a DC 11 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one. Flammable objects in that area that aren’t being worn or carried are ignited.

THANATOPS

Fiendish creations of the Lower Planes, thanatops are one-eyed terrors of undead might and magic.

Stitched From Monsters. The probable get of arcanaloth schemers, a thanatops is built on the foundation of a reanimated cyclops corpse. Normally the point of weakness in a living cyclops, the thanatops's single eye is a reservoir of arcane power able to blast foes with hellish rays of fear, weakness, destruction, and death.

Thanatops are usually encountered alone, wandering from dark caves at night and leaving a trail of destruction before returning or disappearing entirely.

THANATOPS

Huge undead, typically chaotic evil

Armor Class 17 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+7)	11 (+0)	20 (+5)	8 (–1)	12 (+1)	19 (+4)

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

Skills Perception +5

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Giant, Infernal

Challenge 12 (8,400 XP)

Poor Depth Perception. The thanatops has disadvantage on any attack roll against a target more than 30 feet away.

Winter Blessed. The thanatops has advantage on saving throws against turning. If turned, the thanatops can repeat its saving throw each round on its turn to end the effect early.

ACTIONS

Multiattack. The thanatops makes two greataxe attacks, two Eye Ray attacks, or one of each.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 34 (5d10 + 7) slashing damage.

Eye Rays. The thanatops shoots one or two of the following magical eye rays at random (1d6; reroll duplicates), choosing one or two targets it can see within 60 feet of it.

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.
2. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.
3. **Enervation Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
4. **Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. They must repeat the saving throw at the end of their 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.
5. **Disintegration Ray.** If the target is a creature, they must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, their body becomes a pile of fine grey dust.
If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
6. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. If this damage reduces the target to 0 hit points, they die.



The thanatops is sometimes associated with the Tomb of Winter (page 137).

THORN DANCER

Thorn dancers are protectors of plants. They monitor untouched forests, safeguard dryads, and sometimes do the bidding of treants and powerful Feywild creatures. Though they hold plants in high regard, they think little of destroying other types of creatures, especially if those creatures threaten what thorn dancers hold dear.

Grown by Druids. A little-known group of druids—the mysterious Circle of Bone and Thorn—guided the growth of seedlings magically bathed in their combined spellcraft hundreds of years ago. This ritual produced the first thorn dancers. Since their inception, thorn dancers have taken over their own propagation, each producing a few seeds a year, which they plant in secret or store against future need. Of the Circle of Bone and Thorn, little has been heard lately.

Society of Protectors. Every thorn dancer is different, but most take on the role of protection that their kind is known for. Despite having apparently renounced their progenitors, thorn dancers accept the aid of—and sometimes actively seek out help from—druids that are not themselves plants. But they usually do so only to obtain information about a new forest or woodland that is facing incursions by hatchet, axe, or saw.

A thorn dancer may set its own missions, work with several other thorn dancers (in groups known as quercetums), or serve as a lieutenant or close ally of a more powerful viridian entity and merely do what is asked of it.

Regardless of its day to day, every thorn dancer occasionally makes a pilgrimage to a secret wood where it meets others of its kind, without apparent notification. Yet thorn dancers know when the meet is imminent and how to get there. When they all finally arrive, they spend the night beneath a full moon doing as their name demands: they dance. This ritual binds thorn dancers, renews them, and gives them the mental fortitude to return to their previous tasks as protectors of those without voice or animation.

Carvings Reveal History. Each time a thorn dancer succeeds on a mission of protection, it carves a symbol or a stylized series of images into its bark-like flesh to memorialize the event. Some thorn dancers are so covered in such carvings that they seem heavily scarred upon first viewing. Thorn dancers who participate in this personal ritual are almost always happy to relate the larger story of each carving, if asked. In fact, doing so may be a way to begin a conversation with one before the dancer puts a thorn in the stranger's eye.

Some people refer to thorn dancers as "sprigs," though usually never in their hearing.



THORN DANCER

Medium plant, typically lawful neutral

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Athletics +4, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Druidic, Elvish, Sylvan

Challenge 2 (450 XP)

Spellcasting. The thorn dancer is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

- At will: *druidcraft*, *mending*, *thorn whip*
- 3/day each: *charm person*, *fog cloud*, *longstrider*
- 1/day each: *moonbeam*

ACTIONS

Multiattack. The thorn dancer makes four attacks, each of which can be a slam or a thorn attack.

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

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

Thorn. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target.

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

Awaken Tree (1/Day). The thorn dancer magically animates one tree it can see within 60 feet of it. The target has **awakened tree** statistics and acts as an ally of the thorn dancer. The tree remains animate for 1 day or until it dies, until the thorn dancer dies or is more than 120 feet from the tree, or until the thorn dancer takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

TOMB OF WINTER

This singular entity, an ancient primordial of icy undeath, was imprisoned. But some whisper that Winter (as their name is often shortened to) is free of the Primordial Chaos. Or maybe an avatar is loose, walking the planes, "blessing" undead. For what reason isn't known, but some guess it is to gather a force to oppose Qoreth-shemkur.

The Tomb of Winter may be encountered with a group of undead and/or elemental creatures of ice. One or two Winter heralds (page 152) may also be present or presage the encounter.

Qoreth-shemkur, page 114

WINTER

Gargantuan elemental (demigod), lawful neutral

Armor Class 20 (natural armor)

Hit Points 391 (22d20 + 160)

Speed 60 ft., fly 160 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	19 (+4)	27 (+8)	18 (+4)	28 (+18)	22 (+6)

Saving Throws Str +17, Dex + 12, Wis +12

Skills Arcana +12, Insight +12, Intimidate +14, Perception +12, Religion +12

Damage Vulnerabilities fire

Damage Immunities cold, lightning, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses truesight 120 ft., passive Perception 22

Languages Primordial, telepathy 300 ft.

Challenge 28 (120,000 XP)

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

Icy Retaliation. Every time Winter takes damage, a blizzard of ice crystals howls from the wound back toward the attacker, forming a line 120 feet long and 5 feet wide. Any creature other than an undead in the line must succeed on a DC 24 Constitution saving throw or be restrained as ice encrusts them. The restrained creature must repeat the saving throw at the end of their next turn, becoming petrified in ice on a failure or ending the effect on a success. The petrification lasts until the creature spends at least 10 minutes in a warm environment. Alternatively, a creature can be freed of the restrained or petrified conditions if they take at least 10 fire damage.

Winter Blessed. Undead commanded, created, or associated with Winter gain advantage to their Wisdom saving throw against turning, and if turned they can repeat the save each round to end the effect early.

Innate Spellcasting. Winter's spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). Winter can innately cast the following spells, requiring no material components:

- At will: *fireball* (inflicting cold damage instead of fire), *dispel magic*, *wall of ice*
- 3/day each: *create undead*, *ice storm*
- 1/day each: *meteor swarm* (inflicting cold damage instead of fire), *power word kill*

ACTIONS

Multiattack. Winter makes five blade of Winter attacks.

Blade of Winter. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 20 (2d10 + 9) slashing damage plus 5 (1d10) cold damage and 5 (1d10) necrotic damage.

Breath of Winter's Tomb (Recharge 5–6). Winter exhales cold and necrotic energy in a 60-foot cone. Each creature in that cone takes 28 (8d6) cold damage plus 28 (8d6) necrotic damage, or half damage with a successful DC 24 Dexterity saving throw. Each creature in the area must also make a DC 24 Constitution saving throw or be affected as with Icy Retaliation.

LEGENDARY ACTIONS

Winter 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. Winter regains spent legendary actions at the start of their turn.

- **Move.** Winter moves up to half their speed.
- **Command Undead.** Winter commands undead as the 14th-level wizard School of Necromancy subclass ability.
- **Blade of Winter.** Winter makes a Blade of Winter attack.
- **Spell (Costs 2 Actions).** Winter casts a spell.
- **Breath of Winter's Tomb (Costs 2 Actions).** Winter uses Breath of Winter's Tomb.



TRAPDOOR LURKER

Trapdoor lurkers are usually encountered alone.

When is a door not a door? One answer is when it's the shapechanged mouth of an extradimensional creature known as a trapdoor lurker.

Mimicking Doors and Hatches. The only parts of a trapdoor lurker people in Material Plane worlds see are the creature's lips, which are usually shapechanged to resemble a door, a hatch, or a trapdoor in the floor. The rest of the creature is a limited living dimension, mostly stomach. There is no "outside" to that stomach, at least not one that can be observed in any known dimension, including from the Ethereal.

"Where'd that door come from? It's not on the map. We'd better check it out."

Even when the lurker's "door" is opened, the likeness to a "hallway" visible beyond remains strong. So much so that many explorers simply walk in. That's their last mistake. The door slams shut and retracts into the same dimension as the stomach, cutting off the swallowed explorer from their allies and previous plane.

TRAPDOOR LURKER

Huge monstrosity (shapechanger), unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d12 + 42)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	3 (-4)	14 (+2)	3 (-4)

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, poisoned, prone

Senses tremorsense 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Shapechanger. The trapdoor lurker can use its action to polymorph its lips to resemble any door (including double doors), hatch, or trapdoor, or back into its true form: monstrous, scaled lips that open into a limited living dimension that's mostly stomach. Its statistics are the same in each form. It reverts to its true form if it dies, and the decaying limited dimension of its interior rots away to nothing within a few days.

False Appearance (Door Form Only). While the trapdoor lurker remains motionless, it is indistinguishable from an ordinary door. If the door is opened, observers who succeed on a DC 13 passive Perception check may note something a bit odd about the rough stony corridor beyond, including a faint smell of digesting meat.

