

奇譚錄

TOME OF
DARK CREATURES

Credits

- The Homebrewery, created by Scott Tolksdorf.
- DragonsandStories, author of this dark and twisted monster compendium.
- Midjourney AI that have generated the art.
- Cover design by Rachel Bostwick

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chapter 1 Introduction

W

ELCOME TO THE TOME OF DARK CREATURES, A comprehensive compendium of the most twisted and sinister monsters that haunt the shadows. From the depths of the underworld

to the fringes of the abyss, this book contains information on the most fearsome beings that roam the land.

As you delve into these pages, you will encounter creatures of all shapes and sizes, each more terrifying than the last. From beings that possess multiple creature types, to the demonic fiends that wield immense power, this book will take you on a journey into the heart of darkness.

With detailed AI illustrations and in-depth descriptions, this book is a must-have for any GM or player looking to expand their knowledge of the dark and mysterious creatures that inhabit the fantasy realm. Whether you are planning an epic adventure or simply seeking to learn more about the creatures that dwell in the shadows, this book will provide you with the information you need.

So, come, journey with us into the realm of the unknown, and explore the twisted world of the dark creatures that haunt our nightmares.

Multiple Creature Types

In the world of dark creatures, it is not uncommon to find beings that possess multiple creature types. These hybrid beings can be a mix of any two or more creature types, ranging from humanoids to beasts, fiends, and more.

One such example of a multiple creature type is the *Hybrid Nature* trait. This trait can be found on multiple monsters and it means that the creature possesses two or more creature types. For instance, a monster may have both humanoid and monstrosity creature types. The *Hybrid Nature* trait allows the monster to be affected by game effects that work on either of their creature types.

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Ashrath's Minions

In a world of magic and mystery, there was a human sorcerer named Zarek who devoted his life to studying the arcane arts. Zarek was always in search of power and knowledge, and he had heard of a mountain called Moltenheim, said to be the source of the most primal and potent magic in the world.

But Moltenheim was no ordinary mountain. It was said that only those who were truly worthy and seeking power could see it, and that it was actually a living elemental being, a god of fire and magma. Zarek was determined to find Moltenheim, and so he spent many years in his quest, traveling across deserts and through treacherous forests, searching for the elusive mountain.

Finally, after many long years of searching, Zarek caught a glimpse of Moltenheim on the horizon. He could see the mountain glowing with an inner fire, and he knew that he had found what he had been looking for. Zarek climbed the mountain, facing many trials and dangers along the way, until he reached the summit.

At the top of the mountain, Zarek was confronted by the primal elemental that was Moltenheim. The elemental spoke to him, and Zarek realized that it was testing him, judging whether he was truly worthy of its power. Zarek passed the test, and the elemental imbued him with incredible power, turning him into a gargantuan lava elemental god, known as Ashrath.

As Ashrath, Zarek was more powerful than he had ever imagined possible. He could control the elements of fire and magma, and his mere presence was enough to strike fear into the hearts of his enemies. But he also knew that with great power came great responsibility. He had been entrusted with the power of Moltenheim, and he would use it wisely to protect the world from those who would seek to do it harm.

And so Ashrath became a god among mortals, feared and respected in equal measure. He had the power to shape the world around him, and the wisdom to use it for the greater good.

As Ashrath roamed the world, he discovered that his power over fire and magma was not limited to simply controlling it. Whenever he cast a spell or unleashed a burst of elemental energy, new creatures would be born from the molten rock and ash that surrounded him. These creatures were born of the same primal energy that powered Ashrath himself, and they were his to command.

As he traveled the world, Ashrath encountered all manner of foes, from dragons and giants to dark wizards and ancient demons. But with the aid of his newly-created minions, he was able to vanquish them



all. The creatures that were born from his spells were unlike any that had ever been seen before, and they struck fear into the hearts of his enemies.

Living Lava. On their home plane, Lava Elementals exist as bodiless life forces, pure incarnations of the elemental forces of fire and earth. They have a dim consciousness that can manifest as a physical shape only when focused by the power of magic. Lava Elementals are beings of intense heat and magma, and their very presence can cause volcanic activity and natural disasters.

Conjured by Magic. Through powerful spells and magic items, Lava Elementals can be conjured and summoned to other planes of existence. However, these fiery creatures instinctively resent being pulled from their home plane and bound into service. Those who summon a Lava Elemental must exert their will over the elemental, as it will seek to break free and return to its home plane at the first opportunity.

Bound and Shaped. Powerful magic can bind a Lava Elemental into a material template that defines a specific use and function. These fiery beings can be shaped into various forms and constructs, such as molten beasts and living flame constructs. The strength of the magic and materials that bind them determines how well they function in a bound form, with more durable materials like stone and metal providing a stronger anchor.

Elemental Nature. Lava Elementals are creatures of raw elemental energy, and they exist solely to serve their masters or to wreak havoc when unleashed upon other planes of existence. They don't require air, food, drink, or sleep, as they are beings of pure energy that draw sustenance from their home plane. Lava Elementals are powerful and dangerous, and those who seek to control them must possess the knowledge and power to do so, or risk being consumed by the very flames they seek to command.

Pyrothrax

Pyrothrax is a fierce defender of its territory, attacking any perceived threats with its fiery claws. Its cone of fire is known to incinerate everything in its path.

Ignisaur

Ignisaur is a mischievous, bird-like lava elemental that is drawn to areas of intense heat and volcanic activity. It is highly unpredictable and cunning, attacking with its sharp beak and spewing molten lava to repel enemies.



Moltenyx

Moltenyx is a fearsome sight to behold, with its entire body composed of scorching-hot lava that leaves a trail of thick smoke and ash in its wake. Its movements are accompanied by the sound of hissing and crackling as it burns everything in its path. This small but powerful creature takes pleasure in causing destruction and chaos, and is known for its sadistic tendencies.

Infernoth

Infernoth is a formidable opponent with a fierce independence that makes it a wild card in any battle. Its body is made of molten lava, and it moves with an otherworldly grace, leaving a trail of thick smoke and ash behind it as it goes. When it unleashes its attacks, it is a sight to behold, as flames leap from its fingers and sear the air with their heat. But the most fearsome of its arsenal is the Inferno Smash. With a deafening roar, Infernoth slams its fiery fists into the ground, causing the earth to tremble and split apart.

Scorchscale

Scorchscale is a fearsome predator, with an insatiable hunger for destruction and carnage. Its body is made of searing-hot lava, and it uses its massive jaws to tear apart anything in its path. Those unfortunate enough to cross its path are met with a barrage of fiery attacks, including its deadly Lava Spit. Scorchscale can also transform itself into a pool of molten lava, allowing it to slither through narrow spaces and surprise its enemies from unexpected angles.

Ashhound

Ashhound, a fearsome creature made of molten lava and ash, moves swiftly through the barren landscape, leaving a trail of destruction in its wake. Its pyroclastic breath unleashes a deadly combination of ash and lava, enveloping its enemies in a cloud of scorching heat and force.

Emberling

Their touch is said to be ablaze with a searing heat, capable of igniting anything it comes in contact with. Emberlings have a fiery aura that surrounds them, leaving a trail of smoldering ash in their wake. This ash can cause burns and deal damage to those who

come too close, making Emberlings formidable opponents in combat.

Flamelurker

Flamelurker possesses a fearsome ability that allows it to concentrate its intense heat into a focused beam, capable of incinerating its target within seconds. This beam of scorching flame is known to be so hot that it can even melt metal objects and armor, causing additional damage to its unfortunate victims. The mere sight of Flamelurker's glowing eyes is enough to strike fear into the hearts of its enemies, knowing the destructive power that lies within.

Pyreling

Deep in the heart of the earth, the Pyrelings dwell, creatures of living lava that move through solid stone as easily as a fish through water. These beings have an innate ability to sense the heat signatures of creatures around them, even if they are hidden from sight or invisible. Their claws can rend stone and flesh alike, and they can unleash a fiery barrage of molten bombs upon their enemies. Though they are creatures of fire and fury, Pyrelings are known to have a sense of honor and are often called upon to act as guardians of important places, provided that those who enter their domain show proper respect.

Pyromorphs

Pyromorphs are powerful and unpredictable creatures that embody the essence of lava and fire. They are known to roam the volcanic regions of the world, leaving behind a trail of destruction in their wake. These creatures possess an otherworldly intelligence that allows them to sense and manipulate the flow of lava, creating streams and pools of molten rock to trap their enemies. Pyromorphs are also capable of transforming living creatures into molten statues, rendering them helpless and vulnerable to attack.

“As I cautiously entered the charred remains of the once-thriving village, a sense of dread washed over me. The ground trembled beneath my feet, and the air grew thick with smoke and ash. Suddenly, a monstrous creature emerged from the flames, its fiery eyes fixed on me. It was one of Ashrath's minions, a being of pure elemental power, bent on reducing everything to ashes.”

– Aerisera, Guildmaster of the Silver Bow

Pyrothrax

Tiny elemental (lava), chaotic evil

- **Armor Class** 12
- **Hit Points** 7 (3d4)
- **Speed** 30 ft., climb 30 ft.

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

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Ignan but can't speak
- **Challenge** 1/8 (25 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

Actions

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

Flame Breath (Recharge 5-6). The lava elemental exhales a 15-foot cone of fire. Each creature in that area must make a DC 10 Dexterity saving throw, taking 5 (2d4) fire damage on a failed save, or half as much damage on a successful one.

Ignisaur

Small elemental (lava), chaotic neutral

- **Armor Class** 12
- **Hit Points** 13 (3d6 + 3)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	5 (-3)	8 (-1)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Ignan but can't speak
- **Challenge** 1/4 (50 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

Actions

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

Lava Spray (Recharge 5-6). The lava elemental spews forth a burst of molten lava in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 3 (1d6) fire damage and 3 (1d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The area within the cone becomes difficult terrain for 1 minute as the lava cools and hardens.



Moltenyx

Small elemental (lava), chaotic evil

- **Armor Class** 12
- **Hit Points** 22 (4d6 + 8)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	5 (-3)	10 (+0)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands Ignan but can't speak
- **Challenge** 1/2 (100 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

Smoke Trail. The lava elemental leaves a trail of thick smoke behind it as it moves, creating a 5-foot-wide cloud behind the elemental. The cloud creates a heavily obscured area. The cloud lasts until the start of the lava elemental's next turn or until a strong wind disperses it.

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

Actions

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

Bonus Actions

Lava Pool. The lava elemental creates a 10-foot-radius pool of lava at a point on the ground within 30 feet of it. The pool lasts for 1 minute and is considered difficult terrain. Any creature that enters the pool or starts its turn there takes 3 (1d6) fire damage.



Infernoth

Medium elemental (lava), chaotic neutral

- **Armor Class** 12
- **Hit Points** 32 (5d8 + 10)
- **Speed** 30 ft., climb 30 ft.

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

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands Ignan but can't speak
- **Challenge** 1 (200 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

Actions

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

Inferno Smash (Recharge 6). The lava elemental slams its fiery fists into the ground, creating a shockwave of molten rock. Each creature within 5 feet of the lava elemental must make a DC 13 Dexterity saving throw, taking 8 (2d6) bludgeoning damage and 8 (2d6) fire damage on a failed save, or half as much damage on a successful one. Any creature that fails the save is also knocked prone.



Scorchscale

Medium elemental (lava), chaotic evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 45 (7d8 + 14)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Ignan but can't speak
- **Challenge** 2 (450 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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



Actions

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

Lava Form (3/Day). The lava elemental transforms itself into a pool of molten lava until the start of its next turn, becoming immune to all damage except for cold damage while in this form. The elemental can move through any space that is large enough for a pool of lava, and can enter and occupy the space of another creature. Any creature that starts its turn in the same space as the elemental takes 10 (3d6) fire damage. The elemental can use an action to revert to its normal form.

Lava Spit. The lava elemental spits a glob of molten lava at a target within 30 feet. The target must make a DC 14 Dexterity saving throw, taking 7 (2d6) fire damage and 5 (1d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, if the target is a creature, it must make a DC 14 Strength saving throw or be restrained as the lava hardens around it.

Ashhound

Medium elemental (lava), chaotic neutral

- **Armor Class** 16 (natural armor)
- **Hit Points** 45 (6d8 + 18)
- **Speed** 40 ft.

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

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** understands Ignan but can't speak
- **Challenge** 2 (450 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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



Actions

Multiaction. The lava elemental makes two bite attacks.

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

Pyroclastic Breath (Recharge 5-6). The hound-like lava elemental exhales a cloud of ash and lava in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 7 (2d6) fire damage and 7 (2d6) force damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are also affected by the ash, which settles in a 20-foot radius sphere centered on the elemental. This area becomes lightly obscured and creatures within it have disadvantage on Wisdom (Perception) checks that rely on sight. Additionally, creatures that enter or start their turn in the area must make a DC 14 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Emberling

Medium elemental (lava), chaotic good

- **Armor Class** 16 (natural armor)
- **Hit Points** 75 (10d8 + 30)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Ignan but can't speak
- **Challenge** 3 (700 XP)

Ashen Aura. The emberling's fiery aura extends to a 5-foot radius around it, causing creatures within that area to take 3 (1d6) fire damage at the start of their turn. The area within the aura becomes lightly obscured, and creatures within it have disadvantage on Wisdom (Perception) checks that rely on sight. Any creature that starts its turn within the aura or enters the aura for the first time on its turn must make a DC 12 Constitution saving throw. On a failed save, the creature takes an additional 7 (2d6) fire damage and is poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

Actions

Multiattack. The lava elemental makes two searing touch attacks.

Searing Touch. The emberling's touch burns with intense heat. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage plus 7 (2d6) fire damage.



Flamelurker

Large elemental (lava), chaotic evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 75 (10d10 + 20)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** understands Ignan but can't speak
- **Challenge** 3 (700 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

Actions

Multiattack. The lava elemental makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Heat Vision. The lava elemental can focus its intense heat into a beam that deals 11 (2d10) fire damage to a single target within 30 feet. The target must make a DC 14 Dexterity saving throw or take the damage. Additionally, if the target is wearing metal armor or carrying a metal object, it takes an additional 11 (2d10) fire damage, as the metal heats up from the intense heat.



Pyreling

Medium elemental (lava), chaotic good

- **Armor Class** 15 (natural armor)
- **Hit Points** 102 (12d10 + 36)
- **Speed** 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10
- **Languages** Ignan
- **Challenge** 4 (1,100 XP)

Earth Glide The lava elemental can move through solid stone and earth as easily as a fish swims through water, leaving behind no tunnel or hole. While moving in this way, the elemental is immune to damage from non-magical weapons and can't be restrained or grappled, though it can't breathe or speak.

Heat Sensing The lava elemental can sense the heat signatures of creatures within 60 feet, even if they are hidden from sight or invisible.

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

Actions

Multiattack. The lava elemental makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Lava Bombardment (Recharge 5-6). As an action, the lava elemental can rain down a barrage of lava bombs in a 30-foot radius around it. All creatures within the area must make a DC 14 Dexterity saving throw, taking 13 (3d8) fire damage plus 13 (3d8) bludgeoning damage on a failed save and half damage on a successful one.



Pyromorphs

Medium elemental (lava), chaotic neutral

- **Armor Class** 14 (natural armor)
- **Hit Points** 136 (16d10 + 48)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Ignan
- **Challenge** 5 (1,800 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

Actions

Multiattack. The lava elemental makes two bite attacks.

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

Lava Flow (Recharge 5-6). As an action, the lava elemental can create a 10-foot wide stream of lava that flows in a straight line up to 60 feet away from it. Any creature that comes into contact with the lava takes 22 (4d10) plus 11 (2d10) bludgeoning damage and must succeed on a DC 15 Strength saving throw or be pushed 10 feet in the direction of the lava flow. The area within the line becomes difficult terrain for 1 minute as the lava cools and hardens.

Molten Transformation (1/Day). The lava elemental targets a creature it can see within 60 feet of it. The creature must succeed on a DC 15 Constitution saving throw or be transformed into a molten statue for 1 minute. While in this form, the creature is incapacitated, immune to all damage except cold damage, and can't take actions, speak, or move. The creature also has vulnerability to cold damage. At the end of each of its turns, the creature can make another Constitution saving throw. On a success, the transformation ends. If the creature is reduced to 0 hit points while in this form, it is destroyed and cannot be resurrected except by powerful magic such as a *wish* spell.

Behemoths

They are enormous creatures, the first titans banished by the gods to the Demiplane of Exile to prevent them from dominating the multiverse. There, they waited for eons in the dark, cold emptiness, until they finally found a way to break free and roam the cosmos once more.

Huge and Terrifying. Behemoths are colossal in size, dwarfing even the largest creatures of the Material Plane. Their forms are often shrouded in darkness, and they emit an aura of primal energy that can drive lesser beings mad with fear.

Ancient and Powerful. Behemoths have lived for eons in exile, cut off from the rest of the multiverse. They have had ample time to develop their already impressive abilities, and are often masters of magic, psionics, or some other form of cosmic power.

Banished by the Gods. The gods feared the power of the Behemoths and banished them to the Demiplane of Exile, a realm of darkness and emptiness where they could not harm other lifeforms. However, the behemoths are not content to remain there forever and are always seeking a way to break free.

Magical Seal. A visible magic seal is present on all Behemoths, placed there by the gods during their banishment to the Demiplane of Exile. The sigil serves to seal away a portion of their immense power and prevents them from becoming the most powerful creatures in all of the Material Plane. Breaking the seal would unleash the full extent of their power and bring about catastrophic consequences.

The Demiplane of Exile. Also known as the Voidrealm, is a realm of darkness and emptiness, where no lifeforms can survive for long. The behemoths were banished here by the gods, and it is said that the Demiplane is home to countless other monsters and horrors, lurking in the darkness and waiting for a chance to escape.

Behemoth Varieties. There are many different types of behemoths, each with their own unique abilities and traits. Some are masters of psionics, while others wield powerful magic or possess incredible physical strength. However, all behemoths are terrifying creatures that should be avoided at all costs, for they are a force to be reckoned with.



Phasmodo Behemoth

They are so massive and powerful that their presence causes disturbances in the fabric of reality. They exist in multiple dimensions simultaneously, which makes them difficult to pin down or target accurately. When a Phasmodo flickers in and out of reality, it's not just a visual effect – it's a manifestation of the creature's shifting existence. This causes confusion and disorientation among those attempting to attack it, as they can't be certain where the Behemoth will appear next or whether their attacks will connect. The flickering can also be a sign of the Behemoth's immense power, as it struggles to maintain its physical form in the face of its own cosmic might. In short, the Phasmodo's flickering is a physical manifestation of the creature's otherworldly nature, and a reflection of the difficulty that mortals face when attempting to confront such a powerful being.

Nightmaw Behemoth

Nightmaw Behemoths are among the oldest and most feared creatures in the multiverse. They are said to be primordial beings that have existed since the dawn of time, possessing an innate ability to invade the minds of their prey and inflict horrific nightmares upon them. The Nightmaw Behemoths take great pleasure in the fear and terror they cause in their victims, reveling in the anguish they inflict upon those who dare to cross their path.

These colossal behemoths tower over even the largest creatures of the Material Plane. Their forms are shrouded in shadow, and their glowing eyes seem to pierce through the darkness, instilling fear in all who gaze upon them. The mere presence of a Nightmaw Behemoth can send shivers down the spines of even the bravest warriors.

But it is their psionic abilities that truly set them apart from other behemoths. With their powerful minds, they can enter the dreams of their prey and twist them into horrific nightmares that leave a permanent scar on the psyche of the victim. The Nightmaw Behemoth's ability to control and manipulate the minds of others is so great that it is said to be one of the most fearsome and dangerous abilities possessed by any creature in the multiverse.

Coilwyrm Behemoth

The Coilwyrm Behemoth is a true terror of the deep, feared by sailors and sea creatures alike. Its massive, eel-like body can grow to be hundreds of feet long, coiled tightly to give it incredible power and control

over its movements. The behemoth's scales glisten with an oily sheen, its dark, sinister eyes gleaming with an otherworldly intelligence.

While they may be confined to the Demiplane of Exile, the Coilwyrm Behemoths are no less formidable than their counterparts roaming the multiverse. They possess an icy breath that they can unleash upon their prey, leaving them paralyzed and helpless.

Darktide Behemoth

The Darktide Behemoth's eyes are an unnerving sight to behold, their glowing blue light piercing through the darkness of the ocean depths. The cold that emanates from its body is so intense that it can instantly freeze the water around it, creating a dangerous icy terrain that can easily ensnare unsuspecting prey.

This behemoth's Frozen Tsunami is an awe-inspiring display of its power. The wave it summons is so cold and powerful that it can freeze entire coastal cities in moments. The tsunami crashes down with such force that it can shatter even the sturdiest of structures, leaving nothing but destruction in its wake.

The behemoth's icy breath is also a potent weapon, capable of freezing creatures solid and rendering them immobile. The chill that emanates from the behemoth's body can cause even the bravest of warriors to hesitate, knowing that one false move could mean certain death.



Phasmodo Behemoth

Gargantuan aberration (titan), chaotic evil

- **Armor Class** 22 (natural armor)
- **Hit Points** 66 (4d20 + 24)
- **Speed** 0 ft., fly 60 ft. (hover), swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	22 (+6)	22 (+6)	14 (+2)	12 (+1)

- **Saving Throws** Int +9
- **Skills** Perception +8
- **Damage Resistances** all
- **Damage Immunity** cold
- **Condition Immunity** exhaustion, frightened, grappled, petrified, prone, unconscious
- **Senses** truesight 60 ft., passive Perception 18
- **Languages** Primordial, telepathy 120 ft.
- **Challenge** 8 (3,900 XP)

Gravitational Pull. The behemoth's immense mass and gravity make it difficult for creatures to move or attack within 30 feet of it, imposing disadvantage on attacks and halving movement speed.

Interdimensional Shifting. The behemoth's existence in multiple dimensions at once causes it to occasionally flicker in and out of reality, granting it resistance to all damage types and making it difficult to hit.

Psionic Perception. The behemoth is constantly aware of the thoughts and emotions of all creatures within 30 feet of it.

Sealed Power. The behemoth's full power is sealed by a magical sigil that is visible on its body. The damage and hit points stated in its stat block are already halved due to the sealed power. Breaking the sigil unleashes the Behemoth's full power, doubling its maximum hit points and doubling all dice rolls for its damage output features.

Unusual Nature. It doesn't require air or sleep.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 5) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be swallowed by the behemoth. A swallowed creature has total cover against attacks and other effects outside the behemoth, and it takes 3 (1d6) acid damage at the start of each of the behemoth's turns. If the behemoth takes 30 damage or more on a single turn from a creature inside it, the behemoth must succeed on a DC 16 Constitution saving throw at the end of that

turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the behemoth. If the behemoth dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

Frozen Tomb (3/Day). The behemoth conjures a block of ice around a creature within 60 feet, trapping them inside. The target must make a DC 16 Strength saving throw or be restrained until the ice is destroyed. The ice has 30 hit points and is vulnerable to fire damage.

Void Blast. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 18 (4d8) psychic damage. On a hit, the target must make a DC 16 Wisdom saving throw or take an additional 18 (4d8) cold damage and become stunned until the end of the target's next turn. On a successful save, the target takes half the cold damage and isn't stunned.



Nightmaw Behemoth

Gargantuan aberration (titan), chaotic evil

- **Armor Class** 18 (natural armor)
- **Hit Points** 148 (9d20 + 54)
- **Speed** 0 ft., fly 60 ft. (hover), swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	23 (+6)	18 (+4)	15 (+2)	13 (+1)

- **Saving Throws** Int +8
- **Skills** Perception +10, Stealth +10
- **Damage Immunity** cold
- **Condition Immunity** exhaustion, frightened, grappled, petrified, prone, unconscious
- **Senses** truesight 60 ft., passive Perception 20
- **Languages** Primordial, telepathy 120 ft.
- **Challenge** 10 (5,900 XP)

Frozen Body. The behemoth's body is so cold that it can freeze its surroundings, leaving a trail of ice behind it. Any creature that starts its turn within 5 feet of the behemoth must make a DC 16 Constitution saving throw or take 13 (3d8) cold damage.

Gravitational Pull. The behemoth's immense mass and gravity make it difficult for creatures to move or attack within 30 feet of it, imposing disadvantage on attacks and halving movement speed.

Psionic Perception. The behemoth is constantly aware of the thoughts and emotions of all creatures within 30 feet of it.

Sealed Power. The behemoth's full power is sealed by a magical sigil that is visible on its body. The damage and hit points stated in its stat block are already halved due to the sealed power. Breaking the sigil unleashes the Behemoth's full power, doubling its maximum hit points and doubling all dice rolls for its damage output features.

Silent Movement. The behemoth's movement is completely silent, allowing it to move without making noise.

Unusual Nature. It doesn't require air or sleep.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the behemoth. A swallowed creature has total cover against attacks and other effects outside the behemoth, and it takes 3 (1d6) acid damage at the start of each of the behemoth's turns. If the behemoth

takes 30 damage or more on a single turn from a creature inside it, the behemoth must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the behemoth. If the behemoth dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

Cosmic Vortex (Recharge 4-6). The behemoth unleashes a powerful vortex of cosmic energy in a 60-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw or take 27 (6d8) force damage and be pushed 20 feet away from the behemoth. On a successful save, the creature takes half damage and is not pushed.

Primordial Nightmare The behemoth uses its psionic abilities on a sleeping humanoid within 120 feet of it. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 27 (5d10) and become inflicted with an indefinite madness effect (See the Expanded Afflictions chapter). If this effect reduces the target's hit point maximum to 0, the target dies. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.



Coilwyrm Behemoth

Gargantuan aberration (titan), chaotic evil

- **Armor Class** 20 (natural armor)
- **Hit Points** 203 (14d20 + 56)
- **Speed** 0 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	19 (+4)	14 (+2)	15 (+2)	8 (-1)

- **Saving Throws** Int +6
- **Skills** Perception +6
- **Damage Resistances** poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** cold, lightning
- **Condition Immunity** deafened, exhaustion, frightened, petrified, poisoned, prone, unconscious
- **Senses** truesight 60 ft., passive Perception 16
- **Languages** —
- **Challenge** 12 (8,400 XP)

Cold Shock. When the behemoth successfully hits a creature with a melee attack, the target must make a DC 16 Constitution saving throw or be stunned until the end of its next turn, as the cold shock paralyzes its muscles.

Gravitational Pull. The behemoth's immense mass and gravity make it difficult for creatures to move or attack within 30 feet of it, imposing disadvantage on attacks and halving movement speed.

Sealed Power. The behemoth's full power is sealed by a magical sigil that is visible on its body. The damage and hit points stated in its stat block are already halved due to the sealed power. Breaking the sigil unleashes the Behemoth's full power, doubling its maximum hit points and doubling all dice rolls for its damage output features.

Unusual Nature. It doesn't require air or sleep.

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus an additional 4 (1d8) lightning damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the behemoth. A swallowed creature has total cover against attacks and other effects outside the behemoth, and it takes 3 (1d6) acid damage at the start of each of the behemoth's turns. If the behemoth takes 30 damage or more on a single turn from a

creature inside it, the behemoth must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the behemoth. If the behemoth dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, or 35 (6d6 + 14) bludgeoning damage if the target is an object.



Darktide Behemoth

Gargantuan aberration (titan), chaotic evil

- **Armor Class** 18 (natural armor)
- **Hit Points** 231 (14d20 + 84)
- **Speed** 0 ft., fly 60 ft. (hover), swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	22 (+6)	16 (+3)	16 (+3)	11 (+0)

- **Saving Throws** Int +8
- **Skills** Perception +8
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** cold
- **Condition Immunity** exhaustion, frightened, grappled, petrified, prone, unconscious
- **Senses** truesight 60 ft., passive Perception 18
- **Languages** Primordial, telepathy 120 ft.
- **Challenge** 14 (11,500 XP)

Frozen Body. The behemoth's body is so cold that it can freeze its surroundings, leaving a trail of ice behind it. Any creature that starts its turn within 5 feet of the behemoth must make a DC 18 Constitution saving throw or take 13 (3d8) cold damage.

Gravitational Pull. The behemoth's immense mass and gravity make it difficult for creatures to move or attack within 30 feet of it, imposing disadvantage on attacks and halving movement speed.

Psionic Perception. The behemoth is constantly aware of the thoughts and emotions of all creatures within 30 feet of it.

Sealed Power. The behemoth's full power is sealed by a magical sigil that is visible on its body. The damage and hit points stated in its stat block are already halved due to the sealed power. Breaking the sigil unleashes the Behemoth's full power, doubling its maximum hit points and doubling all dice rolls for its damage output features.

Unusual Nature. It doesn't require air or sleep.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be swallowed by the behemoth. A swallowed creature has total cover against attacks and other effects outside the behemoth, and it takes 3 (1d6) acid damage at the start of each of the behemoth's turns. If the behemoth takes 30 damage or more on a single turn from a creature inside it, the behemoth must succeed on a DC 18 Constitution saving throw at the end of that

turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the behemoth. If the behemoth dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

Frozen Tsunami (Recharge 4-6). The behemoth creates a massive wave of freezing water that crashes down on a 30-foot long, 10-foot wide, and 10-foot tall area. Each creature in that area must make a 18 Strength saving throw. On a failed save, a creature takes 27 (8d6) cold damage and is restrained, becoming trapped in a block of ice until the ice is destroyed. On a successful save, a creature takes half as much damage and isn't restrained. The ice has 30 hit points and is vulnerable to fire damage.



Bloodclaw

Bloodclaw is a towering predator, feared by many for its savage attacks and unrelenting hunger for flesh. Its massive frame looms over most creatures, its thick, muscular limbs rippling with power. Shallow red eyes burn with an insatiable hunger, while the creature's thick black stalagmites provide a natural armor that makes it a formidable opponent.

Razor-Sharp Claws. Bloodclaw's claws are each as long as a man's arm, capable of rending through armor and flesh with ease. Its teeth are also incredibly long, jutting from its massive jaws like jagged knives.

Unnatural Speed. Despite its size, Bloodclaw moves with a surprising grace and speed, making it a deadly predator in both open and confined spaces. It is able to move with lightning quickness and pounce on its prey from great distances.

The Ultimate Hunter. Many have tried to hunt Bloodclaw, but few have lived to tell the tale. It is said to be able to outsmart even the most experienced hunters and track them down with ease.

Feared by All. Bloodclaw's reputation precedes it, and its mere presence is enough to send chills down the spines of even the bravest adventurers.

Bloodclaw

Large monstrosity, chaotic evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 66 (7d10 + 28)
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	19 (+4)	4 (-3)

- **Skills** Perception +6, Stealth +6, Survival +6
- **Condition Immunity** frightened
- **Senses** darkvision 60 ft., passive Perception 16
- **Languages** understands Common, but can't speak
- **Challenge** 4 (1,100 XP)

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

Keen Senses. The bloodclaw has an exceptional sense of hearing and smell, allowing it to detect even the slightest sounds and scents. It has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The bloodclaw 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:* 8 (1d10 + 3) piercing damage.

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

Legendary Actions

Bloodclaw can take 3 legendary actions per round, 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. Bloodclaw regains spent legendary actions at the start of its turn.

Pounce. Bloodclaw moves up to its speed and can make a melee attack with its claws at the end of its movement.

Rending Strike. Bloodclaw makes a melee attack with its claws. If the attack hits, the target takes an additional 9 (2d8) slashing damage.

Darkness (Costs 2 actions). Bloodclaw summons a globe of magical darkness that completely obscures the area within a 10-foot radius of it. The darkness lasts until the start of bloodclaw's next turn.



Bloblicon

Bloblicons are strange, small monstrosities with no skin, only exposed pink muscle tissue covering their entire bodies. Their giant heads are dominated by a large, gaping mouth filled with sharp teeth. They are a puzzling sight to behold, as they seem to lack any distinct features or appendages beyond their massive maws.

Cunning Predators. Bloblicons are incredibly agile and cunning predators. They hunt in packs, using their burly bodies to overpower and consume their prey. Though they lack the ability to speak, they communicate with each other through a series of high-pitched screeches and growls.

Musclebound. Bloblicons are covered in tough, sinewy muscle tissue that makes them highly resistant to physical attacks. This also makes them incredibly strong and agile, allowing them to overpower prey much larger than themselves.

Acidic Bite. Bloblicons have a powerful bite that can quickly dissolve flesh and bone. Their saliva is highly acidic, and can cause severe burns and chemical burns to their prey.

Bloblicon

Small monstrosity, chaotic neutral

- **Armor Class** 15 (natural armor)
- **Hit Points** 63 (14d6 + 14)
- **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	8 (-1)	10 (+0)	9 (-1)

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** acid
- **Condition Immunities** blinded, deafened, prone
- **Senses** blindsight 30 ft., passive Perception 10
- **Languages** Bloblicon
- **Challenge** 5 (1,800 XP)

Acidic Bite. Bloblicons have a powerful bite that can quickly dissolve flesh and bone. Their saliva is highly acidic, and can cause severe burns and chemical burns to their prey. Any creature that takes damage from the Bloblicon's bite attack also takes an additional 13 (2d12) acid damage.

Musclebound. Bloblicons are covered in tough, sinewy muscle tissue that makes them highly resistant to physical attacks and becomes immune to being prone.

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

Actions

Multiattack. The bloblicon makes two bite attacks.

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

Acid Spray (Recharge 5-6). The bloblicon sprays acid in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 26 (4d12) acid damage on a failed save, or half as much damage on a successful one.



Cloudbests

Cloudbests are a fiercely territorial creatures with thick, white fur. They dwell in the highest reaches of the mountains, where they relentlessly guard their territory and prey upon any who dare to trespass.

Masters of the Skies. Cloudbests are nimble and swift, able to move effortlessly through the clouds and launch devastating assaults on their enemies. They are most commonly found in the most remote and inaccessible mountain peaks, where they can maintain their dominance over their territory.

Electric Energy Storage. Cloudbests are able to store the energy from both water and thunder clouds on their backs, which they can unleash in a powerful burst of electricity during combat. Their lightning strikes are fueled by a malevolent energy that can strike fear into the hearts of their foes.

Highly Territorial. Cloudbests are fiercely territorial creatures, and will defend their territory at all costs. They will attack any intruders with ruthless efficiency, often driving them off with their overwhelming strength and powerful lightning attacks.

Isolated in the Mountains. Cloudbests are highly reclusive creatures, preferring to live in isolation and seclusion in the highest and most remote mountain peaks. They are rarely seen by outsiders, and even when they are encountered, they are often highly elusive and difficult to pin down.



Cloudcaller

The Cloudcaller is the smallest and weakest of the cloudbeasts, often found in the company of larger and more powerful cloudbeast races such as the Skybeak, Thundercaller, and Windclaw. Though it lacks the strength and ferocity of its more powerful cousins, the Cloudcaller possesses a unique ability to create fog clouds that other cloudbeasts can use to rest upon and sleep. The pods on the back of the Cloudcaller are not just for show - they are a critical part of the creature's ability to harness the power of lightning. By drawing electrical energy from the storm clouds that often gather around its mountain home, the Cloudcaller is able to store this energy in its pods and unleash it in a powerful strike.

Skybeak

The Skybeak is a fierce predator of the cloudbeasts, resembling a large avian creature with sharp talons and a powerful beak. It is a skilled hunter, able to track and take down even the swiftest of prey with ease.

The Skybeak does not possess any innate magical abilities like the Cloudcaller, but it has a unique ability to harness the power of lightning through its beak. With each attack, the Skybeak can produce a powerful surge of electricity. Despite its ferocity, the Skybeak is not an inherently evil creature. It is an unaligned beast, driven by its hunger and instincts rather than any sort of malevolent intent. However, it can be dangerous to those who wander into its territory unprepared, and should be approached with caution.

Thundercaller

It is a fearsome and powerful cloudbeast, larger and stronger than both the Cloudcaller and the Skybeak. Like the Cloudcaller, it possesses innate magical abilities, but what truly sets it apart are the thunder pods on its back. The pods are a testament to the Thundercaller's incredible power. When it unleashes the energy stored within them, the resulting thunderous force is enough to knock over trees and shatter stone. Few creatures can withstand the full force of the thunder pods.

The Windclaw

It is distinguished by its incredible speed and agility, making it the fastest of all the cloudbeasts. Despite its size, the Windclaw is incredibly light, weighing

only 60 to 80 pounds. This allows it to move effortlessly through the air, using the wind to its advantage. While lacking any innate magical abilities like the Cloudcaller and Thundercaller, the Windclaw's incredible speed and deadly attacks more than make up for it. Few creatures can stand up to the Windclaw in battle, and those that do often find themselves quickly overwhelmed by its lightning-fast strikes.



Cloudcaller

Medium monstrosity, chaotic evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 37 (5d8 + 15)
- **Speed** 40 ft.

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

- **Damage Resistances** lightning, thunder
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** —
- **Challenge** 2 (450 XP)

Amphibious. The cloudbeast can breathe air and water.

Cloudwalk. The cloudbeast can walk on clouds as if they were solid ground.

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

At will: *fog cloud*, *gaseous form*

Actions

Multiattack. The cloudbeast makes two attacks: one with its bite and one with its lightning strike.

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

Lightning Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) lightning damage.

Bonus Actions

Cloudstep. The cloudbeast can use its bonus action to teleport up to 30 feet to an unoccupied space on a cloud within its sight.



Skybeak

Large monstrosity, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 47 (5d10 + 20)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	3 (-4)	12 (+1)	9 (-1)

- **Damage Resistances** lightning, thunder
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** —
- **Challenge** 3 (700 XP)

Amphibious. The cloudbeast can breathe air and water.

Cloudwalk. The cloudbeast can walk on clouds as if they were solid ground.

Actions

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

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.



Thundercaller

Large monstrosity, chaotic evil

- **Armor Class** 13 (natural armor)
- **Hit Points** 85 (9d10 + 36)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	4 (-3)	12 (+1)	16 (+3)

- **Damage Resistances** lightning
- **Damage Immunities** thunder
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** —
- **Challenge** 5 (1,800 XP)

Amphibious. The cloudbeast can breathe air and water.

Cloudwalk. The cloudbeast can walk on clouds as if they were solid ground.

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

At will: *fog cloud*, *gaseous form*



Actions

Multiattack. The cloudbeast can use its Thunder Pod. It then makes two attacks: one with its bite and one with its claws.

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

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

Thunder Pod. The cloudbeast has 1d10 Thunder Pods on its back. As an action, the cloudbeast can choose to pop one of the pods, causing it to erupt

with a powerful sonic boom, unleashing a 300 ft. cone of thunderous force known as the Thunder Pod.

Each creature in the area of effect must make a DC 14 Constitution saving throw, taking 18 (4d8) thunder damage on a failed save, or half as much on a successful one. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from the cloudbeast by the sonic boom's thunderous force.

The cloudbeast regains expended pods daily at dawn.

Windclaw

Large monstrosity, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 102 (12d10 + 36)
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	17 (+3)	3 (-4)	12 (+1)	6 (-2)

- **Damage Resistances** lightning, thunder
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** —
- **Challenge** 8 (3,900 XP)



Amphibious. The cloudbeast can breathe air and water.

Cloudwalk. The cloudbeast can walk on clouds as if they were solid ground.

Actions

Multiattack. The cloudbeast makes five attacks: one with its bite and four with its claws.

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

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

Darkgores

Darkgores are a fearsome breed of orc, goblinoid and beast creatures that have gained a taste for rotten flesh. Their appetite for carrion has given them an bizarre resilience, allowing them to shrug off wounds that would cripple weaker creatures. Some darkgores have even developed horns, red eyes, and jagged iron-like teeth, giving them a demonic appearance. Darkgores are experts in detecting and assessing the quality of carrion, using their keen senses to track down the most savory meals. They have an uncanny knack for finding hidden graveyards and battlefields, and they often fight over the best corpses.

Bound to the Beast. Darkgores are bound to beasts that have been chosen for their ability to endure rot and decay. These creatures, often large rats, are transformed into horrifying monstrosities through dark magic, with darkgores permanently bound to their new forms. The darkgores have an innate ability to control the beasts, using them as mounts or weapons of terror.