ACTIONS

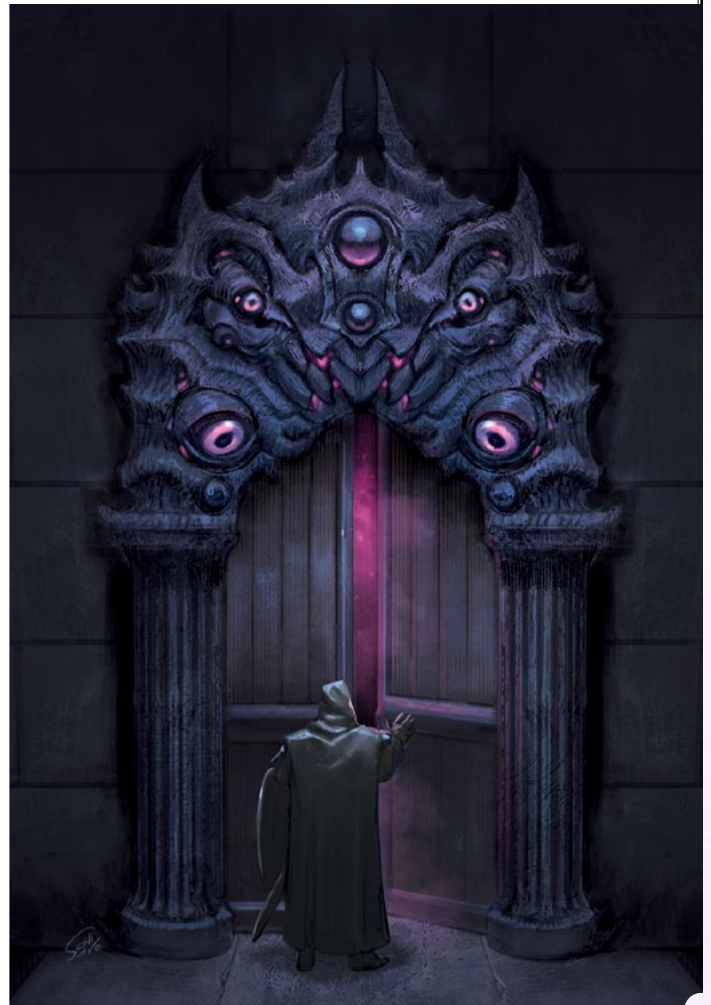
Tongue Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is hit, they are also grappled (escape DC 13). Ability checks made to escape this grapple have disadvantage.

Dimensional Swallow. A Large or smaller target that enters the "hallway" visible past the lurker's lips is automatically swallowed. Otherwise, the creature a trapdoor lurker is grappling with its tongue must succeed on a DC 13 Strength saving throw or be swallowed, and the grapple ends. The swallowed target is transferred into the dimension that serves as the lurker's stomach. While swallowed, the target is blinded and restrained, is no longer on their original plane of existence, and takes 10 (3d6) acid damage at the start of each of the lurker's turns. A lurker can have up to two creatures swallowed at a time.

If the trapdoor lurker takes 20 damage or more from a swallowed creature on a single turn, the lurker must succeed on a DC 14 Constitution

saving throw at the end of that turn or regurgitate the creature back into the target's original plane of existence, whereupon the target falls prone in a space within 10 feet of the lurker's door-like facade. If the trapdoor lurker dies, a swallowed creature has a 75% chance of being expelled into their original plane of existence, and a 25% chance of being expelled into a random plane.

Retract Door (Recharge after a Short or Long Rest). Like a turtle pulling its head into its shell, a trapdoor lurker can pull the door-like façade portion of its body out of the plane where it's hunting until the end of its next turn, at which time the "door" reappears in the same location it retracted from.



TRAVELER GUIDE

Travelers bear a mysterious cosmic map stitched to their flesh, picked out in dimly glowing lines. As they grow into adults, the map becomes more and more important, and individuals feel a subtle but constant yearning to travel to the distant, enigmatic location depicted. But the map is incomplete, which means finding it requires a commitment to travel the dimensions. Some choose to ignore it. Others believe that the design is a promise or destiny, and leave their families to seek out the source of their birthright.

Dimensional Rovers. Loners by nature, travelers usually prefer to avoid conflicts that might prevent them from ranging across the multiverse, searching for new experiences. All, however, seek to find a congruence with the map stitched to their skins and an actual location. Few are lucky enough to ever learn the truth. Most come to view their cosmic map as unknowable, a mystery lost to the multiverse. The best a traveler can do is try to understand themselves.

Guide to—or Thief of—the Planes. Some travelers prefer the company of others. These can become indispensable companions for would-be planar explorers. Others use their penchant for planar travel to become planar bandits, preying on other dimension walkers. These travelers are not guides, but rather thieves, who leverage their power with the aid of allies gathered from across dimensions.

Wealth Builders. Even if acting as a guide rather than a thief, a traveler never misses an opportunity to loot planar riches they encounter. They also usually ask for a goodly sum if acting as a guide or, barring that, books on planar travel or a trophy from another dimension. All this wealth is usually socked away in a hidden lair in a dimension that only the guide knows about.

PCs might meet a traveler guide offering their services, one already guiding a team of three or four other NPCs, or a guide who has turned to banditry.

TRAVELER GUIDE

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Str +7, Con +6

Skills Perception +3

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

Senses passive Perception 13

Languages Common plus several other languages

Challenge 5 (1,800 XP)

Planar Resilience. The essence of previously visited planes surrounds and protects the guide. Each round, sounds, images, and even physical objects appear out of nowhere and can afflict foes, or at least distract them. All attacks made against the guide have disadvantage.

Cosmic Map. The map etched in the guide's skin gives them knowledge of the shortest, most direct physical route to the nearest extraplanar portal, or to the nearest magic item that grants planar travel.

ACTIONS

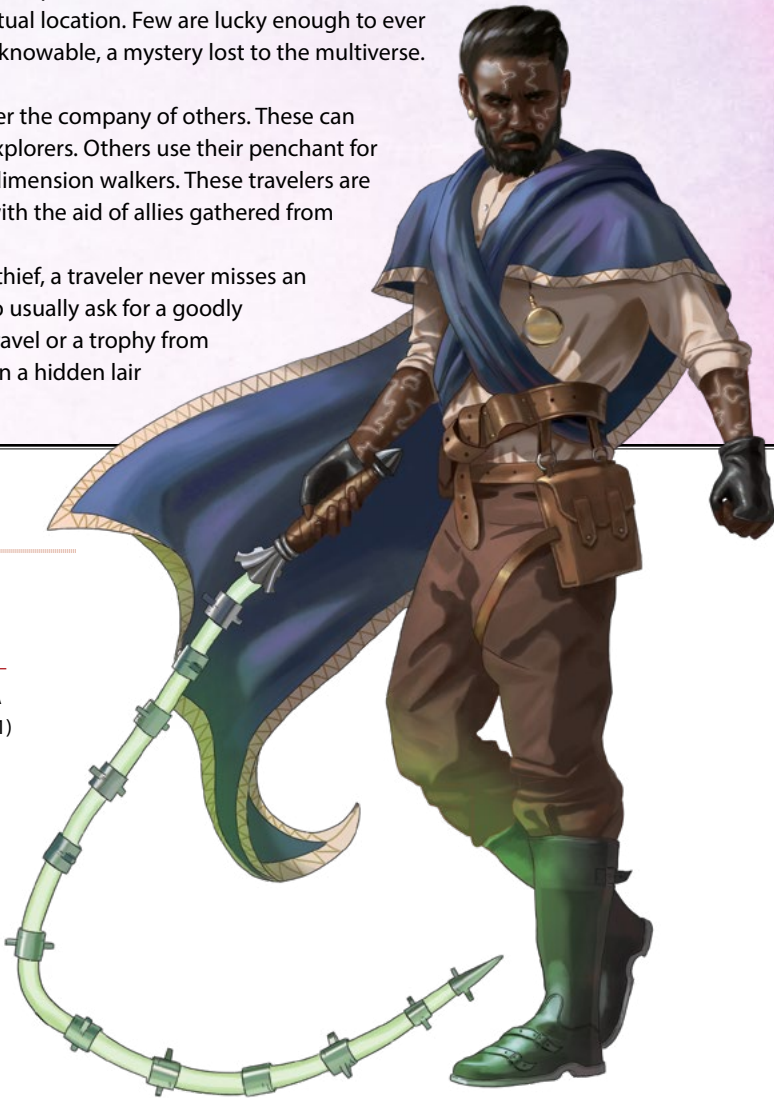
Multiattack. The guide makes two Planar Whip attacks.

Planar Whip. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and the guide can't use their whip on a different target. If recharged, the guide can

choose to use Fall Into Map as a bonus action, carrying the target with them to another plane if the grappled target fails a DC 14 Wisdom saving throw.

Maplight. The traveler guide casts the *light* cantrip; the light gleams from the lines of their cosmic map.

Fall Into Map (Recharge after a Short or Long Rest). The traveler guide transfers into an alternate dimension, usually one they have previously visited. They leave behind faint maplike lines on the ground that can be followed for one round if pursuers wish.



TRINAVAR

Trinavars usually hunt alone but have been known to work together to bring down larger prey.

These monstrous creatures resemble three snakes joined at the tails to face in different directions, with each head having three eyes and three prominent fangs. Their scales tend to match the environment where they grew up—rust for Acheron, grey for the Grey Wastes, red for the Hells, and so on. When trinavars have to move fast, they bend their necks into loops so they can roll like a sphere or cylinder. Their size and odd locomotion makes them easy to spot when moving, so trinavars hunt by lying flat and waiting for prey to approach them.

Vultures of Acheron. Trinavars prefer live prey but often subsist on carrion, and they are particularly common scavengers of the battlefields of Acheron. They abandon old meat for fresher food, especially something too weak to fight back.

Pets and Food. Trinavars are sometimes tamed by fiends and other evil creatures, who have transported them from Acheron across most of the Lower Planes. Their three-lobed eggs are considered a delicacy by lower-planar creatures but are unpalatable to most Material Plane natives.

TRINAVAR

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	2 (−4)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 4 (1,100 XP)

Roll. If the trinavar moves at least 20 feet straight toward a creature and then hits them with a bite attack 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 trinavar can make one bite attack against them as a bonus action.

Three Heads. The trinavar has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

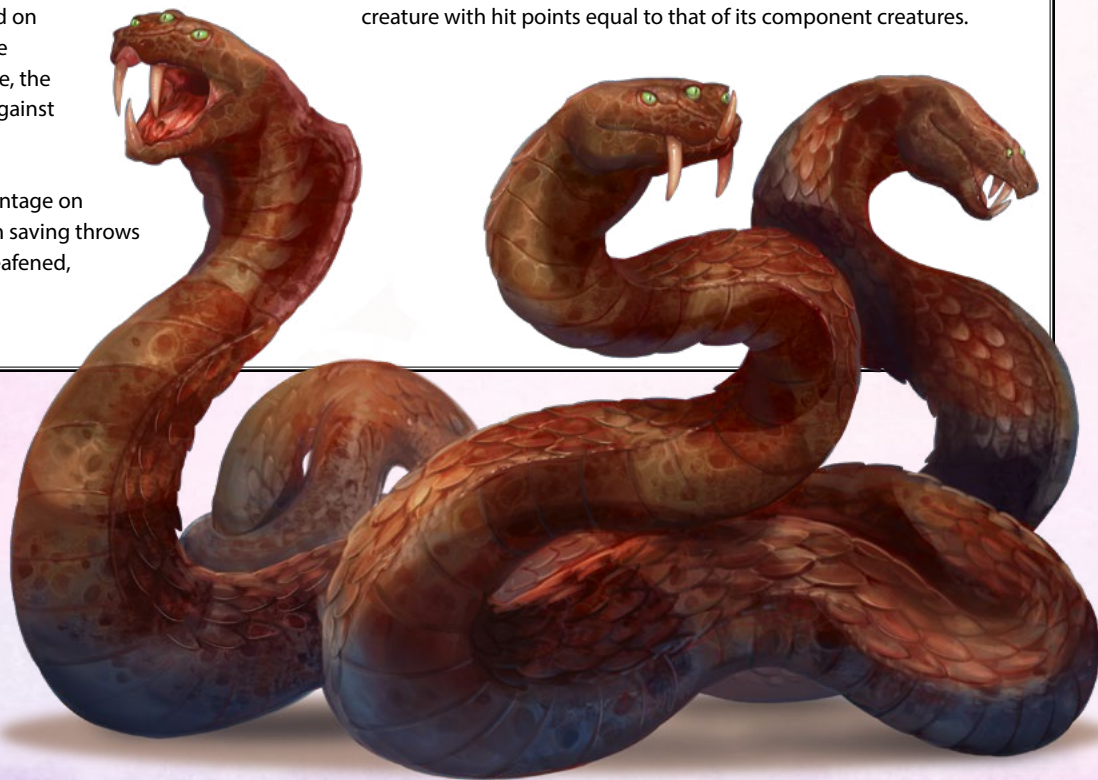
ACTIONS

Multiattack. The trinavar makes three bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 8 (1d10 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails two or more poison saves in the same round must save again or be paralyzed for ten minutes. The creature can repeat the saving throw at the end of each of their turns.

Split. When a trinavar takes 20 or more lightning or slashing damage from a single attack, one of its snake bodies is severed but continues to attack as a separate creature. The main trinavar has two-thirds of the hit points of the original creature (after this damage is taken), rounded down, and the severed section has the remaining one-third of its hit points. If this happens again against the main trinavar, it splits in half, each snake attacking as a separate creature with half the hit points of the original. (The trinavar can't be split more than twice.) The severed pieces rejoin and heal when combat is over, forming one creature with hit points equal to that of its component creatures.



UMBRAL SLIME

Gloom hazes the air around these flowing, articulating rivulets of a substance that resembles black oil. Like a living creature, wavelets of light-absorbing black slime flow up and down the length of this malign encrustation.

Shadowfell Origins. Umbral slimes are spawned in the Shadowfell. A powerful necromancer called Thelicia sought a quick, easy, and “organic” method of using the Shadowfell as a means of planar travel by opening “shadow crossings” where and when she wished, thus creating short-lived portals between the Material Plane and the Shadowfell. She tried to infuse the plane’s gloom with an ooze, and succeeded. However, she didn’t succeed as completely as she hoped. The only way to create such a portal was to feed a victim to the slime. The corpse itself became the bridge, one lasting only a few minutes.

Thelicia was disappointed but not repulsed. She dealt in death all the time. However, she abandoned her research. Having to procure new victims for each trip—most of whom would prefer not to be so used—was too much trouble. The remaining umbral slimes crawled off into various corners and shadowed niches of the Material Plane and Shadowfell.

Umbral slimes are usually encountered alone or in pairs.

UMBRAL SLIME

Large ooze, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	18 (+4)	1 (–5)	13 (+1)	5 (–3)

Skills Stealth +3

Damage Resistances acid, cold, fire; slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, prone, stunned, unconscious

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

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

Clinging Slime. The umbral slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, they are grappled (escape DC 17). Until this grapple ends, the target is restrained, and the umbral slime can’t use this attack against another target.

Life Force Drain. Living creatures hit by the umbral slime’s pseudopod attack or caught up in its grapple must make a successful DC 14 Constitution saving throw or lose 1d2 Constitution at the beginning of each turn they remain restrained. For every 1d2 Constitution drained, the umbral slime gains 5 temporary hit points.

If a target is reduced to 0 Constitution, they die. Otherwise, all lost Constitution returns after a long rest.

A target reduced to 0 Constitution is subsumed into the Shadowfell over the course of a few minutes. During that period, someone who succeeds on a DC 15 Arcana check could use the corpse as a portal into—or out of—the Shadowfell.

Impenetrable Gloom (Recharge 5–6). Magical darkness spreads from a point within 60 feet of the slime to fill a 15-foot-radius sphere for up to 10 minutes. The darkness spreads around corners. A creature with darkvision can’t see through this darkness, and nonmagical light can’t illuminate it. If any of this darkness’s area overlaps with an area of *light* created by a spell of 2nd level or lower, the spell that created the *light* is dispelled.



VANURA

A vanura is an anthropomorphic toad-like creature with a spinning ball of chaos embedded in its chest. Other intelligent creatures of Limbo (particularly another prominent toad-like species) look upon them as ridiculous mockeries of “true” chaos life, much like Material Plane humans might say about a monkey wearing a shirt. Whether they’re mockeries or actually a divergent path split off from a precursor species (as some have hypothesized), vanuras and other natives of Limbo generally fly into vicious conflict at the first sight of each other.

Born of Pure Chaos. The first vanura was born when a humanoid creature was slain in an area of Limbo where the plane’s natural chaos was surging, transforming the corpse into a weird echo of its former self. A newborn vanura retains only fragmentary memories from its former life and is consumed with an urge to spread chaos—figuratively and literally.

Imprinted at their creation with strange obsessions and behaviors, they infest various planes, seeking fulfillment and spreading unpredictability wherever they go. Each vanura is predominantly one color, but they change hues with their comrades, much as people swap clothes and equipment.

Obsessive Nature. Every vanura has an obsessive interest in one particular thing, such as wealth, death, weapons, emotions, or building things. They call this interest their fixation and make it the defining aspect of their personality. A vanura’s fixation is more than a passion or hobby—it’s the one thing that gives their life meaning. They argue and debate about it, make shrines to it, lose sleep over it, cry and laugh and scream over it. Vanuras have been known to fly into a screaming, murderous rage if their fixation is ridiculed or dismissed. A vanura’s fixation determines its color; wealth-obsessed vanuras are ochre, counting-obsessed vanuras are maroon, death-obsessed are beige, and so on.

Vanuras usually keep their fixation for a few weeks or months, then abandon it for another. A vanura about to change its fixation becomes tinged with the color of its new interest, then transforms fully to its new color over a span of a few minutes when it’s ready to obsess over something new. It’s common for two vanuras in the same lair to swap names along with their fixations, so that the group always has one named Rauj who is fixated on wealth, even though the individual who was Rauj isn’t the same creature.

Vanuras don’t refer to each other by their colors, but by their fixations. For example, they would call an ochre vanura a “vanura of wealth,” “vanura of trinkets,” or a similar term indicating its interest in collecting valuable things.

Many Forms. Although the base form of a vanura is consistent, as a species they are prone to mutation, and individuals vary greatly in shape, and sometimes even in size. One vanura’s eyes might be within its mouth instead of on top of its head, another might have too-long limbs or an extra one, a third might have large fangs or a sharp bony crest on its head, and a fourth might be nearly twice the height of its comrades. These mutations may slowly change over time, but they can occur rapidly when a vanura changes its fixation. Other than its toad-like shape, the only real constant to a vanura’s appearance is its color, which is determined by its fixation.

Reproductive Reanimation. Although the first vanuras arose spontaneously (and some continue to do so in areas of concentrated chaos), most new ones are created by the deliberate action of an existing vanura. A vanura can eat the internal organs of a dead humanoid, then spend ten minutes channeling the chaos energy from their chest into the corpse’s body, bringing it back to life as a new vanura. The type of vanura it becomes depends on what fixation persists from the mind of the dead humanoid; it is common for one type of vanura to reanimate an entirely different kind from a humanoid body. Most humanoids aren’t suitable for this transformation and the process often fails (fewer than one in twenty attempts succeeds). Even the vanura don’t know why it does or doesn’t work, and assume that it is pure chance.

Heart of Creation. A vanura can create small objects by pulling chaos out of their chest. These objects never weigh more than a few pounds and usually dissolve into nothingness a few minutes after the creature stops paying attention to it. Much of a vanura’s equipment and treasure are made in this fashion.

Vanuras may be encountered alone, but more often they gather in small or large groups, swapping colors and fixations many times over the years.

CERULEAN VANURA

A cerulean vanura has deep blue skin, often with lighter or darker stripes. Their fixation is status, typically manifested as physical strength. This doesn't mean they are obsessed with having the highest status; they just need to know what their rank is in the local hierarchy, whether among their own kind or mixed with other creatures. When dealing with outsiders, such as PCs, they insist on knowing who is in charge of the group and speaking only to those of appropriate rank.

CERULEAN VANURA

Large aberration, typically chaotic neutral

Armor Class 16 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	8 (–1)	10 (+0)	12 (+1)

Skills Deception +4, Intimidation +4, Perception +3

Damage Resistances acid, cold, fire, lightning, thunder

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

Languages any one planar language, telepathy 60 ft.

Challenge 7 (2,900 XP)

Contempt of Weakness. The vanura has advantage on attacks against creatures whose Strength is less than their own, and it has advantage on saving throws against those creatures' spells and abilities.

Quasi-Humanoid. The vanura can be affected by spells and abilities that work only on humanoids (such as *charm person*), but it has advantage on saves against them.

Regeneration. The vanura regains 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the target is a Large or smaller creature, they are grappled (escape DC 15). Until this grapple ends, the vanura can attack only the grappled creature and has advantage on attack rolls to do so.

"I am the strongest of our clan. Who of you is mighty enough to speak with me?"

—Lodd, vanura of strength



MAROON VANURA

A maroon vanura has deep reddish-brown skin dotted with cheetah-like spots. A maroon vanura's fixation is counting—how many paces from their lair entrance to their own nest, how many bones in a corpse, and so on. Each has a favorite number and is pleased when its count matches that number, even going so far as to move its lair or discard treasure to make this happen. (Because the length of its stride can change dramatically with a mutation or after taking this fixation, the vanura spends much of its time re-counting things it has already counted, just in case.)

MAROON VANURA

Large aberration, typically chaotic neutral

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (–2)	10 (+0)	7 (–2)

Skills Perception +3

Damage Resistances acid, cold, fire, lightning, thunder

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

Languages any one planar language, telepathy 60 ft.

Challenge 5 (1,800 XP)

Counting Successes. A successful weapon attack by the vanura increases the damage of its next weapon attack by +2 radiant damage, to a maximum of +10 radiant damage for each attack. This bonus damage returns to +0 if the vanura hasn't made a successful attack in the last hour.