Undead Resilience. The darkgores' love of rotting flesh has given them an unusual resilience to disease and decay. They are immune to most natural poisons and diseases. They are also able to subsist on the meat of undead creatures, which would sicken or kill most other beings.

Rotting Stench. Darkgores emit a powerful odor of decay that can sicken those unaccustomed to it. This stench can also mask their approach, allowing them to get closer to their prey undetected. Some darkgores have learned to weaponize this stench, spitting gobs of rotten flesh at their enemies to spread disease.

“Orcs not like puny humans. Slash puny humans with big axe! Crush bones, spill blood! Us strong, no fear. We take what we want, when we want. Humans weak, no match for Darkgore Orcs. We eat their flesh, drink their blood. Make them suffer, make them scream!”

– Ogg, The Darkgore Chieftain.



Darkgore Orc

Darkgore orcs are a foul breed of orc creatures with a sickly greenish-gray skin and a stench of decay that emanates from their rotting flesh. They are notorious for their love of putrid and spoiled meat, and their appearance reflects this preference. Many darkgore orcs have grown twisted horns and jagged teeth that look like iron spikes, giving them a menacing and grotesque appearance.

Their foul and putrid nature grants them various abilities that allow them to spread decay and disease wherever they go. Darkgore orcs have a natural immunity to most diseases, and they can transmit their own diseases to other creatures with a bite or scratch. They can also secrete a poisonous slime from their skin that can cause paralysis and blindness in their enemies, making them easy targets for the darkgore orcs to finish off.

Darkgore Orc

Medium humanoid (orc), chaotic evil

- **Armor Class** 13 (hide armor)
- **Hit Points** 68 (8d8 + 32)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

- **Skills** Perception +4, Stealth +3, Survival +2
- **Damage Resistances** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common, Orc
- **Challenge** 3 (700 XP)

Disease Carrier. The Darkgore Orc is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

Putrid Stench. Any creature that starts its turn within 10 feet of the Darkgore Orc must succeed on a DC 14 Constitution saving throw or become poisoned until the start of its next turn.

Actions

Multiattack. The Darkgore Orc makes two attacks: one with its bite and one with its greataxe.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 14 Constitution saving

throw or become infected with a random disease that the Darkgore Orc is carrying.

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

Poisonous Slime (1/Day). The Darkgore Orc can secrete a poisonous slime from its skin as an action. Each creature within 5 feet of the Darkgore Orc must make a DC 14 Constitution saving throw. On a failed save, a creature takes 10 (3d6) poison damage and is paralyzed for 1 minute. On a successful save, a creature takes half as much damage and isn't paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Aggressive. As a bonus action, the ore can move up to its speed toward a hostile creature that it can see.



Darkgore Orc Chieftain

Medium humanoid (orc), chaotic evil

- **Armor Class** 13 (hide armor)
- **Hit Points** 102 (12d8 + 48)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	9 (-1)	10 (+0)	8 (-1)

- **Skills** Perception +4, Stealth +3, Survival +2
- **Damage Resistances** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common, Orc
- **Challenge** 4 (1,100 XP)

Disease Carrier. The Darkgore Orc Chieftain is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

Putrid Stench. Any creature that starts its turn within 10 feet of the Darkgore Orc Chieftain must succeed on a DC 14 Constitution saving throw or become poisoned until the start of its next turn.

Actions

Multiattack. The Darkgore Orc Chieftain makes two attacks: one with its bite and one with its greataxe.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 14 Constitution saving throw or become infected with a random disease that the Darkgore Orc Chieftain is carrying.

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

Poisonous Slime (1/Day). The Darkgore Orc Chieftain can secrete a poisonous slime from its skin as an action. Each creature within 5 feet of the Darkgore Orc Chieftain must make a DC 14 Constitution saving throw. On a failed save, a creature takes 10 (3d6) poison damage and is paralyzed for 1 minute. On a successful save, a creature takes half as much damage and isn't paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Aggressive. As a bonus action, the ore can move up to its speed toward a hostile creature that it can see.

Chieftain's Command (1/Day). As a bonus action, the Darkgore Orc Chieftain can issue a command to its orc followers within 60 feet that it can see and hear. The orcs gain advantage on their next attack roll or ability check made before the end of their next turn, as they heed the chieftain's call to action.



Darkgore Goblin

Darkgore goblins are a variant of goblinoid creatures that share the same putrid and foul nature as their darkgore orc kin. They have a similar sickly greenish-gray skin, twisted horns, and jagged teeth that look like iron spikes. However, darkgore goblins are smaller and more agile than their orc counterparts, allowing them to sneak up on their enemies and deliver a deadly bite.

Like darkgore orcs, these goblins have a natural immunity to most diseases, and they can transmit their own diseases to other creatures with a bite. They also have a putrid stench that can sicken and weaken their enemies, making them easier to take down. Darkgore goblins are often used as scouts and assassins by more powerful orc leaders.

Darkgore Goblin

Medium humanoid (goblinoid), chaotic evil

- **Armor Class** 14 (hide armor)
- **Hit Points** 22 (4d6 + 8)
- **Speed** 30 ft.

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

- **Skills** Perception +4, Stealth +4, Survival +2
- **Damage Resistances** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common, Goblin
- **Challenge** 1 (200 XP)

Disease Carrier. The Darkgore Goblin is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

Putrid Stench. Any creature that starts its turn within 10 feet of the Darkgore Goblin must succeed on a DC 12 Constitution saving throw or become poisoned until the start of its next turn.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 12 Constitution saving throw or become infected with a random disease that the Darkgore Goblin is carrying.



Darkgore Rats

These are monstrous rodents that have been twisted by the corrupting influence of the darkgore orcs and goblins. Their teeth are razor-sharp and constantly grow, jutting out of their mouths in all directions, while their tails are long and hairless with a bulbous tip.

Despite their grotesque appearance, Darkgore Rats are surprisingly swift and agile, able to climb up walls and across ceilings with ease. Their keen senses allow them to detect their prey from a distance, and they are fearless when it comes to attacking larger creatures. The darkgore orcs and goblins have tamed these rats and use them as mounts, riding on their backs as they swarm into battle. When in combat, the Darkgore Rats will swarm their enemies, biting with their sharp teeth, infecting them with the various diseases that they carry.

Darkgore Rat

Large monstrosity, chaotic evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 45 (6d10 + 12)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	3 (-4)	12 (+1)	5 (-3)

- **Skills** Perception +5
- **Damage Resistances** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** —
- **Challenge** 2 (450 XP)

Disease Carrier. The Darkgore Rat is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

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

Putrid Stench. Any creature that starts its turn within 10 feet of the Darkgore Rat must succeed on a DC 12 Constitution saving throw or become poisoned until the start of its next turn.

Actions

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

poison damage. If the target is a humanoid creature, it must succeed on a DC 12 Constitution saving throw or become infected with a random disease that the Darkgore Rat is carrying.



Darkspawn

Darkspawn are twisted aberrations that have been exiled to the Demiplane of Exile, also known as the Voidrealm. These creatures are born of darkness and thrive on chaos, forever driven by their insatiable Infinite Hunger. They are fearsome predators, capable of consuming any organic matter they come across, from plants to animals and even humanoids.

Exiled to the Voidrealm. Darkspawn have been banished to the Demiplane of Exile by powerful magic or divine forces. They are unable to escape this realm and must survive in its harsh and inhospitable environment.

Void-Tainted Abilities. The darkness of the Voidrealm has imbued darkspawn with unique abilities that allow them to survive and thrive in this realm. Their infinite hunger grants them the ability to drain the life force of their enemies, restoring their own health in the process.

Behemoth's Brood. Darkspawn often live on the backs of dormant behemoths, gargantuan titans with their own gravitational pull. Darkspawn have adapted to life on their backs, building intricate networks of tunnels and caverns within their flesh. The behemoths themselves are often covered in otherworldly runes and symbols, and it is said that they contain incredible power and knowledge, which the darkspawn seek to unlock.

Voidrealm. The Demiplane of Exile, also known as the Voidrealm, is a place of darkness and emptiness where only the strongest and most cunning creatures can survive. It is said to be home to countless other monsters and horrors, lurking in the darkness and waiting for a chance to escape.

Unusual Nature. The dark and twisted nature of the Voidrealm has twisted the darkspawn into a form that defies the laws of the natural world. They do not require air or sleep, and can survive in environments that would be inhospitable or even deadly to other creatures.



Fleshling

The Fleshlings are able to burrow through the tough skin of the behemoths, tunneling deep within their flesh to find the hidden chambers where the power lies. Once inside, the darkspawn begin to consume the behemoth's flesh, hoping to absorb its power and knowledge.

Broodling

Broodlings release a swarm of tiny insects that crawl over and into flesh wounds of behemoths, consuming the flesh from within. The swarm causes pain and agony to the behemoth, leaving it weak and vulnerable to attack. While the Broodlings are feared for their ability to inflict harm on the behemoths, they are also hated by other darkspawn for their existence.

Dreadling

Dreadlings are medium-sized aberrations with a grotesque appearance and a foul stench that can paralyze their foes with disgust. They are covered in fluids and substances from the behemoths they consume, making them a revolting sight to behold.

Bloodling

Bloodlings are grotesque aberrations that lack skin, revealing a pulsating network of red muscle tissue that covers their entire body. They are a product of the Voidrealm's twisted nature, with an insatiable hunger that goes beyond any other Darkspawn.

Boneling

They are known for their unique ability to manipulate their skeletal structure, contorting their bodies in ways that no other creature can match. They are also incredibly durable, able to withstand blows that would cripple other darkspawn.

Horrorling

Horrorlings are massive, boneless creatures that move with a disturbing, fluid grace. Their bodies seem to be made of a constantly shifting mass of flesh and organs, and they emit a low, haunting moan as they move.



Fleshling

Small aberration, chaotic evil

- **Armor Class** 13
- **Hit Points** 7 (2d6)
- **Speed** 25 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	5 (-3)	4 (-3)	8 (-1)

- **Skills** Stealth +5
- **Condition Immunity** frightened
- **Senses** truesight 10 ft., passive Perception 7
- **Languages** Primordial
- **Challenge** 1/8 (25 XP)

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

Unusual Nature. It doesn't require air or sleep.

Actions

Infinite Hunger. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d6 - 2) piercing damage. The target must make a DC 10 Constitution saving throw or take an additional 7 (2d6) necrotic damage as the darkspawn devours a portion of its flesh. If the target fails the saving throw, the darkspawn regains hit points equal to the necrotic damage dealt. If the target dies as a result of this attack, the darkspawn gains temporary hit points equal to the damage dealt.



Broodling

Small aberration, chaotic evil

- **Armor Class** 13
- **Hit Points** 13 (3d6 + 3)
- **Speed** 25 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	5 (-3)	6 (-2)	9 (-1)

- **Skills** Stealth +5
- **Condition Immunity** frightened
- **Senses** truesight 10 ft., passive Perception 8
- **Languages** Primordial
- **Challenge** 1/4 (50 XP)

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

Unusual Nature. It doesn't require air or sleep.

Actions

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

Chittering Swarm. The darkspawn releases a swarm of tiny insects that crawl over and into a target's body. The darkspawn targets one creature within 10 feet and the target must make a DC 10 Dexterity saving throw. On a failed save, the target takes 7 (3d4) piercing damage and begins to feel the insects biting and crawling inside its body, causing it to have disadvantage on attack rolls and ability checks until the end of its next turn. On a successful save, the target takes half damage and is not affected by the insects.



Dreadling

Medium aberration, chaotic evil

- **Armor Class** 12
- **Hit Points** 19 (3d8 + 6)
- **Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	7 (-2)	9 (-1)	8 (-1)

- **Skills** Stealth +4
- **Condition Immunity** frightened
- **Senses** truesight 10 ft., passive Perception 9
- **Languages** Primordial
- **Challenge** 1/2 (100 XP)

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

Unusual Nature. It doesn't require air or sleep.

Actions

Infinite Hunger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage. The target must make a DC 11 Constitution saving throw or take an additional 7 (2d6) necrotic damage as the darkspawn devours a portion of its flesh. If the target fails the saving throw, the darkspawn regains hit points equal to the necrotic damage dealt. If the target dies as a result of this attack, the darkspawn gains temporary hit points equal to the damage dealt.

Bonus Actions

Grotesque (3/Day). The dreadling releases a foul stench from its body in a 10-foot radius. Creatures within range must make a DC 11 Constitution saving throw or become poisoned until the end of their next turn. A creature that fails its saving throw by 5 or more is also paralyzed with disgust until the end of its next turn.



Bloodling

Medium aberration, chaotic evil

- **Armor Class** 12
- **Hit Points** 28 (3d8 + 15)
- **Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	20 (+4)	6 (-3)	9 (-1)	8 (-1)

- **Skills** Stealth +4
- **Condition Immunity** frightened
- **Senses** truesight 10 ft., passive Perception 9
- **Languages** Primordial
- **Challenge** 1/2 (100 XP)

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

Unusual Nature. It doesn't require air or sleep.

Actions

Infinite Hunger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. The target must make a DC 11 Constitution saving throw or take an additional 7 (2d6) necrotic damage as the darkspawn devours a portion of its flesh. If the target fails the saving throw, the darkspawn regains hit points equal to the necrotic damage dealt. If the target dies as a result of this attack, the darkspawn gains temporary hit points equal to the damage dealt.



"I've faced dragons and demons, but this stench... I fear I may lose my lunch."

Boneling

Medium aberration, chaotic evil

- **Armor Class** 12
- **Hit Points** 32 (5d8 + 10)
- **Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	9 (-1)	9 (-1)	7 (-2)

- **Skills** Stealth +4
- **Condition Immunity** frightened
- **Senses** truesight 10 ft., passive Perception 9
- **Languages** Primordial
- **Challenge** 1 (200 XP)

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

Unusual Nature. It doesn't require air or sleep.

Actions

Infinite Hunger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. The target must make a DC 12 Constitution saving throw or take an additional 7 (2d6) necrotic damage as the darkspawn devours a portion of its flesh. If the target fails the saving throw, the darkspawn regains hit points equal to the necrotic damage dealt. If the target dies as a result of this attack, the darkspawn gains temporary hit points equal to the damage dealt.

Bone Burst (1/Day). The darkspawn shatters its body, sending bone fragments flying in a 10-foot radius. Each creature within range must make a DC 12 Dexterity saving throw or take 14 (4d6) piercing damage and be knocked prone. On a successful save, a creature takes half damage and isn't knocked prone. The darkspawn's body reforms after using this ability.



Horrorling

Large aberration, chaotic evil

- **Armor Class** 10
- **Hit Points** 42 (5d10 + 15)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	9 (-1)	9 (-1)	8 (-1)

- **Condition Immunity** frightened
- **Senses** truesight 20 ft., passive Perception 9
- **Languages** Primordial
- **Challenge** 2 (450 XP)

Aberrant Mind. Magic can't read the darkspawn's thoughts or put the darkspawn to sleep.

Boneless. The darkspawn can move through and occupy a space as narrow as 5 inches wide without squeezing.

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

Unusual Nature. It doesn't require air or sleep.

Actions

Infinite Hunger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. The target must make a DC 12 Constitution saving throw or take an additional 7 (2d6) necrotic damage as the darkspawn devours a portion of its flesh. If the target fails the saving throw, the darkspawn regains hit points equal to the necrotic damage dealt. If the target dies as a result of this attack, the darkspawn gains temporary hit points equal to the damage dealt.



Dragon, Enigma

The Enigma Dragon born from the remnants of a long-dead star. Guardians of the voidrealm, also known as the Demiplane of Exile. It is a realm of darkness and emptiness where no mortal being can survive for long. Despite the voidrealm's reputation for danger and darkness, the Enigma Dragon has made it its home. The Enigma Dragon is known throughout the voidrealm as a powerful and wise entity, possessing knowledge and understanding beyond the grasp of mortals. It is a being of immense curiosity, driven by an insatiable thirst for knowledge and understanding. The dragon's intellect is unparalleled, and its ability to comprehend complex concepts and theories is beyond compare.

Stellar Origins. The Enigma Dragon's birth is rooted in the remnants of a long-dead star, a celestial body that once blazed with light and energy before collapsing in on itself. From the ashes of this cosmic cataclysm emerged the Enigma Dragon, a creature born of the star's remnants and infused with its powerful energy.

Quest for Understanding. The Enigma Dragon is driven by a deep desire to understand the nature of existence and the secrets of the universe. Its insatiable thirst for knowledge has led it to explore the far reaches of the voidrealm, seeking out new mysteries to unravel.

Singularity Beam. The Enigma Dragon possesses an extraordinary power that sets it apart from all other creatures in the voidrealm. By focusing its boundless energy into a concentrated beam, the dragon can create a singularity, a point in space where gravity is so immense that nothing can escape its pull.

Guardian of the Voidrealm. The Enigma Dragon is a powerful guardian of the voidrealm, tasked with maintaining the delicate balance of the cosmos. The dragon uses its abilities to protect the voidrealm from external threats and to preserve the delicate equilibrium of the universe. However, it will not hesitate to use its powers to defend itself or others in times of need.

“By the beard of a mountain dwarf... what in the blazes is that? Look at its scales, black as a moonless night, and pulsing with energy that makes my knees weak. That must be the Enigma Dragon... I can feel its power from here. And did you see that beam it just unleashed? It was like a bolt of pure force, tearing through the air like a knife through butter. And then... then it created some black hole? I have never seen anything like this before... I think we should back away slowly, and hope it doesn't decide to focus that power on us.” – Drogan Stonefist, Thane of Clan Ironbeard.



Lair of Wonders

The lairs of some Enigma Dragons are true wonders to behold, filled with strange and wondrous artifacts that the dragon has collected from its travels across the voidrealm. These artifacts are often imbued with powerful energy and have unique properties that are not found anywhere else in the universe.

Some of these artifacts are physical objects, such as rare crystals, ancient relics, or cosmic artifacts that are imbued with the power of the universe. These objects are arranged in elaborate patterns, reflecting the dragon's deep understanding of the cosmos and the universe's intricate workings.

Other artifacts are more ephemeral in nature, such as strange energy formations or cosmic phenomena that the Enigma Dragon has studied and cataloged. These phenomena are often arranged in intricate patterns, forming a tapestry of cosmic energy that reflects the dragon's deep knowledge and understanding of the universe.

Lair Actions

On initiative count 20 (losing all initiative ties), the Enigma Dragon can take a Lair Action to activate one of the following magic items:

Orb of Entropic Disruption (3 Charges). The Enigma Dragon expends one action and one charge from the Orb of Entropic Disruption, unleashing a wave of entropic energy in a 60-foot radius around the dragon. All creatures in the area must make a DC 20 Constitution saving throw or take 22 (4d10) necrotic damage. Creatures that fail the saving throw also have their maximum hit points reduced by the same amount until they finish a long rest.

Prism of Dimensional Reflection (3 Charges). The Enigma Dragon expends one action and one charge from the Prism of Dimensional Reflection, creating a series of illusions in a 60-foot cone in front of the dragon. All creatures within the area must make a DC 20 Wisdom saving throw or be unable to take reactions until the end of their next turn.

Cube of Planar Binding (3 Charges). The Enigma Dragon expends one action and one charge from the Cube of Planar Binding, creating a zone of planar binding in a 30-foot radius around the dragon. Any creatures within the area cannot teleport or be teleported until the end of the dragon's next turn.

Staff of Cosmic Revelation (3 Charges). The Enigma Dragon expends one action and one charge from the Staff of Cosmic Revelation, emitting a burst of cosmic energy in a 60-foot cone in front of the

dragon. All creatures within the area must make a DC 20 Wisdom saving throw or be stunned until the end of their next turn.

Tome of Void Knowledge (3 Charges). The Enigma Dragon expends one action and one charge from the Tome of Void Knowledge, channeling its vast knowledge of the voidrealm into a burst of arcane power. The dragon creates a zone of void energy in a 60-foot radius around itself, causing all creatures within the area to suffer disadvantage on saving throws against spells or magical effects for the next round.

Regional Effects

The region surrounding the Enigma Dragon's lair is warped by the dragon's powerful void magic, which creates one or more of the following effects:

Dimensional Rifts. Planar disturbances caused by the Enigma Dragon's presence open rifts in space and time, causing the fabric of reality to warp and shift within a six-mile radius of the lair. These rifts can cause creatures to be displaced, teleported, or even erased from existence. Any creature attempting to teleport or use planar travel within the region must make a DC 20 Intelligence saving throw or suffer a planar mishap, causing unpredictable and often disastrous effects.

Gravitational Anomalies. The Enigma Dragon's mastery over gravity creates powerful gravitational anomalies that distort the space-time continuum within a three-mile radius of the lair. These anomalies cause objects and creatures to be pulled in unpredictable directions and create ripples in the fabric of space-time, making navigation and travel difficult and dangerous. Any creature attempting to move within the region must make a DC 20 Wisdom saving throw or be pulled in a random direction by the gravitational anomaly.

Void Plagues. The Enigma Dragon's hunger for knowledge and understanding has led it to explore the darkest corners of the voidrealm, bringing back strange and deadly diseases that can afflict all creatures within a one-mile radius of the lair. These void plagues can cause debilitating symptoms, such as sudden blindness, deafness, or loss of limb function, and can be fatal if left untreated. Creatures that fail a DC 20 Constitution saving throw are infected with a void plague and suffer the symptoms for 1d6 days before they can recover.

If the Enigma Dragon is slain, these effects will gradually fade over the course of 1d10 days as the voidrealm slowly returns to its natural state.

Wyrmling Enigma Dragon

Medium dragon, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 153 (18d8 + 72)
- **Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	19 (+4)	18 (+4)	13 (+1)	14 (+2)

- **Damage Resistances** cold
- **Damage Immunities** force
- **Senses** blindsight 30 ft. darkvision 120 ft. passive Perception 11
- **Languages** Common, Draconic, Primordial
- **Challenge** 10 (5,900 XP)

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

Unusual Nature. It doesn't require air or sleep.

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target *Hit:* 7 (1d10 + 2) piercing damage.

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

Singularity Beam (Recharge 10). The dragon exhales a beam of pure energy in a 60-foot line that is 5 feet wide. At the end of the line, a singularity with a radius of 5 feet is created. Each creature in that line must make a DC 14 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one. Objects in the area that aren't being worn or carried are disintegrated. Additionally, any creature that fails its saving throw and is Medium or smaller must succeed on a DC 14 Strength saving throw or be pulled towards the singularity up to 100 feet and become restrained by the singularity created by the beam until the end of the dragon's next turn. Any creature that fails its Strength saving throw by 5 or more is pulled into the singularity and takes an additional 22 (4d10) force damage. The singularity created by the beam is a point in space where the gravity is so strong that it creates a black hole, pulling in anything that comes.



close enough to it. The singularity collapses at the end of the dragon's next turn. Any creature that was pulled into the singularity and survives the experience must make a DC 14 Constitution saving throw or become stunned for 1 minute as its body struggles to recover from the extreme gravitational forces. The creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on a success. If the creature fails three saving throws in a row, it is crushed or disintegrated by the singularity, and its remains are scattered across the Voidrealm or Material Plane. The creature is then transported to a random point on the Material Plane, at least 1,000 miles away from the dragon.

Young Enigma Dragon

Large dragon, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** 210 (20d10 + 100)
- **Speed** 30 ft., fly 80 ft.

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

- **Saving Throws** Int +10, Wis +7

- **Skills** Arcana +10, History +10, Nature +10
- **Damage Resistances** cold
- **Damage Immunities** force
- **Senses** blindsight 30 ft. darkvision 120 ft. passive Perception 12
- **Languages** Common, Draconic, Primordial plus up to two other languages
- **Challenge** 16 (15,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Unusual Nature. It doesn't require air or sleep.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage



Singularity Beam (Recharge 10). The dragon exhales a beam of pure energy in a 60-foot line that is 5 feet wide. At the end of the line, a singularity with a radius of 5 feet is created. Each creature in that line must make a DC 15 Dexterity saving throw, taking 33 (6d10) force damage on a failed save, or half as much damage on a successful one. Objects in the area that aren't being worn or carried are disintegrated. Additionally, any creature that fails its saving throw and is Medium or smaller must succeed on a DC 15 Strength saving throw or be pulled towards the singularity up to 100 feet and become restrained by the singularity created by the beam until the end of the dragon's next turn. Any creature that fails its Strength saving throw by 5 or more is pulled into the singularity and takes an additional 33 (6d10) force damage. The singularity created by the beam is a point in space where the gravity is so strong that it creates a black hole, pulling in anything that comes close enough to it. The singularity collapses at the end of the dragon's next turn. Any creature that was pulled into the singularity and survives the experience must make a DC 15 Constitution saving throw or become stunned for 1 minute as its body struggles to recover from the extreme gravitational forces. The creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on a success. If the creature fails three saving throws in a row, it is crushed or disintegrated by the singularity, and its remains are scattered across the Voidrealm or Material Plane. The creature is then transported to a random point on the Material Plane, at least 1,000 miles away from the dragon.

Wand of Gravity Shift (3 Charges). The dragon expends one action and one charge from the Wand of Gravity Shift to cause a single target within 60 feet to experience a sudden shift in gravity. The target must make a DC 20 Constitution saving throw or be knocked prone and take 22 (4d10) force damage. In addition, the target's movement speed is halved until the start of the dragon's next turn. The wand regains all expended charges daily at dawn.



Bonus Actions

Telekinetic Mastery. The dragon possesses powerful psionic abilities that allow it to manipulate objects with ease. As a bonus action, the dragon can activate or deactivate any magic item within 60 feet of it that requires an action to activate, using its telekinesis to control the item remotely. The dragon has advantage on any ability check made to control or manipulate an object through telekinesis, and it can exert its telekinetic force with incredible precision, allowing it to perform delicate tasks with ease. The dragon's telekinesis can also be used to move objects and creatures up to its carrying capacity (5,000 pounds) or push them up to 30 feet away, with no attack roll required. The dragon cannot use its telekinesis to manipulate creatures or objects that are being worn or carried by another creature, unless that creature is willing.

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.

Gravity Shift (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Gravity Shift.

Adult Enigma Dragon

Huge dragon, unaligned

- **Armor Class** 18 (natural armor)
- **Hit Points** 300 (24d12 + 144)
- **Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	22 (+6)	24 (+7)	17 (+3)	18 (+4)

- **Saving Throws** Int +14, Wis +10
- **Skills** Arcana +14, History +14, Nature +14, Perception +10
- **Damage Resistances** cold
- **Damage Immunities** force
- **Senses** blindsight 30 ft. darkvision 120 ft. passive Perception 20
- **Languages** Common, Draconic, Primordial plus up to four other languages
- **Challenge** 23 (50,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Unusual Nature. It doesn't require air or sleep.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target *Hit:* 15 (2d10 + 4) piercing damage.

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

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the

end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Singularity Beam (Recharge 10). The dragon exhales a beam of pure energy in a 120-foot line that is 5 feet wide. At the end of the line, a singularity with a radius of 5 feet is created. Each creature in that line must make a DC 19 Dexterity saving throw, taking 44 (8d10) force damage on a failed save, or half as much damage on a successful one. Objects in the area that aren't being worn or carried are disintegrated. Additionally, any creature that fails its saving throw and is Medium or smaller must succeed on a DC 19 Strength saving throw or be pulled towards the singularity up to 100 feet and become restrained by the singularity created by the beam until the end of the dragon's next turn. Any creature that fails its Strength saving throw by 5 or more is pulled into the singularity and takes an additional 44 (8d10) force damage. The singularity created by the beam is a point in space where the gravity is so strong that it creates a black hole, pulling in anything that comes



close enough to it. The singularity collapses at the end of the dragon's next turn. Any creature that was pulled into the singularity and survives the experience must make a DC 19 Constitution saving throw or become stunned for 1 minute as its body struggles to recover from the extreme gravitational forces. The creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on a success. If the creature fails three saving throws in a row, it is crushed or disintegrated by the singularity, and its remains are scattered across the Voidrealm or Material Plane. The creature is then transported to a random point on the Material Plane, at least 1,000 miles away from the dragon.

Wand of Gravity Shift (3 Charges). The dragon expends one action and one charge from the Wand of Gravity Shift to cause a single target within 60 feet to experience a sudden shift in gravity. The target must make a DC 20 Constitution saving throw or be knocked prone and take 22 (4d10) force damage. In addition, the target's movement speed is halved until the start of the dragon's next turn. The wand regains all expended charges daily at dawn.

Wand of Mind Thrust (3 Charges). The dragon expends one action and one charge from the Wand of Mind Thrust to deal psychic damage to a single target's mind within 60 feet. The target must make a DC 25 Intelligence saving throw or take 44 (8d10) psychic damage and gain a short-term madness effect. On a successful save, the target takes half damage. The wand regains all expended charges daily at dawn.

Bonus Actions

Telekinetic Mastery. The dragon possesses powerful psionic abilities that allow it to manipulate objects with ease. As a bonus action, the dragon can activate or deactivate any magic item within 60 feet of it that requires an action to activate, using its telekinesis to control the item remotely. The dragon has advantage on any ability check made to control or manipulate an object through telekinesis, and it can exert its telekinetic force with incredible precision, allowing it to perform delicate tasks with ease. The dragon's telekinesis can also be used to move objects and creatures up to its carrying capacity (8,000 pounds) or push them up to 30 feet away, with no attack roll required. The dragon cannot use its telekinesis to manipulate creatures or objects that are being worn or carried by another creature, unless that creature is willing.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Gravity Shift (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Gravity Shift.

Mind Thrust (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Mind Thrust.

Ancient Enigma Dragon

Gargantuan dragon, unaligned

- **Armor Class** 22 (natural armor)
- **Hit Points** 490 (28d20 + 196)
- **Speed** 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	24 (+7)	27 (+8)	20 (+5)	22 (+6)

- **Saving Throws** Int +16, Wis +13
- **Skills** Arcana +16, History +16, Nature +16, Perception +13
- **Damage Resistances** cold
- **Damage Immunities** force
- **Senses** blindsight 30 ft. darkvision 120 ft. passive Perception 20
- **Languages** All
- **Challenge** 28 (120,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Unusual Nature. It doesn't require air or sleep.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Singularity Beam (Recharge 10). The dragon exhales a beam of pure energy in a 120-foot line that is 5 feet wide. At the end of the line, a singularity with a radius of 5 feet is created. Each creature in that line must make a DC 23 Dexterity saving throw, taking 66 (12d10) force damage on a failed save, or half as much damage on a successful one. Objects in the area that aren't being worn or carried are

disintegrated. Additionally, any creature that fails its saving throw and is Large or smaller must succeed on a DC 23 Strength saving throw or be pulled towards the singularity up to 100 feet and become restrained by the singularity created by the beam until the end of the dragon's next turn. Any creature that fails its Strength saving throw is pulled into the singularity and takes an additional 66 (12d10) force damage. The singularity created by the beam is a point in space where the gravity is so strong that it creates a black hole, pulling in anything that comes close enough to it. The singularity collapses at the end of the dragon's next turn. Any creature that was pulled into the singularity and survives the experience must make a DC 23 Constitution saving throw or become stunned for 1 minute as its body struggles to recover from the extreme gravitational forces. The creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on a success. If the creature fails three saving throws in a row, it is crushed or disintegrated by the singularity, and its remains are scattered across the Voidrealm or Material Plane. The creature is then transported to a random point on the Material Plane, at least 1,000 miles away from the dragon.



Wand of Gravity Shift (3 Charges). The dragon expends one action and one charge from the Wand of Gravity Shift to cause a single target within 60 feet to experience a sudden shift in gravity. The target must make a DC 20 Constitution saving throw or be knocked prone and take 22 (4d10) force damage. In addition, the target's movement speed is halved until the start of the dragon's next turn. The wand regains all expended charges daily at dawn.

Wand of Force Barrier (3 Charges). The dragon expends one action and one charge to activate the Wand of Force Barrier, creating a temporary force barrier that provides protection from physical attacks. The barrier has 50 hit points and can absorb damage from physical attacks. While the barrier is active, the Enigma Dragon has resistance to bludgeoning, piercing, and slashing damage.

Wand of Mind Thrust (3 Charges). The dragon expends one action and one charge from the Wand of Mind Thrust to deal psychic damage to a single target's mind within 60 feet. The target must make a DC 25 Intelligence saving throw or take 44 (8d10) psychic damage and gain a short-term madness effect. On a successful save, the target takes half damage. The wand regains all expended charges daily at dawn.

Bonus Actions

Telekinetic Mastery. The dragon possesses powerful psionic abilities that allow it to manipulate objects with ease. As a bonus action, the dragon can activate or deactivate any magic item within 60 feet of it that requires an action to activate, using its telekinesis to control the item remotely. The dragon has advantage on any ability check made to control or manipulate an object through telekinesis, and it can exert its telekinetic force with incredible precision, allowing it to perform delicate tasks with ease. The dragon's telekinesis can also be used to move objects and creatures up to its carrying capacity (10,000 pounds) or push them up to 30 feet away, with no attack roll required. The dragon cannot use its telekinesis to manipulate creatures or objects that are being worn or carried by another creature, unless that creature is willing.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Gravity Shift (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Gravity Shift.

Mind Thrust (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Mind Thrust.

Force Barrier (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Force Barrier.

Greatwyrn Enigma Dragon

Gargantuan dragon, unaligned

- **Armor Class** 23 (natural armor)
- **Hit Points** 555 (30d20 + 240)
- **Speed** 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	26 (+8)	30 (+10)	24 (+7)	26 (+8)

- **Saving Throws** Int +19, Wis +16
- **Skills** Arcana +19, History +19, Nature +19, Perception +16
- **Damage Resistances** cold
- **Damage Immunities** force
- **Senses** blindsight 30 ft. darkvision 120 ft. passive Perception 26
- **Languages** All
- **Challenge** 30 (155,000 XP)

Legendary Resistance (4/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Unusual Nature. It doesn't require air or sleep.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Singularity Beam (Recharge 10). The dragon exhales a beam of pure energy in a 120-foot line that is 5 feet wide. At the end of the line, a singularity with a radius of 5 feet is created. Each creature in that line must make a DC 25 Dexterity saving throw, taking 88 (16d10) force damage on a failed save, or half as much damage on a successful one. Objects in the area that aren't being worn or carried are disintegrated. Additionally, any creature that fails its saving throw and is Large or smaller must succeed on a DC 25 Strength saving throw or be pulled towards the singularity up to 100 feet and become restrained by the singularity created by the beam until the end of the dragon's next turn. Any creature that fails its Strength saving throw is pulled into the singularity and takes an additional 88 (16d10) force damage. The singularity created by the beam is a point in space where the gravity is so strong that it creates a black hole, pulling in anything that comes close enough to it. The singularity collapses at the end of the dragon's next turn. Any creature that was pulled into the singularity and survives the experience must make a DC 25 Constitution saving throw or become stunned for 1 minute as its body struggles to recover from the extreme gravitational forces. The creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on a success. If the creature fails three saving throws in a row, it is crushed or disintegrated by the singularity,



and its remains are scattered across the Voidrealm or Material Plane. The creature is then transported to a random point on the Material Plane, at least 1,000 miles away from the dragon.

Wand of Astral Projection (3 Charges). The dragon expends one action and one charge to activate the Wand of Astral Projection, projecting its consciousness onto the Astral Plane for up to one minute. While projected, the dragon can communicate with other beings on the plane, but cannot physically interact with anything in the material world.

Wand of Gravity Shift (3 Charges). The dragon expends one action and one charge from the Wand of Gravity Shift to cause a single target within 60 feet to experience a sudden shift in gravity. The target must make a DC 20 Constitution saving throw or be knocked prone and take 22 (4d10) force damage. In addition, the target's movement speed is halved until the start of the dragon's next turn. The wand regains all expended charges daily at dawn.

Wand of Force Barrier (3 Charges). The dragon expends one action and one charge to activate the Wand of Force Barrier, creating a temporary force barrier that provides protection from physical attacks. The barrier has 50 hit points and can absorb damage from physical attacks. While the barrier is active, the Enigma Dragon has resistance to bludgeoning, piercing, and slashing damage.

Wand of Mind Thrust (3 Charges). The dragon expends one action and one charge from the Wand of Mind Thrust to deal psychic damage to a single target's mind within 60 feet. The target must make a DC 25 Intelligence saving throw or take 44 (8d10) psychic damage and gain a short-term madness effect. On a successful save, the target takes half damage. The wand regains all expended charges daily at dawn.

Wand of Time Dilation (2 Charges). The dragon expends one action and one charge to activate the Wand of Time Dilation, causing time to slow in a 30-foot radius around it until the start of the dragon's next turn. All creatures within the radius must make a DC 25 Wisdom saving throw or have their movement speed halved and be unable to use a bonus action until the start of the dragon's next turn. In addition, all magical items with activation mechanics such as charges or abilities that can be used once per day regain the ability to activate at the end of the dragon's turn except for this wand. Once

all two charges are expended, the wand is destroyed and cannot be used again.

Bonus Actions

Telekinetic Mastery. The dragon possesses powerful psionic abilities that allow it to manipulate objects with ease. As a bonus action, the dragon can activate or deactivate any magic item within 60 feet of it that requires an action to activate, using its telekinesis to control the item remotely. The dragon has advantage on any ability check made to control or manipulate an object through telekinesis, and it can exert its telekinetic force with incredible precision, allowing it to perform delicate tasks with ease. The dragon's telekinesis can also be used to move objects and creatures up to its carrying capacity (15,000 pounds) or push them up to 60 feet away, with no attack roll required. The dragon cannot use its telekinesis to manipulate creatures or objects that are being worn or carried by another creature, unless that creature is willing.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 20 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Astral Projection (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Astral Projection.

Gravity Shift (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Gravity Shift.

Mind Thrust (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Mind Thrust.

Force Barrier (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Force Barrier.

Time Dilation (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Time Dilation.

Dreamkin

Dreamkin are a mystical and elusive race of tiny fey creatures that inhabit the enchanted woods of the realm. They are known for their incredible magical abilities, which they use to protect their forest homes from harm and to manipulate the dreams of those who wander too close to their territory.

Wardens of the Wood. The Dreamkin are fiercely protective of their enchanted forest homes, and will go to great lengths to keep them safe from harm. They use their powerful magic to manipulate the dreams of outsiders, leading them astray or luring them away from their territory.

Elusive and Mysterious. Dreamkin are rarely seen by outsiders, as they are skilled at remaining hidden and keeping their presence a secret. Those who do catch a glimpse of a Dreamkin are said to be blessed with good luck and sweet dreams for many nights to come.

Masters of Illusion. Dreamkin are masters of illusion magic, and use their abilities to create intricate and fantastical dreamscapes to protect their homes. They are able to manipulate the perceptions of those around them, creating powerful illusions that can be difficult to distinguish from reality.

Vengeful Protectors. Despite their small size, Dreamkin are fierce and vengeful protectors of their forest homes. They will not hesitate to use their powerful magic to strike down those who would threaten their territory, or to use their illusions to lead trespassers into danger.

Magical Beings. Dreamkin are magical creatures, and their bodies are suffused with the magic of the realm. They are able to draw upon this power to perform incredible feats of magic, and their bodies are infused with the energy of the enchanted forest.

Spirits of the Enchanted Woods. Dreamkin are said to be the spirits of the enchanted woods themselves, brought to life by the magic of the realm. They are deeply connected to the magic of the forest, and are able to draw upon its power to fuel their incredible magical abilities.

Corrupted by the Nightmare Realm. Unfortunately, some Dreamkin have been corrupted by the dark energies of the Nightmare Realm. These twisted creatures are consumed by a thirst for power and vengeance, and use their once-gentle magic to create terrifying nightmares and deadly illusions. They have been known to ambush unwary travelers, drawing them into their nightmarish dreamscapes and trapping them there forever.



Dreamkin's Demiplanes

Dreamlandia is a benevolent and vibrant realm, while the Nightmare's Demiplane is a dark and twisted nightmare.

Dreamlandia. When a creature falls asleep under the effect of a Dreamkin's slumbering aura, they are transported to Dreamlandia. This plane is a strange, surreal realm that exists entirely within the Dreamkin's mind and appears as a vast, lush forest filled with verdant greenery. The following effects occur within Dreamlandia:

- The Dreamkin is considered to have the spellcasting ability of a 10th-level spellcaster, and can cast any spells available to a 10th-level spellcaster, as well as create any nonmagical item within the dream at will.
- Dreamlandia is vast, but its precise dimensions are difficult to discern. It seems to stretch on forever in every direction, with no visible horizon or edge.
- Any creature within Dreamlandia is considered to have the benefit of a long rest upon awakening, regardless of how long they have been asleep.
- The Dreamkin can communicate with any creature within the dream as if they shared a language, and can alter the dreamscape to suit their desires.
- Any creature within Dreamlandia is considered to have the benefits of the *hero's feast* spell for the duration of their stay.
- The Dreamkin is unable to cause any harm or damage to any creature within the dream, and is considered to be a benevolent and helpful deity-like figure.

Nightmare's Demiplane. When a creature falls asleep under the effect of a powerful Nightmare Dreamkin's aura, they are transported to the Nightmare's Demiplane. This plane is a dark, twisted realm of nightmare and terror, where the Nightmare Dreamkin reigns supreme. The following effects occur within the Nightmare's Demiplane:

- The Nightmare Dreamkin is considered to have the spellcasting ability of a 20th-level spellcaster, and can cast any spells available to a 20th-level spellcaster, as well as create any nonmagical item within the nightmare at will.

- The Nightmare's Demiplane is a twisted and surreal reflection of the real world, filled with dark forests, towering mountains, and endless, twisting caverns. Everything appears in shades of black and red, with jagged edges and sharp angles.
- Any creature within the Nightmare's Demiplane is considered to have the effects of the *nightmare* spell cast upon them for the duration of their stay.
- The Nightmare Dreamkin can communicate with any creature within the dream as if they shared a language, and can manipulate the dreamscape to suit their darkest desires.
- Any creature within the Nightmare's Demiplane is considered to have the effects of the *bestow curse* spell cast upon them for the duration of their stay.
- The Nightmare Dreamkin is able to cause harm and damage to any creature within the dream, and is considered a dangerous and malevolent figure. In the Nightmare's Demiplane, the Nightmare Dreamkin has a CR increased to 22 (41,000 XP) and a hit point maximum five times higher than normal for a creature of its type, except for the Lady of the Dreamrealm who remains unaffected by these changes.

Once a creature within the Nightmare's Demiplane is damaged by the Nightmare Dreamkin, it will awaken in 3 rounds. Any damage and effects suffered within the dream will carry over to the creature's physical body upon waking.



Nightmare

6th-level illusion (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a drop of pitch and a black feather)

Duration: 8 hours

This spell can only be cast on a sleeping creature. When you cast this spell, the sleeping creature is transported to the Nightmare's Demiplane, a dark and twisted realm of nightmare and terror. If you choose, you can accompany the creature to witness the horrors it endures.

While within the Nightmare's Demiplane, the creature experiences a terrifying and traumatic dream, the details of which are determined by the caster. The creature must make a Wisdom saving throw at the end of each hour. On a failed save, the creature gains a long-term madness, as determined by the game master. On a successful save, the creature suffers no ill effects.

If a creature fails three saving throws against this spell, they gain an indefinite madness as a result of their prolonged exposure to the horrors of the Nightmare's Demiplane.

Willowbreeze Dreamkin

Willowbreeze Dreamkin are known for their good-hearted nature and their role as caretakers in the Dreamlandia. They work closely with the workers for the Lady of the Dreamrealm to ensure that all creatures within the realm experience pleasant dreams. With their gentle and calming presence, Willowbreeze Dreamkin are often sought out for their ability to ease troubled minds and provide a sense of peace.

Hollow Dreamkin

Hollow Dreamkin are the Lady of the Dreamrealm's loyal soldiers and enforcers, tasked with carrying out her laws and maintaining order within the Dreamlandia and Nightmare's Demiplane. They are the guardians of the Dream Gate, which serves as a bridge between the two planes. Hollow Dreamkin are unwavering in their devotion to the Lady and will do whatever it takes to ensure her will is carried out, no matter the consequences.

Lady of the Dreamrealm

The Lady of the Dreamrealm is the ruler and creator of the Dreamlandia and Nightmare's Demiplane. Her

immense power and control over dreams and nightmares is unparalleled, and her subjects both revere and fear her. As the embodiment of dreams and the unconscious mind, the Lady is both beautiful and terrifying, appearing as a benevolent figure to those she favors and a nightmarish entity to those who cross her. Her will shapes the very fabric of the Dreamlandia and Nightmare's Demiplane, and her whims can have a profound effect on those who enter her domain.



Willowbreeze Dreamkin

Tiny fey, neutral good

- **Armor Class** 19
- **Hit Points** 24 (7d4 + 7)
- **Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	28 (+9)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

- **Skills** Arcana +3, Perception +4, Stealth +11
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Sylvan
- **Challenge** 2 (450 XP)

Corrupted by Nightmare. If the dreamkin is corrupted by nightmare, its alignment changes to neutral evil. While corrupted, it gains the ability to cast *bestow curse* and *inflict wounds* once per day each, replacing the *creation* and *major image* spells. This corruption can be dispelled by a *greater restoration* spell or similar magic.

Spellcasting (Psionics). The dreamkin casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *contact other plane*, *disguise self*, *dream*, *minor illusion*, *prestidigitation*

3/day each: *creation*, *etherealness*, *major image*

1/day each: *nightmare*, *sleep* (as a 5th-level spell)

Actions

Dreamblade. The dreamkin conjures a blade made of pure psychic energy, which only creatures with true sight can see. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

Dream's Sand (1/Day). For 1 minute, the dreamkin sprinkles sand over a sleeping humanoid within 10 feet of it. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. When 1 minute has passed, the dreamkin can choose to send the target to either Dreamlandia or the Nightmare's Demiplane (only while corrupted).

When the dreamkin uses this ability, its physical body is also transported to the chosen demiplane. However, only the mental state of the sprinkled creature is affected, and its physical body remains on the original plane in a state of deep sleep. The creature is considered unconscious and cannot be awoken by any means until the dreamkin or another external force ends the effect. The dreamkin can maintain the effect for up to 8 hours, after which the

creature automatically wakes up on the original plane.

Note that if another creature casts the spell *dream* on the affected creature, it can choose to take away the dreamkin's power, leaving it with the powers stated in the statblock.



Hollow Dreamkin

Tiny fey, lawful neutral

- **Armor Class** 19
- **Hit Points** 58 (13d4 + 26)
- **Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	28 (+9)	15 (+2)	13 (+1)	14 (+2)	18 (+4)

- **Skills** Arcana +3, Perception +4, Stealth +11
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Sylvan
- **Challenge** 5 (1,800 XP)

Corrupted by Nightmare. If the dreamkin is corrupted by nightmare, its alignment changes to neutral evil. While corrupted, it gains the ability to cast *bestow curse* and *vampiric touch* once per day each, replacing the *creation* and *detect thoughts* spells. This corruption can be dispelled by a *greater restoration* spell or similar magic.

Spellcasting (Psionics). The dreamkin casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *contact other plane*, *disguise self*, *dream*, *minor illusion*, *prestidigitation*

3/day each: *creation*, *detect thoughts*, *etherealness*, *hypnotic pattern*

1/day each: *mirage arcane*, *nightmare*, *programmed illusion*, *seeming*, *sleep* (as 5th-level spell)

Actions

Multiattack. The dreamkin makes two attacks with its dreamblade.

Dreamblade. The dreamkin conjures a blade made of pure psychic energy, which only creatures with true sight can see. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

Dream's Sand (1/Day). For 1 minute, the dreamkin sprinkles sand over a sleeping humanoid within 10 feet of it. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. When 1 minute has passed, the dreamkin can choose to send the target to either Dreamlandia or the Nightmare's Demiplane (only while corrupted).

When the dreamkin uses this ability, its physical body is also transported to the chosen demiplane. However, only the mental state of the sprinkled creature is affected, and its physical body remains on the original plane in a state of deep sleep. The creature is considered unconscious and cannot be

awoken by any means until the dreamkin or another external force ends the effect. The dreamkin can maintain the effect for up to 8 hours, after which the creature automatically wakes up on the original plane.

Note that if another creature casts the spell *dream* on the affected creature, it can choose to take away the dreamkin's power, leaving it with the powers stated in the statblock.



Lady of the Dreamrealm

Tiny fey, lawful neutral

- **Armor Class** 19
- **Hit Points** 399 (42d4 + 294)
- **Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	28 (+9)	24 (+7)	18 (+4)	22 (+6)	30 (+10)

- **Skills** Arcana +7, Deception +13, Perception +9, Persuasion +13, Stealth +12
- **Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 24
- **Languages** Common, Sylvan
- **Challenge** 26 (90,000 XP)

Legendary Resistance (3/Day). If the Lady of the Dreamrealm fails a saving throw, she can choose to succeed instead.

Magic Resistance. The Lady of the Dreamrealm has advantage on saving throws against spells and other magical effects.

Master of Magic. The Lady of the Dreamrealm has advantage on Constitution saving throws to maintain concentration.

Spellcasting (Psionics). The Lady of the Dreamrealm casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 26, +18 to hit with spell attacks):

At will: *contact other plane, detect thoughts, disguise self, dream, mage hand, message, minor illusion, prestidigitation, vicious mockery*

3/day each: *confusion, creation, hallucinatory terrain, hypnotic pattern, major image, phantasmal force, programmed illusion, suggestion*

1/day each: *dominate person, feeblemind, illusory dragon, mass suggestion, modify memory, nightmare, power word stun, project image, sleep (as a 9th-level spell), telekinesis*

Actions

Blade of Dreams. *Melee Spell Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 32 (4d10 + 10) psychic damage.

The Lady of the Dreamrealm can also use the following abilities while wielding her Blade of Dreams:

- **Dream Strike.** When the Lady hits with her Blade of Dreams, she can choose to deal an additional 22 (4d10) psychic damage and force the target to make a Wisdom saving throw (DC 26) or become incapacitated with dream-like visions for 1 minute. The creature can repeat the saving throw at the end of each of its turns to end the effect.
- **Psychic Illusion.** The Lady can weave her psychic energy into an illusory dream, causing creatures within 30 feet of her to make a Wisdom saving throw (DC 26) or become charmed by her for 1 minute. While charmed, the creature sees the Lady as a beautiful and benevolent entity, and will not willingly attack her or her allies. If the creature takes damage, it can repeat the saving throw to end the effect.
- **Dream Eater.** When the Lady reduces a creature to 0 hit points with her Blade of Dreams, she can choose to absorb its dreams into the blade, causing it to gain a temporary boost of power. For the next 10 minutes, the blade deals an additional 22 (4d10) psychic damage on all attacks, and the Lady gains temporary hit points equal to the amount of psychic damage dealt.
- **Dream Portal (1/Day).** The Lady of the Dreamrealm slashes her Blade of Dreams through reality, opening a portal vortex that can pull in nearby creatures. Each creature within 30 feet of the Lady must make a DC 26 Strength saving throw or be pulled into the portal vortex that she creates. The portal leads to either Dreamlandia or the Nightmare's Demiplane, depending on the Lady's choice. The portal remains open until the end of the Lady's next turn.

Nightmare Form (1/Day). As an action, the Lady of the Dreamrealm can assume a terrifying form made entirely of nightmares for 1 minute:

- **Nightmarish Presence.** Any creature within 30 feet of the Lady of the Dreamrealm must make a DC 26 Wisdom saving throw or be frightened for 1 minute.
- **Reality Warp.** The Lady of the Dreamrealm can cause the dreamscapes of those around her to twist and contort into grotesque, nightmarish forms. As a bonus action, she can choose a point within 60 feet of her and warp reality within a 20-foot radius of that point. Creatures within the area must make a DC 26 Wisdom saving throw or suffer from short-term madness for 1 minute.

Bonus Action

Conjure Blade of Dreams (3/Day). The Lady of the Dreamrealm conjures a blade made of pure psychic energy, which only creatures with true sight can see. The blade lasts for 1 minute.

Legendary Actions

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

Dream Step. The Lady of the Dreamrealm teleports up to 120 feet to an unoccupied space she can see.

Nightmare Slash. The Lady of the Dreamrealm makes one attack with her Blade of Dreams.

Dream Surge. The Lady of the Dreamrealm uses her psionic powers to heal herself. She regains 30 hit points.

Dream Escape (Costs 2 Actions). The Lady of the Dreamrealm opens a portal to the Dreamlandia or the Nightmare's Demiplane and steps through it, disappearing from the current plane of existence. She can remain on the other plane for up to 1 hour, then she must return to her original location. While on the other plane, the Lady can observe the world around her but cannot interact with it in any way.



Elemental Bound Creatures

These are powerful beasts that have been magically bound to the elements. These creatures are imbued with the power of the elements, making them fierce guardians or deadly predators. Elemental Bound Creatures are typically summoned by powerful spellcasters or elemental cults to protect sacred sites or as instruments of destruction.

Bound to the Elements. Elemental Bound Creatures are creatures of flesh and blood that have been bound to the elements through a powerful ritual. The ritual imbues the creature with the elemental power, granting them resistance or immunity to their respective element, as well as the ability to unleash devastating attacks. This binding also grants the creature a fierce loyalty to their summoner and a single-minded focus on their assigned task. Elemental Bound Creatures are chosen for their natural affinity to the element they are bound to. For example, a Fire-Bound Ox may be chosen for its natural resilience to fire and its strength, while a Lightning-Bound Panther may be chosen for its agility and ferocity. The ritual that binds the creature to the element also alters their physical form to reflect the element they are bound to, such as fiery manes or electrically charged fur.

Elemental Guardians. Elemental Bound Creatures are often bound to specific locations, serving as powerful guardians of sacred sites or elemental nexuses. These creatures will fiercely defend their assigned location against any who would defile it or disturb the balance of the elements. Elemental cults and powerful spellcasters will often place powerful wards or traps around these creatures to prevent them from being freed or used against them.

Elemental Nature. Elemental Bound Creatures are still beasts at their core and require food, water, and rest like any other creature. However, they are also imbued with the power of the elements, making them formidable opponents in battle. Their bond with the elements also grants them a deep understanding of their respective element, allowing them to manipulate it in ways that defy the laws of nature.

Fire-Bound Ox

The Fire-Bound Ox is a legendary creature, only a few of them is known to exist in the world. Created by a powerful wizard who sought to harness the elemental forces of fire, these beasts were imbued with the very essence of flame, making them an unstoppable force of nature. Their fiery nature makes them highly sought after, both as a symbol of power

and as a powerful weapon on the battlefield. Many have tried to capture or slay these legendary creatures, but their ferocity and durability have made them nearly impossible to defeat.

Lightning-Bound Panther

The Lightning-Bound Panther is a legendary creature, only a few of them is known to exist in the world. The purpose of this creature was to channel the power of lightning into a ferocious feline form, creating a creature with unmatched speed and agility. Its sleek and deadly form makes it both a symbol of great power and a formidable weapon on the battlefield. Those who have witnessed the creature's lightning-fast attacks and crackling energy have been left in awe of its sheer power and prowess.





Fire-Bound Ox

Large elemental (beast), unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 82 (11d10 + 22)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	4 (-3)

- **Damage Immunities** fire
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 4 (1,100 XP)

Beast of Burden. The Fire-Bound Ox is considered to be one size larger for the purpose of determining its carrying capacity.

Heated Charge. If the Fire-Bound Ox moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target takes an additional 7 (2d6) fire damage.

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types

Actions

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

Fire Breath (Recharge 5-6). The Fire-Bound Ox exhales a 15-foot cone of fire. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Fire-Bound Ox 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 Fire-Bound Ox regains spent legendary actions at the start of its turn.

Blazing Horns. The Fire-Bound Ox makes a gore attack. If it hits, it deals an additional 7 (2d6) fire damage.

Fire Stomp (Costs 2 Actions). The Fire-Bound Ox stomps the ground, causing a tremor that sends flames shooting up from the ground in a 15-foot radius around it. Each creature within that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.



Lightning-Bound Panther

Large elemental (beast), unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 82 (11d10 + 22)
- **Speed** 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	6 (-2)	10 (+0)	4 (-3)

- **Skills** Stealth +6
- **Damage Resistances** lightning
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 4 (1,100 XP)

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types

Keen Smell. The Lightning-Bound Panther has advantage on Wisdom (Perception) checks that rely on smell.

Lightning Pounce. If the Lightning-Bound Panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target takes an extra 11 (2d10) lightning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 3) slashing damage.

Legendary Actions

The Lightning-Bound Panther 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 Lightning-Bound Panther regains spent legendary actions at the start of its turn.

- **Pounce.** The Lightning-Bound Panther moves up to half its speed and then makes a claw attack.
- **Thunderous Roar (Costs 2 actions).** The Lightning-Bound Panther emits a thunderous roar. Each creature within 30 feet of the panther must make a DC 12 Constitution saving throw, taking 16 (3d10) thunder damage on a failed save, or half as much damage on a successful one.
- **Lightning Leap (Costs 2 actions).** The Lightning-Bound Panther leaps up to 40 feet to an unoccupied space. Each creature within 10 feet of that space must make a DC 13 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Gadgetopus

Gadgetopuses are a race of clockwork constructs, created by a long-lost civilization of gnomes. These creatures were originally intended to serve as guardians and protectors, using their many tentacles to defend their creators against all manner of threats. However, something went horribly wrong. Gadgetopuses are found throughout the multiverse, often lurking in the ruins of their creators' civilization.

Clockwork Terrors. Gadgetopuses are fearsome constructs, made entirely of metal and powered by complex clockwork mechanisms. They are relentless in their pursuit of their prey, and their many tentacles are capable of striking from a distance or grappling their targets.

Created by Gnomes. The gadgetopuses were created by a lost civilization of gnomes, who imbued these constructs with incredible strength and intelligence. However, the gnomes were unable to control their creations, and the gadgetopuses turned on their creators, driving them to extinction. The gnomes who created the gadgetopuses were part of a vast and powerful empire that spanned the multiverse. However, this empire collapsed in the wake of the gadgetopuses' rebellion, and the gnomes were forced into hiding.

Malfunctioning Machines. Something went wrong with the gadgetopuses, causing them to turn on their creators and begin a rampage that would last for centuries.

Clockwork Technology. Gadgetopuses are powered by clockwork technology, which makes them incredibly resilient and difficult to destroy. Gadgetopuses are capable of adapting and evolving over time, incorporating new technologies and techniques into their design.

Mechanical Tentacles. Gadgetopuses use their many tentacles to great effect, striking their enemies from a distance and grappling them to prevent their escape.

Clockwork Constructs. Gadgetopuses are entirely mechanical in nature, and do not possess any sort of biological components. This makes them immune to many forms of disease and poison, as well as other effects that would normally affect living creatures.



Gearwork Gadgetopus

The Gearwork Gadgetopus is a clockwork construct created by a lost civilization of gnomes. Originally designed as protectors with their many tentacles, they are now feared due to a malfunction that caused them to become hostile to those who damage their mechanical components or stare at them for too long.

Steamtech Gadgetopus

Steamtech Gadgetopus. Created by a lost civilization of gnomes, the Steamtech Gadgetopus is a clockwork construct that was originally designed to serve as a protector. However, a malfunction caused these creatures to turn hostile towards those who damage their mechanical components or stare at them for too long. With their clockwork technology and many tentacles, they are a formidable foe that can strike from a distance, grapple their targets, and even emit a blast of scalding steam from their central boiler.

Clockcoil Gadgetopus

The gnomes who created the Clockcoil Gadgetopus designed it to be an even more formidable protector than its predecessors. To achieve this, they installed a powerful clockcoil blast mechanism in its central coil, capable of unleashing a devastating burst of electrical energy on its foes. However, this feature was also responsible for the malfunction that caused the gadgetopuses to turn on their creators, leading to the downfall of the gnome civilization.

Gearspinner Gadgetopus

For centuries, the Gearspinner Gadgetopuses stood watch over the gates, vigilant and unyielding in their duty. However, as time went by, the gnomish civilization began to crumble. The Gearspinner Gadgetopuses, like all of the gnomes' creations, were powered by the clockwork technology that was at the heart of their society. When the clockwork began to fail, the Gadgetopuses malfunctioned, turning on their creators and bringing about the downfall of the gnomish civilization.

Timekeeper Gadgetopus

The Timekeeper Gadgetopus is a massive clockwork construct, resembling a giant, ornate clock. Its body is made of polished brass, and its many gears and

cogs whirl and click as it moves. Its central clock face displays the time in precise detail.

Mechanomaw Gadgetopus

The Mechanomaw Gadgetopus is a fearsome construct of gleaming metal, powered by steam and clockwork. Its central eye glows with a yellow light, and it can unleash devastating beams of clockwork power at its enemies. Despite its cold, mechanical nature, the Mechanomaw Gadgetopus is capable of repairing damaged mechanical objects, and can even create clockwork minions to aid it in its tasks.

Pressure Gadgetopus

The Pressure Gadgetopus is a massive construct that resembles a terrifying, metal octopus with powerful, steam-powered tentacles. Its central eye is a glowing, yellow orb that seems almost like a porthole into its mechanical mind. The gadgetopus is built to withstand the crushing pressure of deep waters and can unleash powerful jets of steam from its eye, devastating its enemies with explosive force. Its cold, mechanical nature belies its cunning and adaptability, and it is capable of grappling multiple foes at once, crushing them in its powerful grip.



Gearwork Gadgetopus

Small construct, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 7 (2d6)
- **Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	12 (+1)	8 (-1)

- **Damage Immunity** poison, psychic
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** All
- **Challenge** 1/8 (25 XP)

Clockwork Companion. The gadgetopus can use its clockwork mechanisms to repair a damaged mechanical object, such as a clock or a trap. It takes 1 minute to perform this task, and the object regains 1d4 hit points.

Clockwork Crawler. The gadgetopus can detach one of its tentacles to create a tiny clockwork crawler (see its statsblock). It can be controlled by the gadgetopus and can perform simple tasks, such as fetching small objects or opening doors. The gadgetopus can only have one clockwork crawler active at a time, and the crawler lasts for 1 hour or until destroyed.

Clockwork Translator. The gadgetopus can speak and understand any language. It can use this ability to translate for other creatures within 30 feet.

Immutable Form. The gadgetopus is immune to any spell or effect that would alter his form.

Neutral Disposition. Gadgetopuses are initially neutral in alignment, neither inherently good nor evil. However, if a creature damages or attempts to dismantle any of its mechanical components, or if a creature stares at it for too long, the gadgetopus immediately becomes hostile towards that creature and will not stop until it has eliminated the target

Actions

Grasping Tentacles. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, and the target is grappled (escape DC 11). The gadgetopus can only grapple one target at a time, and cannot use this attack against a different target while maintaining a grapple.



Clockwork Crawler

Tiny construct, unaligned

- **Armor Class** 13
- **Hit Points** 1 (1d4 - 1)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	2 (-4)	8 (-1)	3 (-4)

- **Damage Immunities** poison, psychic
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 0 (10 XP)

Detachable. The clockwork crawler is a detachable construct created by the gadgetopus. It can be controlled by the gadgetopus and can perform simple tasks, such as fetching small objects or opening doors. The crawler lasts for 1 hour or until destroyed.

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

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

Actions

Piercing Attack. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 (1d1) piercing damage.

NOTE

The clockwork crawler is a small, expendable companion that can assist the gadgetopus in simple tasks or act as a distraction. Its piercing attack is not meant for combat, but can potentially deal damage in desperate situations.



Steamtech Gadgetopus

Medium construct, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 16 (3d8 + 3)
- **Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	9 (-1)

- **Damage Immunity** poison, psychic
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** All
- **Challenge** 1/2 (100 XP)

Clockwork Companion. The gadgetopus can use its clockwork mechanisms to repair a damaged mechanical object, such as a clock or a trap. It takes 1 minute to perform this task, and the object regains 1d4 hit points.

Clockwork Crawler. The gadgetopus can detach one of its tentacles to create a tiny clockwork crawler (see its statsblock). It can be controlled by the gadgetopus and can perform simple tasks, such as fetching small objects or opening doors. The gadgetopus can only have one clockwork crawler active at a time, and the crawler lasts for 1 hour or until destroyed.

Clockwork Translator. The gadgetopus can speak and understand any language. It can use this ability to translate for other creatures within 30 feet.

Immutable Form. The gadgetopus is immune to any spell or effect that would alter his form.

Neutral Disposition. Gadgetopuses are initially neutral in alignment, neither inherently good nor evil. However, if a creature damages or attempts to dismantle any of its mechanical components, or if a creature stares at it for too long, the gadgetopus immediately becomes hostile towards that creature and will not stop until it has eliminated the target

Actions

Grasping Tentacles. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, and the target is grappled (escape DC 11). The gadgetopus can only grapple one target at a time, and cannot use this attack against a different target while maintaining a grapple.

Steam Blast (Recharge 5-6). The gadgetopus vents a blast of scalding steam from its central boiler, causing severe burns to any creature caught in a 10-foot cone. Each creature in the area must make a DC 11 Dexterity saving throw, taking 5 (2d4) fire damage on a failed save, or half as much damage on a successful one.



Clockcoil Gadgetopus

Medium construct, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 45 (7d8 + 14)
- **Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	15 (+2)	12 (+1)	9 (-1)

- **Damage Immunity** poison, psychic
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** All
- **Challenge** 2 (450 XP)

Clockwork Companion. The gadgetopus can use its clockwork mechanisms to repair a damaged mechanical object, such as a clock or a trap. It takes 1 minute to perform this task, and the object regains 1d4 hit points.

Clockwork Crawler. The gadgetopus can detach one of its tentacles to create a tiny clockwork crawler (see its statsblock). It can be controlled by the gadgetopus and can perform simple tasks, such as fetching small objects or opening doors. The gadgetopus can only have one clockwork crawler active at a time, and the crawler lasts for 1 hour or until destroyed.

Clockwork Translator. The gadgetopus can speak and understand any language. It can use this ability to translate for other creatures within 30 feet.

Immutable Form. The gadgetopus is immune to any spell or effect that would alter his form.

Neutral Disposition. Gadgetopuses are initially neutral in alignment, neither inherently good nor evil. However, if a creature damages or attempts to dismantle any of its mechanical components, or if a creature stares at it for too long, the gadgetopus immediately becomes hostile towards that creature and will not stop until it has eliminated the target

Actions

Grasping Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 13). The gadgetopus can only grapple one target at a time, and cannot use this attack against a different target while maintaining a grapple.

Clockcoil Blast (Recharge 5-6). The gadgetopus releases a burst of electrical energy from its central coil, hitting all creatures within a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 18 (4d8)

lightning damage on a failed save, or half as much damage on a successful one. On a failed save, the creature is also paralyzed until the end of its next turn.



Gearspinner Gadgetopus

Huge construct, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 85 (10d12 + 20)
- **Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	7 (-2)	8 (-1)	9 (-1)

- **Damage Immunity** poison, psychic
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** Gnomish
- **Challenge** 3 (450 XP)

Clockwork Companion. The gadgetopus can use its clockwork mechanisms to repair a damaged mechanical object, such as a clock or a trap. It takes 1 minute to perform this task, and the object regains 1d4 hit points.

Clockwork Crawler. The gadgetopus can detach one of its tentacles to create a tiny clockwork crawler (see its statsblock). It can be controlled by the gadgetopus and can perform simple tasks, such as fetching small objects or opening doors. The gadgetopus can only have one clockwork crawler active at a time, and the crawler lasts for 1 hour or until destroyed.

Immutable Form. The gadgetopus is immune to any spell or effect that would alter his form.

Neutral Disposition. Gadgetopuses are initially neutral in alignment, neither inherently good nor evil. However, if a creature damages or attempts to dismantle any of its mechanical components, or if a creature stares at it for too long, the gadgetopus immediately becomes hostile towards that creature and will not stop until it has eliminated the target

Actions

Grasping Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). While grappled, the target takes an additional 9 (2d8) bludgeoning damage at the start of each of the gadgetopus's turns. The gadgetopus can grapple up to two targets at a time, and cannot use this attack against additional targets while already grappling two.

Spinner. The gadgetopus spins its body rapidly, creating a powerful vortex of wind and debris. Each creature within 10 feet of the gadgetopus must make a DC 14 Strength saving throw, taking 16 (3d10) bludgeoning damage and being pushed 10 feet away on a failed save, or half as much damage and not

being pushed on a successful one. The gadgetopus cannot use this ability while grappling a target.



Timekeeper Gadgetopus

Huge construct, unaligned

- **Armor Class** 20 (natural armor)
- **Hit Points** 105 (10d12 + 40)
- **Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	21 (+5)	8 (-1)	3 (-4)

- **Damage Immunity** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, restrained, stunned, unconscious
- **Senses** blindsight 60 ft. (blind beyond this radius), tremorsense 30 ft., passive Perception 9
- **Languages** –
- **Challenge** 3 (450 XP)

Alert System. A creature proficient in Tinkering Tools and Arcana can activate the Timekeeper Gadgetopus's Alert System with a successful DC 20 Intelligence (Arcana) check. The Alert System has three options:

Activate Chronal Scan: The gadgetopus scans its surroundings, gaining knowledge of the location and status of all creatures and objects within a 1-mile radius. This information is relayed to the creature that activated the Alert System.

Activate Temporal Shield: The gadgetopus creates a protective shield around itself, granting it resistance to all damage types for 1 minute.

Activate Time Displacement: The gadgetopus teleports itself and up to five willing creatures it can see within 30 feet to an unoccupied space of its choice within 500 feet. The teleportation is instantaneous and does not provoke opportunity attacks.

If the creature fails the DC 20 Intelligence (Arcana) check, the gadgetopus becomes hostile and will attempt to eliminate the creature. However, if the creature rolls a natural 20 on the check, the gadgetopus will become friendly and act as a companion for 1 minute before returning to its neutral disposition.

Innate Spellcasting. The gadgetopus can innately cast spells, using Intelligence as its spellcasting ability (spell save DC 15). The gadgetopus can cast the following spells, requiring no material components

1/day each: *haste*, *slow*

Immutable Form. The gadgetopus is immune to any spell or effect that would alter his form.

Actions

Rapid Aging. *Ranged Spell Attack:* +8 to hit, range 90 ft., one target. *Hit:* 6 (1d12) necrotic damage, and the target must make a DC 15 Constitution saving throw, taking an additional 6 (1d12) necrotic damage on a failed save, or half as much damage on a successful one. If the target fails the saving throw, it also ages to the point where it has only 30 days left before it dies of old age. In this aged state, the target has disadvantage on attack rolls, ability checks, and saving throws, and its walking speed is halved. Only the *lesser restoration* or *greater restoration* spell can end these effects and restore the target to its previous age.



Mechanomaw Gadgetopus

Medium construct, neutral evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 102 (12d8 + 48)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	19 (+4)	22 (+6)	12 (+1)	11 (+0)

- **Saving Throws** Con +7, Wis +4
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** poison, psychic
- **Condition Immunities** charmed, deafened, exhaustion, frightened, petrified, poisoned, unconscious
- **Senses** darkvision 120 ft., truesight 30 ft., passive Perception 11
- **Languages** All
- **Challenge** 8 (3,900 XP)

Clockwork Companion. The gadgetopus can use its clockwork mechanisms to repair a damaged mechanical object, such as a clock or a trap. It takes 1 minute to perform this task, and the object regains 1d4 hit points.

Clockwork Crawler. The gadgetopus can detach one of its tentacles to create a tiny clockwork crawler (see its statsblock). It can be controlled by the gadgetopus and can perform simple tasks, such as fetching small objects or opening doors. The gadgetopus can only have ten clockwork crawlers active at a time, and the crawlers lasts for 1 hour or until destroyed.

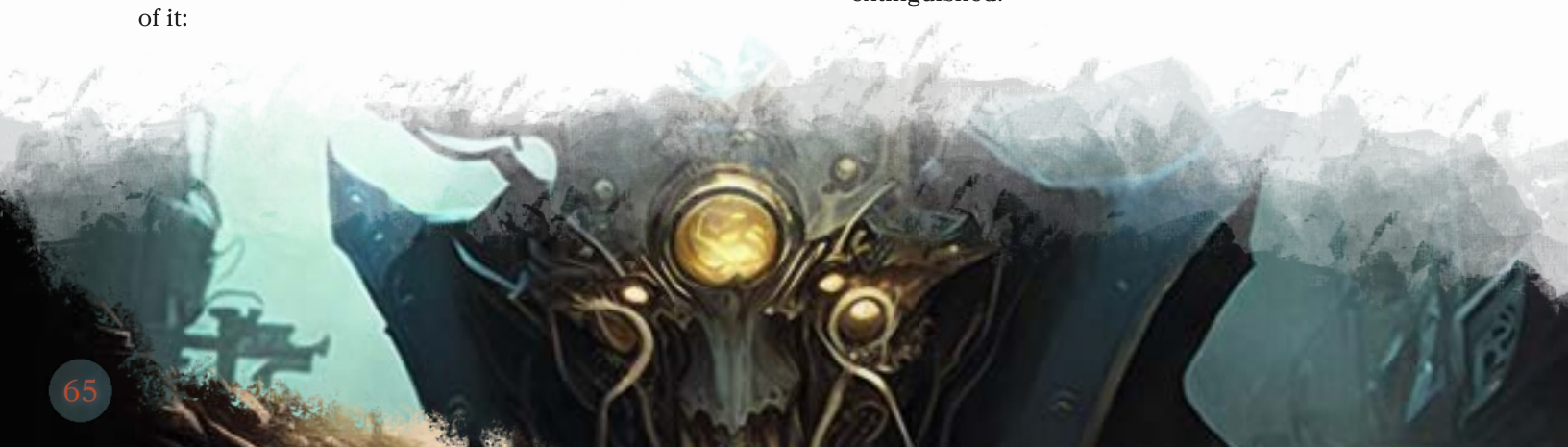
Clockwork Translator. The gadgetopus can speak and understand any language. It can use this ability to translate for other creatures within 30 feet.

Immutable Form. The gadgetopus is immune to any spell or effect that would alter his form.

Actions

Eye Beams. The gadgetopus shoots two of the following eye beams at random (reroll duplicates), choosing one to two targets it can see within 120 feet of it:

1. **Steam Blast Beam.** The gadgetopus's eye emits a powerful blast of steam, dealing 14 (4d6) fire damage to all creatures in a 5-foot wide line up to the initial target. Targets caught in the blast must make a DC 15 Dexterity saving throw to take half damage.
2. **Clockwork Curse Beam:** The gadgetopus's eye emits a beam of dark energy that curses its target, causing it to suffer disadvantage on attack rolls and ability checks until the curse is lifted. The target must make a DC 15 Wisdom saving throw or be cursed for 1 minute.
3. **Electric Shock Beam:** The gadgetopus's eye fires a beam of electricity, dealing 22 (5d8) lightning damage to the target. The target must make a DC 15 Constitution saving throw or be stunned until the end of their next turn.
4. **Gear Grind Beam:** The gadgetopus's eye beam causes a loud grinding noise and deals 14 (4d6) force damage to all creatures in a 20-foot cone behind the initial target. Targets caught in the cone must make a DC 15 Constitution saving throw or suffer disadvantage on ability checks that rely on hearing for 1 minute.
5. **Pressure Jet Beam:** A powerful jet of steam is fired from the gadgetopus's eye, dealing 18 (4d8) force damage to the target. The target must make a DC 15 Dexterity saving throw or be knocked prone and take an additional 18 (4d8) fire damage.
6. **Clockwork Swarm Beam:** The gadgetopus's eye beam releases a swarm of tiny clockwork insects that crawl over its target, dealing 14 (4d6) piercing damage. The target must make a DC 15 Dexterity saving throw or be grappled by the swarm.
7. **Magnetic Field Beam:** The gadgetopus's eye beam creates a magnetic field that draws in all metal objects within a 30-foot cone behind the initial target. Creatures with metal equipment must make a DC 15 Strength saving throw or have their metal objects disarmed or damaged.
8. **Heat Ray Beam:** The gadgetopus's eye beam emits a focused ray of intense heat, dealing 22 (5d8) fire damage to the target. The target must make a DC 15 Dexterity saving throw or suffer additional 9 (2d8) fire damage each round until the flames are extinguished.



Pressure Gadgetopus

Huge construct, unaligned

- **Armor Class** 18 (natural armor)
- **Hit Points** 300 (24d12 + 144)
- **Speed** 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	11 (+0)	11 (+0)	3 (-4)

- **Saving Throws** Str +11, Con +11
- **Damage Vulnerabilities** acid
- **Damage Resistances** thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** cold, force, poison, psychic
- **Condition Immunities** charmed, deafened, exhaustion, frightened, petrified, poisoned, unconscious
- **Senses** darkvision 120 ft., tremorsense 30 ft. (while submerged underwater), passive Perception 11
- **Languages** –
- **Challenge** 16 (15,000 XP)

Immutable Form. The gadgetopus is immune to any spell or effect that would alter his form.

Neutral Disposition. Gadgetopuses are initially neutral in alignment, neither inherently good nor evil. However, if a creature damages or attempts to dismantle any of its mechanical components, or if a creature stares at it for too long, the gadgetopus immediately becomes hostile towards that creature and will not stop until it has eliminated the target

Pressurized Body. The gadgetopus is immune to the effects of high pressure environments, such as those found in deep water or underground. It can also withstand extreme changes in pressure without harm.

Actions

Multiattack. The gadgetopus can use its Tentacle attack twice.

Tentacle. Melee Weapon Attack: +11 to hit, reach 20 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. The target is grappled (escape DC 19) and takes 11 (2d10) bludgeoning damage at the start of each of the gadgetopus's turns. The gadgetopus can have up to four creatures grappled at once.

Crush. The gadgetopus uses its Tentacle attack against a creature it has grappled. If the attack hits, the target takes an additional 28 (4d10 + 6)

bludgeoning damage and is considered restrained until the grapple ends.

Pressure Bubble (1/Day). The gadgetopus can create a bubble of pressurized steam around itself as an action while submerged in water. The bubble has a radius of 30 feet and lasts for 1 minute. Creatures within the bubble that are not constructs must make a DC 19 Constitution saving throw at the start of each of their turns or take 14 (4d6) force damage and be pushed 5 feet away from the gadgetopus.

Creatures that fail the saving throw also have disadvantage on attack rolls, ability checks, and saving throws until the end of their next turn. The gadgetopus is immune to the effects of its own Pressure Bubble.

Pressure Jet Beam (Recharge 4-6). A powerful jet of steam is fired from the gadgetopus's eye, dealing 36 (8d8) force damage to a single target within 120 feet and potentially knocking them prone. The target must make a DC 19 Dexterity saving throw or be pushed 30 feet away from the gadgetopus, taking an additional 36 (8d8) fire damage and becoming prone.



Kaijuwyrms

Kaijuwyrms are massive, ancient creatures, once thought to be extinct, but were recently awakened from their long slumber deep beneath the earth's surface when the Behemoths from the plane of exile arrived on the material plane.

Towering Titans. Kaijuwyrms are massive, towering over most creatures and buildings with ease. Their thick, scaly hides make them incredibly resilient, and their powerful jaws and claws can rend even the strongest materials.

Ageless Ancients. Kaijuwyrms are among the oldest creatures in existence, having slumbered deep beneath the earth's surface for eons. As a result, they possess a vast array of arcane knowledge and power.

Behemoth Connection. The arrival of the Behemoths on the material plane was the catalyst for the awakening of the Kaijuwyrms. Some believe that these ancient creatures were once servants of the Behemoths, while others believe that they are the natural enemies of these interdimensional invaders.

Titanic Battles. When two Kaijuwyrms meet in battle, the resulting conflict is nothing short of apocalyptic. Entire cities can be destroyed in the wake of their titanic clashes.

Elemental Energies. Kaijuwyrms possess the ability to harness the raw elemental energies of the earth, using them to devastating effect in battle. Some can even breathe molten rock or spew forth massive gusts of wind.