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

Quasi-Humanoid. The vanura can be affected by spells and abilities that work only on humanoids (such as *charm person*), but it has advantage on saves against them.

Regeneration. The vanura regains 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The vanura makes three attacks: one with its bite and two with its claws, or three with its Hurl Chaos ability.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) piercing damage, plus any bonus damage from its Counting Successes ability.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage, plus any bonus damage from its Counting Successes ability.

Hurl Chaos. *Ranged Weapon Attack:* +4 to hit, range 50/100 ft., one target. *Hit:* 7 (1d8 + 3) radiant damage, plus any bonus damage from its Counting Successes ability.

“Three, three hits! Four, four hits! Five, five hits! Glee for five hits!”
—Zob, vanura of numbers



OCHRE VANURA

An ochre vanura has sickly yellowish skin, and many have a lion-like mane of stiff bristles on their neck and upper back. An ochre vanura's fixation is wealth—they are covetous of shiny, valuable things. However, like crows, their concept of wealth can differ from that of a human. For example, an ochre vanura's treasure hoard might include coins, gems, pieces of glass, broken mirrors, polished buttons, metal bells, and keys.

OCHRE VANURA

Medium aberration, typically chaotic neutral

Armor Class 14 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	6 (–2)	6 (–2)	7 (–2)

Skills Arcana +0, Perception +0

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 30 ft., darkvision 60 ft., passive

Perception 10

Languages any one planar language, telepathy 60 ft.

Challenge 3 (700 XP)

Quasi-Humanoid. The vanura can be affected by spells and abilities that work only on humanoids (such as *charm person*), but it has advantage on saves against them.

Regeneration. The vanura regains 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The vanura makes three attacks: one with its bite and two with its claws. It can replace one claw attack with its Hurl Chaos ability.

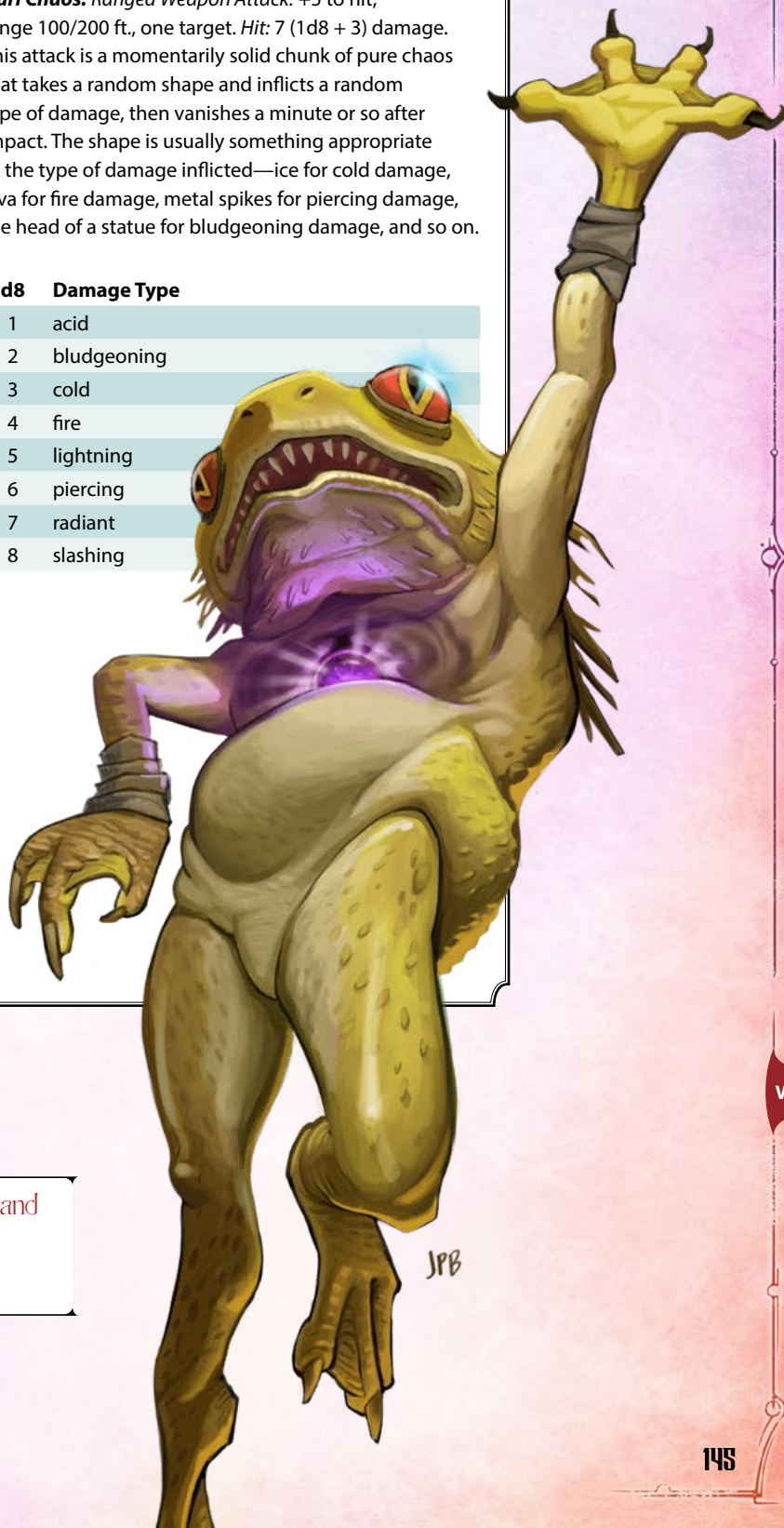
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Hurl Chaos. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) damage. This attack is a momentarily solid chunk of pure chaos that takes a random shape and inflicts a random type of damage, then vanishes a minute or so after impact. The shape is usually something appropriate to the type of damage inflicted—ice for cold damage, lava for fire damage, metal spikes for piercing damage, the head of a statue for bludgeoning damage, and so on.

d8 Damage Type

1	acid
2	bludgeoning
3	cold
4	fire
5	lightning
6	piercing
7	radiant
8	slashing



"I will take the shiny things from your corpse and add them to my treasures."
—Gent, vanura of trinkets

VERDIGRIS VANURA

A verdigris vanura's skin is a blotchy green-blue color. Their fixation is death—the mechanism of destroying life and reanimating bodies. They are the closest thing that vanuras have to priests, and others of their kind respect their strange powers. A verdigris vanura living in a clan takes corpses that fail to transform into vanura and animates them as zombies to serve the entire clan.

VERDIGRIS VANURA

Medium aberration, typically chaotic neutral

Armor Class 16 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Skills Arcana +3, Perception +5, Religion +3

Damage Resistances acid, cold, fire, lightning, necrotic, thunder

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

Languages any one planar language, telepathy 60 ft.

Challenge 8 (3,900 XP)

Impelled Necrosis (Recharge 6). If a target of the vanura's spell succeeds at a saving throw, as a bonus action the vanura can make that creature reroll their save.

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

Potent Necromancy. Necrotic damage dealt by the vanura's attacks and spells ignore necrotic resistance.

Quasi-Humanoid. The vanura can be affected by spells and abilities that work only on humanoids (such as *charm person*), but it has advantage on saves against them.

Regeneration. The vanura regains 5 hit points at the start of its turn if it has at least 1 hit point.

Spellcasting. The vanura casts one of the following cleric spells, using Wisdom as the spellcasting ability (save DC 13, +5 to hit with spell attacks):

- At will: *inflict wounds*, *thaumaturgy*
- 3/day each: *animate dead*, *blight*, *death ward*
- 1/day each: *finger of death*, *plane shift*

ACTIONS

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

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

Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) necrotic damage.

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

Hit: 6 (1d8 + 2) slashing damage plus 4 (1d8) necrotic damage.



“As I cleave your soul from your flesh,
I study the patterns of its dwindling energy.
I predict they will resemble flowers.”
—the third Kett, vanura of death

VESIED

Vesieds appear as oddly proportioned humanoids with disturbing facial features and bodies studded with implanted objects.

Frozen Voyagers. Normally dormant, vesieds are sometimes found frozen solid and immobile, covered in ice. Recently, some have been found in the glaciers of high mountains on many different worlds of the Material Plane and, according to one account, deep inside a cursed moon “crashing” from one plane to the next called the “Planebreaker.”

A vesied left undisturbed in ice continues its trip down the ages. But too much vibration rouses them, and they unfreeze themselves in a blast of unearthly fire.

Ancient Enemies. The first thing a vesied asks upon coming out of its frozen sleep (if it can somehow be understood) is where to find the nearest “Erodel” citadel. Usually, no one knows what they are talking about. That doesn’t keep a vesied from being curious about any news or clues leading to the location of the Erodel, whoever they are. Every vesied seems to viscerally hate the Erodel for past crimes (crimes that make the vesied too angry to explicate).

Vesieds are usually encountered in groups of three to six.

VESIED

Medium humanoid (vesied), typically chaotic neutral

Armor Class 14 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	13 (+1)	14 (+2)	10 (+0)

Skills Arcana +7, Perception +8

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 18

Languages understands dozens of languages, sometimes including Common

Challenge 6 (2,300 XP)