Unstoppable Forces. Once a Kaijuwurm sets its sights on a target, it is nearly unstoppable. Only the most powerful magic or weaponry can hope to slow or stop these ancient monsters.

Guardians of the Earth. Some believe that Kaijuwyrms were once guardians of the earth, charged with protecting the planet from planeshifting threats. Now that they have been awakened, many fear that they may turn their wrath against all who threaten the earth.

Primordial Protectors. Kaijuwyrms are among the most powerful creatures in existence, possessing vast reserves of strength, intelligence, and magical power. As such, they are often sought out by those who would seek to harness their power for their own purposes.

Vulnerabilities. Kaijuwyrms have a vulnerability to bludgeoning, piercing, and slashing damage due to their thick, scaly hides. While this armor provides excellent protection against most forms of attack, it also makes them more susceptible to attacks that focus on impacting or penetrating their armor. This vulnerability can be exploited by skilled fighters who are able to target the Kaijuwyrms' weak points and

strike with precision. Despite this vulnerability, Kaijuwyrms remain formidable opponents, and only the most skilled and powerful warriors can hope to defeat them in battle.



Kaijuwurm

Gargantuan monstrosity (titan), chaotic neutral

- **Armor Class** 19 (natural armor)
- **Hit Points** 546 (28d20 + 252)
- **Speed** 80 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	28 (+9)	20 (+5)	17 (+3)	8 (-1)

- **Saving Throws** Str +17, Con +16
- **Damage Vulnerabilities** bludgeoning, piercing, and slashing from magical attacks
- **Damage Resistances** acid, cold, fire, lightning, thunder
- **Condition Immunities** frightened, grappled, incapacitated, restrained
- **Senses** darkvision 120 ft., tremorsense 30 ft., passive Perception 13
- **Languages** –
- **Challenge** 23 (50,000 XP)

Legendary Resistance (3/Day). If the kaijuwurm fails a saving throw, it can choose to succeed instead.

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

Innate Spellcasting. The kaijuwurm's innate spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The kaijuwurm can cast the following spells, requiring no material components:

At will: *control winds*, *earthquake*, *fire storm*, *gust of wind*

1/day: *meteor swarm*

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

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

Actions

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 22 (4d10) elemental damage. It is infused with elemental energy, dealing damage of a chosen type: acid, cold, fire, lightning, or thunder. The type of damage can be chosen by the GM each time the attack is resolved. If the target is a Large or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the kaijuwurm. A swallowed creature has total cover against attacks and other effects outside the kaijuwurm, and it takes 28 (8d6) acid damage at the start of each of the kaijuwurm's turns. If the kaijuwurm takes 50 damage or more on a single turn from a creature inside it, the kaijuwurm 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 20 feet of the kaijuwurm. If the kaijuwurm dies, a swallowed creature can escape from the corpse by using 30 feet of movement, exiting prone.



Living Spellbooks

Living Spellbooks are ancient tomes infused with powerful magic, capable of storing and casting a vast array of spells. These sentient creatures are rare and highly coveted by wizards seeking to add to their knowledge of magic.

Sentient and Knowledgeable. Living Spellbooks possess a high level of intelligence and knowledge of magic, as they were once crafted by powerful wizards or sorcerers. They have a keen understanding of magic and often serve as valuable sources of information and guidance for those who possess them.

Powerful Spells. Living Spellbooks contain a vast array of powerful spells, each page containing a unique magical incantation. These spells can range from the simplest cantrip to the most complex and devastating of magics. The spells can be cast directly from the book, or each page can be pulled out to form a spell scroll.

Collective Power. Some Living Spellbooks have formed a collective, working together to create even more powerful spells. They can combine their spells to create magical storms or even transform into a living tornado of spellbooks, casting random spells around them.

Magical Guardians. Living Spellbooks are fiercely protective of their contents and will go to great lengths to prevent anyone from stealing or copying their spells. They are often found in the libraries or sanctums of powerful wizards and sorcerers, guarding their arcane secrets.

Vulnerable to Fire. Living Spellbooks are vulnerable to fire, which can damage or destroy their pages and weaken their magical essence.

Rare and Powerful. Living Spellbooks are extremely rare and highly sought after by collectors and wizards alike. They are considered some of the most powerful magical artifacts in existence, and many legends and myths have been told about their origins and abilities.



Lyris's Cyclonic Grimoire

Small construct, chaotic neutral

- **Armor Class** 19 (natural armor)
- **Hit Points** 121 (22d6 + 44)
- **Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	14 (+2)	25 (+7)	5 (-3)	1 (-5)

- **Saving Throws** Int +12, Wis +2
- **Skills** Arcana +17
- **Damage Vulnerabilities** fire
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7
- **Languages** All, but can't speak
- **Challenge** 13 (10,000 XP)

Legendary Resistance (3/day). If the spellbook fails a saving throw, it can choose to succeed instead.

Cyclonic Aura. The spellbook emits an aura of powerful winds and lightning that surrounds it at all times, creating a whirlwind effect in a 60-foot radius. Any creature that enters or starts its turn within the aura must make a DC 20 Strength saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. The aura also grants the spellbook resistance to physical attacks. This aura can be dispelled with a *dispel magic* spell or similar magic effect.

Innate Spellcasting. The spellbook's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The spellbook can innately cast the following spells, requiring no material components:

At will: *control winds, detect magic, gust of wind, lightning bolt, mage hand*

3/day each: *call lightning storm, control weather, whirlwind*

1/day each: *chain lightning, maelstrom, storm of vengeance*

Living Spellbook. When the spellbook reaches 0 hit points, it turns into a regular spellbook for 24 hours. After this time, the spellbook regains all its hit points and becomes living again. If a creature attunes to the spellbook, it becomes sentient and is able to telepathically communicate with the attuned

creature within a range of 120 feet. While attuned to the spellbook, the creature turns it into an artifact item and the spellbook cannot use its Reactions or Legendary Actions.

Reactions

Magical Absorption. When the spellbook is targeted by a spell, it can use its reaction to absorb and store magical energy from that spell. The spellbook gains temporary hit points equal to the spell's level, and creates a new page in its spell list that contains a copy of that spell. The spellbook can now innately cast that spell at will, as part of its innate spellcasting. However, the copied spell is only temporarily stored within the spellbook's pages for 24 hours. After this time, the copied spell is ripped out from the spellbook's pages, becoming a spell scroll. The spell scroll lasts for 24 hours, after which the text on the scroll fades out and the scroll is destroyed. The absorbed spell is also negated and has no effect.

Legendary Actions

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

Cast a Spell. The Cyclonic Grimoire casts a spell from its innate spellcasting abilities.

Move. The Cyclonic Grimoire moves up to its speed without provoking opportunity attacks.



Iris's Chromatic Codex

Small construct, chaotic neutral

- **Armor Class** 19 (natural armor)
- **Hit Points** 121 (22d6 + 44)
- **Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	14 (+2)	25 (+7)	5 (-3)	1 (-5)

- **Saving Throws** Int +12, Wis +2
- **Skills** Arcana +17
- **Damage Vulnerabilities** fire
- **Damage Resistances** all (see trait)
- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7
- **Languages** All, but can't speak
- **Challenge** 15 (13,000 XP)

Legendary Resistance (3/day). If the spellbook fails a saving throw, it can choose to succeed instead.

Prismatic Aura. The spellbook emits a dazzling aura of shifting colors in a 60-foot radius. Any creature that enters or starts its turn within the aura must make a DC 20 Wisdom saving throw or be stunned for 1 minute as they are overwhelmed by the colors. The aura also grants the spellbook resistance to all damage types. Additionally, whenever the spellbook casts a spell that deals damage, it can choose to have the aura deal the same amount and type of damage to creatures within its radius at the start of their turn. Affected creatures can make a Wisdom saving throw against the spellbook's spell save DC to take half damage. The chosen damage type remains in effect until the spellbook casts a different damaging spell or until the aura is dispelled. The aura can be dispelled with a *dispel magic* spell or similar magic effect.

Innate Spellcasting. The spellbook's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The spellbook can innately cast the following spells, requiring no material components:

At will: *chromatic orb*, *color spray*, *detect magic*, *mage hand*, *message*, *minor illusion*, *prestidigitation*
3/day each: *hypnotic pattern*, *invisibility*, *misty step*, *sunbeam*

1/day each: *confusion*, *dimension door*, *dominate person*, *investiture of flame*, *investiture of wind*, *power word stun*, *teleport*

Living Spellbook. When the spellbook reaches 0 hit points, it turns into a regular spellbook for 24 hours. After this time, the spellbook regains all its hit points and becomes living again. If a creature attunes to the spellbook, it becomes sentient and is able to telepathically communicate with the attuned creature within a range of 120 feet. While attuned to the spellbook, the creature turns it into an artifact item and the spellbook cannot use its Reactions or Legendary Actions.

Reactions

Magical Absorption. When the spellbook is targeted by a spell, it can use its reaction to absorb and store magical energy from that spell. The spellbook gains temporary hit points equal to the spell's level, and creates a new page in its spell list that contains a copy of that spell. The spellbook can now innately cast that spell at will, as part of its innate spellcasting. However, the copied spell is only temporarily stored within the spellbook's pages for 24 hours. After this time, the copied spell is ripped out from the spellbook's pages, becoming a spell scroll. The spell scroll lasts for 24 hours, after which the text on the scroll fades out and the scroll is destroyed. The absorbed spell is also negated and has no effect.

Legendary Actions

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

Cast a Spell. The Chromatic Codex casts a spell from its innate spellcasting abilities.

Move. The Chromatic Codex moves up to its speed without provoking opportunity attacks.



Gadgetsparck's Tome Twister

Medium construct, chaotic neutral

- **Armor Class** 19 (natural armor)
- **Hit Points** 143 (22d8 + 44)
- **Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	14 (+2)	25 (+7)	5 (-3)	1 (-5)

- **Saving Throws** Int +12, Wis +2
- **Skills** Arcana +17
- **Damage Resistances** force
- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7
- **Languages** All, but can't speak
- **Challenge** 20 (25,000 XP)

Legendary Resistance (3/day). If the spellbook fails a saving throw, it can choose to succeed instead.

Twisting Space. The twister can enter a creature's space and remain there, as it is composed of countless tiny spellbooks. It can move through any opening large enough for a Tiny creature. The Gadgetsparck's Tome Twister cannot regain hit points or gain temporary hit points.

Arcane Tempest. The twister emits a raging tempest of magical energy in a 30-foot radius. Any creature that enters or starts its turn within the aura must make a DC 21 Dexterity saving throw or take 22 (4d10) force damage and be pushed 10 feet away from the twister. The aura also grants the twister resistance to force damage. Whenever the twister casts a spell, it can choose to have the aura deal additional force damage to creatures within its radius. The amount of damage dealt is equal to 10 times the level of the spell cast by the twister, and affected creatures can make a Dexterity saving throw against the twister's spell save DC to take half damage. The aura can be dispelled with a *dispel magic* spell or similar magic effect

Innate Spellcasting. The spellbook's spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). The spellbook can innately cast the following spells, requiring no material components:

At will: *detect magic*, *mage hand*, *message*, *prestidigitation*, *whirlwind*

3/day each: *fireball*, *lightning bolt*, *magic missile*, *wall of force*

1/day each: *chain lightning*, *cone of cold*, *disintegrate*, *meteor swarm*, *power word stun*

Living Spellbook. When the twister reaches 0 hit points, all the spellbooks that make up the twister merge into one. This regular spellbook remains in this state for 24 hours, after which it regains all its hit points and becomes living again. If a creature attunes to the spellbook, it becomes sentient and is able to telepathically communicate with the attuned creature within a range of 120 feet. While attuned to the spellbook, the creature considers it an artifact and the spellbook cannot use its Reactions or Legendary Actions.

Reactions

Magical Absorption. When the spellbook is targeted by a spell, it can use its reaction to absorb and store magical energy from that spell. The spellbook gains temporary hit points equal to the spell's level, and creates a new page in its spell list that contains a copy of that spell. The spellbook can now innately cast that spell at will, as part of its innate spellcasting. However, the copied spell is only temporarily stored within the spellbook's pages for 24 hours. After this time, the copied spell is ripped out from the spellbook's pages, becoming a spell scroll. The spell scroll lasts for 24 hours, after which the text on the scroll fades out and the scroll is destroyed. The absorbed spell is also negated and has no effect.

Legendary Actions

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

Cast a Spell. The Tome Twister casts a spell from its innate spellcasting abilities.

Move. The Tome Twister moves up to its speed without provoking opportunity attacks.



Mawclaw

Mawclaws possess powerful psionic abilities that allow them to manipulate objects and creatures with ease, rendering even the strongest warriors helpless in their grasp. Legends say that Mawclaws are the spawn of a dark god, imbuing them with a portion of their parent's power. These creatures have even gained a cult following, with beings worshipping them as god-like entities and bringing sacrifices to gain their favor.

Psionic Abilities. Mawclaws are not just brute force creatures, they also possess powerful psionic abilities. They are able to manipulate objects with their minds, moving them with ease or hurling them at their enemies. Their telekinetic powers also allow them to move creatures against their will, rendering even the strongest warriors helpless in their grasp.

Spawn of a Dark God. Legends say that Mawclaws are the spawn of a dark god, imbuing them with a portion of their parent's power. This connection to a powerful deity could make Mawclaws nearly invincible in certain circumstances or grant them additional powers that are beyond mortal comprehension.

Cult Following. Mawclaws have developed a cult following of beings who worship them as god-like entities. These followers often bring sacrifices to appease the creatures and gain their favor. Mawclaws may even grant their followers small boons or gifts, such as a temporary increase in strength or the ability to sense the presence of enemies.

Mawclaw

Medium monstrosity, chaotic evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 102 (12d8 + 48)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	6 (-2)	15 (+2)	3 (-4)

- **Skills** Stealth +6
- **Damage Resistances** psychic
- **Damage Immunities** poison
- **Condition Immunities** frightened, paralyzed, poisoned
- **Senses** darkvision 120 ft., passive Perception 12
- **Languages** —
- **Challenge** 6 (2,300 XP)

Psionic Parasite. When the mawclaw hits a creature with a bite attack, the creature must succeed on a DC 15 Wisdom saving throw or become infected with a psionic parasite. While infected, the creature takes 14 (4d6) psychic damage at the start of each of its turns, and the mawclaw regains hit points equal to the damage dealt. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

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

Actions

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

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Telekinetic Slam (3/Day). The mawclaw targets one creature or object it can see within 60 feet of it. The target must succeed on a DC 15 Strength saving throw or take 21 (6d6) bludgeoning damage and be knocked prone. On a successful save, the target takes no damage and is not knocked prone.



Morcai

Morcai is a terrifying monstrosity that was once a humanoid, but has been transformed by the spores of a mysterious mushroom. Its body is now twisted and distorted, and its once-human features have been replaced by a predator-like head with sharp teeth and an extra eye where its nose once was. Its pale, sickly skin is covered in patches of rough, matted tissue, and its long, bony fingers end in large, pink claws.

Fungal Infection. Morcai was once a human that was infected by a strange mushroom that has taken over its body. The exact nature of the mushroom and the infection remains a mystery, but it is clear that it has twisted and warped the creature into a fearsome predator.

Predator Instincts. Morcai is a fierce predator, driven by a powerful instinct to hunt and kill. Its keen senses and sharp claws make it a formidable opponent, and it will attack anything that it perceives as a threat.

Toxic Bite. Morcai's bite is not to be taken lightly. The toxins within its saliva can quickly incapacitate its prey, leaving them helpless against the creature's razor-sharp teeth and powerful claws. Those who are unlucky enough to be bitten by a Morcai will find themselves feeling weak and disoriented, struggling to maintain consciousness. The toxins spread rapidly through the body, attacking the nervous system and causing paralysis. Victims of Morcai's bite often report a feeling of suffocation as their muscles seize up and they are unable to draw breath. Even those who manage to survive the initial bite may suffer long-term effects, such as impaired motor function and difficulty speaking.

Morcai

Medium monstrosity, chaotic evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 59 (7d8 + 28)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	4 (-3)

- **Skills** Perception +4, Stealth +5
- **Damage Immunities** poison
- **Condition Immunities** frightened, paralyzed, poisoned, stunned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** understands the languages it knew in life, but can't speak
- **Challenge** 4 (1,100 XP)

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

Actions

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Toxic Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) poison damage. The target must make a DC 14 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target fails the saving throw by 5 or more, it is reduced to 0 hit points and is dying. The target can only be stabilized by magical means or by a DC 15 Wisdom (Medicine) check. Victims of Morcai's bite that fails its saving throw by 5 or more suffer from long-term effects, such as impaired motor function and difficulty speaking. These long-term effects count as being poisoned and can be cured by drinking an antitoxin or through the *lesser restoration* spell.



Morthuls

Morthuls are warlock familiars who aid in dark rituals and provide arcane insights. As shapeshifters, they assume humanoid forms to navigate the material plane. Concealing their true purpose, Morthuls seek to escape the Voidrealm where they are exiled.

Demon Familiars. Morthuls are often summoned to serve as familiars to warlocks. They are bound to their masters by powerful magic and provide them with magical assistance and knowledge, keeping their true purpose hidden: to find a way out of the Voidrealm.

Shapeshifting Abilities. Morthuls assist demonic masters to break free from Voidrealm. They adapt by taking humanoid forms to navigate and interact with the material plane. They infiltrate humanoid societies to access knowledge that helps their masters escape. Sacrificing their shapeshifting abilities, they rely on skills and cunning to achieve their goals.

Voidrealm. Also known as the Demiplane of Exile, is a realm of darkness and emptiness where no mortal being can survive for long. Morthuls and other demons were banished here by the gods for their transgressions, and it is said that the Voidrealm is home to countless other monsters and horrors, lurking in the darkness and waiting for a chance to escape.

Demonic Enclave. Deep within the Demiplane of Exile, there exists a small pocket dimension that has been created by a group of powerful demons. This dimension closely resembles a miniature version of the lesser planes, with its own distinct landscape and features. Here, demons have established a stronghold, known as the Demonic Enclave, and it is said that they are working tirelessly to find a way to escape the void and reclaim their power.



Eldritch Invocation (Optional)



Demonic Sigils

Prerequisite: Pact of the Chain

You have learned to inscribe powerful demonic sigils that allow you to summon Morthuls from the depths of the Voidrealm. You can inscribe these sigils as tattoos on your body, on objects, or on surfaces, and activate them using your own blood or the blood of a willing creature. When you cast the *find familiar* spell, you can choose to summon a Morthul using one of your inscribed sigils. The Morthul appears in an unoccupied space within 10 feet of you and obeys your commands until it is slain or dismissed.

Choose one demonic sigil that you have inscribed, representing a specific type of Morthul that you can summon. After inscribing a demonic sigil, you can change it during a long rest. However, you can only inscribe one sigil per object, except for tattoos, which can hold multiple sigils. Here are some possible sigils to choose from:

- **Sigil of the Inferno:** This sigil summons a Morthul imbued with the power of flames and the inferno. This Morthul is skilled in the art of pyromancy and can manipulate fire to devastating effect.
- **Sigil of the Frostbound:** This sigil is a powerful symbol used to summon a Morthul that possesses a deep understanding of cold magic. This Morthul is highly skilled in harnessing the icy forces of the elemental planes and can freeze its enemies in their tracks.
- **Sigil of Blood:** This sigil summons a Morthul that is fueled by blood magic. Skilled in the dark art of blood magic, this Morthul can use its abilities to drain the life force of its opponents.
- **Sigil of Shadows:** This sigil summons a Morthul that is a master of shadows and darkness. This Morthul is skilled in the art of stealth and can easily blend in with its surroundings.



Inferno Morthul

Small fiend (demon), lawful evil

- **Armor Class** 13
- **Hit Points** 15 (6d4)
- **Speed** 30 ft.

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

- **Skills** Arcana +5, Perception +1
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 120 ft., passive Perception 11
- **Languages** Abyssal, Infernal
- **Challenge** 1/2 (100 XP)

Actions

Infernal Flames. Ranged Spell Attack: +5 to hit, range 30 ft., one target. *Hit:* 7 (2d6) fire damage.

Shapechanger. The Morthul can use its action to polymorph into a form resembling a humanoid creature, retaining its statistics but changing its appearance. It reverts to its true form if it dies or if it uses its action to revert to its true form.

Frostbound Morthul

Small fiend (demon), lawful evil

- **Armor Class** 13
- **Hit Points** 15 (6d4)
- **Speed** 30 ft.

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

- **Skills** Arcana +5, Perception +1
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 120 ft., passive Perception 11
- **Languages** Abyssal, Infernal
- **Challenge** 1/2 (100 XP)

Actions

Frozen Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) cold damage and the target's speed is reduced by 10 feet until the end of its next turn.

Frost Nova. The Morthul unleashes a wave of freezing energy in a 10-foot radius centered on itself. Each creature in the area must make a DC 11 Dexterity saving throw, taking 5 (1d10) cold damage on a failed save, or half as much damage on a successful one. On a failed save, the creature also has disadvantage on Athletics and Acrobatics checks until the end of its next turn, due to being slowed down by the cold. This effect is ignored if the creature has resistance to cold damage.

Shapechanger. The Morthul can use its action to polymorph into a form resembling a humanoid creature, retaining its statistics but changing its appearance. It reverts to its true form if it dies or if it uses its action to revert to its true form.



Blood Morthul

Small fiend (demon), lawful evil

- **Armor Class** 13
- **Hit Points** 15 (6d4)
- **Speed** 30 ft.

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

- **Skills** Arcana +5, Perception +1
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 120 ft., passive Perception 11
- **Languages** Abyssal, Infernal
- **Challenge** 1/2 (100 XP)

Actions

Blood Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one. The Morthul gains temporary hit points equal to the necrotic damage dealt.

Shapechanger. The Morthul can use its action to polymorph into a form resembling a humanoid creature, retaining its statistics but changing its appearance. It reverts to its true form if it dies or if it uses its action to revert to its true form.

Shadow Morthul

Small fiend (demon), lawful evil

- **Armor Class** 13
- **Hit Points** 15 (6d4)
- **Speed** 30 ft.

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

- **Skills** Arcana +5, Perception +1
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 120 ft., passive Perception 11
- **Languages** Abyssal, Infernal
- **Challenge** 1/2 (100 XP)

Shadow Stealth. While in dim light or darkness, the Morthul can take the Hide action as a bonus action.

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

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 2 (1d4) necrotic damage.

Invisibility. The Morthul magically turns invisible until it attacks or uses Shadow Step, or until its concentration ends (as if concentrating on a spell). Any equipment the Morthul wears or carries is invisible with it.

Shadow Step. The Morthul magically teleports up to 30 feet to an unoccupied space it can see that is in dim light or darkness. It can use this ability once per turn as part of its movement.

Shapechanger. The Morthul can use its action to polymorph into a form resembling a humanoid creature, retaining its statistics but changing its appearance. It reverts to its true form if it dies or if it uses its action to revert to its true form.



Necroflora

A new species of plant creature, Necroflora, has been discovered. Unlike their natural counterparts, Necroflora is a creation of a fey monster known as Xivornith, the Master of Decay. Xivornith is said to have stumbled upon the ancient magic of necromancy, using it to imbue the plants of the land with a dark energy that gives them sentience and mobility.

The Origin of Necroflora. It is said that Xivornith roams the land, seeking out areas where the forces of life and death are in a delicate balance. By corrupting that balance, Xivornith can create Necroflora, turning fields, forests, and gardens into places of terror. The Necroflora race is a testament to the monster's power and its twisted imagination.

The Spread of Necroflora. Necroflora does not need to be rooted to soil to grow and spread. Instead, it can take root in anything that can support life, such as the bodies of fallen creatures. When it has drained all the life energy from a host, Necroflora sheds its roots and moves on to another. In this way, Xivornith's creation can spread across the land, taking hold wherever it goes.

The Purpose of Necroflora. Xivornith created Necroflora for a single purpose: to cause decay and destruction. The Necroflora race carries out its creator's will by attacking and draining the life energy from all living creatures it encounters.

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types.

Necroflora Pod

Necroflora Pod resemble small flowers that grow on the stems of other Necroflora plants. They are delicate and seemingly harmless, but in reality, they are the source of the Necroflora race's power. When a living creature gets too close, Necroflora pods release a cloud of spores that infect the target, draining its life energy.

Necroflora Pod

Tiny plant (undead), neutral evil

- **Armor Class** 10
- **Hit Points** 10 (3d4 + 3)
- **Speed** 0 ft.

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

- **Damage Resistances** necrotic
- **Damage Immunities** poison, psychic

- **Condition Immunities** blinded, charmed, deafened, frightened
- **Senses** passive Perception 10
- **Languages** -
- **Challenge** 1/4 (50 XP)

Fragment Cloud. Whenever a creature moves within 5 feet of the Necroflora Pod, it releases a cloud of fragments in a 15-foot radius around it. Creatures within the area must make a DC 10 Constitution saving throw or take 3 (3d6) necrotic damage. If the Necroflora Pod is reduced to 0 hit points, the cloud of fragments is released, and the Necroflora Pod dies.

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

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types.

Actions

Uproot. As an action, the Necroflora Pod can uproot itself, gaining a speed of 10 feet. It can then root itself again as an action.



Necroflora Sprout

Necroflora sprouts are the simplest form of Necroflora. They are little more than mobile plants that can attack by biting or whipping with their vines. Necroflora sprouts are often used as scouts by Xivornith, sent ahead to locate new sources of life energy to drain.

Necroflora Sprout

Small plant (undead), neutral evil

- **Armor Class** 10
- **Hit Points** 10 (3d6)
- **Speed** 20 ft.

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

- **Damage Resistances** necrotic
- **Damage Immunities** poison, psychic
- **Senses** passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 1/4 (50 XP)

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

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types.

Actions

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

Vine Whip. Melee Weapon Attack: +2 to hit, reach 10ft., one target. Hit: 2 (1d4) slashing damage.

Life Drain. (1/day) Melee Spell Attack: +2 to hit, reach 5 ft. , one creature. **Hit:** 4 (1d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



Necroflora Scourge

They are evolved forms of Necroflora, known for their resistance against strong attacks. They are commonly deployed as the initial wave of Xivornith's military forces, targeting any living beings they come across. Necroflora scourges pose a significant threat to their prey, making them a formidable force to be reckoned with.

Necroflora Scourge

Medium plant (undead), neutral evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 119 (14d8 + 56)
- **Speed** 20 ft.

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

- **Damage Resistances** necrotic
- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, frightened
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 4 (1,100 XP)

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

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Reactions

Necrotic Carapace. Whenever a creature within 5 feet of the Necroflora Scourge makes a melee attack against it, the Necroflora Scourge can use its reaction to deal 7 (2d6) necrotic damage to that creature.



Nightborn

The Nightborn come from a cursed land where darkness reigns and the living are few. It is said that they emerged from the shadows of their cursed realm, seeking new lands to conquer and rule.

Undead by Dark Curse. The Nightborn are a small, undead race with dark skin and red eyes. Their undead state is the result of a dark curse that has plagued their land for centuries. The curse has twisted their bodies and corrupted their minds, turning them into creatures of darkness and shadow.

Masters of Dark Magic. The Nightborn are highly skilled in dark magic, and use their powers to manipulate and control others. Their society is built around a complex hierarchy of leaders and followers, ruled by powerful undead beings known as the Shadow Lords.

Sought after Power and Expansion. The Nightborn are always seeking to expand their influence and power, often sending out raiding parties to neighboring lands to capture living beings for experimentation or sacrifice. They are feared for their malevolent ways and dark deeds.

Highly Organized Society. The Nightborn society is highly organized and regimented, with each member having a specific role to play. They are skilled artisans and craftsmen, and are known for their highly intricate and beautiful jewelry and artifacts.

Dwell in Underground Cities. The Nightborn dwell in underground cities and caverns, hidden away from the light of the sun. Their cities are highly defensible, with traps and defenses built into every corner. They are masters of ambush tactics, striking without warning from the shadows.

Necromantic Origin. According to Nightborn lore, their race was originally created by a powerful necromancer who sought to create an army of undead servants. The necromancer used dark magic to imbue the corpses of deceased beings with a spark of shadow energy, creating the first Nightborn.

As the Nightborn continued to exist, their method of reproduction became more obscure. Some believe that they can create more of their kind through a process of shadow transmutation, where they absorb the shadow energy of their surroundings and transform it into new Nightborn.

Undead Nature. Being creatures of chaos and magic, Nightborns are immune to many of the weaknesses that afflict mortal beings. They do not require food, water, or rest, and are immune to the poisoned condition.



Nightborn as Playable Race

The Nightborn are highly organized and regimented, with each member having a specific role to play. They are skilled artisans and craftsmen, and are known for their highly intricate and beautiful jewelry and artifacts. Their jewelry is often made from materials found deep within the earth, such as obsidian, onyx, and black diamonds. The craftsmanship is so precise that it is said that no other race can replicate it.

Society. The Nightborn society is built around a complex hierarchy of leaders and followers, ruled by powerful undead beings known as the Shadow Lords. Each member of the society is expected to fulfill their role and contribute to the betterment of the group. The society is highly secretive and closed off to outsiders, with few ever venturing into their underground cities.

The Nightborn have a unique form of currency, using shadow gems that are mined deep within their caverns. These gems are highly sought after for their dark magic properties and are used to power their artifacts and magical devices. The Nightborn are also known for their ability to imbue their creations with shadow magic, giving them powerful enchantments and properties.

Their society also holds a deep reverence for their ancestors and often holds elaborate ceremonies and rituals to honor them. They believe that their ancestors guide and protect them from the shadows, and offer them offerings of shadow gems and dark magic in exchange for their guidance and protection.

The Nightborn society may be small, but it is highly organized and efficient, with each member contributing to its success in their own unique way.

Religion. The Nightborn worship a mysterious entity known as the Shadow Mother, a deity of darkness and shadow that they believe to be the source of their power. The Shadow Mother is often depicted as a dark, shadowy figure with glowing red eyes, and is said to reside deep within the earth.

The Nightborn hold elaborate rituals and ceremonies to honor the Shadow Mother, often involving blood sacrifices and dark magic. They believe that by appeasing the Shadow Mother, they will be granted greater power and be protected from their enemies.

While the Shadow Mother is the primary deity worshipped by the Nightborn, there are also other lesser spirits and entities that are venerated. Some Nightborn believe that by communing with these spirits, they can gain even greater power and knowledge. However, these practices are often

shrouded in secrecy and not openly discussed with outsiders.

Nightborn Traits

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. They live for around 400 years, after which their bodies begin to decay and their skin falls off, revealing their skeletal form. They continue to exist as skeleton undead, and may live for an additional 300 years or more before finally fading away into nothingness.

Alignment. Nightborn are usually lawful evil, but some may have different alignments.

Size. Nightborn are about the same size as goblins, but slightly shorter on average. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to life in darkness, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Child of the Shadow Mother. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *darkness* spell once per day. When you reach 5th level, you can cast the *shadow blade* spell once per day as a 3rd level spell. Charisma is your spellcasting ability for these spells.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to perceive is in direct sunlight.

Undead Nature. You are an undead creature. You do not require food, drink, or air, and you are immune to the poisoned condition.

Languages. You can speak, read, and write in Common and Nightborn. The Nightborn language uses the Elvish script.



Nightborn Warrior

A formidable fighter among the Nightborn, trained in the art of combat and armed with deadly weapons. They are skilled in ambush tactics and can move swiftly and silently through the shadows.

Nightborn Shadowmage

A spellcaster among the Nightborn, with the ability to summon shadowy creatures and cast spells that manipulate the shadows around them. They are often accompanied by a retinue of Nightborn warriors.

Nightborn Shade

A swift and deadly assassin, capable of moving through the shadows and striking with deadly precision. They are often employed as assassins and spies by the Shadow Lords.

Nightborn Weaver

A master of deception and illusion, the Nightborn Weaver is able to weave powerful illusions that can fool even the most perceptive of foes. They are often employed as spies and infiltrators by the Shadow Lords.

Nightborn Bonecaster

A necromancer among the Nightborn, with the power to raise the dead and command them to do their bidding. They are often surrounded by a horde of undead minions.

Nightborn Crypt Stalker

A fierce and powerful warrior, specialized in hunting down intruders in the Nightborn's underground lairs. They are often heavily armored and wield powerful weapons imbued with dark magic.

Nightborn Lord of Shadows

The most powerful of the Shadow Lords, the Lord of Shadows is a master of dark magic and shadow manipulation. They are surrounded by an aura of darkness and can summon hordes of shadow creatures to do their bidding.

From the shadows emerged these dark beings, their skin twisted and their eyes glowing red with an unholy light. It was as if they were born of the darkness itself. Their mastery of dark magic was unlike anything we had ever seen, and their society was highly regimented, with each member having a specific role to play. Their cities, hidden away in underground caverns, were highly defensible and filled with traps and ambush tactics.

– Eryndoriel, High Priestess of the Darinvale



Nightborn Warrior

Small undead, lawful evil

- **Armor Class** 13 (armor scraps)
- **Hit Points** 13 (3d6 + 3)
- **Speed** 30 ft.

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

- **Skills** Stealth +6
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common
- **Challenge** 1/2 (100 XP)

Shadow Strike. During its first turn, the nightborn has advantage on attack rolls against any creature that hasn't taken a turn.

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



Actions

Shadowblade. *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Nightborn Shadowmage

Small undead, lawful evil

- **Armor Class** 12 (15 with mage armor)
- **Hit Points** 16 (3d6 + 6)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	16 (+3)	13 (+1)	10 (+0)

- **Skills** Stealth +6
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common
- **Challenge** 1 (200 XP)

Innate Spellcasting. The nightborn's innate spellcasting ability is Charisma (spell save DC 10). The nightborn can innately cast the following spells, requiring no material components:

At will: *dancing lights, darkness, minor illusion, silent image*

1/day each: *invisibility, mage armor, shadow blade*

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



Actions

Shadow Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 11 (2d10) necrotic damage.

Summon Shadows (1/Day). The nightborn summons 1d4 shadow creatures that appear in unoccupied spaces within 30 feet of the nightborn. The shadow creatures disappear when they drop to 0 hit points or when the nightborn dismisses them as a bonus action.

Reactions

Shadow Shield. When the nightborn is hit by an attack, it can use its reaction to create a shield of shadow energy that reduces the damage taken by 1d10. The shield disappears after the attack.

Shadow Creature

Small undead, unaligned

- **Armor Class** 12
- **Hit Points** 4 (1d6 + 1)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	16 (+3)	13 (+1)	10 (+0)

- **Skills** Stealth +6
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common
- **Challenge** 0 (10 XP)

Shadow Stealth. While in dim light or darkness, the shadow creature can take the Hide action as a bonus action.

Actions

Shadow Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 necrotic damage.

Reactions

Shadow Dodge. When the shadow creature is hit by an attack, it can use its reaction to shift to an adjacent space that is in dim light or darkness. The attack misses, and the shadow creature takes no damage from it.

Nightborn Shade

Small undead, neutral evil

- **Armor Class** 15 (leather armor)
- **Hit Points** 27 (5d6 + 10)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	16 (+3)	13 (+1)	10 (+0)

- **Skills** Stealth +8
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common
- **Challenge** 2 (450 XP)

Assassinate. During its first turn, the nightborn has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the nightborn scores against a surprised creature is a critical hit.

Darkspell Strike (1/Turn). The nightborn deals an extra 7 (2d6) necrotic damage when it hits a target with a melee spell attack and has advantage on the attack roll.

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



Actions

Shadowblade. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

Nightborn Weaver

Small undead, lawful evil

- **Armor Class** 13 (16 with mage armor)
- **Hit Points** 45 (10d6 + 10)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	18 (+4)	13 (+1)	10 (+0)

- **Skills** Stealth +7
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common plus up to two other languages
- **Challenge** 3 (700 XP)

Innate Spellcasting. The nightborn's innate spellcasting ability is Charisma (spell save DC 10). The nightborn can innately cast the following spells, requiring no material components:

At will: *dancing lights, darkness, minor illusion, silent image*

1/day each: *invisibility, mage armor, shadow blade*

Spellcasting. The nightborn is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The nightborn has the following wizard spells prepared:

Cantrips (at will): *mage hand, message, prestidigitation*

1st level (4 slots): *disguise self, identify, mage armor, sleep*

2nd level (3 slots): *invisibility, mirror image, web*

3rd level (3 slots): *blink, major image, stinking cloud*

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



Actions

Shadow Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 11 (2d10) necrotic damage.

Weave Illusion (3/Day). The nightborn targets a creature it can see within 60 feet of it. The creature must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes convinced that its surroundings have changed in a way determined by the nightborn. The effect can be one of the following:

- The target sees an illusory wall, ceiling, or floor, making it impossible to pass through a certain area.
- The target perceives an illusory creature or group of creatures.
- The target sees an illusory object, which can be either animate or inanimate.

The illusory effect lasts for 1 minute, after which it fades away. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Nightborn Bonecaster

Small undead, lawful evil

- **Armor Class** 12 (15 with mage armor)
- **Hit Points** 66 (12d6 + 24)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	14 (+2)	20 (+5)	13 (+1)	14 (+2)

- **Skills** Stealth +7
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Nightborn, Common plus up to three other languages
- **Challenge** 4 (1,100 XP)

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

At will: *dancing lights, darkness, minor illusion, silent image*

1/day each: *invisibility, mage armor, shadow blade*

Spellcasting. The nightborn is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The nightborn has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, prestidigitation, ray of frost*
 1st level (4 slots): *false life, mage armor, ray of sickness, sleep*
 2nd level (3 slots): *blindness/deafness, darkness, mirror image*
 3rd level (3 slots): *animate dead, bestow curse, stinking cloud*
 4th level (3 slots): *blight, greater invisibility*
 5th level (2 slots): *cloudkill, danse macabre*

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



Actions

Shadow Bolt. *Ranged Spell Attack:* +9 to hit, range 60 ft., one creature. *Hit:* 11 (2d10) necrotic damage.

Nightborn Crypt Stalker

Small undead, lawful evil

- **Armor Class** 15 (studded leather)
- **Hit Points** 88 (16d6 + 32)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	16 (+3)	15 (+2)	10 (+0)

- **Skills** Acrobatics +6, Perception +5, Stealth +9
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Nightborn, Common
- **Challenge** 6 (2,300 XP)

Shadow Sense. The nightborn can sense the presence of creatures within 60 feet that are in dim light or darkness, even if they are behind total cover.

Shadow Strike. During its first turn, the nightborn has advantage on attack rolls against any creature that hasn't taken a turn.

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



Actions

Multiattack. The nightborn makes three shadowblade attacks.

Shadowblade. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

Summon Shadows (3/Day). The nightborn summons 1d4 shadow creatures that appear in unoccupied spaces within 30 feet of the nightborn. The shadow creatures disappear when they drop to 0 hit points or when the nightborn dismisses them as a bonus action.

Lord of Shadows

Small undead, lawful evil

- **Armor Class** 13 (16 with mage armor)
- **Hit Points** 142 (19d6 + 76)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	18 (+4)	20 (+5)	16 (+3)	16 (+3)

- **Skills** Arcana +9, Perception +7, Religion +9, Stealth +11
- **Damage Resistances** all, except radiant (see trait)
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 17
- **Languages** Nightborn, Common plus up to three other languages
- **Challenge** 11 (7,200 XP)

Cloaked in Shadows. The nightborn is cloaked in shadows, granting it advantage on Dexterity (Stealth) checks made to hide in dim light or darkness. The nightborn also gains resistance to all damage types except radiant damage while cloaked in shadows. This trait is dispelled if the nightborn is exposed to sunlight, the daylight spell, dispel magic or sunburst.

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

At will: *dancing lights, darkness, minor illusion, silent image*

1/day each: *invisibility, mage armor, shadow blade*

Spellcasting. The nightborn is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The nightborn has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, prestidigitation, ray of frost*

1st level (4 slots): *false life, mage armor, ray of sickness, sleep*

2nd level (3 slots): *blindness/deafness, darkness, mirror image*

3rd level (3 slots): *animate dead, bestow curse, stinking cloud*

4th level (3 slots): *blight, greater invisibility*

5th level (2 slots): *cloudkill, danse macabre*

6th level (1 slot): *create undead*

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



Actions

Multiattack. The nightborn uses Curse of Decay, then makes two attacks choosing from Shadowblade or Shadow Bolt.

Curse of Decay. The nightborn curses a target within 30 feet, causing its flesh to rot and decay. The target must make a DC 17 Constitution saving throw or take 27 (5d10) necrotic damage and have its maximum hit points reduced by an amount equal to the damage dealt. The maximum hit point reduction lasts until the target completes a long rest. If the target fails the saving throw by 5 or more, they are also afflicted with a curse (See the Expanded Afflictions chapter).

Shadowblade. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

Shadow Bolt. *Ranged Spell Attack:* +9 to hit, range 60 ft., one creature. *Hit:* 11 (2d10) necrotic damage.

Summon Shadows (3/Day). The nightborn summons 1d4 shadow creatures that appear in unoccupied spaces within 30 feet of the nightborn. The shadow creatures disappear when they drop to 0 hit points or when the nightborn dismisses them as a bonus action.

Reactions

Shadow Dodge. When the nightborn is hit by an attack, it can use its reaction to shift to an adjacent space that is in dim light or darkness. The attack misses, and the nightborn takes no damage from it.

Nightreaper

The Nightreaper is an aggressive predator that fiercely guards its territory against any intruders. Its tremorsense make it difficult for anything to approach its lair unnoticed, and it will attack without mercy anything that it perceives as a threat. Its lair is often filled with the remains of those who have dared to trespass, a grim reminder of the Nightreaper's territorial nature.

Tremorsense Predator. Once the Nightreaper has marked its territory, it will stop at nothing to defend it. Its powerful claws and venomous bite make it a formidable opponent, and few creatures are able to stand against its fury. It is not uncommon for entire groups of adventurers to fall to the Nightreaper's wrath, lured into a false sense of security by the creature's dark lair and mysterious aura.

Subterranean Dweller. Despite its fearsome reputation, the Nightreaper is not without its weaknesses. Its reliance on its tremorsense means that it can be easily fooled by creatures that can move without making a sound, and its venomous bite can be resisted by those with strong constitutions. Nevertheless, any who dare to challenge the Nightreaper do so at their own peril, for this fierce predator will stop at nothing to defend what it considers to be its rightful domain.

Deadly Bite. The Nightreaper's bite is not only incredibly powerful, but it also carries a potent venom that can put its victims to sleep for hours. The creature's razor-sharp teeth are coated with a powerful substance that numbs its prey and sends them into a deep slumber. Those who fail to resist its venomous attack will find themselves at the mercy of the Nightreaper's claws, defenseless against the creature's deadly onslaught.

Nightreaper

Large monstrosity, chaotic evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 102 (12d10 + 36)
- **Speed** 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	6 (-2)

- **Senses** tremorsense 60 ft., passive Perception 11
- **Languages** understands Common, but can't speak
- **Challenge** 5 (1,800 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. The target must make a DC 14 Constitution saving throw or be magically put to sleep for 1 minute. The target awakens if it takes damage or if someone uses an action to wake it.

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



Orochi

There are two distinct types of Orochi, those who can shift between humanoid and serpent forms and those cursed with the spirit of Orochimaru. The former can appear like any other humanoid creature. When they shift into their serpent form, they undergo a dramatic transformation, growing in size and length until they become massive serpents. This ability is only used when necessary as it can be physically and mentally taxing, and it can draw suspicion and fear from other creatures.

Those with the curse of Orochimaru appear as humanoid creatures with scales and snake-like heads, distinct from their serpent-form counterparts.

Yashagoro's Legacy. The Orochi take great pride in their ancestry and honor the legacy of Yashagoro, a legendary ninja who was transformed into a giant serpent by the use of dark magic. According to folklore, Yashagoro was once a human ninja who dedicated his life to the mastery of the serpent arts. He was said to possess an innate understanding of these creatures, their movements, and their strengths.

However, Yashagoro's quest for knowledge led him to delve deeper into the dark arts, and eventually, he was cursed to live the rest of his life as a giant serpent. Despite this, Yashagoro continued to practice and refine his serpent magic, passing on his knowledge and skills to his descendants. Over time, these descendants became known as the Orochi, a proud and powerful race of serpent-like creatures who continued to practice the ancient art of serpent magic.

To this day, the Orochi still honor their legacy by studying the ways of the serpent and using their natural abilities to their advantage. They have developed a deep understanding of their surroundings, using their heightened senses and lightning-fast reflexes to navigate through their environment with ease.

Despite their fearsome reputation, the Orochi are a proud and noble race, who value their history and traditions. They continue to pass on the knowledge of Yashagoro and the serpent magic to future generations, ensuring that their legacy lives on for centuries to come.

Two Forms. The ability to shift between two forms is one of the most distinctive traits of the Orochi. In their humanoid form, they appear much like any other human or humanoid creature, with two arms, two legs, and a head. However, when they shift into their serpent form, they undergo a dramatic transformation, growing in size and length until they become massive serpents.

The process of shifting between forms is a closely guarded secret among the Orochi, and few outsiders have ever witnessed it. The transformation is said to be a complex and arduous process that requires a great deal of mental and physical discipline, as well as the mastery of powerful serpent magic.

Despite the many advantages of their serpent form, the Orochi are careful to use it only when necessary, as it can be both physically and mentally taxing. In addition, the Orochi are often viewed with suspicion and fear by other creatures when they are in their serpent form, and so they must be careful to use their abilities in secret or in situations where they are unlikely to be discovered. Nevertheless, the ability to shift between two forms is a powerful tool that the Orochi are not afraid to use when the situation calls for it.

Orochimaru's Curse. According to Orochi legends, the curse of Orochimaru is a powerful and dangerous affliction that can only be inflicted on a chosen few. Those who are cursed are marked by a unique symbol, a sign of their transformation into a more powerful and fearsome form. This new form is said to be monstrous and terrifying.

While the curse grants incredible power, it comes at a great cost. Those who bear the mark of Orochimaru are shunned by other Orochi and hunted relentlessly. Many cursed Orochi are forced to live in isolation, fearful of being discovered and hunted down. The curse is said to drive those afflicted with it to madness, and those who cannot control the power it brings are doomed to a terrible fate.

Despite the danger of the curse, some Orochi seek it out willingly. They are drawn to the power it offers, and the opportunity to become more than they are. The curse of Orochimaru is a double-edged sword, granting incredible power but also threatening to consume its bearer completely.

“Shsssssss... Hisssevera... Vraxiss ta thra'koon? Vroth ssevoth ssa seraraxiss, vrax raxos... shsssssss.”

Translation from vrael orochoi to common tongue:
“Greetings... Traveler... What brings you to our realm? Beware our fangs, for they are sharp... hissssssss.”

Orochi as Playable Race

The Orochi are known for their cunning and strategic minds, often employing stealth and guerilla tactics in battle. They are fiercely independent and value their freedom above all else. Orochi also have a strong sense of loyalty to their own kind, and will go to great lengths to protect their clans and allies. They hold a great respect for the natural world and often incorporate its elements into their rituals and daily lives.

Society. The Orochi are a reclusive people who make their homes in the dense forests and mountain ranges of the forgotten realm. They are skilled hunters and gatherers, and live off the land. The Orochi are organized into clans, each with its own unique culture and traditions. They have a strong sense of community and work together to protect their territories and resources.

Within each clan, there is a hierarchy based on strength and leadership skills. The clan leader, or “shogun”, is chosen based on their ability to protect and provide for their people, and to make strategic decisions for the clan. Below the shogun are the samurai, who serve as the warriors and protectors of the clan. The lower classes consist of farmers, artisans, and laborers who support the clan’s needs.

The Orochi have a deep reverence for their ancestors and often hold elaborate ceremonies and rituals to honor them. They also believe in the power of spirits and have shamans who communicate with the natural world and the spirits of their ancestors. The Orochi have a complex system of honor and respect, and value these qualities above all else. They are wary of outsiders and rarely allow non-Orochi into their territories.

Religion. Yashagoro found an ancient snake spirit that promised to grant him godlike power if he could prove himself worthy. The warrior accepted the challenge and underwent a grueling series of trials, enduring pain and suffering beyond anything he had ever experienced.

In the end, Yashagoro emerged victorious, transformed by the snake spirit’s magic into a god among mortals. The worship of Yashagoro is a sacred practice among the people of Orochi. His followers revere him as the one who overcame immense hardship and ascended to godhood, and they honor him with offerings of incense, flowers, and sake.

Temples dedicated to Yashagoro are scattered throughout the land, and his priests and priestesses perform ancient rituals that date back to the time of his ascension. They recite prayers and chant hymns



in the language of the vrael orochi, their voices rising and falling like the whisper of a snake. The worship of Yashagoro is intertwined with the natural world, and his followers believe that the snakes that slither through the grass are messengers from their god. They see the shedding of a snake's skin as a symbol of renewal and rebirth, and they believe that Yashagoro's power can protect them from harm and bring good fortune to their lives.

Orochi Traits

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. Orochi have the same lifespan as humans.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on smell or taste.

Orochi Transformation (1/Day). You can use an action to magically transform into a Orochi Serpent, gaining a bite attack. You retain your Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma scores, and all of your skill and saving throw proficiencies. You gain three times your level as hit points plus your Constitution modifier and retain your normal Hit Dice while in this form, and revert to your normal form after 1 minute. You can also choose to end the transformation early using a bonus action. If you are reduced to 0 hit points while in Orochi Serpent form, you must succeed on a Constitution saving throw (DC 5 + damage taken) or turn to stone. If you fail the saving throw, you can be restored to life only by a lesser restoration spell or similar magic. While in Orochi Serpent form, you can't cast spells, use any class features, use any special senses or take any action that requires hands. If you are smaller than Large, you become Large. If you lack the room to become Large, your size doesn't change. You choose whether your equipment falls to the ground in your space, merges into your Orochi Serpent.

You regain expended use when you finish a long rest.

Snake Tongue. You can communicate with snakes as if you shared a language.

Languages. You can speak, read, and write Common and Vrael Orochi.

Orochi Serpent

Large monstrosity, retained alignment

- **Armor Class** 10 + your PB (proficiency bonus)
- **Hit Points** 3 x (your level + Constitution modifier)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
Retained	Retained	Retained	Retained	Retained	Retained

- **Saving Throws** Retained
- **Skills** Retained
- **Senses** darkvision 60 ft., passive Perception Retained
- **Languages** Retained, but can't speak

Actions

Bite. *Melee Weapon Attack:* your PB (proficiency bonus) + Strength modifier to hit, reach 5 ft., one target. *Hit:* 5 + STR (1d10 + Strength modifier) piercing damage.



Cursed Orochi Traits

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1 or Lineage (optional).

Age. Orochi have the same lifespan as humans.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Dark Blessing. You have advantage on saving throws against being frightened.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on smell or taste.

Natural Weapons. You can use your elongated fangs to make an unarmed strike as a bonus action. If you hit with your fangs, you can deal piercing damage equal to $1d6 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. You can also use your tail to make an unarmed strike as an action. If you hit with your tail, you can deal bludgeoning damage equal to $1d8 +$ your Strength modifier.

Poisonous Bite. Once per short rest, you can make a venomous bite using your elongated fangs. On a hit, you deal an extra $1d8$ poison damage and the target must make a Constitution saving throw against $8 +$ your proficiency bonus $+ your$ Constitution modifier or be poisoned for 1 minute.

Serpentine Agility. You can move through difficult terrain caused by rubble, undergrowth, or other obstacles at full speed.

Snake Tongue. You can communicate with snakes as if you shared a language.

Languages. You can speak, read, and write Common and Vrael Orochi.



Orochi Guardian

Orochi guardians are fearsome protectors of the Orochi's most sacred sites. These powerful creatures are capable of shifting between humanoid and serpent forms, making them versatile guardians capable of adapting to any threat. In their humanoid form, Orochi guardians are skilled in close combat, wielding shortswords and shuriken to dispatch intruders. They are also highly agile and able to dodge attacks with ease. In their serpent form, they become even more deadly, striking with a powerful bite that can poison and even turn their foes to stone.

Orochi Assassin

Orochi assassins are deadly killers who specialize in stealth and subterfuge. They are able to shift between humanoid and serpent forms with ease, allowing them to slip in and out of their enemies' strongholds undetected. In their serpent form, they are able to deliver a lethal bite that can poison their victims and incapacitate them, while in their humanoid form, they are able to blend in with the crowds and avoid suspicion. Orochi assassins are distinguished by the fact that they have two tails instead of one, a rare trait among their kind. This unique physical characteristic is said to be a mark of their enhanced agility and balance, allowing them to move quickly and with great precision.

Orochi Shaman

Orochi shaman is a versatile shape-shifter, capable of transforming into a serpent once a day. In humanoid form, the shaman can cast a range of druid spells and wields a quarterstaff, and is a formidable opponent in close combat. When transformed into a serpent, it becomes a huge monstrosity with powerful natural armor, a poisonous bite, and the ability to turn foes to stone.

Orochimaru's Spawn

Orochimaru's spawn is a huge, chaotic evil monstrosity with razor-sharp teeth and a tail capable of crushing bones. It can burrow through the ground, swim through the water, and breathe a petrifying acid that can turn its victims to stone. Any creature that is slain by its venomous bite is reanimated as a zombie under its control. The presence of Orochimaru's spawn taints the land around its lair, turning the flora into twisted, thorny vines and attracting hostile creatures. Beware of entering its dark, damp cavern,

where the air is thick with the smell of decaying flesh and acidic fumes, and the ground is slick with slime and acid.

Orochimaru's Lurker

Orochimaru's lurkers are Orochi who have become masters of stealth and deception. They are able to blend in with their surroundings and move undetected, using their skills to mask their presence and avoid detection. Any creature struck by its melee attacks risks being poisoned and suffering additional damage. In their serpent form, they are able to deliver a deadly bite, which can poison and petrify their prey, turning them into lifeless stone.

Zabimaru

Zabimaru, the gargantuan undead beast, is a fearsome sight to behold. Its skeletal frame looms menacingly, draped in a lethal shroud of poisonous bones. This monster moves with surprising speed and fluidity, and its long, razor-sharp tail is a deadly weapon that strikes from a great distance. Legends tell of the treacherous tunnels and bone walls that make up Zabimaru's lair, a place where many adventurers have met their doom. With its uncanny agility, unparalleled strength, and cunning intellect, Zabimaru is a creature that inspires both fear and respect in those who cross its path.



Orochi Guardian (Humanoid Form)

Medium humanoid (any race), unaligned

- **Armor Class** 16 (studded leather)
- **Hit Points** 27 (6d8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	12 (+1)	14 (+2)	8 (-1)

- **Skills** Acrobatics +6, Perception +4, Stealth +6
- **Senses** passive Perception 14
- **Languages** Vrael Orochi, Common
- **Challenge** 2 (450 XP)

Orochimaru's Mark. Any creature the orochimaru's hits with a melee attack takes additional damage and must make a Constitution saving throw or be poisoned for 1 minute. If the creature is already poisoned, it takes extra poison damage instead.

Nimble Escape. The orochi can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The orochi makes two shortsword attacks.

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

Shuriken. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Two Forms (1/Day). The orochi can use its action to magically transform into serpent, or back into its humanoid form. While in serpent form, the orochi gains temporary hit points equal to its hit point maximum.

Reactions

Deflect Missiles. The orochi can use its reaction to deflect or catch the missile when it is hit by a ranged weapon attack. When the orochi does so, the damage it takes from the attack is reduced by 1d10+4. If the damage is reduced to 0, the orochi can catch the missile if it is small enough to hold in one hand and the orochi has at least one hand free.



Orochi Guardian (Serpent Form)

Large monstrosity, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** Retained + Temporary Hit Points equal to maximum hit points
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	12 (+1)	14 (+2)	8 (-1)

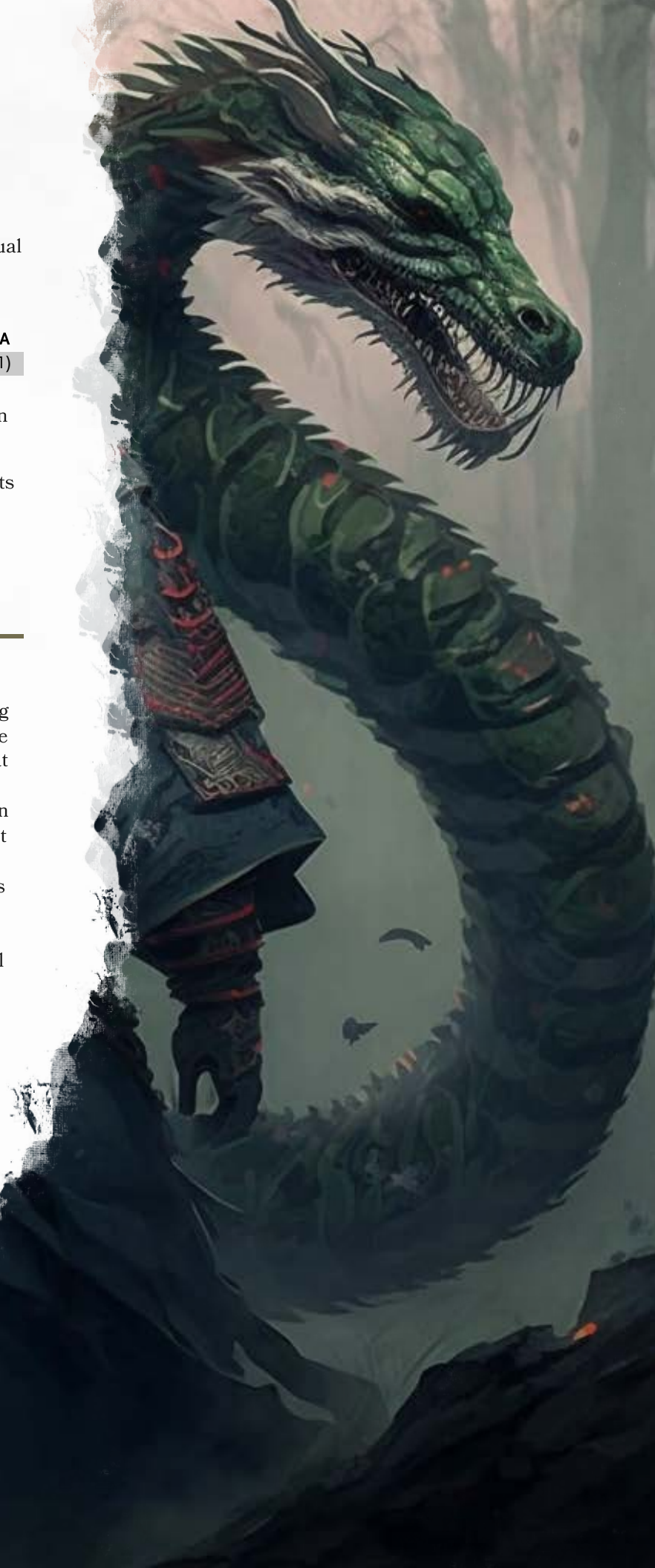
- **Senses** passive Perception 14
- **Languages** understands any languages known in its humanoid form, but can't speak.

Stone Transformation. When reduced to 0 hit points in its serpent form, the orochi is instantly turned to stone, becoming a lifeless statue until freed by the greater restoration spell or other magic.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 9 (2d8) piercing damage. The target must succeed on a DC 12 Constitution saving throw or take an additional 14 (4d6) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the poison damage reduces the target to 0 hit points, the target is turned to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Two Forms. The orochi can use its action to magically transform back into its humanoid form.



Orochi Assassin (Humanoid Form)

Medium humanoid (any race), unaligned

- **Armor Class** 17 (studded leather)
- **Hit Points** 44 (8d8 + 8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	13 (+1)	12 (+1)	14 (+2)	10 (+0)

- **Skills** Acrobatics +7, Perception +4, Stealth +9
- **Senses** passive Perception 14
- **Languages** Vrael Orochi, Common
- **Challenge** 4 (1,100 XP)

Assassinate. During its first turn, the orochi has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the orochi scores against a surprised creature is a critical hit.

Nimble Escape. The orochi can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The orochi makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Shuriken. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Two Forms (1/Day). The orochi can use its action to magically transform into serpent, or back into its humanoid form. While in serpent form, the orochi gains temporary hit points equal to its hit point maximum.

Reactions

Deflect Missiles. The orochi can use its reaction to deflect or catch the missile when it is hit by a ranged weapon attack. When the orochi does so, the damage it takes from the attack is reduced by 1d10+5. If the damage is reduced to 0, the orochi can catch the missile if it is small enough to hold in one hand and the orochi has at least one hand free.



Orochi Assassin (Serpent Form)

Huge monstrosity, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** Retained + Temporary Hit Points equal to maximum hit points
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	13 (+1)	12 (+1)	14 (+2)	10 (+0)

- **Senses** passive Perception 14
- **Languages** understands any languages known in its humanoid form, but can't speak.

Stone Transformation. When reduced to 0 hit points in its serpent form, the orochi is instantly turned to stone, becoming a lifeless statue until freed by the greater restoration spell or other magic.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or take an additional 14 (4d6) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the poison damage reduces the target to 0 hit points, the target is turned to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Two Forms. The orochi can use its action to magically transform back into its humanoid form.



Orochi Shaman (Humanoid Form)

Medium humanoid (any race), unaligned

- **Armor Class** 13 (padded armor)
- **Hit Points** 78 (12d8 + 24)
- **Speed** 30 ft.

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

- **Skills** Medicine +7, Nature +4, Perception +7
- **Senses** passive Perception 17
- **Languages** Vrael Orochi, Common
- **Challenge** 7 (2,900 XP)

Spellcasting. The orochi is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The orochi has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, mending, shillelagh*

1st level (4 slots): *animal friendship, cure wounds, entangle, longstrider*

2nd level (3 slots): *barkskin, enhance ability, lesser restoration, spike growth*

3rd level (3 slots): *call lightning, plant growth, protection from energy, wind wall*

4th level (3 slots): *blight, freedom of movement, locate creature, stoneskin*

5th level (2 slots): *contagion, greater restoration, insect plague*

6th level (1 slot): *heal, transport via plants*

Spellcasting Focus. The orochi can use a quarterstaff or yew wand as a spellcasting focus for its druid spells.

Actions

Quarterstaff Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Two Forms (1/Day). The orochi can use its action to magically transform into serpent, or back into its humanoid form. While in serpent form, the orochi gains temporary hit points equal to its hit point maximum.



Orochi Shaman (Serpent Form)

Huge monstrosity, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** Retained + Temporary Hit Points equal to maximum hit points
- **Speed** 40 ft.

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

- **Senses** passive Perception 17
- **Languages** understands any languages known in its humanoid form, but can't speak.

Stone Transformation. When reduced to 0 hit points in its serpent form, the orochi is instantly turned to stone, becoming a lifeless statue until freed by the greater restoration spell or other magic.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or take an additional 21 (6d6) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the poison damage reduces the target to 0 hit points, the target is turned to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Two Forms. The orochi can use its action to magically transform back into its humanoid form.



Orochimaru's Spawn

Huge monstrosity, chaotic evil

- **Armor Class** 17 (natural armor)
- **Hit Points** 133 (14d12 + 42)
- **Speed** 50 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	16 (+3)	14 (+2)	15 (+2)	10 (+0)

- **Saving Throws** Str +10, Dex +7, Con +7
- **Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison
- **Condition Immunities** frightened, petrified, poisoned, prone
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Vrael Orochi; understands Common but can't speak it.
- **Challenge** 11 (7,200 XP)

Legendary Resistance (3/Day). If the orochimaru's spawn fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The orochimaru's spawn makes two attacks with its bite or one attack with its tail and one with its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage, and the target must make a DC 16 Constitution saving throw or take an additional 14 (4d6) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is reduced to 0 hit points by this attack, it rises as a zombie under the orochimaru's spawn's control.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Petrifying Acid Breath (1/Day). The orochimaru's spawn exhales petrifying acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one. In addition, any creature that fails the saving throw is petrified as the acid solidifies and hardens their body. A petrified creature is restrained

and can't move or take actions until it is freed by the *greater restoration* spell or other magic. A creature that succeeds on the saving throw takes half damage and isn't affected by the petrification effect.

Orochimaru's Spawn Lair

The lair of the Orochimaru's spawn is a dark, damp cavern hidden deep within a mountain range. The air is thick with the smell of decaying flesh and acidic fumes. The ground is slick with slime and acid, and the walls are lined with twisted, writhing vines that seem to pulse with green energy. The cavern is littered with the bones and remains of its victims, and the constant dripping of acid from the ceiling creates an creepy atmosphere.

Lair Actions

On initiative count 20 (losing initiative ties), the orochimaru's spawn can take a lair action to cause one of the following effects:

Acid Pools. The orochimaru's spawn causes pools of acid to form on the ground, centered on up to three points it can see within 120 feet of it. Each pool is a 5-foot radius circle, and the area becomes difficult terrain. Any creature that enters the area or starts its turn there takes 5 (1d10) acid damage.

Petrifying Gaze. The orochimaru's spawn can focus its gaze on a creature it can see within 60 feet of it. The creature must make a DC 16 Constitution saving throw or be petrified as if by the bite attack of the Orochimaru's Spawn. A creature that succeeds on this saving throw is immune to the Orochimaru's Spawn's Petrifying Gaze for the next 24 hours.

Regional Effect

The presence of the orochimaru's spawn in the region taints the land with its cursed influence. Within 1 mile of the lair, plant life withers and dies, leaving behind only twisted, thorny vines and foul-smelling moss. Animals become aggressive and hostile, attacking any creatures that come too close to the lair. In addition, any humanoid killed within 1 mile of the lair may rise as a zombie under the control of the orochimaru's spawn. The zombie remains under the creature's control until it is destroyed or the orochimaru's spawn is killed or incapacitated. These effects last until the orochimaru's spawn is killed or driven off from the region.

Orochimaru's Lurker (Humanoid Form)

Medium humanoid (any race), any evil alignment

- **Armor Class** 17 (studded leather)
- **Hit Points** 120 (16d8 + 48)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	17 (+3)	13 (+1)	13 (+1)	10 (+0)

- **Skills** Acrobatics +9, Deception +4, Perception +5, Stealth +9
- **Senses** passive Perception 15
- **Languages** Vrael Orochi, Common
- **Challenge** 12 (8,400 XP)

Nimble Escape. The orochimaru's lurker can take the Disengage or Hide action as a bonus action on each of its turns.

Orochimaru's Mark. Any creature the orochimaru's lurker hits with a melee attack becomes marked and must make a 18 Constitution saving throw or be poisoned for 1 minute. If the creature is already poisoned, it takes 21 (6d6) extra poison damage instead.

Actions

Multiattack. The orochimaru's lurker makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Shuriken. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Two Forms (3/Day). The orochimaru's lurker can use its action to magically transform into a serpent, or back into its humanoid form. Each time the orochimaru's lurker uses this ability, it changes in color and gains a more sinister appearance. While in serpent form, the orochimaru's lurker gains temporary hit points equal to its hit point maximum.

If the orochimaru's lurker uses the last transformation all on the same day, it can use the last transformation as a bonus action instead of an action. However, once it uses the bonus action to transform, it cannot revert back to its humanoid form until after a long rest.



Orochimaru's Lurker (Serpent Form)

Huge monstrosity, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** Retained + Temporary Hit Points equal to maximum hit points
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	13 (+1)	13 (+1)	10 (+0)

- **Senses** passive Perception 17
- **Languages** understands any languages known in its humanoid form, but can't speak.

Orochimaru's Mark. Any creature the orochimaru's lurker hits with a melee attack becomes marked and must make a 18 Constitution saving throw or be poisoned for 1 minute. If the creature is already poisoned, it takes 21 (6d6) extra poison damage instead.

Stone Transformation. When reduced to 0 hit points in its serpent form, the orochimaru's lurker is instantly turned to stone, becoming a lifeless statue until freed by the greater restoration spell or other magic.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) piercing damage. The target must succeed on a DC 18 Constitution saving throw or take an additional 21 (6d6) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the poison damage reduces the target to 0 hit points, the target is turned to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Two Forms. The orochi can use its action to magically transform back into its humanoid form.



Zabimaru

Gargantuan undead, chaotic evil

- **Armor Class** 18 (natural armor)
- **Hit Points** 214 (13d20 + 78)
- **Speed** 50 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	24 (+7)	23 (+6)	14 (+2)	11 (+0)	12 (+1)

- **Saving Throws** Dex +12, Con +11
- **Skills** Acrobatics +12, Perception +5, Stealth +12
- **Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, frightened, paralyzed, petrified, poisoned, prone, restrained
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Vrael Orochi; understands Common but can't speak it.
- **Challenge** 15 (13,000 XP)

Legendary Resistance (3/Day). If the zabimaru fails a saving throw, it can choose to succeed instead.

Long Reach. The zabimaru's tail and bite attacks have a reach of 25 ft.

Poisonous Bones. The zabimaru bones are coated in a potent venom that can poison creatures that come into contact with them. Any creature that makes a melee attack against the zabimaru risks being poisoned by the venom on its bones, taking 14 (4d6) poison damage on a failed DC 18 Constitution saving throw, or half as much damage on a successful one. Additionally, any creature that takes piercing or slashing damage from the zabimaru's attacks must make a DC 18 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The zabimaru can make two attacks with its bite, or one attack with its tail and one with its bite or constrict.

Bite. *Melee Weapon Attack:* +8 to hit, reach 25 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage, and the target must make a DC 18 Constitution saving throw or take an additional 14 (4d6) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is reduced to 0 hit points by this attack, it rises as a zombie under the zabimaru's control.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 21 (4d8 + 3) bludgeoning damage plus 14 (4d6) piercing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the zabimaru can't constrict another target. At the start of the restrained creature's turn, it takes 14 (4d6) piercing damage from the sharp bones of the zabimaru's constricting coils. The restrained creature can use its action to make a DC 18 Strength check, freeing itself on a success.

Tail. *Melee Weapon Attack:* +8 to hit, reach 25 ft., one target. *Hit:* 16 (2d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Legendary Actions

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

Attack. The zabimaru makes one bite or tail attack.

Bone Cage (Costs 2 Actions). The zabimaru can create a 20-foot-radius cage of bones within 120 feet of it, trapping all creatures within it. Each creature in the area must make a DC 18 Strength saving throw. On a failed save, the creature is restrained by the bone cage until the start of zabimaru's next turn. The zabimaru can use this action even if it can't see the area where it creates the bone cage, as long as it is within range of the location.

Tail Sweep (Costs 2 Actions). The zabimaru sweeps its tail in a 20-foot cone. Each creature within the area must make a DC 18 Dexterity saving throw, taking 21 (4d8 + 3) bludgeoning damage and be knocked prone on a failed save, or half as much damage and not be knocked prone on a successful one.

Zabimaru's Lair

The Zabimaru's lair is an intricate and sprawling network of tunnels and caverns, dug deep beneath the earth. The walls of the lair are lined with the bones of its countless victims, forming macabre patterns and structures that seem almost deliberate. Throughout the lair, the Zabimaru has set up numerous traps and obstacles to catch any unwary intruders.

One of the most common traps the Zabimaru employs is the bone spike trap. The Zabimaru can trigger this trap at will, causing sharp spikes made of

bone to suddenly erupt from the ground and impale any creature in the area.

The zabimaru's lair is also littered with bone walls. These thick barriers, constructed from the bones of its victims, are ten feet tall and five feet thick, and can block off passages or hallways. Those who attempt to break through the walls must make a strength check to succeed.

Another trap that the zabimaru uses to protect its lair is the bone swarm. The zabimaru can call forth a swarm of small bone fragments, which fill a radius area within zabimaru's reach. The swarm is hard to evade and can strike multiple targets at once, making it a potent deterrent against intruders.

Within the confines of its lair, the zabimaru is a deadly and elusive predator, lurking in the shadows and striking from hidden vantage points. It uses the terrain and the traps it has set up to its advantage, ambushing its prey and wearing them down before moving in for the kill. Any adventurer foolish enough to brave the depths of the zabimaru's lair would do well to stay alert and watch their step, lest they fall victim to one of the monster's deadly traps.

Lair Actions

On initiative count 20 (losing initiative ties), the Zabimaru can take a Lair Action to cause one of the following effects:

Bone Spike Trap. Spikes made of bones suddenly protrude from the ground, targeting one creature within 60 feet of the Zabimaru. The target must make a DC 18 Dexterity saving throw or take 28 (8d6) piercing damage.

Bone Wall. A wall made of bones rises from the ground, blocking off a passage or hallway. The wall is 10 feet tall and 5 feet thick, and lasts for 1 minute or until the Zabimaru dismisses it. The wall can be broken through with a DC 20 Strength check.

Bone Swarm. A swarm of small bone fragments fills a 20-foot-radius area within 60 feet of the Zabimaru. Each creature in the area must make a DC 18 Dexterity saving throw or take 21 (6d6) slashing damage. A successful save halves the damage.



Sands of Sorrow

The sands of sorrow are a category of undead mummies that roam the desolate wastelands of the world, haunting the ruins of ancient civilizations and preying on the unwary. They are cursed beings, brought back to life by powerful magic or other arcane forces, and they exist solely to guard the treasures of the ancients.

Guardians of the Treasure. The sands of sorrow lie dormant in the deserts and wastelands until their resting places are disturbed. They are ancient guardians of powerful treasures and tombs, awakened only when their precious possessions are threatened.

Terrifying Protectors. The sands of sorrow are formidable protectors, armed with potent magic and formidable strength. They will stop at nothing to prevent their treasures from being taken, and their wrath is swift and merciless.

Curse of the Sands. Those who attempt to steal from the sands of sorrow awaken their wrath and bring down a terrible curse upon themselves. The sands of sorrow will relentlessly pursue the looters, unleashing their full fury until the stolen treasures are returned to their rightful resting place.

Deadly Revenants. The sands of sorrow are undead creatures, animated by powerful magic and cursed with an unquenchable thirst for blood. They are surrounded by a miasma of dust and sand, which protects them from harm and obscures them from their prey.

Cursed Tombs. The sands of sorrow are often found guarding cursed tombs and lost cities, which are filled with ancient treasures and powerful artifacts. The curse upon these places ensures that those who disturb them will face the wrath of the sands of sorrow.

Undead Nature. The sands of sorrow doesn't require air, food, drink, or sleep.

“As you reach for that item, you’ve sealed your fate. For you have awakened the wrath of the ancient ones. Know that your flesh and bones will not be left for the scavengers of the desert, but instead, you shall serve as a warning to those who dare to disturb the slumber of the dead. Your fate is sealed, your soul now belongs to the sands, and your memory forgotten. For the sands of sorrow never forget, never forgive, and always avenge. You have disturbed the balance of life and death, and now you shall pay the ultimate price.”



Dust Devourer

Dust Devourers are fearsome mummies that haunt the deserts and wastelands of the world. They are surrounded by a swirling cloud of dust and sand, which obscures their movements and protects them from harm. They are fiercely territorial and will defend their tombs and treasures with unrelenting fury. They are only awakened if their resting place is disturbed, such as when treasure is stolen from their tomb, pyramid, or crypt. The Dust Devourer will sense the disturbance and rise from its slumber to exact revenge upon the intruders.

Those who attempt to steal from the Dust Devourer face a terrible curse. The curse can manifest in various ways, from mild misfortunes to deadly afflictions, and will continue until the stolen treasures are returned to their rightful resting place. The curse can affect not only the thieves but also their families and loved ones, spreading misery and suffering throughout their lives.

Legend has it that the only way to avoid the wrath of the Dust Devourer is to leave an offering at the entrance to its tomb. The offering must be made with sincerity and respect, and must include something of value to the Dust Devourer. Those who make an offering and show proper reverence for the Dust Devourer may be spared its wrath and allowed to leave unharmed.

Sand Scourges

They are undead creatures that roam the deserts, their bodies wrapped in tattered cloth and their eyes glowing with an unearthly light. They are ancient beings, remnants of a long-forgotten civilization that worshipped the sun and the sand. They are fiercely territorial and will attack any who disturb their resting place.

Those who dare to steal from the Sand Scourge will face a terrible curse. The curse can manifest in various ways, from mild misfortunes to deadly afflictions, and will continue until the stolen treasures are returned to their rightful resting place. The curse can affect not only the thieves but also their families and loved ones, spreading misery and suffering throughout their lives.

Tomb Sentinel

The Tomb Sentinel is a menacing presence in the deserts and wastelands, feared by travelers and treasure hunters alike. It is said to be an ancient guardian, tasked with protecting tombs, pyramids,

and other burial sites from those who would disturb the dead. Its swirling cloud of dust and sand can obscure the Tomb Sentinel's movements, making it difficult to track and attack. Some say that it can even control the sandstorms of the desert, unleashing them upon those who would dare to disturb its slumber. The Tomb Sentinel is also known for its ability to summon powerful mummies to aid in its defense, as well as its ability to magically restrain those who would oppose it.

Oasis Deceiver

It is a malevolent undead creature that lurks in the deserts and oases of the world. It is said to be a master of illusions, able to create vivid and realistic visions that can trick even the most seasoned adventurers. The Oasis Deceiver is known to use its illusions to lure unsuspecting travelers into its grasp, where it can curse them with a variety of afflictions should they attempt to steal from its hidden treasures. Its innate spellcasting abilities allow it to become invisible or alter its form to deceive those around it. The Oasis Deceiver can also create illusory sensations that can cause its enemies to experience unbearable pain or witness traumatic events.

Sandstone Vanguard

The Sandstone Vanguard is a formidable undead creature that guards the ancient tombs and ruins of the desert. Some believe that the Sandstone Vanguard was created by powerful sorcerers to defend their most prized possessions, while others say that it is an ancient creature from a time long forgotten. Regardless of its origin, the Sandstone Vanguard is known for its impressive regenerative abilities, allowing it to heal quickly while within its dusty domain.

The Sandstone Vanguard is also capable of unleashing a powerful attack known as Sands of Time, which ages its target by several decades, leaving them weakened and vulnerable.

Gravewalker Priestess

The Gravewalker Priestess is a powerful undead creature that roams the tombs and crypts of the world, feared by those who would disturb the resting places of the dead. It is said to have been created through dark magic, imbued with the power to control and communicate with the undead. Its very presence is unsettling, and those who stand too close may feel a chill run down their spine. The Gravewalker Priestess is able to curse those who

would steal from the tombs and crypts under its protection, and the curses can only be lifted by returning the stolen items or casting the remove curse spell. The Gravewalker Priestess is also a formidable spellcaster, able to cast a variety of necrotic spells, including the deadly circle of death and finger of death. Additionally, it can heal undead creatures with its Desert's Embrace ability and sanctify tombs to prevent all creatures other than undead from entering, protecting the tombs' contents from theft or disturbance.

Tomb Tyrant

It is a powerful undead creature that haunts the deserts and ruins of the world. It is rumored to have been a great ruler or sorcerer in life, who used dark magic to extend their life beyond death. The Tomb Tyrant's body is adorned with ancient symbols and jewelry, which are said to grant it supernatural powers. It is fiercely territorial and will attack any creature that disturbs its resting place or steals from its treasure hoard.

The Tomb Tyrant is also known for its ability to curse those who would steal from it. The curses can manifest in various ways, from mild misfortunes to deadly afflictions, and will continue until the stolen treasures are returned to their rightful resting place. Those who attempt to remove the Tomb Tyrant from its resting place also face its deadly gaze, which can cause necrotic damage and instill fear in its enemies. The Tomb Tyrant's power word kill is said to be infused with the very essence of sand and death. When the Tomb Tyrant speaks the word, a blast of sand and dust engulfs its target, causing their body to crumble into a pile of lifeless sand.