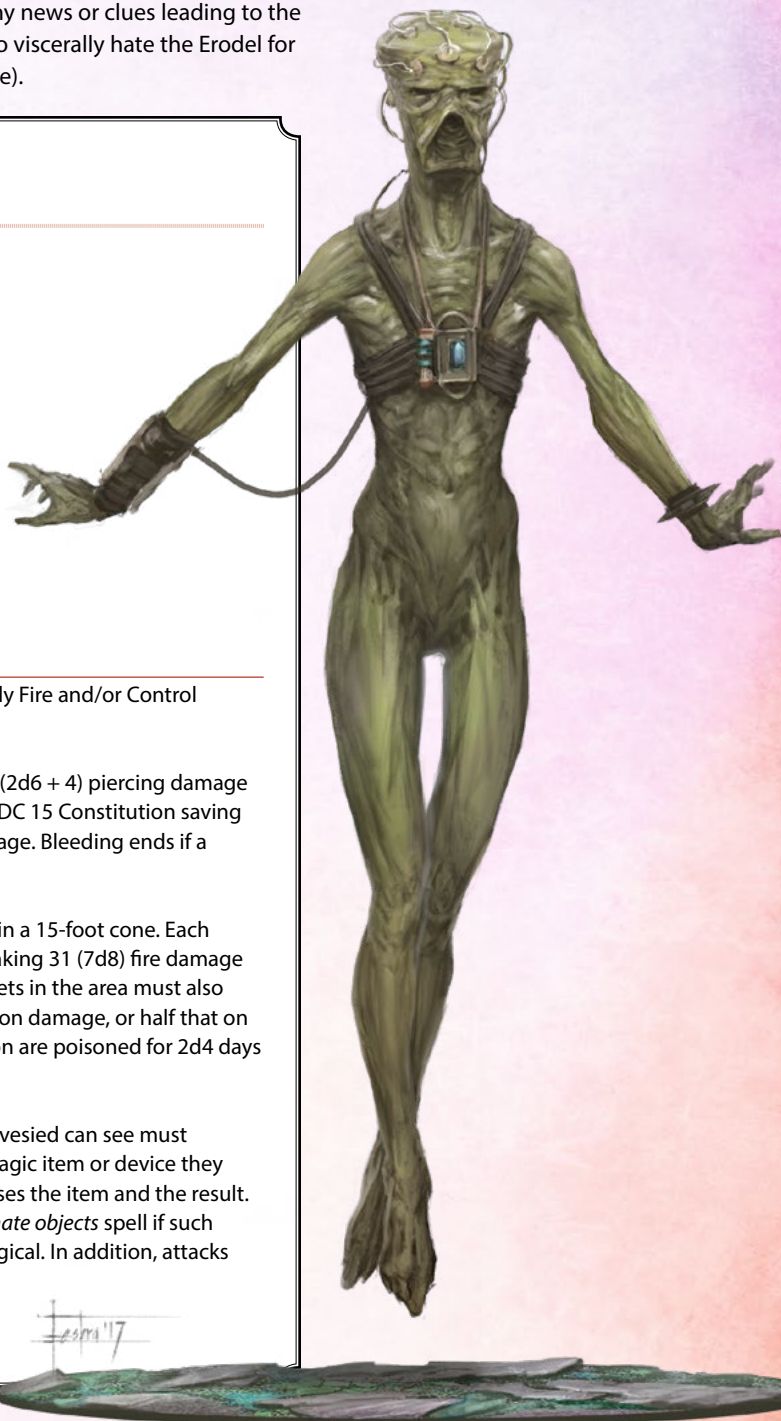
ACTIONS

Multiattack. The vesied makes two bite attacks. When its Unearthly Fire and/or Control Object is available, it can use either in place of one of its bites.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target begins bleeding. The bleeding target must make a DC 15 Constitution saving throw at the end of each turn or suffer 10 (1d12 + 4) necrotic damage. Bleeding ends if a character spends their turn tending to the wound.

Unearthly Fire (Recharge 5–6). The vesied radiates unearthly fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one. Targets in the area must also succeed on a DC 15 Constitution saving throw or take 9 (2d8) poison damage, or half that on a successful save. Targets who fail their saving throw against poison are poisoned for 2d4 days or until they are treated with *lesser restoration* or similar magic.

Control Object (Recharge 5–6). A creature within 60 feet that the vesied can see must succeed on a DC 15 Wisdom saving throw. On a failed save, one magic item or device they hold or carry comes under the control of the vesied. The GM chooses the item and the result. Effects are on par with what could be accomplished with the *animate objects* spell if such an object could be carried by a target and the object could be magical. In addition, attacks made by the object could be whatever magical attack the object possesses. An animated object remains active for up to 1 minute, and the vesied controls its actions each round as a bonus action.



VOCIFEROUS SKEW

A vociferous skew is usually encountered alone but may be in the company of an elemental entity riding it as a mount.

Subterranean Dwellers. The caves, fissures, and vaults beneath the ground are the preferred lairs of vociferous skews, especially those near volcanos and magma tunnels. The creatures are also at home on the Plane of Earth and the Plane of Fire. While not elementals, skews enjoy the company of non-fleshy creatures because such beings don't awaken their unearthly hunger.

Space-Shattering Scream. By generating immense energy tuned to exactly the right vibrational frequency, a vociferous skew can make doorways between two locations. Usually those locations are relatively near to each other. Sometimes, a skew manages to pierce dimensional barriers with its doorway. In any case, the sounds are so intense that any creature or object that is too close takes damage. The skew has learned to use this ability to great advantage when it hunts.

Mounts for Elemental Nobility. Vociferous skews can sometimes be convinced to serve as mounts for elemental nobility, especially those that hail from the Plane of Earth or the Plane of Fire, such as dao and efreet, but also **princes of dust**.

Prince of dust, page 109

VOCIFEROUS SKEW

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft., climb 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	6 (–2)	15 (+2)	12 (+1)

Saving Throws Dex +7, Con +8

Skills Perception +10

Damage Immunities thunder, fire

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 20

Languages —

Challenge 9 (5,000 XP)

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

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

Screeching Door. A vociferous skew can modify its Thundering Screech, even if it isn't recharged, such that it inflicts only 22 (4d10) thunder damage or half that on a successful DC 17 Constitution saving throw. This usage carefully tunes the screech's vibrational frequency to teleport the skew to any spot it can see, visualize, or imagine within 500 feet. The skew can carry one or two willing (or, usually, grappled) creatures along with it.

The skew chooses whether the area of damage dealt by the Thundering Screech emanates from the space it departs from or from the space it teleports to.

ACTIONS

Multiattack. The skew makes four spike attacks and can replace any two spike attacks with a bite or tail spine attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 21 (3d10 + 5) piercing damage.

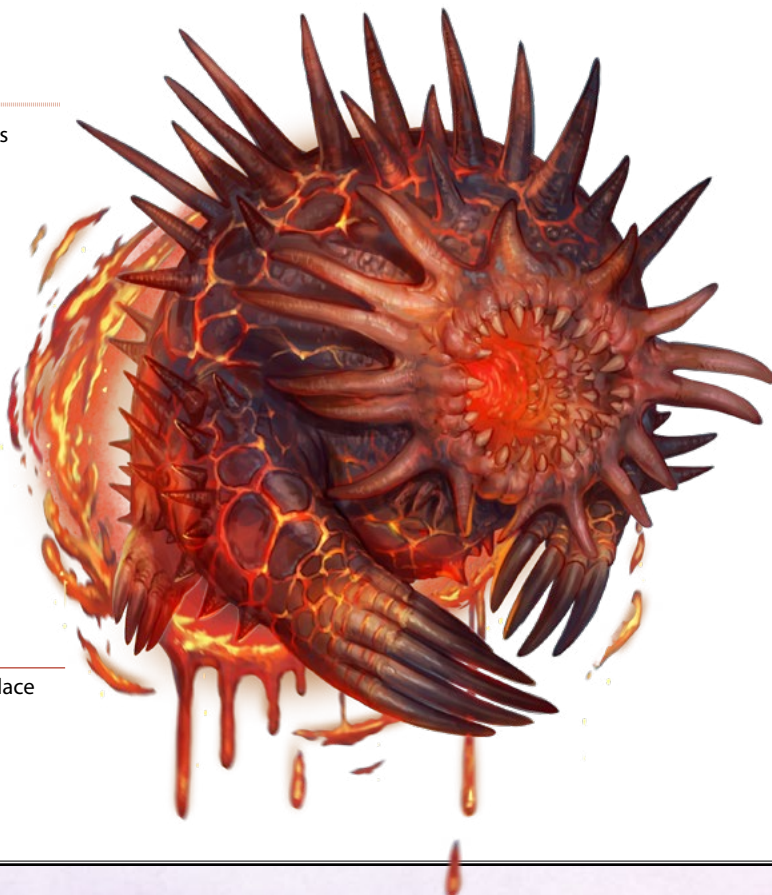
Spike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 11 (1d12 + 5) piercing damage and the target is grappled (escape DC 15). A skew can grapple up to two Medium or smaller foes.

Tail Spine. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target.

Hit: 21 (3d10 + 5) piercing damage.

Thundering Screech (Recharge 5–6). A skew can emit a storm of destructive sound that deafens and damages those nearby. Creatures in a 30-foot cone who fail a DC 17 Constitution saving throw take 44 (8d10) thunder damage and are deafened for 1 minute, or until they succeed on a DC 17 Constitution saving throw at the beginning of their turn. Those succeeding on the saving throw take half damage and are not deafened.



WANDERFERVOR GADBILL

A colorful avian creature with a fantastic beak, slightly glowing wings, and intelligent eyes flutters through a hole in space that closes behind it. Alighting on a nearby branch, it sings a simple but pleasant birdsong.

Planar Migrations. Some birds head south for the winter. Wanderfervor gadbills go much farther and for much longer. Individuals spread out across the dimensions, seeking some essence from each new place they visit, before returning to a predetermined nesting place where they were hatched years earlier to mate, produce chicks, and start the process anew.

Sometime Companions. Wanderfervor gadbills are intelligent even for birds. They know that while some creatures might hunt them for food, feathers, or some quality of their beaks or body, other beings are happy to accept a friendly traveling companion for a brief time. Especially if that companion provides a benefit to the group, such as additional eyes in unfriendly territory, the balm of their birdsong, and, in especially dire straits, assistance in combat.

However, sooner or later, the gadbill moves on. It is not a pet, but rather a free-willed individual creature. And somewhere in a hidden demiplane, its mate waits, yearning.

Wanderfervor gadbills are normally encountered by themselves, in which case they are looking for other planar travelers to join for a time. Occasionally, they are encountered already accompanying a group of dimensional explorers.

WANDERFERVOR GADBILL

Small monstrosity, typically chaotic neutral

Armor Class 14

Hit Points 40 (9d6 + 9)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	19 (+4)	12 (+1)	7 (–2)	16 (+3)	18 (+4)

Skills Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan (doesn't speak except through body movement and single words)

Challenge 1 (200 XP)

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

Pleasant Birdsong. On any day that other creatures selected by the wanderfervor gadbill have spent at least three hours listening to the gadbill's song, those creatures have advantage on Intelligence, Wisdom, and Charisma checks for the next 24 hours.

ACTIONS

Multiattack. The wanderfervor gadbill makes one beak attack and one Talons attack.

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

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

Warning Caw (Recharge after a Short or Long Rest). The wanderfervor gadbill caws loudly, targeting a creature it can see within 30 feet that can hear it. The target must succeed on a DC 14 Wisdom saving throw or be frightened. While frightened by

the gadbill, the target must move away from the bird at full speed. A frightened target repeats the saving throw at the end of each of their turns, ending the effect on themselves on a success. If a creature's saving throw is successful, they are immune to this effect for the next 24 hours. Other creatures who hear the warning caw are unaffected, but they note the alarm in the bird's call.