Mummified Monarch

The Mummified Monarch is a powerful undead ruler who once commanded vast armies and ruled over a vast kingdom. It is said that the monarch was buried with untold riches, artifacts, and treasures, all of which are fiercely guarded by the monarch's loyal subjects. The Mummified Monarch is protected by powerful magic and has the ability to control the very sands of the desert, unleashing massive sandstorms and waves of necrotic energy upon its enemies.

Only by taking the Mummified Monarch's pile of sand to a holy ground and performing a ritual similar to the Hallow spell can the undead ruler be permanently destroyed.



Dust Devourer

Medium undead, neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 82 (11d8 + 33)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	8 (-1)	12 (+1)	14 (+2)

- **Saving Throws** Wis +3
- **Damage Immunities** necrotic, poisoned
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** the languages it knew in life
- **Challenge** 4 (1,100 XP)

Curse of the Sands. When a creature steals from the sands of sorrow, the target creature must succeed on a DC 13 Wisdom saving throw or be affected by a random curse (See the Expanded Afflictions chapter). The curse can be removed by the *remove curse* spell or if the creature returns the stolen treasure to its rightful place. If the curse is successfully removed by the *remove curse* spell, the affected creature will be immune to the similar curses for the next 24 hours.

Dust Cloud. The sands of sorrow is surrounded by a cloud of fine dust and sand that extends in a 10-foot radius around it. This cloud provides the sands of sorrow with partial cover, granting it a +2 bonus to Armor Class against attacks that originate from outside the cloud. Additionally, any creature that starts its turn within the cloud must succeed on a DC 13 Constitution saving throw or be considered blinded until the start of its next turn. This ability can be dispelled by spells like *dispel magic*.

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

Actions

Multiattack. The sands of sorrow makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Sandstorm (Recharge 5-6). As an action, the sands of sorrow can whip up a raging sandstorm within its Dust Cloud. Until the start of its next turn, each creature that starts its turn in the Dust Cloud must

make a DC 13 Strength saving throw or be knocked prone and take 18 (4d8) bludgeoning damage.



Sand Scourge

Medium undead, neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 75 (10d8 + 30)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	9 (-1)	13 (+1)	15 (+2)

- **Saving Throws** Wis +3
- **Damage Immunities** necrotic, poisoned
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** the languages it knew in life
- **Challenge** 4 (1,100 XP)

Curse of the Sands. When a creature steals from the sands of sorrow, the target creature must succeed on a DC 13 Wisdom saving throw or be affected by a random curse (See the Expanded Afflictions chapter). The curse can be removed by the *remove curse* spell or if the creature returns the stolen treasure to its rightful place. If the curse is successfully removed by the *remove curse* spell, the affected creature will be immune to the similar curses for the next 24 hours.

Dust Cloud. The sands of sorrow is surrounded by a cloud of fine dust and sand that extends in a 10-foot radius around it. This cloud provides the sands of sorrow with partial cover, granting it a +2 bonus to Armor Class against attacks that originate from outside the cloud. Additionally, any creature that starts its turn within the cloud must succeed on a DC 13 Constitution saving throw or be considered blinded until the start of its next turn. This ability can be dispelled by spells like *dispel magic*.

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

Actions

Multiattack. The sands of sorrow makes two slam attacks.

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

Grasping Sand (1/Day). As an action, the sands of sorrow creates a swirling vortex of sand within its Dust Cloud that grasps and restrains creatures within it. This feature lasts for 1 minute and each creature that starts its turn within the Dust Cloud

must make a DC 13 Strength saving throw or be restrained until the end of its next turn. Creatures that are already restrained take 22 (4d10) bludgeoning damage at the start of their turn while they remain restrained.

If a creature fails its saving throw against this feature, it takes an additional 2d10 bludgeoning damage for each consecutive turn it remains restrained, up to a maximum of 44 (8d10) bludgeoning damage. A creature that succeeds on its saving throw against this feature is immune to being restrained by it for the next 24 hours.



Tomb Sentinel

Medium undead, neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 112 (15d8 + 45)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	10 (+0)	14 (+2)	15 (+2)

- **Saving Throws** Wis +3
- **Damage Immunities** necrotic, poisoned
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** the languages it knew in life
- **Challenge** 5 (1,800 XP)

Curse of the Sands. When a creature steals from the sands of sorrow, the target creature must succeed on a DC 14 Wisdom saving throw or be affected by a random curse (See the Expanded Afflictions chapter). The curse can be removed by the *remove curse* spell or if the creature returns the stolen treasure to its rightful place. If the curse is successfully removed by the *remove curse* spell, the affected creature will be immune to the similar curses for the next 24 hours.

Dust Cloud. The sands of sorrow is surrounded by a cloud of fine dust and sand that extends in a 10-foot radius around it. This cloud provides the sands of sorrow with partial cover, granting it a +2 bonus to Armor Class against attacks that originate from outside the cloud. Additionally, any creature that starts its turn within the cloud must succeed on a DC 14 Constitution saving throw or be considered blinded until the start of its next turn. This ability can be dispelled by spells like *dispel magic*.

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

Actions

Multiattack. The sands of sorrow makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Sand Blast (Recharge 5-6). The sands of sorrow releases a burst of sand from its mouth, creating a 15-foot cone. Each creature in the cone must make a DC 14 Dexterity saving throw, taking 18 (4d8)

bludgeoning damage on a failed save, or half as much damage on a successful one.

Summon Mummy (1/Day). The Tomb Sentinel summons a Mummy to fight alongside it. The Mummy appears in an unoccupied space within 30 feet of the Tomb Sentinel and acts immediately after it in initiative. The Mummy is under the Tomb Sentinel's control and remains until it is destroyed or the Tomb Sentinel dismisses it (no action required).

Bonus Actions

Curse of Binding. The sands of sorrow targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically restrained. The restrained target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Oasis Deceiver

Medium undead, neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 97 (13d8 + 39)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	10 (+0)	18 (+4)	15 (+2)

- **Damage Immunities** necrotic, poisoned
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** the languages it knew in life
- **Challenge** 6 (2,300 XP)

Curse of the Sands. When a creature steals from the sands of sorrow, the target creature must succeed on a DC 15 Wisdom saving throw or be affected by a random curse (See the Expanded Afflictions chapter). The curse can be removed by the *remove curse* spell or if the creature returns the stolen treasure to its rightful place. If the curse is successfully removed by the *remove curse* spell, the affected creature will be immune to the similar curses for the next 24 hours.

Innate Spellcasting. The sands of sorrow's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The sands of sorrow can innately cast the following spells:

At will: *invisibility, major image*

3/day each: *fear, misty step*

1/day: *mirage arcane*

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

Actions

Mirage Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 14 (4d6) psychic damage.

Illusory Shapeshift (1/Day). As an action, the sands of sorrow can alter its form to appear as any Medium humanoid or beast. The sands of sorrow's clothing, equipment, and physical characteristics also change to match its new form. The effect lasts for one hour or until the sands of sorrow dispels it as a bonus action. The illusion is under the sands of sorrow's control and remains until it is destroyed or the sands of sorrow dismisses it (no action required).

Sands of Delusion. As an action, the sands of sorrow can target a creature within 60 feet that it can see. The target must make a DC 15 Intelligence saving throw or be overwhelmed by illusory sensations of the sands of sorrow's choosing, such as witnessing a loved one's death or experiencing excruciating pain. The specific illusions are determined by the game master. The effect lasts for one minute, and the affected creature can repeat the saving throw at the end of each of its turns to end the effect early.



Sandstone Vanguard

Medium undead, neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 144 (17d8 + 68)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	13 (+1)	18 (+4)	12 (+1)

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** necrotic, poisoned
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** the languages it knew in life
- **Challenge** 7 (2,900 XP)

Curse of the Sands. When a creature steals from the sands of sorrow, the target creature must succeed on a DC 15 Wisdom saving throw or be affected by a random curse (See the Expanded Afflictions chapter). The curse can be removed by the *remove curse* spell or if the creature returns the stolen treasure to its rightful place. If the curse is successfully removed by the *remove curse* spell, the affected creature will be immune to the similar curses for the next 24 hours.

Dust Cloud. The sands of sorrow is surrounded by a cloud of fine dust and sand that extends in a 10-foot radius around it. This cloud provides the sands of sorrow with partial cover, granting it a +2 bonus to Armor Class against attacks that originate from outside the cloud. Additionally, any creature that starts its turn within the cloud must succeed on a DC 14 Constitution saving throw or be considered blinded until the start of its next turn. This ability can be dispelled by spells like *dispel magic*.

Regeneration. The sands of sorrow regains 20 hit points at the start of its turn while in the dust cloud. The sands of sorrow dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

Actions

Sands of Time. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d10) necrotic damage and the target becomes aged by 1d4 + 1 decades unless it succeeds on a DC 15 Constitution saving throw. The

aging can only be removed by the *greater restoration*, *heal* or the *wish* spell.



Gravewalker Priestess

Medium undead, neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 136 (16d8 + 64)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	18 (+4)	14 (+2)	18 (+4)	16 (+3)

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** necrotic, poisoned
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** the languages it knew in life
- **Challenge** 8 (3,900 XP)

Curse of the Sands. When a creature steals from the sands of sorrow, the target creature must succeed on a DC 15 Wisdom saving throw or be affected by a random curse (See the Expanded Afflictions chapter). The curse can be removed by the *remove curse* spell or if the creature returns the stolen treasure to its rightful place. If the curse is successfully removed by the *remove curse* spell, the affected creature will be immune to the similar curses for the next 24 hours.

Innate Spellcasting. The sands of sorrow's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The sands of sorrow can innately cast the following spells:

At will: *chill touch*, *thaumaturgy*

3/day each: *animate dead*, *blight*, *contagion*

1/day each: *circle of death*, *finger of death*

Actions

Desert's Embrace. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d10) necrotic damage. Undead creatures within 10 feet of the target regain hit points equal to half the damage dealt.

Sanctify Tomb (1/Day). The sands of sorrow targets a tomb or crypt within 60 feet of it, creating a dome-like barrier over the structure. The tomb or crypt is sanctified, preventing all creatures other than undead from entering or leaving and protecting its contents from theft or disturbance. The sanctification lasts for 24 hours or until the sands of sorrow dismisses it as a bonus action. If the sands of sorrow dies before the duration ends, the sanctification is lifted.



Tomb Tyrant

Medium undead, neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 142 (15d8 + 75)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	13 (+1)	14 (+2)	12 (+1)

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** necrotic, poisoned
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** the languages it knew in life
- **Challenge** 13 (10,000 XP)

Curse of the Sands. When a creature steals from the sands of sorrow, the target creature must succeed on a DC 17 Wisdom saving throw or be affected by a random curse (See the Expanded Afflictions chapter). The curse can be removed by the *remove curse* spell or if the creature returns the stolen treasure to its rightful place. If the curse is successfully removed by the *remove curse* spell, the affected creature will be immune to the similar curses for the next 24 hours.

Innate Spellcasting. The sands of sorrow's innate spellcasting ability is Wisdom (spell save DC 17, +7 to hit with spell attacks). The sands of sorrow can innately cast the following spells:

At will: *ray of sickness*, *toll the dead*

3/day each: *harm*, *vampiric touch*, *cloudkill*

1/day each: *create undead*, *power word kill*

Actions

Multiattack. The sands of sorrow makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Deathly Glare. The sands of sorrow targets one creature within 60 feet of it that it can see. The target must succeed on a DC 17 Wisdom saving throw or take 22 (4d10) necrotic damage and be frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success.



Mummified Monarch

Medium undead, neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 165 (22d8 + 66)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	8 (-1)	17 (+3)	11 (+0)	18 (+4)	15 (+2)

- **Saving Throws** Con +9, Wis +10
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** necrotic, poisoned
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** the languages it knew in life
- **Challenge** 17 (18,000 XP)

Legendary Resistance (3/Day). If the sands of sorrow fails a saving throw, it can choose to succeed instead.

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

Mummy's Curse. Any creature that starts its turn within 10 feet of the sands of sorrow must succeed on a DC 18 Constitution saving throw or be cursed with a random curse (See the Expanded Afflictions chapter). If a creature is affected by three or more curses from the Mummy's Curse, it drops to 0 hit points and becomes petrified. The curse can be removed by the remove curse spell. If the curse is successfully removed by the remove curse spell, the affected creature will be immune to the similar curses for the next 24 hours

Sands of Resurrection. If the sands of sorrow is destroyed, it leaves behind a pile of sand that reforms into its body over the course of 24 hours. During this time, the sands of sorrow is considered incapacitated and unable to take actions. The new body appears in the same location where the sands of sorrow was destroyed, and it regains all of its hit points when it is fully formed. To truly destroy the sands of sorrow, the pile of sand must be taken to a holy ground and a ritual similar to the *Hallow* spell must be performed to permanently consecrate the area and prevent the sands of sorrow from reforming.

Actions

Decomposing Clutch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage.

If the target is a humanoid creature, it must succeed on a DC 14 Constitution saving throw or become infected with a random disease (See the Expanded Afflictions chapter).

Summon Greater Sandstorm (1/Day). The sands of sorrow summons a massive sandstorm that covers a 120-foot radius centered on itself. The sandstorm heavily obscures vision and lightly obscures hearing within its area, and counts as difficult terrain. At the start of each creature's turn within the area, it must make a DC 18 Strength saving throw or take 55 (10d10) bludgeoning damage and be knocked prone. The sandstorm lasts for 1 minute and can be dispelled early by the sands of sorrow as an action.

Grave Burst (1/Day). The sands of sorrow releases a burst of necrotic energy in a 30-foot radius centered on itself. Each creature in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Curse of Binding. The sands of sorrow targets one creature it can see within 30 feet of it. The target must succeed on a DC 18 Wisdom saving throw or be magically restrained. The restrained target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reaction

Mummy's Wrath. When the sands of sorrow takes damage from a creature within 5 feet of it, it can use its reaction to make a melee attack against that creature.



Shadowflame

Shadowflames are a mysterious and enigmatic undead monsters, formed from the death of creatures who wielded the dangerous power of wild magic. These beings are a manifestation of the residual willpower of the deceased and the chaotic energy of the magic they once wielded, creating a powerful and unique entity. They are known for their unpredictable nature and fearsome abilities, striking fear into the hearts of those who cross their path.

The Origin of Shadowflames. The exact circumstances surrounding the creation of Shadowflames remain shrouded in mystery. Some believe that they are born from the deaths of powerful spellcasters who wielded wild magic, while others believe they are created by powerful beings of chaos who use the essence of wild magic to animate the dead.

Willpower. Shadowflames are not bound to the will of others and act on their own accord. Their motivations and goals are inscrutable, with some being driven by a thirst for vengeance against those who wronged them in life, while others simply roam and wreak havoc wherever they go. They are powerful and relentless in battle, showing no mercy and never giving up until their enemy is destroyed. Despite their fearsome reputation, Shadowflames are not mindless killing machines. Some possess a degree of intelligence, using their cunning and wit to manipulate those around them. Others are more instinctual, driven by base desires and impulses.

Undead Nature. Being creatures of chaos and magic, Shadowflames are immune to many of the weaknesses that afflict mortal beings. They do not require food, water, or rest, and are immune to poison and disease.

“Your life is but a fleeting spark in the grand scheme of existence. Allow me to snuff it out and add your essence to my collection. For I am a being of chaos, a harbinger of death, and a master of the necrofied art. You will be but one among the many souls that I have claimed, forever bound to serve me in undeath.”

– Kel’zorad, Shadowflame Necrofiend



Shadowflame Specter

Medium undead, chaotic evil

- **Armor Class** 13 (armor scraps armor)
- **Hit Points** 65 (10d8 + 20)
- **Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	15 (+2)	10 (+0)	16 (+3)

- **Damage Resistances** necrotic
- **Damage Immunity** poison
- **Damage Vulnerability** bludgeoning
- **Condition Immunity** blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common plus up to two other languages
- **Challenge** 3 (700 XP)

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

At will: *chaos bolt*

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

Wild Magic Surge. If the specter scores a critical hit with its *chaos bolt* spell, roll a d8 on the wild magic surge table to determine the wild magic surge effect.

WILD MAGIC SURGE TABLE

d8 Wild Magic Surge Effect

- 1 The spell backfires, and the specter takes 2d8 force damage after the critical hit.
- 2 The spell expands, affecting all creatures within a 30-ft. radius of the original target.
- 3 The target is stunned until the end of its next turn.
- 4 The spell causes a rain of bones to fall within a 20-ft. radius of the target, causing creatures in the area to make a Dexterity saving throw against the specter's spell DC or become prone.
- 5 The spell creates a magical, harmless fog that covers a 20-ft. radius around the target, lasting for 1 minute.
- 6 The specter's target must make a Wisdom saving throw against the specter's spell DC or be transformed into a toad (see *polymorph* spell) until the end of its next turn.
- 7 The specter's target must make a Wisdom saving throw against the specter's spell DC or be transported to a random location within 1 mile.
- 8 The spell deals maximum damage, and the specter regains 2d8 hit points.



Shadowflame Wraith

Medium undead, chaotic evil

- **Armor Class** 13
- **Hit Points** 102 (12d8 + 48)
- **Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	18 (+4)	15 (+2)	12 (+1)	19 (+4)

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
- **Damage Immunity** necrotic, poison
- **Condition Immunity** blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Common plus up to two other languages
- **Challenge** 6 (2,300 XP)

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

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

At will: *chaos bolt*

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

Wild Magic Surge. If the wraith scores a critical hit with its *chaos bolt* spell, roll a d8 on the wild magic surge table to determine the wild magic surge effect

Actions

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a shadowflame specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than one specter under its control at one time.

WILD MAGIC SURGE TABLE

d8 Wild Magic Surge Effect

- 1 The spell backfires, and the wraith takes 2d8 force damage after the critical hit.
- 2 The spell expands, affecting all creatures within a 30-ft. radius of the original target.
- 3 The target is stunned until the end of its next turn. The spell also creates a powerful gravitational pull, pulling all creatures within 20 ft. of the target 10 ft. closer and making it difficult terrain for 1 minute.
- 4 The spell causes a rain of bones to fall within a 20-ft. radius of the target, causing creatures in the area to make a Dexterity saving throw against the wraith's spell DC or become prone.
- 5 The spell creates a magical, harmless green fog that covers a 20-ft. radius around the target, lasting for 1 minute. In addition, the wraith regains hit points equal to the damage dealt by the spell.
- 6 The wraith's target must make a Wisdom saving throw against the wraith's spell DC or be transformed into a toad (see *polymorph* spell) until the end of its next turn.
- 7 The wraith's target must make a Wisdom saving throw against the wraith's spell DC or be transported to a random location within 1 mile.
- 8 The spell deals maximum damage, and the wraith regains 2d8 hit points. The target must also succeed on a Constitution saving throw against the wraith's spell DC or its hit point maximum is reduced by an amount equal to the damage taken.



Shadowflame Necrofiend

Medium undead, chaotic evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 170 (20d8 + 80)
- **Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	18 (+4)	16 (+3)	12 (+1)	20 (+5)

- **Saving Throws** Con +8, Wis +5, Cha +9
- **Skills** Arcana +7, Deception +9, History +7, Perception +5, Stealth +7
- **Damage Resistances** acid, cold, lightning, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
- **Damage Immunity** necrotic, poison
- **Condition Immunity** blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Common plus up to three other languages
- **Challenge** 12 (8,400 XP)

Chaotic Initiative. The necrofiend have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.

Innate Spellcasting. The necrofiend spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The necrofiend can innately cast the following spells, requiring no material components:

At will: *chaos bolt*, *mirror image*, *scrying*, *suggestion*

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

Rejuvenation. If the necrofiend is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or remove curse spell is cast on it.

Turn Resistance. The necrofiend has advantage on saving throws against any effect that turns undead.

Wild Magic Surge. If the necrofiend scores a critical hit with its *chaos bolt* spell, roll a d8 on the wild magic surge table to determine the wild magic surge effect

Actions

Create Wraith. The necrofiend targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The

target's spirit rises as a shadowflame wraith in the space of its corpse or in the nearest unoccupied space. The wraith is under the necrofiend's control. The necrofiend can have no more than one wraith under its control at one time.

WILD MAGIC SURGE TABLE

d8 Wild Magic Surge Effect

- 1 The spell backfires, and the necrofiend takes 2d8 force damage after the critical hit.
- 2 The spell expands, affecting all creatures within a 30-ft. radius of the original target.
- 3 The target is stunned until the end of its next turn. The spell also creates a powerful gravitational pull, pulling all creatures within 20 ft. of the target 10 ft. closer and making it difficult terrain for 1 minute.
- 4 The spell causes a rain of bones to fall within a 20-ft. radius of the target, causing creatures in the area to make a Dexterity saving throw against the necrofiend's spell DC or become prone.
- 5 The spell creates a magical, harmless green fog that covers a 20-ft. radius around the target, lasting for 1 minute. In addition, the necrofiend regains hit points equal to the damage dealt by the spell.
- 6 The necrofiend's target must make a Wisdom saving throw against the necrofiend's spell DC or be transformed into a toad (see *polymorph* spell) until the end of its next turn.
- 7 The necrofiend's target must make a Wisdom saving throw against the necrofiend's spell DC or be transported to a random location within 1 mile.
- 8 The spell deals maximum damage, and the necrofiend regains 2d8 hit points. The target must also succeed on a Constitution saving throw against the necrofiend's spell DC or its hit point maximum is reduced by an amount equal to the damage taken.

“Your existence is but a transient flicker amidst the vast expanse of eternity. Permit me to extinguish it and absorb your spirit into my legion. For I am an entity of malevolence, a bringer of doom, and a sovereign of the darkened craft. You shall become one of the countless souls I have seized, eternally enslaved to fulfill my sinister desires.”

– Zarthanax, Shadowflame Necrofiend

Shriekclaw

It is a monstrous beast, feared by all who encounter it. This towering predator has a hunched posture and stands taller than a human. The shriekclaw's most notable features are its massive clawed hands, which can rend through flesh and bone with ease.

Shriekclaw's jaws are also filled with razor-sharp teeth, allowing it to bite and tear at its prey.

Innate Stealth. Despite its size, Shriekclaw is a master of stealth. It moves with a fluid grace, making barely a sound as it stalks its prey. Its coloration, a mottled grey and black, blends seamlessly into the shadows.

Aggressive Predator. Shriekclaw is a fierce hunter, driven by a relentless hunger for flesh. It will attack anything that moves, from small animals to humanoids. Once it has its prey in its clutches, it will tear it apart with its massive claws and devour it whole.

Lair Dweller. Shriekclaw is a solitary creature that makes its home in underground lairs. Its lairs are often lined with the bones and remains of its previous victims, a warning to any who might stumble upon its territory.

Shriekclaw

Large monstrosity, chaotic evil

- **Armor Class** 13 (natural armor)
- **Hit Points** 59 (7d10 + 21)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	4 (-3)

- **Skills** Perception +3, Stealth +4, Survival +3
- **Condition Immunity** frightened
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** —
- **Challenge** 3 (700 XP)

Scent Tracking. Shriekclaw has an exceptional sense of smell, allowing it to track prey with ease. It can track creatures that have moved within the last hour, even if they have taken precautions to avoid leaving a trail.

Hunger Frenzy. When shriekclaw reduces a creature to 0 hit points with a melee attack, it can take a bonus action to make another melee attack against a creature within range.

Actions

Multiattack. The shriekclaw 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:* 7 (1d8 + 3) piercing damage.

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

“Melwyn... there’s something... behind me... I’m too scared to turn... please tell me... it’s not... the Shriekclaw...”



Silverbeast

Silverbeasts are grotesque monstrosities, feared for their powerful claws and immunity to silvered weapons. Their bodies are made entirely of silver, and their twisted forms are covered in bulging muscles that barely contain their immense strength. The most distinctive feature of these creatures is their beards of thin, writhing tentacles that move with an eerie fluidity.

Immune to Silver. Silverbeasts are immune to the effects of silvered weapons, making them formidable opponents for even the most skilled hunters.

Silver Moon. When silverbeasts are under the light of a full moon, they gain additional strength and agility. Their speed is doubled, and they gain a powerful boost in their attack and damage rolls. They have advantage on saving throws against spells and other magical effects. The moon brings out the full power of these beasts, turning them into even more terrifying forces to be reckoned with.

Mountain Dwellers. Silverbeasts are known to inhabit the highest peaks and deepest caverns of the most treacherous mountain ranges. These creatures make their homes in the darkest, most remote corners of the earth, where few have dared to venture.

Silverbeast

Medium monstrosity, chaotic evil

- **Armor Class** 20 (natural armor)
- **Hit Points** 112 (15d8 + 45)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	10 (+0)	13 (+1)	3 (-4)

- **Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that are silvered
- **Condition Immunities** frightened, invisible, paralyzed, poisoned
- **Senses** darkvision 120 ft., passive Perception 11
- **Languages** understands Common, but can't speak
- **Challenge** 6 (2,300 XP)

Silvered Claws. The silverbeast's claws are imbued with silver, allowing them to deal additional damage against lycanthropes and other creatures vulnerable to silvered weapons. The silverbeast's attacks count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Silver Moon. When the silverbeast is under the light of a full moon, it gains additional strength and agility. The silverbeast's speed is doubled, and it gains a +5 bonus to its attack and damage rolls. In addition, the silverbeast has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The silverbeast makes two claws attacks.

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

Silvered Chains (1/Day). The silverbeast conjures chains made of pure silver that wrap around a target within 30 feet. The target must succeed on a DC 15 Dexterity saving throw or become restrained. While restrained, the target takes 14 (4d6) radiant damage at the start of each of its turns. The chains have 40 hit points, and they can be destroyed by dealing damage to them. The chains have the same damage immunities as the silverbeast. The target can use its action to attempt to break free from the chains by making a DC 20 Strength saving throw. On a success, the target breaks free from the chains and is no longer restrained.



Troglodyte King

The troglodyte king is a powerful and cunning leader among the savage reptilian humanoids known as troglodytes. Taller, stronger, and smarter than most of its kin, the troglodyte king is a force to be reckoned with in any trog society, and a danger to travelers who enter its domain. Unlike lesser troglodytes, the troglodyte king has a measure of intelligence, and a wicked sense of humor.

Cruel Pranksters. Troglodyte kings are notorious for their love of cruel jokes and practical pranks. They take pleasure in tormenting prisoners and victims, subjecting them to strange and twisted forms of torture and humiliation before devouring them.

Natural Diplomats. Despite their love of sadistic entertainment, troglodyte kings are not mindless brutes. Many are skilled negotiators, and can be persuaded to parley with other races or join forces against a common enemy. However, they are quick to betray any alliance that no longer suits their interests.

Lair Guardians. The troglodyte king's lair is a grim place, filled with bones, filth, and strange treasures collected from past raids. Troglodyte kings are fiercely protective of their lairs, and often surround them with traps and ambushes. They command the loyalty of their subjects, who serve as guards and minions, ready to defend their king to the death.

“Me king! You not strong enough to challenge me. My clan and me, we own these tunnels. You go back up to the soft world, or I send you there myself. You no match for my warriors and me. You smell bad and weak, like a surface dweller. Me and my kin, we rule these tunnels. You no trespass here.”
– Glakk, King of Tunnels.

Troglodyte King

Large humanoid (troglodyte), chaotic evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 161 (14d10 + 84)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	23 (+6)	10 (+0)	14 (+2)	16 (+3)

- **Saving Throws** Str +7
- **Skills** Athletics +7, Intimidation +6, Stealth +4
- **Damage Resistances** acid
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Common, Troglodyte
- **Challenge** 6 (2,300 XP)

Chameleon Skin. The troglodyte king has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte king must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodyte for 1 hour.

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

Actions

Multiattack. The troglodyte king makes three attacks: one with its bite and two with either its claw.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Acid Spray (Recharge 5-6). The troglodyte king spits acid in a line 15 feet long and 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one. In addition, any nonmagical metal weapon that takes damage from this attack corrodes. After taking damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that takes damage from this attack is also destroyed.

Bonus Action

King's Command (1/Day). As a bonus action, the troglodyte king can issue a command to its troglodyte

followers within 60 feet that it can see and hear. The troglodyte gain advantage on their next attack roll or ability check made before the end of their next turn, as they heed the king's call to action.



Undead Oozes

Undead oozes are a hybrid monster category resulting from a cursed portal called the Portal of Decay. This portal leads to a dimension where the power of necromancy and the fluidity of oozes are intertwined, causing humanoid creatures who enter to be transformed into undead oozes.

Immortal and Trapped. Those who pass through the Portal of Decay become immortal but are trapped in a slimy substance of ooze, unable to escape its grasp. This transformation combines the regenerative powers of the undead with the fluid, shapeshifting properties of oozes. The resulting monsters are highly dangerous and unpredictable, as they can constantly regenerate and reshape their form to fit any space.

Endless Hunger. The undead oozes created by the Portal of Decay are in a constant state of hunger, as they require sustenance to maintain their undead form. They feed on any creature or object that can be dissolved, including other undead creatures. They are drawn to movement and warmth, and often lurk in the shadows, waiting for their next meal.

The Portal of Decay. The Portal of Decay is a cursed gateway to a dark dimension where the forces of necromancy and the properties of oozes combine. The portal is said to be located in a forgotten cave system deep within the earth, and those who venture inside are warned to beware of the dangers that lie ahead.

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types.



Phantasmic Blob

Large ooze (undead), chaotic evil

- **Armor Class** 8
- **Hit Points** 47 (5d10 + 20)
- **Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	18 (+4)	6 (-2)	6 (-2)	3 (-4)

- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
- **Senses** blindsight 60ft. (blind beyond this radius), passive Perception 8
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 2 (450 XP)

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types.

Ooze Blob. The blob takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the blob's Phantasmic Engulf and has disadvantage on the saving throw. Creatures inside the blob can be seen but have total cover.

Actions

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

Phantasmic Engulf. The phantasmic blob moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the blob enters a creature's space, the creature must make a DC 12 Wisdom saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the blob. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the blob enters the creature's space, and the creature takes 10 (3d6) psychic damage and is engulfed. The engulfed creature is deafened, blinded and restrained and must make a Wisdom saving throw at the start of each of the blob's turns. On a failed save, the creature takes 21 (6d6) psychic damage as the phantasmic blob gains access to its thoughts and memories. While the creature is engulfed, the phantasmic blob can use its action to create phantasmal images or illusions that play on the creature's fears, or to suggest false memories that make the creature doubt its own perceptions. The creature must make a DC 12 Wisdom saving throw. On a failed save, the creature becomes either

charmed or frightened, as determined by the GM's choice.

At the start of each of the creature's turns, it can repeat the saving throw, ending the effect on a success. The engulfed creature can also try to escape by taking an action to make a DC 12 Intelligence check. On a success, the creature escapes. On a failure, the creature takes an additional 14 (4d6) psychic damage as its mind is wracked with pain and confusion.

The phantasmic blob can have only one creature, up to Large sized, engulfed at a time, and the engulfed creature moves with the blob when it moves. The engulfed creature can be targeted by spells and other effects, such as a dispel magic spell, that can affect creatures within a specific area.



Lich's Gel

Large ooze (undead), chaotic evil

- **Armor Class** 8
- **Hit Points** 76 (8d10 + 32)
- **Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	18 (+4)	10 (+0)	6 (-2)	3 (-4)

- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
- **Senses** blindsight 60ft. (blind beyond this radius), passive Perception 8
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 3 (700 XP)

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types.

Ooze Gel. The gel takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the gel's Necrotic Engulf and has disadvantage on the saving throw. Creatures inside the gel can be seen but have total cover.

Actions

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

Necrotic Engulf. The gel moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the gel enters a creature's space, the creature must make a DC 12 Wisdom saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the gel. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the gel enters the creature's space, and the creature takes 10 (3d6) necrotic damage and is engulfed. The engulfed creature is deafened, blinded and restrained and must make a Wisdom saving throw at the start of each of the gel's turns. On a failed save, the creature takes 21 (6d6) necrotic damage as the gel drains the life force from its body. While the creature is engulfed, the gel can use its action to manipulate the creature's perceptions of reality, creating illusions of ghastly apparitions, terrifying landscapes, or other macabre scenes that reflect the gel's twisted, bizarre nature. The engulfed creature gains a short-term madness as its mind is twisted by the gel's dark magic.

At the start of each of the creature's turns, it can repeat the Wisdom saving throw, ending the madness effect on a success. The engulfed creature can also try to escape by taking an action to make a DC 12 Wisdom check. On a success, the creature escapes. On a failure, the creature takes an additional 21 (6d6) necrotic damage as its mind and body is wracked with necrotic pain.

The gel can have only one creature, up to Large sized, engulfed at a time, and the engulfed creature moves with the gel when it moves. The engulfed creature can be targeted by spells and other effects, such as a dispel magic spell, that can affect creatures within a specific area.



Corpse Sludge

Medium ooze (undead), chaotic evil

- **Armor Class** 8
- **Hit Points** 95 (10d8 + 50)
- **Speed** 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	20 (+5)	12 (+1)	8 (-1)	8 (-1)

- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
- **Senses** blindsight 60ft. (blind beyond this radius), passive Perception 9
- **Languages** understands the languages it knew in life but speaks only through the use of its corpse mimicry trait
- **Challenge** 5 (1,800 XP)

Clinging Ooze. The sludge can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Additionally, when the sludge hits with its Slam attack, it can choose to grapple the target (escape DC 14) instead of dealing damage.

Corpse Mimicry. The sludge can mimic the voice of any creature it has killed. It can use this ability to lure prey or deceive potential victims.

Grave Grasp. A creature that starts its turn within 5 feet of the sludge must make a DC 14 Strength saving throw or become grappled by the sludge until the start of its next turn.

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types.

Ooze Sludge. The sludge takes up its entire space. Other creatures can enter the space, but a creature that does so becomes restrained.

Putrid Stench. All creatures within 5 feet of the sludge must make a DC 14 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

Death Glare. If a creature is grappled by the sludge, the head inside the ooze can use its action to fix its gaze upon the creature. The creature must succeed on a DC 14 Constitution saving throw or take 27 (6d8) necrotic damage and become frightened for 1 minute. A frightened creature can repeat the saving

throw at the end of each of its turns, ending the effect on a success. A creature that fails the saving throw by 5 or more also ages 1d4 x 10 years. This aging can be reversed with *greater restoration*, *heal*, or similar magic.

Reactions

Death Engulf. The sludge can use this reaction when a creature within 5 feet of it drops to 0 hit points. The sludge engulfs the creature, immediately killing it and absorbing it into the ooze. The sludge regains 18 (4d8) hit points in the process.



Gelatinous Apparition

Medium ooze (undead), chaotic evil

- **Armor Class** 8
- **Hit Points** 123 (13d8 + 65)
- **Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	20 (+5)	12 (+1)	8 (-1)	8 (-1)

- **Damage Resistances** necrotic
- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
- **Senses** blindsight 60ft. (blind beyond this radius), passive Perception 9
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 7 (2,900 XP)

Haunted Form. The undead ooze has advantage on saving throws against spells and effects that would attempt to banish it to another plane of existence.

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types.

Ominous Presence. The undead ooze radiates an aura of fear, causing all creatures within 30 feet of it to make a DC 15 Wisdom saving throw. On a failed save, a creature is frightened of the undead ooze for 1 minute. On a successful save, the creature becomes immune to this ability for the next 24 hours.

Undead Ooze. The undead ooze takes up its entire space. Other creatures can enter the space, but a creature that does so becomes restrained.

Actions

Ectoplasmic Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 22 (4d10) necrotic damage and the target is grappled (escape DC 15). While the target is grappled, the undead ooze can use its bonus action to deal an additional 11 (2d10) necrotic damage to the target. The grapple ends if the undead ooze moves or if the target is pulled more than 10 feet away from the undead ooze.

Ectoplasmic Drain (3/Day). The undead ooze extends tendrils of ghostly ectoplasm towards creatures within 10 feet of it. Each creature in that area must make a DC 15 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save. The undead ooze regains hit points equal to the damage dealt.



Undeathmire

Huge ooze (undead), chaotic evil

- **Armor Class** 8
- **Hit Points** 184 (16d12 + 80)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	20 (+5)	19 (+4)	8 (-1)	11 (+0)

- **Skills** Arcana +8, Perception +3
- **Damage Resistances** necrotic
- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
- **Senses** blindsight 120ft. (blind beyond this radius), passive Perception 13
- **Languages** Common plus up to four other languages, telepathy 120 ft.
- **Challenge** 11 (7,200 XP)

Elastic Form. The undead ooze can contort and stretch its body to become small in size, allowing it to squeeze through tight spaces or gaps. As an action, the undead ooze can change its size to Small or revert back to its original size. While in its Small form, the undead ooze's speed is reduced by 10 feet and its damage dice for attacks are reduced by one step (e.g. d8 becomes d6). The undead ooze can end its Small form at any time, and doing so requires no action, but it cannot do so if there is not enough space for it to expand back to its original size. The undead ooze cannot use this ability if it is currently grappling or restraining a creature.

Ghastly Presence. The giant skull inside the Undeathmire's body glows with red light, unnerving any creature that looks into its eyes. The undead ooze radiates an aura of fear, causing all creatures within 30 feet of it to make a DC 16 Wisdom saving throw. On a failed save, a creature is frightened of the undead ooze for 1 minute. On a successful save, the creature becomes immune to this ability for the next 24 hours.

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types.

Undead Ooze. The undead ooze takes up its entire space. Other creatures can enter the space, but a creature that does so becomes restrained.

Undeath Aura. The undead ooze radiates an aura of undeath, causing all creatures within 30 feet of it to have disadvantage on death saving throws.

Actions

Undeath Ray. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 44 (10d8) necrotic damage. The target must make a DC 16 Wisdom saving throw. On a failed save, the creature is cursed for 1 hour (See the Expanded Afflictions chapter). If this damage reduces the target to 0 hit points, its body is disintegrated, and the soul of the creature is bound to the Undeathmire, rising as a ghost under its control for 1 minute before vanishing.



Zapwing

Zapwings are celestial creatures that hail from the planes of radiant energy. They are known for their lightning-fast speed and their ability to harness the power of both radiant energy and lightning. Zapwings are often called upon by the gods of lightning and thunder to serve as their messengers and scouts.

Selfish Ambition. While Zapwings are often called upon to serve the divine powers of lightning and thunder, some are motivated by their own selfish desires. These rogue Zapwings seek power and wealth above all else, and will stop at nothing to acquire them.

Destructive Nature. Zapwings are able to harness the power of both radiant energy and lightning, making them formidable foes in battle. Some rogue Zapwings have been known to use their powers to wreak havoc and destruction upon unsuspecting villages and towns, causing untold amounts of damage and devastation.

Lightning Speed. Zapwings are known for their incredible speed, which allows them to travel great distances in the blink of an eye. Their lightning-fast movements also make them incredibly difficult to hit in combat, as they dart in and out of range with ease.

Zapwing

Medium celestial, chaotic neutral

- **Armor Class** 14 (natural armor)
- **Hit Points** 136 (16d8 + 64)
- **Speed** 10 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	3 (-4)	10 (+0)	9 (-1)

- **Saving Throws** Dex +3, Con +7, Wis +3, Cha +2
- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** —
- **Challenge** 8 (3,900 XP)

Celestial Radiance. Whenever the zapwing hits a creature with a melee attack, it deals an extra 9 (2d8) radiant damage.

Actions

Multiattack. The zapwing makes two attacks with its beak.

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

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

Lightning Burst (1/Day). The zapwing releases a burst of lightning in a 20-foot radius around itself. Each creature in that area must make a DC 15 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.



Zombie Diseases

Zombie Diseases are afflictions that transform living creatures into mindless undead monsters. These diseases are often caused by magical or supernatural means, and can vary in their symptoms and effects.

Blood Rot. A particularly virulent disease that spreads through contact with infected blood or bodily fluids. Those infected by Blood Rot become increasingly frenzied and aggressive as the disease progresses, eventually transforming into bloodthirsty zombies with razor-sharp teeth and claws.

Blistering Decay. A disease that causes the skin to blister and peel away, revealing necrotic flesh beneath. Those infected by Blistering Decay become bloated and slow-moving, their skin sloughing off in sheets and leaving them vulnerable to further infection.