Healing Song (Recharge after a Long Rest). An allied living target within 30 feet that can hear the wanderfervor gadbill regains 8 (1d8 + 4) hit points.

Planar Glide (1/Day): The wanderfervor gadbill gains the benefit of a *plane shift* spell, but only for itself.



WARDEN OF THE LOST

A warden of the lost is usually encountered alone in a desolate demiplane hosting enigmatic ruins.

Perhaps only a handful of wardens linger from the time when the multiverse was young, surviving past all reason or expectation, diligently fulfilling a function that is no longer needed. Somewhat humanoid, wardens of the lost are wrapped in a bulk of armor pocked with crystal spheres, swelling their size to twice that of a human. Many of the metallic spheres glow and blink, hinting that something lies trapped within.

Found in Ancient Demiplanes. Wardens face the long years of their existence without doubting their own continued purpose, instead doubling down on the duty given to them by beings they've all but forgotten. That duty is to keep safe any object or being they currently hold captive, and, just possibly, add new specimens to their collection from a selection of intruders that bother them in their solitude.

Talkative but Inflexible. If communication can be opened, a warden is willing (and even eager) to converse. However, if it feels the PCs are in some way in violation of a precept, location, or concept that the warden guards, it may decide to collect and imprison them.

Wardens of Custom Dimensions. A warden imprisons those it collects in tiny artificial dimensions hosted in the crystal spheres that pock its bulky form. In these dimensions, time passes far more slowly than it does outside. A warden can adjust the time dilation back to normal for brief periods to converse with a prisoner or ask them questions. A prisoner might use that opportunity to try to escape. In rare circumstances, a warden might be convinced by an external party or even by the prisoner itself to release them.

Some imprisoned creatures, captured epochs ago, have no remaining living kin (or even anything that resembles them) in the modern multiverse. Others were captured more recently, as in the last few decades or centuries.

WARDEN OF THE LOST

Large construct, typically lawful neutral

Armor Class 18 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	10 (+0)	11 (+0)	12 (+1)

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

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

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

Languages learns most languages spoken to it with a few rounds of practice

Challenge 11 (7,200 XP)

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

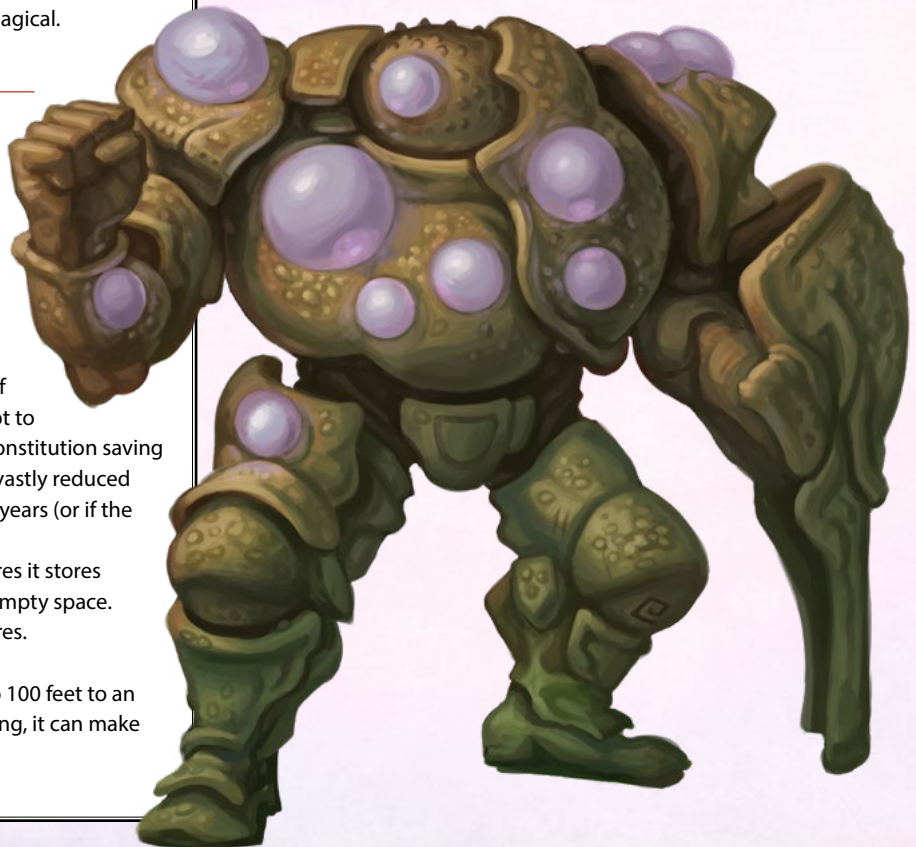
ACTIONS

Grasping Punch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 51 (8d10 + 7) bludgeoning damage. If the target is a creature, they are grappled (escape DC 17). Until this grapple ends, the target is restrained, and the warden can't punch another target.

Imprison. A creature the warden is grappling must succeed on a DC 17 Constitution saving throw or be pulled into a tiny artificial dimension hosted in one of the warden's spheres. Imprisoned victims can attempt to escape once on their next turn by making another Constitution saving throw. After that, because they experience time at a vastly reduced rate, escape attempts can occur only once every few years (or if the warden syncs its sphere's time dilation to normal).

If a warden is destroyed, all the imprisoned creatures it stores in artificial dimensions are released into the closest empty space. A warden typically imprisons 1d6 + 1 random creatures.

Teleport (Recharge 5–6). The warden teleports up to 100 feet to an unoccupied space it can see. Before or after teleporting, it can make one grasping punch attack.



WEREBASILISK

Somewhere out among the planes, possibly amid the craziness of Limbo or maybe on a demiplane of a wild wizard, the curse of lycanthropy warped and frayed, ensnaring a traveler locked in combat with a basilisk. When the fight was done, only the traveler remained. The basilisk somehow had been subsumed. Only later was the curse of lycanthropy revealed.

Hybrid Horror. Lycanthropes usually have three forms: humanoid, animal, and hybrid. A werebasilisk has only a humanoid and hybrid form. In their hybrid form, the lower half of their body becomes a scaled, six-legged reptilian monstrosity. Centaur-like, the upper portion of their body is humanoid; however, the scales and jagged back-crest rise up the spine and onto their heads, and their eyes are hollow pits containing a fell bluish glow. A hybrid may wield the weapons of its humanoid form, or it may choose to use its claws and fearsome petrifying gaze in combat.

Dark of the Moon. As with other lycanthropes, individual werebasilisks vary. Kind-hearted ones, horrified by what happens to them during the dark of the moon, live alone, seeking to leave their home plane of existence entirely. But evil werebasilisks revel in their capacity to transform. They are eager to learn the trick of change so they can remain in their hybrid form as long as possible, spreading terror and leaving a wake of petrified, half-eaten victims.

Control Comes With Practice. Those who embrace what they are, and those with the will to understand that only through practice can they master themselves, eventually learn to harness their transformation so it happens only when they wish it. When they change, the hybrid form and the humanoid form remember events from both perspectives, their minds becoming one.

Werebasilisks are usually encountered alone, often at the dark of the moon on a Material Plane world, though those with control can retain their hybrid form indefinitely.

WEREBASILISK

Medium monstrosity, typically neutral evil

Armor Class 10 as humanoid, 15 (natural armor) as hybrid

Hit Points 97 (15d8 + 30)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 6 (2300 XP)

Shapechanger. The werebasilisk can use its action to polymorph into a Large basilisk-humanoid hybrid or back into its true humanoid form. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. In hybrid form, the werebasilisk makes two claw attacks or two greatsword attacks, or one of each.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

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

Petrifying Gaze (Recharge 5–6). A target the werebasilisk can see within 30 feet must succeed on a DC 13 Constitution saving throw. On a failed save, the target magically begins to turn to stone and is restrained. They must repeat the saving throw at the end of their next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or similar magic.

Targets who are freed from petrification must succeed on a DC 13 Constitution saving throw or be cursed with werebasilisk lycanthropy. PCs can have this curse lifted before it truly takes hold by dint of a *lesser restoration* spell or similar magic.



Sometimes Winter heralds are tasked with exploring secret places in the multiverse that haven't been visited since the beginning of time, looking for "signs of change."

Tomb of Winter, page 137

A Winter herald is usually encountered by itself or in the company of other undead it wishes to convince to join Winter's fold.

WINTER HERALD

A Winter herald is blessed by the **Tomb of Winter** to act as Winter's prophet.

Ghoul Born. Winter heralds are created or raised up from ghouls. However, the voracious hunger most ghouls constantly feel is quenched in the herald by its devotion to the Tomb of Winter. In gratitude for that peace, a herald pledges to serve the ancient primordial's mysterious goals. Usually, those goals are to pacify the living, announce the coming of Winter, and talk other powerful intelligent undead into considering the advantages of an alliance with their lord, possibly by conveying Winter's Blessing, which protects undead against turning.

WINTER HERALD

Medium undead, typically chaotic evil

Armor Class 16 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +4, Con +6, Wis +4, Cha +6

Skills Arcana +5, Perception +4, Persuasion +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Primordial

Challenge 7 (2,900 XP)

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

Regeneration. The herald regains 10 hit points at the start of its turn if it has at least 1 hit point.

Tactical Stench. When the herald uses a bonus action to enable this ability, a creature that starts their turn within 5 feet of the herald must make a successful DC 14 Constitution saving throw or be poisoned until the start of their next turn. A successful saving throw makes the creature immune to the herald's stench for 24 hours. The herald can use a bonus action to disable this ability.

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

Winter Blessed. The herald has advantage on saving throws against turning. If turned, the herald can repeat its saving throw each round on its turn to end the effect early.

ACTIONS

Multiattack. The herald makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) slashing damage and 2 (1d4) cold damage. If the target is a creature other than an undead, they must make a successful DC 14 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target takes 5 (2d4) cold damage each round at the beginning of their turn. The paralyzed target repeats the saving throw at the end of each of their turns, ending the effect on a success.



Cold Explosion (Recharge 6). A point the herald can see within 150 feet freezes with a tremendous crack into an explosion of ice. Each creature in a 20-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw. A target takes 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

Storm of Ice (Recharge 6). A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point the herald can see within 300 feet. Each creature in the cylinder must make a DC 14 Dexterity saving throw. A creature takes 31 (7d8) bludgeoning damage and 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of the herald's next turn.

Greater Invisibility (Recharge 6). The herald or a creature it touches, plus their clothing and equipment, becomes invisible for 1 minute.

Fly (3/Day). The herald or a creature it touches gains a flying speed of 60 feet for ten minutes.

Shift Plane. A herald can travel into any dimension it knows about, or into any dimension where the Tomb of Winter is or soon will be.

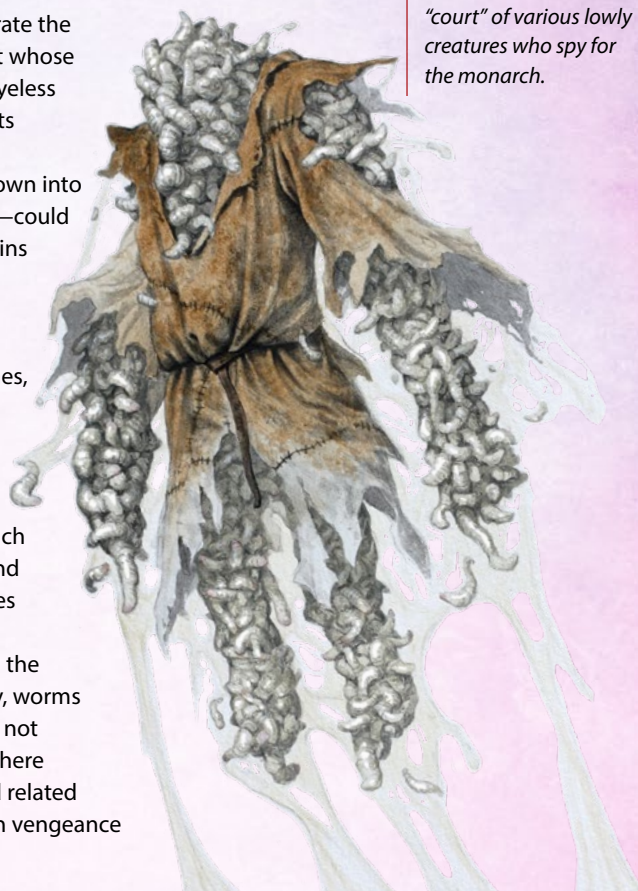
WORM QUEEN

Wriggling and burrowing, flesh-eating maggots and worms interpenetrate the remains of a monarch, still dressed in the ragged finery of the reign, but whose flesh is nothing more than writhing lengths of sinuous, boneless, and eyeless bodies. Animate but not undead, the whole is greater than the sum of its tunneling parts.

Called by a Curse. If a mortal monarch is unjustly dethroned and thrown into the dungeons to rot, a worm queen—or worm king or worm sovereign—could rise up from the rancid anger of power interrupted trapped in the remains left behind. Usually, this happens only if the deposed ruler calls down a curse on whoever acted against them, asking for the aid of a god of vengeance, demon of the Abyss, or devil from the Nine Hells looking to make a deal. In return for their soul being transported to the Outer Planes, their corpse becomes the instrument of their revenge.

Overlord of the Underground. A worm queen is most interested in gaining vengeance on the perpetrator of their overthrow. However, they retain a spark of subtle intelligence and know that if they stumble up into the light, they'll likely be struck down quickly. Which is why they sink into the earth, looking for lesser minions to rule over and command. That could include lesser undead but also other monstrosities and those wronged by whoever now leads above in the light.

Cursed Gate to the Outer Planes. The longer a worm queen is active, the more other creeping creatures in the earth become agitated. Eventually, worms may come together, concentrating the magic of the curse in a new way not intended by the deposed monarch to create a gate back to the plane where the deal was initiated. Through this gate may come demons, devils, and related creatures to cause far more harm to the realm than was hoped for when vengeance was first sworn.



A worm queen may be served by two to eight skeletons, plus a larger "court" of various lowly creatures who spy for the monarch.

WORM QUEEN

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	14 (+2)	12 (+1)	11 (+0)	14 (+2)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities paralyzed, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common and either Abyssal or Infernal

Challenge 7 (2,900 XP)

Worm Droppings. A creature that hits the worm queen with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage from the worms that drop onto the creature and bite.

Consume From Within. If the worm queen reduces a target to 0 hit points, the worms already infesting the target devour them completely as a bonus action, leaving only the target's equipment and

a squirming pile of fat worms that disperse over the next few rounds. To avoid this fate, the target must succeed on a DC 15 Constitution saving throw. Success means that something about the target's physiology puts the worms off, and they leave the target to make death saving throws normally. If the target is consumed, they can't be restored to life with spells that require some portion of the corpse as a basis for the spell. A *wish* spell can return the target to life, but only if the caster succeeds on a DC 15 spellcasting check.

ACTIONS

Multiattack. The worm queen makes two bash attacks.

Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 13 (2d6 + 6) bludgeoning damage plus 7 (2d6) piercing damage from worms that jump the gap and bite, or half as much piercing damage with a successful DC 15 Dexterity saving throw.

Worm Portal (1/Day). The worm queen summons three worm swarms (use **swarm of insects** stats). The swarms appear in the nearest open spaces next to the queen, squirming up from the ground. The swarms obey the worm queen, remaining for up to 1 hour before they disperse.

As a special use of this ability, the worm queen can "use up" two of the worm swarms to fashion a portal of worms that leads to the Nine Hells, the Abyss, or wherever the deal was made that created the worm queen in the first place. The portal lasts for 1 minute or until the worm queen uses it to escape.

Xenophage watchers and defenders usually hunt alone, slipping through dimensional cracks to other planes when possible.

XENOPHAGE

Xenophage are guardians and soldiers of a handful of living demiplanes in the Deep Ethereal. However, they are also predators, sometimes emerging from their dimension to hunt other worlds.

Hunters and Watchers. Bulbous xenophage defenders and watchers flock in small groups, swimming like strange fish over the gently waving strands of naked veins and arteries. Sometimes, sensing a connection to possible prey beyond their own realm, they transfer via mystic arterial connections into worlds where they can feed on living creatures.



XENOPHAGE DEFENDER

XENOPHAGE DEFENDER

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	5 (–3)	14 (+2)	5 (–3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 16

Languages —

Challenge 4 (1,100 XP)

Move Through Flesh. The xenophage defender can move through living creatures as if they were difficult terrain. It and the target are both restrained if the xenophage ends its turn inside a living creature, their flesh partially comingled. The target can make a DC 14 escape check to try to pull themselves free of the mingled flesh. Until this coterminous situation ends, the target takes 10 force damage at the end of their turn, and the xenophage heals 10 hit points simultaneously. The target can repeat the saving throw at the beginning of each of their turns, pulling themselves free as their action on a success.

ACTIONS

Multiattack. The xenophage defender makes two tendril attacks.

Tendril. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage. If the xenophage used Move Through Flesh to end its turn in a living creature so that both are restrained, the xenophage's attack against that target does not have disadvantage.

XENOPHAGE WATCHER

XENOPHAGE WATCHER

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	9 (–1)	14 (+2)	5 (–3)

Skills Perception +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 18

Languages —

Challenge 8 (3,900 XP)

Move Through Flesh. The xenophage watcher can move through living creatures as if they were difficult terrain. It and the target are both restrained if the watcher ends its turn inside a living creature, their flesh somewhat comingled. A living creature can make a DC 17 escape check to try to pull themselves free of the mingled flesh. Until this coterminous situation ends, the target takes 10 force damage at the end of their turn, and the xenophage heals 10 hit points simultaneously. The target can repeat the saving throw at the beginning of each of their turns, pulling themselves free as their action on a success.

ACTIONS

Multiattack. The xenophage watcher makes two tendril attacks.

Tendril. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. If the xenophage used Move Through Flesh to end its turn in a living creature so that both are restrained, the xenophage's attack against that target does not have disadvantage.

YOX

A yox is a horrid mishmash of limbs, tiny wings, eyes, and mouths from many creatures, plus random metal parts. Its body is arranged somewhat like a starfish, with a flat body and its limbs around the edge.

Corrupted Law Creature. It is commonly believed that the first yox was created when a squadron of modrons became trapped in a bubble of pure chaos and were fused together into one erratic, insane creature. The fact that yox are usually encountered in Limbo or planes adjacent to it supports this belief.

Wild Hunter. A yox's behavior is unpredictable. It might approach a group of travelers and scream at them before leaving, attempt to kill and consume a foe, follow others at a safe distance for minutes or hours, or remain still and observant despite any attempts to interact with it.

A yox is always encountered alone. If two yoxes find each other, either both are torn apart trying to absorb the other, or both become disoriented and wander off.

YOX

Huge monstrosity, typically chaotic neutral

Armor Class 16 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Con +10, Wis +6

Skills Perception +9

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 19

Languages Modron plus the languages of creatures it has absorbed

Challenge 12 (8,400 XP)

Aberrant Aura. The yox is surrounded by an aura of chaos that affects foes' minds. Each creature that starts their turn within 20 feet of the yox must succeed on a DC 14 Wisdom saving throw. On a failure, the creature can't take reactions until the start of their next turn and rolls a d10 to determine what they do during their turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all their movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within their reach or does nothing if they can't make such an attack. On a 9 or 10, they can act and move normally.

Multiple Heads. A yox has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Reactive Resistance. As a bonus action, a yox can grant itself resistance to one type of energy damage (defaulting to fire resistance). The yox usually changes its resistance to whatever kind of energy damage harmed it on its last turn.