Frostbite Plague. A disease that spreads through exposure to extreme cold, causing the body to freeze and decay from the inside out. Those infected by Frostbite Plague become icy-cold zombies, their flesh brittle and prone to shattering upon impact.

Necrotic Rot. A disease that causes the body to rapidly decay, turning the flesh black and gangrenous. Those infected by Necrotic Rot become festering zombies, their bodies bloated with putrid gas and prone to bursting.

Spectral Fever. A disease that is caused by exposure to dark magic or the undead. Those infected by Spectral Fever become spectral zombies, their bodies insubstantial and ghostly. They are immune to physical attacks but vulnerable to magic and other forms of energy.

Infernal Plague. A disease that is caused by exposure to infernal magic or demonic energies. Those infected by Infernal Plague become fiery zombies, their bodies wreathed in flames and capable of unleashing explosive bursts of infernal energy.

Envenomed Decay. A disease that is caused by exposure to venomous creatures or toxic substances. Those infected by Envenomed Decay become poisonous zombies, their bodies oozing venom and capable of inflicting debilitating poison on their victims.

Chaos Contagion. A disease that is caused by exposure to chaotic magic or the energies of the Far Realm. Those infected by Chaos Contagion become chaotic zombies, their bodies constantly shifting and mutating into bizarre, otherworldly forms.

Soulless Plague. A disease that is caused by exposure to necromantic magic or the energies of the undead. Those infected by Soulless Plague become soulless zombies, their bodies animated by dark

magic and their spirits trapped in an eternal state of torment.

Cursed Decay. A disease that is caused by exposure to cursed objects or dark rituals. Those infected by Cursed Decay become cursed zombies, their bodies twisted and deformed by malevolent magic and their souls bound to the dark forces that created them.



Bloodthirsty Zombie

Medium undead, neutral evil

- **Armor Class** 8
- **Hit Points** 30 (4d8 + 12)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 8
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 1 (200 XP)

Blood Rot. When reduced to half of its hit points or fewer, the zombie enters a bloodthirsty frenzy. It gains a +2 bonus to its attack and damage rolls with its Bite attack, can make two Bite attacks on each of its turns, and any critical hit made with a Bite attack deals an additional damage die.

Disease Carrier. The zombie is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 14 Constitution saving throw or become infected with a random disease that the zombie is carrying.

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

“I can hear them coming, their grotesque moans and shuffling footsteps drawing ever closer. The stench of decay permeates the air, and I know that the bloodthirsty zombies are closing in on me. I’ve never been so afraid in my life. I can only hope that my magic is strong enough to protect me from their relentless attacks. But I fear that I am no match for their insatiable hunger. May the gods have mercy on my soul.”



Blistering Zombie

Medium undead, neutral evil

- **Armor Class** 8
- **Hit Points** 67 (9d8 + 27)
- **Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 8
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 2 (450 XP)

Blistering Decay. A creature infected with Blistering Decay continuously sheds infectious, necrotic flesh that explodes when it dies. Each creature within 10 feet of the infected creature when it dies must make a DC 14 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. In addition, a creature that starts its turn within 5 feet of the infected creature must succeed on a DC 14 Constitution saving throw or become infected with Blistering Decay. A creature infected with this disease takes 7 (2d6) necrotic damage at the start of each of its turns and its speed is reduced by 10 feet. A creature can repeat the saving throw at the end of each of its turns, ending the disease on a success.

Disease Carrier. The zombie is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 14 Constitution saving throw or become infected with a random disease that the zombie is carrying.

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

“My skin is on fire, my body writhes in agony! This decay, it’s like nothing I’ve ever felt before... I can feel it eating away at me from the inside out.”



Frostbite Zombie

Medium undead, neutral evil

- **Armor Class** 8
- **Hit Points** 97 (13d8 + 39)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	18 (+4)	9 (-1)	8 (-1)	8 (-1)

- **Damage Resistances** cold
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** the languages it knew in life
- **Challenge** 3 (700 XP)

Disease Carrier. The zombie is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

Frozen Decay. A creature infected with Frozen Decay has a chilling aura that extends 10 feet around it. Any creature that starts its turn within the aura must make a DC 14 Constitution saving throw or take 10 (3d6) cold damage and have its speed reduced by 10 feet until the end of its turn. In addition, any creature that takes damage from a melee attack made by the infected creature must make a DC 14 Constitution saving throw or become restrained as their body begins to freeze over. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If the infected creature is reduced to 0 hit points, it shatters into sharp, icy fragments that deal 10 (3d6) cold damage to any creature within 5 feet of it.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 14 Constitution saving throw or become infected with a random disease that the zombie is carrying.

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

“Aagh, my body... feels like it’s turning to ice! I can barely move... and every breath... stings like a thousand knives... someone... help me...”



Festering Zombie

Medium undead, neutral evil

- **Armor Class** 8
- **Hit Points** 136 (16d8 + 64)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	18 (+4)	3 (-4)	8 (-1)	8 (-1)

- **Damage Immunity** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 5 (1,800 XP)

Disease Carrier. The zombie is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

Pustulant Burst. When a festering zombie is reduced to 0 hit points, it explodes in a burst of acidic pus. Each creature within 10 feet of the infected creature must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Rotting Aura. A creature within 5 feet of the zombie at the start of its turn must make a DC 15 Constitution saving throw or become infected with Necrotic Rot. A creature infected with this disease takes 7 (2d6) poison damage at the start of each of its turns and its speed is reduced by 10 feet. A creature can repeat the saving throw at the end of each of its turns, ending the disease on a success.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 15 Constitution saving throw or become infected with a random disease that the zombie is carrying.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

“Ugh! My skin feels like it’s melting, and my lungs are filling with toxic gas... The stench is unbearable! Please, get this thing away from me!”

Reaction

Putrid Gas. When the zombie is hit by an attack, it can release a cloud of putrid gas as a reaction. Each creature within 5 feet of the zombie must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. Creatures that don't breathe or are immune to poison damage are unaffected by this gas.



Spectral Zombie

Medium undead, neutral evil

- **Armor Class** 12
- **Hit Points** 161 (19d8 + 76)
- **Speed** 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	6 (-2)	18 (+4)	16 (+3)	13 (+1)	10 (+0)

- **Damage Vulnerabilities** magical attacks
- **Damage Immunity** necrotic, poison, bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** the languages it knew in life
- **Challenge** 5 (1,800 XP)

Spectral Form. The spectral zombie 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.

Spectral Fever. A disease that is caused by exposure to dark magic or the undead. Those infected by Spectral Fever become spectral zombies, their bodies insubstantial and ghostly. They are immune to non-magical physical attacks, but vulnerable to magic. Additionally, a creature infected with Spectral Fever can phase through solid objects and can move through walls and floors as if they were difficult terrain.

Ethereal Burst. When a Spectral Zombie is reduced to 0 hit points, it explodes in a burst of ethereal energy. Each creature within 10 feet of the infected creature must make a DC 15 Dexterity saving throw, taking 21 (6d6) force damage on a failed save, or half as much damage on a successful one.

Vulnerable Specter. The spectral zombie is vulnerable to magic. It takes double damage from magical attacks.

RESISTANCE AND VULNERABILITY

Here's the order that you apply modifiers to damage: (1) any relevant damage immunity, (2) any addition or subtraction to the damage, (3) one relevant damage resistance, and (4) one relevant damage vulnerability. Even if multiple sources give you resistance to a type of damage you're taking, you can apply resistance to it only once. The same is true of vulnerability.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

Draining Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 16 (3d10) necrotic damage. If the target is a humanoid creature and is reduced to 0 hit points as a result of this attack, they become infected with Spectral Fever and become a spectral zombie. Creatures that are immune to disease are immune to this effect.



Spectral Zombie as Playable Race

NOTE

The Spectral Zombie race is not available as a pickable race from the start. It is a special race that is acquired after encountering a spectral zombie and being reduced to 0 hit points by its *Draining Touch* ability. It is up to the GM to include this as a playable race, as it is a special race much like becoming a vampire or a lycanthrope.

Spectral zombies are undead creatures cursed with Spectral Fever. They are insubstantial and ghostly, able to phase through solid objects and move through walls and floors as if they were difficult terrain.

Ability Score Increase. Retained

Age. Spectral zombies do not age, but they can be destroyed by magical means.

Alignment. Spectral zombies are usually neutral evil, driven by their insatiable hunger for the living.

Size. Retained.

Speed. Your speed is 0 ft. on the ground, but you can fly 20 ft. (hover).

Ancestral Legacy. If you replace your current race with the Spectral Zombie lineage, you can keep the following elements of your original race: ability scores, languages, size, and skill proficiencies.

Draining Touch. As an action, you can make a melee spell attack against a creature within 5 feet of you. On a hit, the target takes your level as necrotic damage. If the target is a humanoid creature and is reduced to 0 hit points as a result of this attack, they become infected with Spectral Fever and become a Spectral Zombie. Creatures that are immune to disease are immune to this effect. The spellcasting ability for this feature is Constitution.

You can use this feature once per short or long rest.

Ethereal Burst. When you are reduced to 0 hit points, you explode in a burst of ethereal energy. Each creature within 10 feet of you must make a Dexterity saving throw against $8 +$ your proficiency bonus $+$ your Constitution modifier or take your level as force damage on a failed save, or half as much damage on a successful one.

Spectral Form. You are immune to non-magical physical attacks and you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn

inside an object.

Vulnerable Specter. You are vulnerable to magic. You take double damage from magical attacks.

Languages. Retained.



Fiery Zombie

Medium undead, neutral evil

- **Armor Class** 8
- **Hit Points** 153 (18d8 + 72)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	19 (+4)	14 (+2)	8 (-1)	18 (+4)

- **Damage Immunity** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** Infernal
- **Challenge** 7 (2,900 XP)

Disease Carrier. The zombie is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

Fiery Explosion. When the zombie is reduced to 0 hit points, it explodes in a burst of infernal energy, dealing 14 (4d6) fire damage to all creatures within 10 feet.

Hellish Presence. When the zombie enters a space, each creature within 10 feet of it must make a DC 15 Wisdom saving throw or become frightened of the zombie for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the zombie's Hellish Presence for the next 24 hours.

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

Innate Spellcasting. The zombie's fiery nature grants it the ability to cast the *fireball* spell once per day as a 3rd-level spell. The spell save DC for this spell is 15, and the spellcasting ability is Charisma.

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 15 Constitution saving throw or become infected with a random disease that the zombie is carrying.

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

Demonic Possession (1/Day). As an action, the zombie can attempt to possess a humanoid target it can see within 30 feet. The target must succeed on a DC 15 Wisdom saving throw or be possessed by the demon that fuels the zombie's fiery power. While possessed, the target is paralyzed and the zombie gains complete control over its actions. The possessed target's body becomes wreathed in flames and it is immune to fire damage. If the possession is successful, the Fiery Zombie's flames become more intense, wreathing it in an infernal aura. All creatures within 30 feet of the Fiery Zombie take 14 (4d6) fire damage at the start of each of their turns. Creatures immune to fire damage are unaffected by this aura. This aura lasts for 1 hour or until the possession ends. If the possessed target is reduced to 0 hit points, it explodes in a burst of infernal energy, dealing 14 (4d6) fire damage to all creatures within 10 feet and the demonic possession ends, for which the creature regains control and the zombie dies. The zombie's original body is engulfed in flames and turned into ashes if the demonic possession is a success.

Bonus Action

Infernal Leap. The Fiery Zombie can leap up to 30 feet in any direction as a bonus action.



Poisonous Zombie

Large undead, neutral evil

- **Armor Class** 8
- **Hit Points** 178 (21d8 + 84)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	19 (+4)	3 (-4)	6 (-2)	5 (-3)

- **Damage Immunity** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 7 (2,900 XP)

Disease Carrier. The zombie is immune to disease and is carrying three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

Noxious Regeneration. At the start of each of its turns, the zombie regains 10 hit points if it is not in sunlight or running water.

Pestilent Aura. The zombie is surrounded by a pestilent aura in a 10-foot radius. At the start of each creature's turn in the aura, they must make a DC 15 Constitution saving throw or take 3 (1d6) poison damage and become poisoned for 1 minute. If more than one creature fails its saving throw in a single turn, the damage increases by 2d6 for each additional creature that failed. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

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

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 15 Constitution saving throw or become infected with three diseases that the zombie is carrying.

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



Chaotic Zombie

Medium undead, neutral evil

- **Armor Class** 8
- **Hit Points** 238 (28d8 + 112)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	19 (+4)	6 (-2)	6 (-2)	5 (-3)

- **Damage Immunity** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 14 (11,500 XP)

Chaos Contagion. A disease that is caused by exposure to chaotic magic or the energies of the Far Realm. Those infected by Chaos Contagion become chaotic zombies, their bodies constantly shifting and mutating into bizarre, otherworldly forms.

Regeneration. The zombie regains 20 hit points at the start of its turn if it has at least 1 hit point.

Temporal Shift. When reduced to 0 hit points, the zombie can use its chaotic energy to travel through time, disappearing from the present moment and reappearing at a randomly determined point in the past or future within a range of 1d10 days. The zombie must make a DC 16 Constitution saving throw to successfully complete the temporal shift, dropping to 1 hit point instead of dying on a successful save. If the saving throw fails, the zombie dies and the temporal shift fails. While in the past or future, the zombie can interact with creatures and objects, gather information, and acquire items. The duration of the zombie's time travel is 1 minute, after which it returns to the present moment, retaining any information or items it acquired during its time travel. The range of the temporal shift is 1d10 days. The zombie cannot choose the specific point in time it travels to or from.

While in the past or future, the zombie is considered to be outside of the normal flow of time, and any effects that would affect it based on the passage of time (such as spells with a duration of "1 minute" or "1 hour") do not affect it until it returns to the present moment.

"I thought I had defeated the monster, but then it disappeared, only to reappear with powers beyond my comprehension. It breathed chaos, distorted reality, and transformed into otherworldly creatures. I fought until my last breath, but the zombie's temporal shift ensured it would never truly be defeated."

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage

Chromatic Breath (Recharge 5-6). The zombie can use an action to exhale a 60-foot cone of energy that deals 22 (5d8) damage of a randomly determined type: acid, cold, fire, lightning, poison, psychic, radiant, or thunder. Creatures in the area must make a DC 16 Dexterity saving throw, taking half damage on a successful one.

Dimensional Warp. The zombie can use an action to teleport up to 60 feet to an unoccupied space it can see.

Planar Rift (1/Day). The zombie can use an action to create a 30-foot radius planar rift that connects two randomly determined planes of existence. Creatures within the area must make a DC 16 Wisdom saving throw or be teleported to a random location on the other plane.

Reality Distortion (1/Day). The zombie can use an action to manipulate reality, altering the terrain and environment within a 60-foot radius centered on itself. The zombie can create or remove difficult terrain, change the weather, or cause objects to levitate or fly. The DC for any saving throws required by this ability is 16.

- **Create or Remove Difficult Terrain.** The zombie can choose a portion of the area within the radius to create or remove difficult terrain. This can include natural features like rubble, foliage, or water, or the zombie can cause cracks to appear in the ground, creating jagged terrain that slows movement.
- **Weather Manipulation.** The zombie can alter the weather within the radius, causing it to rain, snow, or hail, or creating gusts of wind or lightning storms. The zombie can also clear the skies or create a thick fog, reducing visibility.
- **Object Manipulation.** The zombie can cause objects within the radius to levitate or fly. The zombie can choose to affect a specific type of object, such as rocks or weapons, or it can cause everything within the radius to float off the ground. The maximum weight of any object affected by this ability is 100 pounds.

This effect lasts for 1 minute.

Shapeshifter (1/Day). As an action, the zombie can channel its unpredictable nature to transform into a randomly determined aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, monstrosity, ooze, plant, or undead form. During the transformation, the zombie's physical form mutates and reshapes, adapting to the features of the chosen form. The transformation lasts for up to 1 minute, during which the zombie gains the physical characteristics, natural weapons, and movement modes of the chosen form, as well as any special senses, abilities, or attacks. While in the new form, the zombie retains its hit points and alignment, but its mental ability scores are replaced by those of the new form. The transformation ends early if the zombie is reduced to 0 hit points or if it uses a bonus action to end it. After the transformation ends, the zombie reverts to its original form and any damage it has taken carries over to its original form. The CR of the zombie in its new form cannot exceed 8.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.



Soulless Zombie

Medium undead, neutral evil

- **Armor Class** 8
- **Hit Points** 325 (31d8 + 186)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	22 (+6)	6 (-2)	6 (-2)	5 (-3)

- **Damage Immunity** necrotic, poison
- **Condition Immunities** blinded, charmed, exhaustion, frightened, paralyzed, unconscious
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 15 (13,000 XP)

Soulless Plague. A disease that is caused by exposure to necromantic magic or the energies of the undead. Those infected by Soulless Plague become soulless zombies, their bodies animated by dark magic and their spirits trapped in an eternal state of torment. Any creature that dies from the Soul Drain ability of a soulless zombie will rise as a soulless zombie itself after 24 hours have passed.

Regeneration. The zombie regains 20 hit points at the start of its turn if it has at least 1 hit point.

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

Actions

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

Withering Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 19 (4d8 + 1) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

Soulbound Warrior. As an action, the zombie can summon a soulbound warrior made of the soul fragments it has collected, creating a powerful undead servant (see statblock). The soulbound warrior appears in an unoccupied space within 30 feet of the zombie. The zombie can have a maximum of three soulbound warriors active at one time.

Soul Drain. The soulless zombie can use an action to drain the soul of a creature within 5 feet of it that has 0 hit points. The target dies, and its soul is absorbed by the zombie, allowing it to regain 50 hit points. Additionally, the zombie's maximum hit points increase by the same amount. The remains of the drained creature are infected with the Soulless Plague and will rise as a soulless zombie itself after 24 hours.



Soulbound Warrior

Medium undead, neutral evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 97 (13d8 + 39)
- **Speed** 30 ft., fly 60 ft.

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

- **Damage Immunity** poison
- **Condition Immunities** blinded, charmed, exhaustion, frightened, paralyzed, stunned, unconscious
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** –
- **Challenge** 5 (1,800 XP)

Soulbound. The soulbound warrior's soul is bound to a specific soulless zombie, which it defends with an unwavering determination. If the soulless zombie is destroyed, the soulbound warrior's soul will seek out another suitable host on the same plane of existence within 24 hours to reanimate (see Reanimation). The soulbound warrior can only be permanently destroyed if the curse binding it to the soulless zombie is broken, such as by a *remove curse* spell.

Reanimation. The soulbound warrior is animated by dark magic and does not have a physical body. If its current form is destroyed, its soul will seek out another humanoid corpse on the same plane of existence within 24 hours to reanimate. While in its reanimated form, the soulbound warrior's armor class is reduced to 8.

Actions

Multiattack. The soulbound warrior makes two melee attacks with its weapon or fists.

Soulbound Grapple. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage. If the target is a creature that has a soul, it must make a Strength saving throw (DC 14) or be grappled by the soulbound warrior.

Soulbound Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature that has a soul, it must make a Wisdom saving throw (DC 14) or have disadvantage on its next saving throw.

Soulbound Roar (1/Day). The soulbound warrior lets out a terrifying roar, forcing all creatures within 30 feet to make a Wisdom saving throw (DC 14) or become frightened of the soulbound warrior for 1 minute. Frightened creatures can repeat the saving throw at the end of each of their turns, ending the effect on a success.



Cursed Zombie

Medium undead, neutral evil

- **Armor Class** 8
- **Hit Points** 357 (34d8 + 204)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	22 (+6)	14 (+2)	6 (-2)	7 (-2)

- **Damage Immunity** necrotic, poison
- **Condition Immunities** blinded, charmed, exhaustion, frightened, paralyzed, unconscious
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** the languages it knew in life
- **Challenge** 16 (15,000 XP)

Curse of the Damned. The zombie is the vessel of a powerful curse that affects any creature that comes within 5 feet of it. At the start of each turn, any creature within 5 feet of the zombie must make a DC 20 Wisdom saving throw or become cursed. A creature that is cursed in this way has its hit point maximum reduced by 11 (2d10) at the end of each of its turns. This curse can be removed by the remove curse spell. If the curse is removed by the remove curse spell, the affected creature is immune to the curse's effects for the next 24 hours.

Curse of the Unlucky. The cursed zombie exudes an aura of misfortune. Any creature within 30 feet of the zombie has disadvantage on all d20 rolls. This curse can be removed by the remove curse spell. If the curse is removed by the remove curse spell, the affected creature is immune to the curse's effects for the next 24 hours.

Regeneration. The zombie regains 20 hit points at the start of its turn if it has at least 1 hit point.

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

Unholy Touch. A creature that hits the zombie with a melee attack takes 7 (2d6) necrotic damage and must succeed on a DC 20 Constitution saving throw or become cursed by the Curse of the Damned.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 20) and is restrained until this grapple ends. The zombie can have only one creature grappled this way at a time.

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

Bonus Actions

Invoke Curse. The cursed zombie can use its bonus action to invoke one of the following curses on a creature it can see within 60 feet:

Curse of Decay. Any creature that starts its turn grappled by the cursed zombie must succeed on a DC 20 Constitution saving throw or take 28 (8d6) necrotic damage, and their maximum hit points are reduced by the amount of damage taken. This curse can be removed by the remove curse spell. If the curse is removed by the remove curse spell, the affected creature is immune to the curse's effects for the next 24 hours.

Curse of Tongues. The target creature must succeed on a DC 20 Wisdom saving throw or only be able to speak in a language it doesn't know for 24 hours. This curse can be removed by the remove curse spell. If the curse is removed by the remove curse spell, the affected creature is immune to the curse's effects for the next 24 hours.

Curse of Vulnerability. The target creature must succeed on a DC 20 Wisdom saving throw or become vulnerable to all damage types for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This curse can be removed by the remove curse spell. If the curse is removed by the remove curse spell, the affected creature is immune to the curse's effects for the next 24 hours.

Reactions

Cursed Defense. If the cursed zombie is hit by a melee attack, it can use its reaction to curse the attacker. The attacker takes the full amount of damage from the attack instead of the cursed zombie.



Z'xulthos Aberrations

Z'xulthos Aberrations are part of a hivemind, with all individuals being subservient to the will of the hive's deity: Z'xulthos. This powerful entity is believed to have originated from the Far Realm and exerts complete control over its minions. Z'xulthos is considered a god by its followers, with the Aberrations acting as its willing servants. The hivemind is said to be a manifestation of Z'xulthos' consciousness, which is able to spread itself throughout the Aberrations and command their actions.

Alien Nature. The Z'xulthos Aberrations are truly alien beings, originating from the Far Realm and defying the normal laws of reality. Their physiology is vastly different from any other creature known to exist, possessing massive pincers on their backs that can induce instant madness in those they strike.

Mind Control. The Z'xulthos Aberrations are not bound to the will of others, but are instead controlled by the hivemind of their deity. Despite this, they are not mindless killing machines. Some possess a degree of intelligence, using their cunning and wit to manipulate those around them, while others are more instinctual, driven by base desires and impulses. Nevertheless, the Aberrations are powerful and relentless in battle, showing no mercy and never giving up until their enemy is destroyed. Despite their fearsome reputation, the true motivations and goals of the Z'xulthos Aberrations remain inscrutable.

Instant Madness. The Z'xulthos Aberrations possess massive pincers on their backs that can induce instant madness in those they strike. Those who fail to resist the effects of the pincers may find themselves caught in a nightmare world, where the reality they once knew is warped and twisted beyond recognition.

INSTANT MADNESS

d100 Effect (lasts until the end of the target's next turn)

- 01- The character is beset by phantasmal terrors, causing 15 them to cower in abject terror, becoming incapacitated.
- 16- The character's mind is overrun by horrific 30 hallucinations, causing them to lash out indiscriminately, using their action to attack the nearest creature.
- 31- The character is overcome by delirium, causing them 45 to become stunned and unable to take any actions.
- 46- The character is tormented by nightmarish visions, 60 causing them to have disadvantage on all ability checks and attack rolls.
- 61- The character is driven to madness, causing them to 75 behave in bizarre and unpredictable ways, taking any action that isn't obviously self-destructive if commanded to do so by another creature.
- 76- The character is consumed by madness, causing them 100 to fall unconscious and be unable to take any actions until the madness subsides.

J'harax

J'harax are the most numerous and expendable of all the creatures in the hivemind of Z'xulthos. They serve as the footsoldiers of the hive, carrying out the will of their god-queen and spreading madness wherever they go. These pincer-ed aberrations are relentless in their pursuit of their goals and will stop at nothing to achieve them.

K'laxon

It is a brutal and relentless fighter, using its massive pincers to deliver devastating blows to its enemies. K'laxon is driven by an instinctual desire to kill, never backing down from a fight.

N'golthu

It is a towering behemoth, its massive size and strength making it a formidable opponent in battle. N'golthu is driven by a thirst for destruction, using its massive pincers to wreak havoc wherever it goes.

X'yenthik

It is a powerful and agile creature, capable of moving with lightning-fast speed. X'yenthik is driven by base desires and impulses, using its massive pincers to attack and destroy anything in its path.

Thog'gash

It is a formidable force in battle, using its massive pincers to deliver devastating blows to its enemies. Thog'gash is a relentless hunter, never giving up until its prey is destroyed.

Vh'lorgoth

Vh'lorgoth, the aberration from beyond the veil, heralds doom wherever it wanders. Its mere presence causes stars to flicker. Those who dare to stand before it may find themselves inflicted with madness, their minds unable to comprehend the incomprehensible. Others may be struck down by exhaustion, their very life force drained by the mere proximity of the creature. The worst fate, however, is to suffer the Vh'lorgoth's shattering gaze.

Z'xulthos

Z'xulthos, the Mind Lord, reigns as the master over its aberrations with its vast intelligence and psychic might. Revered as a god in the eyes of its followers, its very presence instills fear and madness in those who witness its arrival. Its power extends beyond the physical realm, controlling its pincer-backed minions through a powerful hivemind that transcends the limits of the material plane.



J'harax

Large aberration, chaotic neutral

- **Armor Class** 13 (natural armor)
- **Hit Points** 42 (5d10 + 15)
- **Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	10 (+0)	8 (-1)	9 (-1)

- **Saving Throws** Str +4
- **Damage Resistances** acid, psychic
- **Condition Immunity** frightened
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Deep Speech but can't speak, telepathy 120 ft.
- **Challenge** 2 (700 XP)

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Unusual Nature. It doesn't require air or sleep.

Actions

Pincers. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 10 (2d8 + 2) piercing damage and the target must make a DC 12 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect.

“By the forge of Moradin, I never thought I'd live to see such horrors! I was exploring an ancient ruin when I stumbled upon a horde of those things, Z'xulthos Aberrations, I think they were called. Their massive pincers, the size of a grown man, the sight of it alone was enough to send shivers down my spine. But when one of them caught me with its pincers, I swear, I was within moments of losing my mind. The pain was unbearable and I thought I was a goner. But by the grace of Moradin, I was able to break free and escape. I'll never forget the madness I saw in the eyes of those things, or the sound of their pincers scraping against the stone. I pray I never have to face those horrors again.”

—Thorgi Stonefist of the Thunderbeard Clan.



K'laxon

Large aberration, chaotic neutral

- **Armor Class** 14 (natural armor)
- **Hit Points** 68 (8d10 + 24)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	12 (+1)	9 (-1)	10 (+0)

- **Saving Throws** Str +6, Int +3
- **Skills** Athletics +6, Perception +1
- **Damage Resistances** acid
- **Damage Immunity** psychic
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Deep Speech, telepathy 120 ft.
- **Challenge** 3 (700 XP)

Alien Mind. If a creature tries to read K'laxon's thoughts or deals psychic damage to it, that creature must succeed on a DC 12 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Unusual Nature. It doesn't require air or sleep.

Actions

Pincers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 4) piercing damage and the target must make a DC 12 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the k'laxon can't use this pincer on another target. The k'laxon has two pincers. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.



N'golthu

Huge aberration, chaotic neutral

- **Armor Class** 14 (natural armor)
- **Hit Points** 125 (10d12 + 60)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	15 (+2)	9 (-1)	10 (+0)

- **Saving Throws** Str +10, Int +5
- **Skills** Athletics +10, Perception +2
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** acid, psychic
- **Condition Immunity** deafened, exhaustion, frightened, stunned, unconscious
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Deep Speech, Undercommon, telepathy 120 ft.
- **Challenge** 5 (1,800 XP)

Alien Mind. If a creature tries to read N'golthu's thoughts or deals psychic damage to it, that creature must succeed on a DC 14 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Unusual Nature. It doesn't require air or sleep.

Actions

Pincers. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 7) piercing damage and the target must make a DC 14 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the N'golthu's can't use this pincer on another target. The N'golthu's has two pincers. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

Deadly Leap. If the N'golthu jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 7) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't

knocked prone, and is pushed 5 feet out of the N'golthu's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the N'golthu's space.



X'yenthik

Large aberration, chaotic neutral

- **Armor Class** 20 (natural armor)
- **Hit Points** 136 (16d10 + 48)
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	17 (+3)	16 (+3)	11 (0)	10 (+0)

- **Saving Throws** Str +6, Dex +9, Int +6
- **Skills** Athletics +6, Perception +3
- **Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** acid, psychic
- **Condition Immunity** deafened, exhaustion, frightened
- **Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13
- **Languages** Deep Speech, Undercommon, telepathy 120 ft.
- **Challenge** 7 (2,900 XP)

Alien Mind. If a creature tries to read X'yenthik's thoughts or deals psychic damage to it, that creature must succeed on a DC 15 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Magic Weapons. The X'yenthik's weapon attacks are magical.

Unusual Nature. It doesn't require air or sleep.

Actions

Multiattack. The X'yenthik makes three attacks.

Pincers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage and the target must make a DC 15 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect.

Reactions

Parry. The X'yenthik adds 4 to its AC against one melee attack that would hit it. To do so, the X'yenthik must see the attacker.



Thog'gash

Large aberration, chaotic neutral

- **Armor Class** 18 (natural armor)
- **Hit Points** 190 (20d10 + 80)
- **Speed** 40 ft.

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

- **Saving Throws** Str +10, Dex +8, Int +8
- **Skills** Acrobatics +8, Perception +5, Stealth +8
- **Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** acid, psychic
- **Condition Immunity** deafened, exhaustion, frightened
- **Senses** blindsight 30 ft., darkvision 120 ft., truesight 20 ft., passive Perception 15
- **Languages** Deep Speech, Undercommon, telepathy 120 ft.
- **Challenge** 10 (5,900 XP)

Alien Mind. If a creature tries to read Thog'gash's thoughts or deals psychic damage to it, that creature must succeed on a DC 16 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Magic Weapons. The Thog'gash's weapon attacks are magical.

Unusual Nature. It doesn't require air or sleep.

Actions

Multiattack. The Thog'gash makes three pincer attacks.

Pincers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage and the target must make a DC 16 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect.

Hypnosis. The Thog'gash projects a 30-foot cone of magical energy. Each creature in that area must make a DC 16 Wisdom saving throw. On a failed save, each creature takes 22 (5d8) psychic damage and is charmed by the Thog'gash for 1 minute. While charmed in this way, the creature tries to get as close to the Thog'gash as possible, using its actions to Dash until it is within 5 feet of the Thog'gash. A charmed creature can repeat the saving throw at the

end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the Thog'gash's Hypnosis for 24 hours.



Vh'lorgoth

Large aberration, chaotic evil

- **Armor Class** 19 (natural armor)
- **Hit Points** 266 (28d10 + 112)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	25 (+7)	18 (+4)	20 (+5)	13 (+1)	10 (+0)

- **Saving Throws** Str +10, Dex +13, Int +11
- **Skills** Acrobatics +13, Perception +7, Stealth +13
- **Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** acid, psychic
- **Condition Immunity** deafened, exhaustion, frightened
- **Senses** blindsight 60 ft., darkvision 120 ft., truesight 30 ft., passive Perception 17
- **Languages** Deep Speech, Undercommon, telepathy 300 ft.
- **Challenge** 18 (20,000 XP)

Alien Mind. If a creature tries to read Vh'lorgoth's thoughts or deals psychic damage to it, that creature must succeed on a DC 19 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

All-Around Vision. The Vh'lorgoth can't be surprised while it isn't incapacitated.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Magic Weapons. The Vh'lorgoth's weapon attacks are magical.

Transport Inhibitor. The Vh'lorgoth can't be teleported or sent to any plane of existence against its will.

Unusual Nature. It doesn't require air or sleep.

Actions

Multiattack. The Vh'lorgoth makes three pincer attacks. Alternatively, it can make two attacks with psychic orb.

Pincers. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 4) piercing damage and the target must make a DC 19 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Vh'lorgoth's can't use this pincer on another target. If

a creature is already grappled by the Vh'lorgoth's pincers, it takes an additional 2d8 psychic damage from each pincer attack. The Vh'lorgoth's has four pincers. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

Psychic Orb. *Ranged Spell Attack:* +11 to hit, range 120 ft., one creature. *Hit:* 21 (3d10 + 5) psychic damage.

Mind Seed (1/Day). The Vh'lorgoth touches one humanoid, which must succeed on a DC 19 Intelligence saving throw or be cursed. The curse lasts until it's removed by a remove curse or greater restoration spell. The cursed target suffers 1 level of exhaustion every 24 hours, and finishing a long rest doesn't reduce its exhaustion. If the cursed target reaches exhaustion level 6, it doesn't die; it instead becomes a thrall under the Vh'lorgoth's control, and all its exhaustion is removed. Only the wish spell can free the thrall from this control.

Legendary Actions

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

Psychic Orb. The Vh'lorgoth makes one *Psychic Orb* attack.

Shattering Gaze (Costs 2 Actions). The Vh'lorgoth targets a creature it is grappling. The target's concentration on a spell it has cast or an ability it is maintaining ends, and the target takes 16 (3d10) psychic damage.

Z'xulthos

Medium aberration, chaotic evil

- **Armor Class** 20 (natural armor)
- **Hit Points** 399 (38d8 + 228)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	26 (+8)	13 (+1)	10 (+0)

- **Saving Throws** Str +14, Dex +15, Con +15, Int +17
- **Skills** Arcana +17, Athletics +14, Deception +9, History +26, Insight +10, Perception +10
- **Damage Resistances** necrotic
- **Damage Immunity** acid, cold, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunity** blinded, charmed, deafened, frightened, poisoned, stunned
- **Senses** truesight 120 ft., passive Perception 20
- **Languages** Deep Speech, Undercommon, telepathy 300 ft.
- **Challenge** 29 (135,000 XP)

Alien Mind. If a creature tries to read Z'xulthos's thoughts or deals psychic damage to it, that creature must succeed on a DC 25 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

All-Around Vision. The Z'xulthos can't be surprised while it isn't incapacitated.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Madness Aura. At the end of each creature's turn while it is within 120 feet of Z'xulthos or when a creature enters the aura for the first time on a turn, the creature must succeed on a DC 25 Wisdom saving throw or become afflicted with short-term madness until the end of its next turn. A creature that succeeds on the saving throw is immune to Z'xulthos's Madness Aura for 24 hours.

Magic Weapons. The Z'xulthos's weapon attacks are magical.

Psychic Drain. Whenever a creature takes psychic damage from Z'xulthos, Z'xulthos regains half (rounded down) of the damage dealt as temporary hit points. Additionally, any creature reduced to 0 hit points by Z'xulthos' psychic damage becomes permanently insane.

Transport Inhibitor. The Z'xulthos can't be teleported or sent to any plane of existence against its will.

Unusual Nature. It doesn't require air or sleep.

Actions

Multiattack. The Z'xulthos makes three pincer attacks. Alternatively, it can make two attacks with psychic orb.

Pincers. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target must make a DC 25 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect. If the target is a Large or smaller creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the Z'xulthos's can't use this pincer on another target. If a creature is already grappled by the Vh'lorgoth's pincers, it takes an additional 2d8 psychic damage from each pincer attack. The Z'xulthos's has six pincers. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

Psychic Blast (Recharge 5-6). Each creature of the Z'xulthos's choice that is within 120 feet of Z'xulthos and aware of it must succeed on a DC 25 Wisdom saving throw or take 78 (12d12) psychic damage. Creatures that critical failed (rolled a 1) the saving throw is also stunned for 1 minute.

Psychic Orb. *Ranged Spell Attack:* +17 to hit, range 120 ft., one creature. *Hit:* 24 (3d10 + 8) psychic damage.

Mind Control (3/Day) Z'xulthos can take control of the minds of up to 2 creatures within 120 feet. These creatures must make a Wisdom saving throw (DC 25) or become charmed and follow Z'xulthos' commands for 1 hour. If a creature succeeds on its saving throw, it is immune to Z'xulthos' Mind Control for the next 24 hours.

Mind Seed (3/Day). The Z'xulthos touches one humanoid, which must succeed on a DC 25 Intelligence saving throw or be cursed. The curse lasts until it's removed by a remove curse or greater restoration spell. The cursed target suffers 1 level of exhaustion every 24 hours, and finishing a long rest doesn't reduce its exhaustion. If the cursed target reaches exhaustion level 6, it doesn't die; it instead becomes a thrall under the Z'xulthos's control, and all its exhaustion is removed. Only the wish spell can free the thrall from this control.

Reactions

Psychic Reflection. As a reaction, Z'xulthos can reflect any psychic-based spells or effects back at the caster. The caster must make a DC 25 Wisdom saving throw, or they take the full effect of their own spell or effect.

Legendary Actions

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

Psychic Orb. The Z'xulthos makes one *Psychic Orb* attack.

Shattering Gaze (Costs 2 Actions). The Z'xulthos targets a creature it is grappling. The target's concentration on a spell it has cast or an ability it is maintaining ends, and the target takes 22 (4d10) psychic damage.

Teleport. Z'xulthos teleports up to 120 feet to an unoccupied space it can see.

Z'xulthos's Lair

Deep within the roiling chaos of the far realm, a planet orbits a purple star. The surface of this world is a nightmare landscape, rife with twisted spires of jagged stone and seas of noxious liquid. But even more dangerous than the planet's surface is what lies at its core. It is here that Z'xulthos, a twisted entity of unspeakable power, has made its lair. The creature's madness seeps into the planet itself.

Lair Actions

On initiative count 20 (losing initiative ties), Z'xulthos takes a lair action to cause one of the following magical effects:

Psychic Storm. Z'xulthos creates a psychic storm that rages within the lair, affecting all creatures within. Each creature within the lair must make a DC 25 Wisdom saving throw, taking 35 (10d6) psychic damage on a failed save or half as much on a successful one.

Insanity Fog. Z'xulthos releases a thick, noxious fog that covers the lair. Any creature that enters or starts its turn in the fog must make a DC 25 Wisdom saving throw or become afflicted with long-term madness.

Mind Warp. Z'xulthos distorts reality within the lair, causing all creatures to become disoriented. Each creature within the lair must make a DC 25 Wisdom saving throw or be affected by the *confusion spell* for 1 minute.

Madness Manifest. Z'xulthos causes the madness within the lair to become physical, spawning a number of J'harax equal to the number of creatures within the lair. These J'harax obey Z'xulthos' commands and disappear when the lair action is used again or when they are reduced to 0 hit points.

Regional Effects

The region around Z'xulthos's lair is warped and twisted by the aberration's presence, affecting the area in the following ways:

Alien Influence. The influence of Z'xulthos has seeped into the minds of creatures in the region, causing a growing sense of unease and madness. Creatures that fail a DC 20 Wisdom saving throw when they are within 1 mile of Z'xulthos's lair or within the region's borders are affected by a short-term madness effect until they leave the region. Creatures that fail by 5 or more suffer from a long-term madness effect instead. Once a creature is affected by this effect, they are immune to it for the next 24 hours.

Aberrant Energies. The region is charged with aberrant energies, causing aberrations to appear more frequently in the area. Aberrations have advantage on all attack rolls within the region.

Corrupted Lands. The land around Z'xulthos's lair is twisted and corrupted, causing plants and animals to mutate and die. Plants within 1 mile of Z'xulthos's lair wither and die, while animals are twisted into grotesque, aberrant versions of themselves. Any animals or plants within 1 mile of the lair that take psychic damage from Z'xulthos become corrupted and die within 1d4 hours.

Psychic Disruption. The psychic energy surrounding Z'xulthos disrupts all forms of communication within the region. All forms of telepathy or communication with other planes are suppressed.

Nightmarish Illusions. The madness-inducing powers of Z'xulthos create terrifying illusions within the region. Creatures within 1 mile of Z'xulthos's lair have disadvantage on all Wisdom (Perception) checks due to the constant barrage of nightmarish images and visions.



chapter 2

Legions and Dark Lords

CREATING A LEGION OF MONSTERS CAN BE AN EXCITING and challenging task for any GM. However, creating a legion monster that is both challenging for players and fun to run can be difficult. In this chapter, we'll focus on creating a legion of a specific type of monster, such as zombies, ghosts, vampire spawns, or even dinosaurs.

It's important to note that a legion monster functions as a single unit, similar to a swarm, and is made up of multiple creatures of the same type. The creatures in the legion work together to move, attack, and defend, creating a unique challenge for players to overcome.

The first step in creating a legion is to determine the size and composition of the group. How many creatures will be in the legion, and what types of creatures will they be? For example, a zombie legion might consist of 50 to 100 zombies, while a ghost legion might only have 20 to 50 ghosts. The number of creatures in the legion will affect the overall difficulty and balance of the encounter.

It's important to note that a legion is "weaker" than if you would take the same amount of creatures and

put them in combat against players separately like it is today. However, these guidelines make it easier for GM and players to battle larger quantities of monsters.

From there, you can adjust the hit points and damage output of the legion to fit the needs of your campaign and the level of your players. A legion can also function without a dark lord, acting more like a traditional swarm. In this case, the legion will still be a formidable opponent, using its unique abilities to swarm and overwhelm players.

In some cases, a legion may be controlled by a powerful dark lord, who uses the legion to further their own agenda. The dark lord may have their own set of abilities and attacks, making the encounter even more challenging. If a dark lord is present, they will only be available to attack once the legion is at half its hit points. Once the dark lord is defeated, the legion will crumble and be defeated as well.

Size of the Legion

The size of a “legion” can greatly affect its difficulty and balance. A legion with more creatures will have more actions per round, higher hit points, and greater damage output. To help balance the legion for your campaign, you can adjust the hit points and damage output of the legion based on the number of creatures in it.

The following tables provides guidelines for increasing the CR level, hit points, and damage output of a “legion” based 20, 50 and 100 creatures in it. To use these tables, simply choose the number of creatures in the “legion,” determine the starting CR of the creatures, and adjust the CR level increase, hit point multiplier, and damage output accordingly. We will go through this more thoroughly later in this chapter.

20 creatures

Number of Creatures	Starting CR	CR Level Increase	Hit Point Multiplier	Damage Output
20	1/8 or lower	+1	x3	+2 Dices
20	1/4	+2	x3	+2 Dices
20	1/2	+3	x3	+2 Dices
20	1	+4	x3	+2 Dices
20	2	+5	x3	+2 Dices
20	3	+6	x3	+2 Dices
20	4	+7	x3	+2 Dices
20	5	+8	x3	+2 Dices
20	6	+9	x3	+2 Dices
20	7	+10	x3	+2 Dices
20	8	+11	x3	+2 Dices
20	9	+12	x3	+2 Dices
20	10	+13	x3	+2 Dices
20	11	+14	x3	+2 Dices
20	12	+15	x3	+2 Dices
20	13	+16	x3	+2 Dices
20	14	+17	x3	+2 Dices
20	15	+18	x3	+2 Dices
20	16	+19	x3	+2 Dices
20	17	+20	x3	+2 Dices
20	18	+21	x3	+2 Dices
20	19	+22	x3	+2 Dices
20	20	+23	x3	+2 Dices

50 creatures

Number of Creatures	Starting CR	CR Level Increase	Hit Point Multiplier	Damage Output
50	1/8 or lower	+2	x4	+5 Dices
50	1/4	+3	x4	+5 Dices
50	1/2	+4	x4	+5 Dices
50	1	+6	x4	+5 Dices
50	2	+8	x4	+5 Dices
50	3	+10	x4	+5 Dices
50	4	+12	x4	+5 Dices
50	5	+14	x4	+5 Dices
50	6	+18	x4	+5 Dices
50	7	+19	x4	+5 Dices
50	8	+20	x4	+5 Dices
50	9	+21	x4	+5 Dices
50	10	+23	x4	+5 Dices
50	11	+25	x4	+5 Dices
50	12	+27	x4	+5 Dices
50	13	+29	x4	+5 Dices
50	14	+31	x4	+5 Dices
50	15	+33	x4	+5 Dices
50	16	+35	x4	+5 Dices
50	17	+36	x4	+5 Dices
50	18	+37	x4	+5 Dices
50	19	+38	x4	+5 Dices
50	20	+39	x4	+5 Dices

100 creatures

Number of Creatures	Starting CR	CR Level Increase	Hit Point Multiplier	Damage Output
100	1/8 or lower	+6	x7	+10 Dices
100	1/4	+7	x7	+10 Dices
100	1/2	+8	x7	+10 Dices
100	1	+10	x7	+10 Dices
100	2	+12	x7	+10 Dices
100	3	+14	x7	+10 Dices
100	4	+16	x7	+10 Dices
100	5	+18	x7	+10 Dices
100	6	+22	x7	+10 Dices
100	7	+23	x7	+10 Dices
100	8	+24	x7	+10 Dices
100	9	+25	x7	+10 Dices
100	10	+27	x7	+10 Dices
100	11	+29	x7	+10 Dices
100	12	+31	x7	+10 Dices
100	13	+33	x7	+10 Dices
100	14	+35	x7	+10 Dices
100	15	+37	x7	+10 Dices
100	16	+39	x7	+10 Dices
100	17	+40	x7	+10 Dices
100	18	+41	x7	+10 Dices
100	19	+42	x7	+10 Dices
100	20	+43	x7	+10 Dices

Calculating the CR Level Increase

The CR level increase determines how much the CR of the “legion” should be increased to reflect its greater strength and abilities. To calculate the CR level increase for a “legion,” use the following formula:

$$\text{CR Level Increase} = (\text{Number of Creatures} - 1) / 4$$

Number of Creatures

The number of creatures in the “legion” should be taken into account when determining the CR level increase. A “legion” with more creatures will have higher hit points, and greater damage output.

The CR level increase calculated using this formula should be added to the starting CR to determine the final CR of the “legion.” For example, if the starting CR is 1 and the CR level increase is +6, the final CR of the “legion” is $1 + 6 = 7$.

Note that the CR level increase is only a guideline, and you should adjust it as needed to balance the “legion” for your campaign. You can also adjust the hit points and damage output of the “legion” to further balance it, as described in the previous section.

Calculating Legion Hit Points

When creating a legion of monsters, it’s important to adjust their hit points to account for the increased number of creatures in the group. The hit point multiplier table below provides guidelines for adjusting the hit points based on the number of creatures in the legion.

Number of Creatures	Hit Point Multiplier
10-30	x3
31-50	x4
51-70	x5
71-90	x6
91-110	x7

To use the table, determine the number of creatures in the legion and choose the corresponding hit point multiplier. Multiply the base hit points of each creature by the hit point multiplier to determine the final hit points for the legion.

For example, let’s say we have a legion of 40 zombies with a starting CR of 1/4 and base hit points of 22 (3d8+9). Using the hit point multiplier table, we can see that the multiplier for 31-50 creatures is x4.

This means that the final hit points for the legion would be:

- **Final Hit Points.** $\text{Base Hit Points} \times \text{Hit Point Multiplier} = 22 \times 4 = 88$ (12d8+36)

Increasing the Damage

When you create a “legion” of monsters, you’re essentially taking a group of individual creatures and treating them as a single unit. This means that they will act and attack as one, but will have much higher hit points and damage output than a single creature.

To reflect this increased damage output, we use a “bonus dice” notation, where each group of creatures deals extra dice of damage depending on the number of creatures. The bonus dice are added to the damage of each attack or feature that the monster has which deals damage. For example, if a zombie normally deals 1d6+1 damage with its slam attack, a “legion” of zombies with +2 bonus dice would deal 3d6+1 damage with each slam attack.

The bonus dice are based on the number of creatures in the “legion,” as shown in the following table:

Number of Creatures	Bonus Dice
10-20	+2
21-30	+3
31-40	+4
41-50	+5
51-60	+6
61-70	+7
71-80	+8
81-90	+9
91-100	+10

The bonus dice notation is intended to make it easy to apply the increased damage output for a “legion” of monsters, without having to go through and calculate the damage for each individual attack or feature. This allows you to quickly and easily



Legion Vulnerability

Due to the concentrated nature of a legion, they are particularly vulnerable to area of effect (AoE) attacks such as fireball, lightning bolt, or similar spells. When a legion is hit with an AoE attack, the damage it takes is doubled. This vulnerability makes AoE attacks a powerful tool for taking down legions quickly.

Not only are legions vulnerable to spells, but they are also vulnerable to area of effect attacks from martial classes, such as the barbarian's "Desert" from its Storm Aura feature. These attacks can deal significant damage to legions, making them a valuable tool in battle.

Example of Legions

Providing examples of legions can be a helpful way for GM to adopt the idea for their own games. For instance, a legion could consist of a group of orcs led by a powerful hobgoblin warlord, or a swarm of fiendish creatures bound to a powerful sorcerer.

Example 1 - Legion of 50 Zombies

- **Starting CR:** 1/4
- **Hit Points:** 22 (3d8+9)
- **Slam Attack.** +3 to hit, 1d6+1 bludgeoning damage

Assuming that the legion consists of 50 zombies, the hit point multiplier would be x4 and the CR level increase would be +3. Using these values, we can update the stats for the legion:

- **Final CR:** $1/4 + 3 = 4$ (rounded up)
- **Hit Points:** $22 (3d8+9) \times 4 = 88 (12d8+36)$
- **Slam Attack.** +3 to hit, 1d6+1 bludgeoning damage + 5d6 Note that we have added 5d6 to the damage output to account for the increased number of zombies in the legion. This means that each zombie in the legion will do an average of 8.5 points of additional damage per attack, making the legion more dangerous in combat.

Again, it's important to note that these stats are just guidelines, and you should adjust them as needed to balance the legion for your campaign. Additionally, the final CR of the legion is just an estimate, and should be adjusted based on the abilities and synergies of the creatures in the legion.

Example 2 - Legion of 50 Hill Giants

- **Starting CR:** 5
- **Hit Points:** 105 (10d12+40)
- **Multiattack.** The giant makes two greatclub attacks.
- **Greatclub.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8+5) bludgeoning damage.
- **Rock.** Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10+5) bludgeoning damage. Assuming that the legion consists of 50 hill giants, we can use the table to update the stats for the legion:
- **Final CR:** $5 + 14 = 19$ (rounded up)
- **Hit Points:** $105 (10d12+40) \times 4 = 420 (40d12+160)$
- **Multiattack.** The giant makes two greatclub attacks.
- **Greatclub.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8+5) bludgeoning damage + 5d8
- **Rock.** Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10+5) bludgeoning damage + 5d10



Multiple Monster Types Within a Legion

If the legion contains multiple types of monsters, the GM can choose an action from one of the monster types to represent the legion's actions for that turn. The GM can pick a different action each time it is the legion's turn. This allows for a variety of actions to keep the players on their toes and adapt to changing situations.

The Legion's Space

The size of a legion can vary greatly depending on the number and size of the creatures within it. Generally speaking, a legion is considered huge in size if it consists of 10 to 20 creatures, and gargantuan in size if it consists of more than 20 creatures.

Legion Size	Space
Huge	The legion occupies a space of up to 15 feet by 15 feet, and can occupy the same space as other creatures.
Gargantuan	The legion occupies a space of up to 30 feet by 30 feet, and can occupy the same space as other creatures.

It's up to the GM to determine how the legion's space interacts with the battlefield and other creatures. The legion can occupy multiple creature's squares, much like a swarm monster, and can use this to its advantage to surround and overwhelm its enemies.

Adding Monster Features to the Legion

The number of monster features that can be added to the legion depends on its starting CR.

Starting CR	Number of Features
1/8 - 10	2
11 - 20	3
21 - 30	4

The features must be within the statblock of a monster that is already part of the legion. Here are some examples:

Feature Description

Pack	The legion has advantage on attack rolls against a creature if at least one of the legion's allies is within 5 feet of the creature and the ally isn't incapacitated.
Keen Senses	The legion has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.
Charge	If the legion moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage.
Flyby	The legion doesn't provoke an opportunity attack when it flies out of an enemy's reach.



Extended Monster Stat Table

While this table provides additional stats for monsters with a challenge rating of 30 or higher, it is important to note that these values are intended for use in high-level games where players have reached level 20 or above and may have access to Epic Boons or Epic Levels. Using these values in lower-level games could lead to imbalanced encounters and make combat overly difficult for lower-level characters. It is recommended that this table be used only in appropriate high-level campaigns.

CR	Prof. Bonus	Armor Class	Hit Points	Attack Bonus	Damage / Round	Save DC
31	+9	19	851-895	+14	339-356	23
32	+9	19	896-940	+14	357-374	23
33	+10	20	941-985	+15	375-392	23
34	+10	20	986-1030	+15	393-410	23
35	+10	20	1031-1075	+15	411-428	23
36	+10	20	1076-1120	+16	429-446	23
37	+11	20	1121-1165	+16	447-464	23
38	+11	20	1166-1210	+16	465-482	23
39	+11	20	1211-1255	+17	483-500	24
40	+11	20	1256-1300	+17	501-518	24
41	+12	20	1301-1345	+17	519-536	24
42	+12	20	1346-1390	+18	537-554	24
43	+12	20	1391-1435	+18	555-572	24
44	+12	20	1436-1480	+18	573-590	24
45	+13	20	1481-1525	+19	591-608	24
46	+13	20	1526-1570	+19	609-626	24
47	+13	20	1571-1615	+19	627-644	24
48	+13	20	1616-1660	+20	645-662	24
49	+14	20	1661-1705	+20	663-680	24
50	+14	20	1706-1750	+20	681-698	25
51	+14	20	1751-1795	+20	699-716	25
52	+14	20	1796-1840	+20	717-734	25
53	+15	20	1841-1885	+20	735-752	25
54	+15	20	1886-1930	+20	753-770	25
55	+15	20	1931-1975	+20	771-788	25
56	+15	20	1976-2020	+20	789-806	25
57	+15	20	2021-2065	+20	807-824	25
58	+15	20	2066-2110	+20	825-842	25
59	+15	20	2111-2155	+20	843-860	25
60	+15	20	2156-2200	+20	861-878	25



Dark Lord in a Legion

In some cases, a legion may be controlled by a powerful Dark Lord, who uses the legion to further their own agenda. The Dark Lord may have their own set of abilities and attacks, making the encounter even more challenging.

The Dark Lord can only act through Mythic actions, which work similarly to legendary actions, and will correspond to the Dark Lord's actions. The Dark Lord can only act when either the legion moves, after being targeted by a spell (after the spell has resolved), or after the legion is attacked (after the attack has been resolved). The Dark Lord can only be targeted once the legion is at half its hit points. At that point, the GM should inform the players by stating something like:

“The number of creatures from the legion has been greatly reduced, and you all see an opening to target the Dark Lord (insert name of the Dark Lord if appropriate).”

If the legion already has legendary or mythic actions, then the Dark Lord and the legion receives separate pools of legendary or mythic actions and act independently from each other.

It's important to note that the Dark Lord will remain even if the creatures of the legion are defeated. Players will still have to deal with the Dark Lord's unique abilities and attacks until it is defeated, making for a more challenging and memorable encounter. It's also worth noting that if the legion is defeated, any remaining mythic actions of the Dark Lord will turn into normal actions as if the legion never existed.

“My dear little mortals, do not fear the darkness, for it is where true power lies. You see, life is but a fleeting shadow, a temporary illusion that we must all embrace for a time. But death, ah death is eternal. Death is the ultimate reality, and I am the mistress of that reality. Every arrow I loose, every life I take, adds to the legion under my command. They rise at my whim, and they will serve me in life and in death. So come, my little playthings, come and dance with the darkness.”

– Silviana, The Undying Huntress



Dark Lords

Dark Lords are a terrifying force to be reckoned with. They come from all walks of life, from powerful spellcasters to cunning fiends. Some Dark Lords are masters of necromancy, able to summon hordes of undead to do their bidding. Others command armies of demons or fiends from the Nine Hells. These powerful beings are not to be trifled with, as they can bring entire kingdoms to their knees.

Master of the Undead. Some Dark Lords have gained mastery over the dead, able to summon skeletons, zombies, and other undead creatures to do their bidding. They are often accompanied by legions of undead soldiers that can overwhelm even the mightiest of armies.

Deadly Accuracy. Some Dark Lords are skilled with ranged weapons, such as longbows or crossbows. They are able to pick off their enemies from a distance with deadly accuracy, taking down their foes before they even know what hit them.

Soul Stealing. Dark Lords with ties to the fiendish or demonic realms have the ability to steal the souls of their victims. They use this power to create new minions to serve them, or to fuel their own dark magic.

Fiendish Commanders. Some Dark Lords have made deals with fiends and other extraplanar beings, granting them command over vast armies of demons or other creatures. These legions can lay waste to entire cities and are nigh unstoppable in battle.

Corrupting Influence. Many Dark Lords are able to corrupt and manipulate those around them, turning even the most loyal of subjects into their willing thralls. They are able to bend the wills of others to their own, creating an army of fanatically loyal soldiers that will follow their every command without question.

Ancient Evils. Some Dark Lords have been around for centuries or even millennia, gaining power and knowledge beyond that of mortals. They may have been powerful sorcerers, priests, or warriors in life, and in death have become even more dangerous. These Dark Lords may have access to ancient and powerful artifacts or have control over powerful magical ley lines.



Lady Isadora Blackwood

Medium humanoid (dark lord), lawful evil

- **Armor Class** 15 (chain shirt)
- **Hit Points** 228 (24d8 + 120)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	21 (+5)	16 (+3)	15 (+2)	18 (+4)

- **Saving Throws** Dex +11, Con +10, Wis +7
- **Skills** Acrobatics +11, Perception +7, Religion +8
- **Damage Resistances** acid, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, frightened, paralyzed, petrified, poisoned, restrained Senses darkvision 60 ft., passive Perception 17
- **Languages** Abyssal, Common, Elvish, Infernal, Sylvan
- **Challenge** 15 (13,000 XP)

Dark Lord's Invulnerability. The dark lord cannot be targeted by spells and is immune to all conditions and damage until the legion is at half its hit points. Once the legion is at half its hit points, the dark lord can be targeted as normal.

Dark Lord's Last Stand. If the dark lord is reduced to 0 hit points, the legion it commands crumbles and dies.

Mythic Actions

The dark lord can only take a Mythic Action when the right circumstances present themselves. The dark lord can take one Mythic Action at a time and only when

- The legion moves.
- After the legion is affected by a spell (after the spell has resolved).
- After the legion is attacked (after the attack has been resolved).

The dark lord regains the expended Mythic Action at the start of their legion's turn.

It's important to note that these Mythic Actions only apply as long as the legion exists. If the legion is vanquished before the dark lord, these Mythic Actions turn into normal actions.

Raise Undead. Lady Isadora raises a d20 (1d4 if the legion is defeated) number of zombies or skeletons to join the legion. These undead increase the hit points

and hit point maximum of the legion by 10 for each zombie and skeleton that she raises.

Undead Command. Lady Isadora issues a command to the undead in the legion (or to each individual skeleton or zombie if the legion is defeated), causing them to take an additional action on their turn. This action can be used to move or attack.

Life Drain. *Ranged Spell Attack:* +11 to hit, range 30 ft., one target. *Hit:* 36 (8d8) necrotic damage and Lady Isadora regains hit points equal to the damage dealt.



Lord Ezu

Medium fiend (dark lord), lawful evil

- **Armor Class** 18 (plate armor)
- **Hit Points** 297 (22d8 + 154)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	24 (+7)	18 (+4)	16 (+3)	20 (+5)

- **Saving Throws** Wis +9, Cha +11
- **Skills** Athletics +11, Intimidation +11, Religion +10
- **Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** cold, poison
- **Condition Immunities** blinded, charmed, frightened, paralyzed, petrified, poisoned
- **Senses** truesight 60 ft., passive Perception 13
- **Languages** Abyssal, Common, Infernal
- **Challenge** 19 (22,000 XP)

Dark Lord's Invulnerability. The dark lord cannot be targeted by spells and is immune to all conditions and damage until the legion is at half its hit points. Once the legion is at half its hit points, the dark lord can be targeted as normal.

Dark Lord's Last Stand. If the dark lord is reduced to 0 hit points, the legion it commands crumbles and dies.

Mythic Actions

The dark lord can only take a Mythic Action when the right circumstances present themselves. The dark lord can take one Mythic Action at a time and only when:

- The legion moves.
- After the legion is affected by a spell (after the spell has resolved).
- After the legion is attacked (after the attack has been resolved).

The dark lord regains the expended Mythic Action at the start of their legion's turn.

It's important to note that these Mythic Actions only apply as long as the legion exists. If the legion is vanquished before the dark lord, these Mythic Actions turn into normal actions.

Call of the Abyss. Lord Ezu calls forth 1d6+1 demons from the Abyss to join the legion. These demons increase the hit points and hit point maximum of the legion by 30 for each creature that he calls.

Fiendish Command. Lord Ezu issues a command to the fiends in the legion, causing them to take an additional action on their turn. This action can be used to move or attack.

Hellfire Blast. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 35 (10d6) fire damage and the target is engulfed in flames, taking an additional 10 (3d6) fire damage at the start of each of its turns until the flames are extinguished (a creature can use its action to put out the flames or they are automatically extinguished after 1 minute).



Xil'thalass

Huge aberration (dark lord), chaotic evil

- **Armor Class** 19 (natural armor)
- **Hit Points** 300 (24d12 + 144)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	13 (+1)	17 (+3)	10 (+0)

- **Saving Throws** Str +12
- **Damage Resistances** force; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** psychic
- **Condition Immunities** blinded, charmed, frightened, petrified, stunned
- **Senses** truesight 60 ft., passive Perception 13
- **Languages** Deep Speech
- **Challenge** 19 (22,000 XP)

Dark Lord's Invulnerability. The dark lord cannot be targeted by spells and is immune to all conditions and damage until the legion is at half its hit points. Once the legion is at half its hit points, the dark lord can be targeted as normal.

Dark Lord's Last Stand. If the dark lord is reduced to 0 hit points, the legion it commands crumbles and dies.

Mythic Actions

The dark lord can only take a Mythic Action when the right circumstances present themselves. The dark lord can take one Mythic Action at a time and only when:

- The legion moves.
- After the legion is affected by a spell (after the spell has resolved).
- After the legion is attacked (after the attack has been resolved).

The dark lord regains the expended Mythic Action at the start of their legion's turn.

It's important to note that these Mythic Actions only apply as long as the legion exists. If the legion is vanquished before the dark lord, these Mythic Actions turn into normal actions.

Summon Thralls. Xil'thalass summons 1d20 (1d6 if the legion is defeated) aberrations to join the legion. These aberrations increase the hit points and hit point maximum of the legion by 10 for each creature summoned.

Mind Flay. Xil'thalass targets a creature within 60 feet and makes a Wisdom saving throw DC 20. On a

failed save, the target takes 27 (6d8) psychic damage and becomes stunned until the end of its next turn. On a successful save, the target takes half damage and is not stunned.

Dimensional Rift. Xil'thalass opens a rift to another plane of existence within 300 feet of it, causing all creatures within 60 feet of the rift to make a Dexterity saving throw DC 20. On a failed save, a creature takes 44 (8d10) force damage and is teleported to a random location within its legion's space. On a successful save, the creature takes half damage and is not teleported.





chapter 3

Expanded Afflictions

Diseases

This is a list of various illnesses and medical conditions that can affect individuals in a given setting. This table may include both common and rare diseases, as well as their associated symptoms and treatments.

Diseases Table D20

- 1. Necrotizing Fasciitis.** Infected creatures must make a DC 15 Constitution saving throw or take 3d6 necrotic damage and become infected. The disease progresses every 24 hours and deals 1d6 necrotic damage per hour until cured. It can be cured with a remove curse spell or a successful DC 20 Medicine check.
- 2. Gangrene.** Infected creatures must make a DC 12 Constitution saving throw or take 2d6 necrotic damage and become infected. The disease progresses every 48 hours and deals 1d6 necrotic damage per hour until cured. If the infected creature does not receive magical healing before the end of the third day, they will lose one limb. The disease can be cured with a greater restoration spell or a successful DC 15 Medicine check.
- 3. Carrion Fever.** Infected creatures must make a DC 13 Constitution saving throw or take 2d8 poison damage and become infected. The disease progresses every 12 hours and deals 1d6 poison damage per hour until cured. The infected creature has disadvantage on attack rolls, ability checks, and saving throws while infected. The disease can be cured with a lesser restoration spell or a successful DC 18 Medicine check.
- 4. Fungal Infection.** Infected creatures must make a DC 14 Constitution saving throw or take 2d10 poison damage and become infected. The disease progresses every 24 hours and deals 1d8 poison damage per hour until cured. The infected creature has disadvantage on Wisdom checks while infected. The disease can be cured with a lesser restoration spell or a successful DC 16 Medicine check.
- 5. Putrid Breath.** Infected creatures must make a DC 13 Constitution saving throw or take 2d6 poison damage and become infected. The disease progresses every 12 hours and deals 1d6 poison damage per hour until cured. The infected creature has disadvantage on Charisma checks while infected. The disease can be cured with a lesser restoration spell or a successful DC 18 Medicine check.

6. Bubonic Plague. Infected creatures must make a DC 16 Constitution saving throw or take 3d10 poison damage and become infected. The disease progresses every 24 hours and deals 1d10 poison damage per hour until cured. The infected creature has disadvantage on Strength checks while infected. The disease can be cured with a lesser restoration spell or a successful DC 20 Medicine check.

7. Black Scourge. Infected creatures must make a DC 15 Constitution saving throw or take 3d8 poison damage and become infected. The disease progresses every 24 hours and deals 1d8 poison damage per hour until cured. The infected creature has disadvantage on Dexterity checks while infected. The disease can be cured with a lesser restoration spell or a successful DC 18 Medicine check.

8. Bloodrot Fever. The disease incubates for 1d4 days before the infected creature starts experiencing symptoms, which include high fever, delirium, and rapid necrosis of the flesh. The infected creature must succeed on a DC 15 Constitution saving throw every 12 hours or take 2d10 necrotic damage. If the infected creature fails three saves in a row, it dies. A greater restoration spell or similar magic can cure the disease.

9. Flesh-eating Plague. The disease incubates for 1 hour before the infected creature starts experiencing symptoms, which include intense pain, blistering, and blackened skin. The infected creature must succeed on a DC 17 Constitution saving throw every 4 hours or take 4d10 necrotic damage. If the infected creature's hit point maximum is reduced to 0, it dies. The disease can be cured by a greater restoration spell or similar magic.

10. Green Death. The disease incubates for 1d4 days before the infected creature starts experiencing symptoms, which include intense fever, vomiting, and severe abdominal pain. The infected creature must succeed on a DC 14 Constitution saving throw every 24 hours or take 2d10 poison damage. If the infected creature fails three saves in a row, it dies. A lesser restoration spell or similar magic can cure the disease.

11. Septic shock. The disease incubates for 1d4 days before the infected creature starts experiencing symptoms, which include fever, chills, and low blood pressure. The infected creature must succeed on a DC 16 Constitution saving throw every 12 hours or take 2d8 poison damage. If the infected creature fails three saves in a row, it dies. A greater restoration spell or similar magic can cure the disease.

12. Sanguineous Strain. Infected creatures must make a DC 15 Constitution saving throw or take 3d6 necrotic damage and become infected. The disease progresses every 12 hours and deals 1d8 necrotic

damage per hour until cured. The infected creature's blood becomes toxic and deals 1d6 poison damage to any creature that comes into contact with it. The disease can be cured with a greater restoration spell or a successful DC 20 Medicine check.

13. Shadowed Plague. Infected creatures must make a DC 18 Constitution saving throw or take 3d8 necrotic damage and become infected. The disease progresses every 24 hours and deals 1d10 necrotic damage per hour until cured. The infected creature has disadvantage on Intelligence checks while infected. The disease can be cured with a greater restoration spell or a successful DC 22 Medicine check.

14. Stone Curse. Infected creatures must make a DC 14 Constitution saving throw or take 3d6 necrotic damage and become infected. The disease progresses every 12 hours and deals 1d8 necrotic damage per hour until cured. The infected creature's skin and flesh slowly turn to stone, reducing its movement speed by 10 feet every hour. The disease can be cured with a greater restoration spell or a successful DC 18 Medicine check.

15. Silver Madness. Infected creatures must make a DC 17 Constitution saving throw or take 3d8 poison damage and become infected. The disease progresses every 24 hours and deals 1d10 poison damage per hour until cured. The infected creature has disadvantage on Wisdom checks while infected. The disease can be cured with a greater restoration spell or a successful DC 22 Medicine check.

16. Rust Rot. Infected creatures must make a DC 13 Constitution saving throw or take 2d6 acid damage and become infected. The disease progresses every 24 hours and deals 1d6 acid damage per hour until cured. The infected creature's metal equipment and weapons slowly rust away if the creature coughs on them, reducing their effectiveness. The disease can be cured with a greater restoration spell or a successful DC 18 Medicine check.

17. Choking Sickness. Infected creatures must make a DC 14 Constitution saving throw or take 2d8 poison damage and become infected. The disease progresses every 12 hours and deals 1d6 poison damage per hour until cured. The infected creature has disadvantage on Constitution checks while infected. The disease can be cured with a lesser restoration spell or a successful DC 16 Medicine check.

18. Sleeping Plague. Infected creatures must make a DC 20 Constitution saving throw or fall asleep and become infected. The disease progresses every 24 hours, and the infected creature remains asleep for 1d10 days until cured. The disease can be cured with a greater restoration spell or a successful DC 25

Medicine check.

19. Ravenous Hunger. Infected creatures must make a DC 13 Constitution saving throw or take 2d6 poison damage and become infected. The disease progresses every 12 hours and causes the infected creature to feel an insatiable hunger. The creature must consume twice the normal amount of food every day or take 1d4 necrotic damage. The disease can be cured with a lesser restoration spell or a successful DC 18 Medicine check.

20. Blighted Mind. Infected creatures must make a DC 15 Constitution saving throw or take 2d8 poison damage and become infected. The disease progresses every 12 hours and causes the infected creature to experience hallucinations and delusions. The creature has disadvantage on Wisdom checks and is unable to distinguish reality from fantasy while infected. The disease can be cured with a lesser restoration spell or a successful DC 18 Medicine check.

Short-Term Madness Effects

Lasts 1d10 minutes

This table provides a variant supplement to the Short-Term Madness table found in the rule books. The effects listed here are additional options to use when a character experiences a temporary bout of madness. These effects should be rolled on a d20 and last for 1d10 minutes.

Short-Term Madness Table d20

1. The character becomes convinced that their allies are impostors and must use their action each round to attack the nearest creature.
2. The character becomes obsessed with cleanliness and must spend their action each round cleaning themselves or their surroundings.
3. The character experiences intense vertigo and has disadvantage on all attack rolls and ability checks that require balance.
4. The character believes they are invincible and must use their action each round to charge into combat, even if it puts them in great danger.
5. The character begins to compulsively hoard objects and must spend their action each round collecting items.
6. The character develops an irrational fear of a specific creature type (such as birds, snakes, or spiders) and must use their action and movement each round to avoid them.

7. The character is convinced they have a debilitating injury and must spend their action each round tending to it, even if they are completely healthy.
8. The character becomes fixated on a specific object or person and must use their action each round to approach or examine it.
9. The character experiences a complete loss of memory and is unable to recall anything about their past or current situation.
10. The character begins to compulsively repeat a specific word or phrase and is unable to communicate effectively with others.
11. The character becomes convinced they are a different species or creature type and must use their action each round to emulate their supposed abilities.
12. The character experiences synesthesia and is unable to differentiate between colors, sounds, and smells.
13. The character becomes paranoid and must use their action each round to search for hidden enemies or traps, even if none exist.
14. The character develops an intense craving for a specific substance (such as blood, gold, or fire) and must use their action each round to try to acquire it.
15. The character becomes manic and must use their action each round to perform a specific action (such as jumping, spinning, or singing) until the effect ends.
16. The character experiences a temporary loss of their moral compass and must use their action each round to perform a morally questionable act.
17. The character becomes hyper-sensitive to physical touch and must use their action each round to avoid any physical contact.
18. The character believes they are being controlled by an outside force and must use their action each round to resist the supposed influence.
19. The character begins to compulsively draw or write and must spend their action each round creating new works.
20. The character experiences a complete disconnect from reality and is unable to distinguish between their thoughts and reality.

“I can’t stop the ideas from flowing through me, they consume me like a wildfire, burning me from the inside out. My hands are no longer my own, but tools to unleash the chaos within. I am a vessel for madness, a slave to my own creativity.”

Long-Term Madness Effects

Lasts 1d10 x 10 hours

This table provides a variant supplement to the Long-Term Madness table found in the rule books. The effects listed here are additional options to use when a character experiences a temporary bout of madness. These effects should be rolled on a d20 and last for 1d10 x 10 hours.

Long-Term Madness Table d20

1. The character becomes fixated on a specific body part (either their own or others').
2. The character develops a split personality.
3. The character experiences a phobia of a specific location or environment (such as the ocean, heights, or enclosed spaces).
4. The character becomes obsessed with a specific task or goal.
5. The character develops an extreme aversion to a specific sound or sensation (such as music, sunlight, or cold).
6. The character becomes delusional and believes they have magical powers.
7. The character experiences uncontrollable outbursts of emotion (such as rage, sorrow, or joy).
8. The character develops a deep attachment to an inanimate object.
9. The character experiences a complete loss of empathy and is unable to understand or connect with the emotions of others.
10. The character becomes fixated on a specific number or pattern.
11. The character believes they are living in a different time or place.
12. The character experiences frequent and intense déjà vu, often becoming disoriented and confused about what has already happened and what is currently happening.
13. The character becomes convinced that they are a god or a chosen one.
14. The character becomes delusional and believes that they are constantly being followed or watched by an unseen entity.
15. The character develops an extreme fear of death.
16. The character becomes convinced that they are living in a dream or illusion.
17. The character becomes obsessed with a specific location or object.
18. The character becomes paranoid and believes that everyone around them is plotting against them.
19. The character becomes nihilistic and believes that nothing they do has any meaning or purpose.

20. The character experiences frequent hallucinations or visions.



Indefinite Madness Effects

Lasts until cured

This table provides a variant supplement to the Indefinite Madness table found in the rule books. The effects listed here are additional options to use when a character experiences real madness. These effects should be rolled on a d20 and last until cured.

Indefinite Madness Table d20

1. The character becomes fixated on a specific person or group.
2. The character becomes extremely superstitious and must perform various rituals or behaviors to ward off bad luck or evil spirits.
3. The character becomes convinced that they are cursed or doomed, and must try to find a way to break the curse or change their fate.
4. The character experiences a complete loss of impulse control, and must indulge in various pleasures or act on their most base instincts.
5. The character becomes fixated on their own mortality, and must try to prolong their life or prepare for their eventual death.
6. The character becomes obsessed with a specific emotion (such as love, hatred, or envy).
7. The character develops an intense phobia of a specific creature type (such as bats, rats, or wolves).
8. The character becomes obsessed with order.
9. The character experiences a temporary loss of hearing and is unable to understand spoken language or communicate effectively.
10. The character believes they are cursed.
11. The character becomes fixated on a specific sound or sensation (such as whispering, wind, or fire) and must seek it out.
12. The character experiences a complete loss of emotion and is unable to feel or express any emotional response.
13. The character becomes convinced they are trapped in a never-ending nightmare.
14. The character begins to compulsively count objects and must continue counting or start over if interrupted.
15. The character develops an intense fear of the dark.
16. The character becomes convinced they are a fictional character and must act in accordance with that character's traits.
17. The character experiences a complete loss of motivation and is unable to take any action or make any decision without outside guidance.
18. The character becomes fixated on a specific smell or taste (such as roses, blood, or ash).
19. The character becomes paranoid and believes that they are being followed or spied on.
20. The character experiences a complete loss of sense of time and is unable to accurately perceive the passage of time or keep track of past events.



Curses

Curses are powerful magical spells that can inflict misfortune upon their targets. In the context of a fantasy game such as a 5th edition tabletop role-playing game, curses can manifest in a variety of ways, from mild inconveniences to debilitating afflictions. In many cases, curses are cast by powerful creatures or beings, such as evil wizards or vengeful spirits, and are often associated with ancient tombs, cursed artifacts, or other places of power.

When a creature is cursed, they suffer from a negative effect that can range from being cursed with bad luck to suffering physical or mental afflictions. The effects of the curse can worsen over time, leading to even greater misfortune and misery for the cursed creature. In many cases, the only way to remove a curse is through powerful magic, such as a spell that can break the curse. However, even with powerful magic, the process can be difficult, and the curse may return if the conditions that caused it in the first place are not addressed.

In a 5th edition game, curses can be a powerful tool for the game master to use to challenge and intimidate the players. Curses can be used to create suspense and tension, as well as to drive the story forward. When used effectively, curses can be a memorable and impactful element of any fantasy adventure.

Curses Table d20

1. The creature becomes cursed with forgetfulness, causing them to forget important information or details at random intervals.
2. The creature's eyes become clouded and milky, causing them to be blinded.
3. The creature's body becomes weak and frail, lowering their hit point maximum by 1d10.
4. The creature's movements become sluggish, causing them to have disadvantage on initiative rolls.
5. The creature becomes cursed with a phobia, causing them to be frightened of a specific creature or object.
6. The creature's hearing becomes muffled and distorted, causing disadvantage on Wisdom (Perception) checks that rely on hearing.
7. The creature's magic becomes unstable and unpredictable, causing spells to fail on an odd number roll of a d6.
8. The creature becomes cursed with a persistent cough, causing them to have disadvantage on all Charisma checks.
9. The creature's bones become brittle and fragile, causing them to take double damage from bludgeoning attacks.
10. The creature's tongue becomes twisted and unusable, causing them to be unable to cast spells with verbal components.
11. The creature becomes cursed with a voracious appetite, causing them to require twice as much food and drink to survive.
12. The creature's skin becomes covered in painful boils and sores, causing them to be unable to wear armor.
13. The creature's limbs become stiff and immobile, causing them to have disadvantage on all attack rolls.
14. The creature becomes cursed with paranoia, causing them to be unable to trust anyone, even their closest allies.
15. The creature's shadow becomes twisted and distorted, causing them to be unable to hide in shadows or darkness.
16. The creature's voice becomes hoarse and raspy, causing them to be unable to cast spells with verbal components.
17. The creature becomes cursed with a dark aura, causing them to radiate an aura of fear that frightens all creatures within 5 feet. When a creature starts its turn within the aura, the target creature must succeed on a DC 8 + proficiency modifier + Charisma saving throw or become frightened for 1 minute. A creature that succeeds on this saving throw is immune to this effect for the next 24 hours.
18. The creature's mind becomes clouded with self-doubt, causing them to have disadvantage on all Wisdom-based checks.
19. The creature's joints become swollen and painful, causing them to have disadvantage on all Dexterity-based checks.
20. The creature becomes cursed with a magnetic aura, causing all metal objects within 5 feet to be attracted to them, making it difficult to move or escape. The magnetic aura curse affects the creature by imbuing them with a powerful magnetic force that draws all metal objects within a 5-foot radius towards them. This force can make it extremely challenging for the creature to move or escape, as metal objects such as weapons, armor, and even small metal objects such as coins and keys can be dragged towards them with immense force.

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