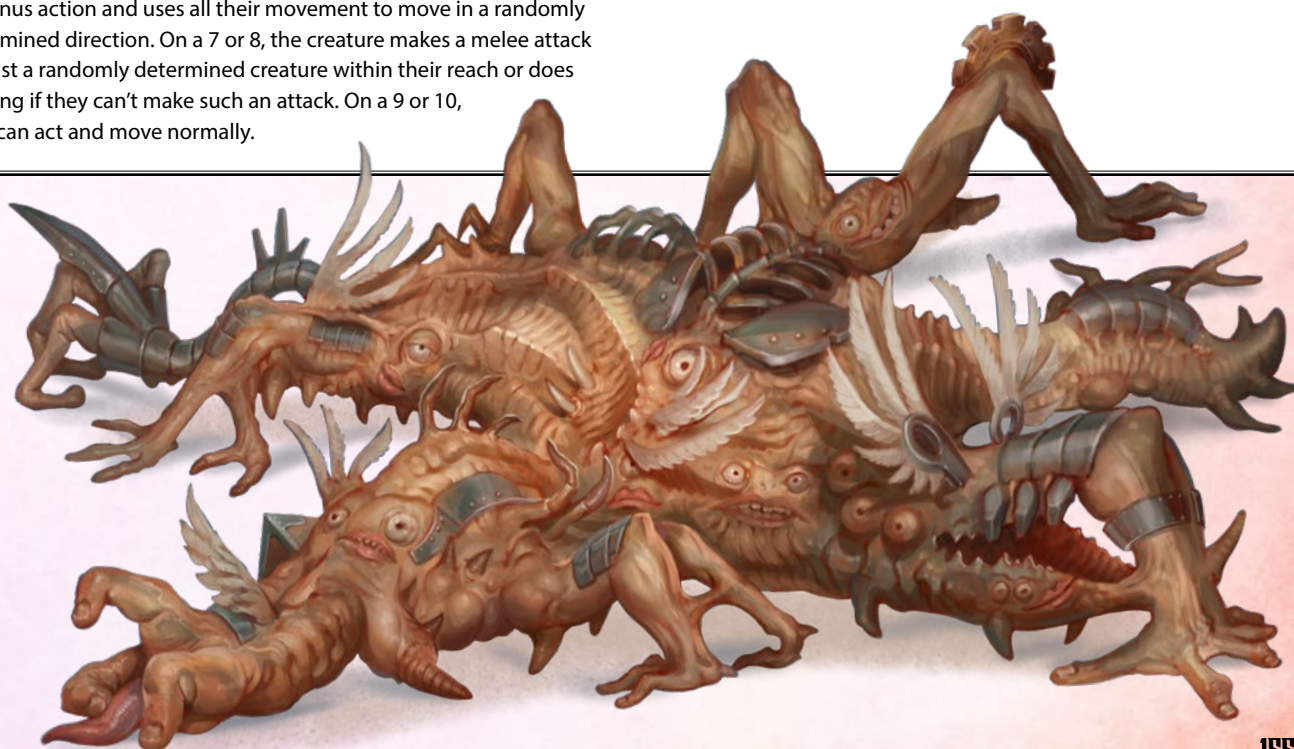
ACTIONS

Multiattack. The yox makes four attacks: one bite, plus up to three other attacks using its limbs or javelins in any combination.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is killed by this damage, they are absorbed into the yox.

Limb. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is killed by this damage, they are absorbed into the yox.

Javelin. *Melee or Ranged Weapon Attack:* +11 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.



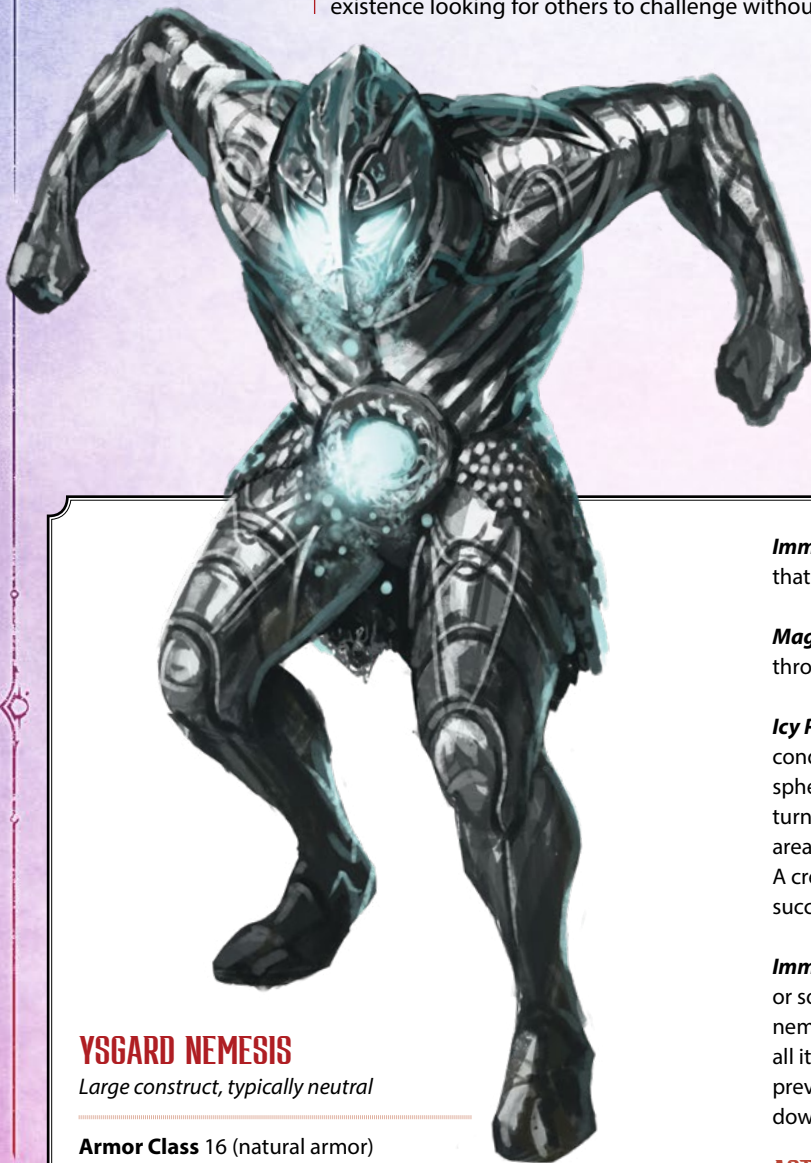
Ysgard nemeses can be encountered alone or in small fireteams of two or three.

YSGARD NEMESIS

Ysgard nemeses were constructed by dwarves of Ysgard to seek out foes of their realm, especially dragons, and as dangerous training partners against which they could test their own mettle. However, most Ysgard nemeses have since broken free of their original crafters' tight commands. They now roam the planes of existence looking for others to challenge without apparent regard for the merit of that challenge.

Limited Legion. Thankfully, only a limited number of Ysgard nemeses remain. Unfortunately, that number is rumored to be just short of a thousand individual constructs. Worse, they apparently come back once destroyed and, if they can, try to track down those responsible for destroying them during their previous interaction.

Allies of the Moment. Talk of heroism, vengeance, and other stories from which myths could one day follow can potentially sway a Ysgard nemesis to seek out and challenge someone other than a character who has initially caught their eye. But such alliances never last long.



YSGARD NEMESIS

Large construct, typically neutral

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (0)	10 (+0)	11 (+0)

Saving Throws Str +11, Dex +5

Skills Athletics +8, Perception +6

Damage Immunities cold, poison, psychic

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

Senses darkvision 60 ft., passive Perception 16

Languages Celestial, Common

Challenge 6 (2,300 XP)

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

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

Icy Precipitate. The nemesis's mere presence creates slippery, icy conditions. As a bonus action, the environment within a 20-foot sphere centered on the nemesis is coated in a thin layer of ice, turning it into difficult terrain. Each creature standing in the affected area must succeed on a DC 15 Dexterity saving throw or fall prone. A creature that enters the area or ends their turn there must also succeed on a DC 15 Dexterity saving throw or fall prone.

Immortal Nemesis. If a Ysgard nemesis is destroyed and its helm or some other portion of its metallic armor remains afterward, the nemesis rebuilds a new body in 1d10 days from that piece, regaining all its hit points and becoming active again. This rebuilding can be prevented by completely destroying the armor, such as by melting it down in a forge.

ACTIONS

Multiattack. The Ysgard nemesis makes two icy slam attacks.

Icy Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage and 7 (2d6) cold damage.

Glacial Blast (Recharge 5–6). The Ysgard nemesis emits the essence of Ysgard's icy caverns in a line 20 feet long and 5 feet wide. Any creature in the line takes 26 (4d12) cold damage, or half damage with a successful DC 15 Dexterity saving throw.

Ice Storm of Vengeance. If the Ysgard nemesis is defeated, an ice storm spirals from the creature's form, filling a 20-foot sphere centered on it. A creature within the area takes 19 (3d12) cold damage, or half damage with a successful DC 15 Dexterity saving throw.

ZEITGEBAR WITNESS

Appalling and alien, the burrowing thing known as a zeitgebar witness is rumored to be a spy from a plane utterly bizarre in its inhabitants, or perhaps a place beyond even those of the Far Realm. The creature is at least 20 feet long with lumpy metallic skin, is formed of what seems like two or more braided bodies, and has a single, staring eye that gives off brilliant light.

Gazing Obsession. Zeitgebar witnesses move from one obsession to the next, during which time they stare at that subject for hours, days, or even weeks at a time, taking in obvious and subtle information as they do so. A likely subject of their attention could be a portal, a strange device, a corpse, or what looks to others like a strange spot on the wall of an ancient ruin. It's hard to know what will draw a witness's attention. Sometimes they seem to know when something of import is going to happen before it does, and they show up a few hours or days ahead of time to stare at the area where that event—perhaps a collision, a fight, or something odd falling out of the sky—eventually occurs.

Directional Threat or Reasonable Entity. If a creature comes within 30 feet of a zeitgebar witness from almost any direction, the witness is potentially startled and could become aggressive. However, if approached from the front (the direction of its gaze), it remains peaceful and open to interaction, unless attacked. A witness speaks a variety of languages with a strangely artificial voice. The creature may provide an interesting piece of information, but only if the PCs have something interesting to say about the object or area the witness is already studying.

Zeitgebar witnesses are usually encountered alone or in the presence of other aberrations.



ZEITGEBAR WITNESS

Large aberration, unaligned

Armor Class 18 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +9

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses truesight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common and dozens of other languages

Challenge 9 (5,000 XP)

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

ACTIONS

Multiattack. The witness makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Beams of Unsympathetic Observation (Recharge 4–6). The witness attacks up to three separate creatures within 120 feet with magical beams directed from lumps along its body. Each creature targeted must make a DC 16 Dexterity saving throw, taking 44 (8d10) radiant damage on a failed save, or half as much damage on a successful one. Living creatures must also succeed on a DC 15 Constitution saving throw or their hit point maximum is reduced by 14 (4d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. This reduction lasts until the creature finishes a long rest or until they receive a *greater restoration* spell or comparable magic.

Burrow Through the Multiverse (1/Day). While burrowing, the witness gains the benefit of the *plane shift* spell, but only for itself.

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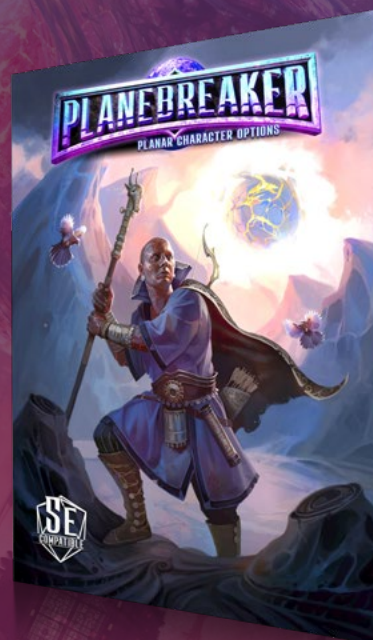
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