

# Narrator Options

## Ability Scores in the Dungeon

To use the following rules, assign every dungeon a level from 1 to 20. If you're unsure of the DC of an ability or skill check within the dungeon, you can set it to 10 + half the dungeon's level.

These increasing DCs should be used only to represent the strength of the dungeon's most potent defenses.

Performing routine tasks like climbing a rope or jumping across a 5-foot gap doesn't become harder on deeper levels of the dungeon! The characters are competent adventurers who can complete such tasks without needing to make a check.

Similarly, if failure on an ability or skill check would halt progress through the adventure or otherwise result in a boring outcome, don't call for a check! Checks are required only when success and failure both lead to interesting results.

## Retrying Tasks

Some obstacles in a dungeon might require several attempts to overcome: picking a lock, lifting a gate, or toppling a statue are all tasks that can logically be retried.

If a character has any chance of succeeding at a task (i.e. they would succeed on the check if they rolled a 20) and they can make repeated attempts without consequence, then they don't need to make a check. Instead, they succeed automatically.

Retrying is only interesting when there are consequences for failure. For instance, a

character at the bottom of a slippery slope is sure to climb up, given time, and normally no roll would be required. However, in the midst of combat, the character might need to make an Athletics check to see if they can climb up and join the fray.

Even outside of combat, failure at a task can be dramatic and interesting.

Consider increasing the stakes when a character retries a task. Let the players know the potential dangers of making a second attempt and ask if they still want to proceed. Here are some consequences you might impose on characters retrying a task:

- Trying the check again is likely to attract notice from hostile creatures or increase in the dungeon's alert level.
- Trying again will take ten times longer than last time—and the next time, ten times longer than that.
- The characters must expend a resource to attempt the check again. They might need to cast a relevant spell (such as *bless* or *enhance ability*), spend exertion, or gain a level of exhaustion.
- A critically failed check made to manipulate an object (like opening a door or using a device) might damage the object so much that further checks become impossible.

## Using Abilities and Skills

Dungeons are closed, architectural environments that present specific sets of obstacles. This section provides guidance for setting the DCs of common dungeon challenges.

# Strength

## Breaking Doors

When stymied by a locked door, iron gate, or even a blank stone wall, adventurers often resort to the most straightforward solution: breaking down the obstacle.

When time is of the essence, a character can make a Strength check to bash open a door, lift a portcullis, or otherwise force their way past a physical obstacle. When a single shoulder bash or a kick can't open a door, but time is still of the essence, a character might try to destroy the door with an axe, hammer, or similar weapon. Most doors in the dungeon are designed to withstand such punishment. They're an inch or more thick and typically have 27 (5d10) hit points or more. The DC to bash down a door, or the AC to damage it, are as follows:

**TABLE: DOOR TOUGHNESS**

DOOR TYPE	BASH DC	AC	RECOMMENDED DUNGEON LEVEL
Wooden	15	15	1+
Stone	17	17	5+
Iron	19	19	9+
Mithral	21	21	13+
Adamantine	23	23	17+

Some dungeon doors are especially thick, protected by magical wards, or reinforced with iron bars. These fortified doors have damage thresholds equal to their AC values. Thus, an attack that would deal less than 15 damage has no effect on a fortified

wooden door. The DC to force open a fortified door is increased by 4 (so a fortified adamantine door can be bashed open with a Strength check of 27).

Given enough time, characters can dismantle most doors—unless even rolling a 20 on a Strength check can't bash it open and even a critical hit can't overcome its damage threshold.

## Tunneling

In dire circumstances, characters might try to dig a tunnel or break through a wall. Without a burrowing speed or magical assistance, a humanoid with the appropriate digging or tunneling tools can dig for up to 8 hours in a day. Over 8 hours, the creature can excavate a number of cubic feet of dirt equal to 10 + their Strength modifier. A creature can dig for additional hours using the Forced March rules, excavating an additional cubic foot per hour. Tunneling speed is halved if the digger needs to shore up walls to prevent collapse.

Soft stone, like the limestone walls of many caverns, can be excavated at one-quarter the speed of earth and doesn't require shoring up.

A wall made of hard stone, like granite, simply can't be broken in a short time frame without specialized equipment, immense strength, or magical assistance.

## Lifting and Carrying

While exploring dungeons, adventurers frequently have to pick up, push, and pull objects. The Narrator is responsible for estimating the weight of furniture, portcullises, statues, and other objects in the dungeon.

Often we know an object's approximate size but need to determine its weight. Here are some very rough guidelines to help you approximate the weight of objects made of various materials. (Don't worry about precision. The game won't grind to a halt if you underestimate a statue's weight by 25 percent!)

**TABLE: EXAMPLE WEIGHTS**

A CUBIC FOOT OF...	WEIGHS...
Wood	45
Water (creatures, parchment, books)	60
Dirt	90
Stone	180
Most metal	500
Gold and platinum	1,200

Without requiring a Strength check, most characters can drag or lift a weight in pounds up to 30 times their Strength score. However, a character can push themselves beyond their limits for brief moments of supreme effort. A character can make a Strength check to drag a heavier object 5 feet or lift it above their head for one round. The DC of the check is the object's weight in pounds divided by 40.

Once a character has made this check, they must finish a short or long rest before they can do so again or they suffer a level of exhaustion.

## Dexterity

### Contortion

A humanoid or humanoid-shaped creature can use its entire movement to move up to

5 feet through a gap or tunnel into which it's too small to squeeze. While contorting in this way, a creature can't make attacks, attacks against it are made with advantage, and it automatically fails Dexterity saving throws. Even while carrying gear and wearing armor, a creature can enter a space listed on the chart below.

**TABLE: CONTORTION**

SIZE	MINIMUM SPACE
Tiny	6 inches (or half the creature's height, whichever is smaller)
Small	12 inches
Medium	18 inches
Large	3 feet
Huge	5 feet
Gargantuan and larger	10 feet and larger

A creature that succeeds on a DC 15 Acrobatics check can enter a space half this wide. This check automatically fails if the creature is wearing medium or heavy armor or carrying a bulky object. The Narrator can decide that a certain space is more or less awkward to enter and requires a higher or lower DC.

A non-humanoid creature's shape determines the space it can enter. For example, a Gargantuan snake might be able to contort into a space that a Large humanoid could enter.

# Intelligence

## Mapping and Navigation in the Dungeon

A creature with writing supplies can make an accurate map of the dungeon as they traverse it. More challenging cartographic feats, such as creating a map that's accurate down to the inch or making a map from memory, requires an Intelligence check. If a creature proficient with cartographers' tools has such tools available, they add their proficiency bonus to the check. The DC to create a map is DC 10, or DC 15 for multi-level or otherwise complex maps. On a success, the creature creates an accurate map. On a failure, the map contains some inaccuracy the creator isn't aware of.

A creature can make an Intelligence check to retrace their steps along a route in the dungeon. The DC for this check is DC 10, or DC 15 for a complex route or one they haven't traveled in the last 24 hours. The check automatically succeeds if the creature has an accurate map, and is made with disadvantage if the creature has an inaccurate map.

# Wisdom

## Hearing

A creature makes a Perception check to listen for noises, or uses its passive Perception to hear sounds it's not actively listening for. Use the tables below to determine the DC to hear specific noises.

**TABLE: DC OF NOISES**

NOISES	DC
Stealthy activity	DC of Stealth check
Quiet noises (sitting, sleeping, reading)	10
Moderate noises (walking, conversation)	5

# Charisma

## Communicating Without Language

Dungeons are often inhabited by creatures who live in close proximity but don't share a language. A creature can use sounds, gestures, and drawings to communicate with another intelligent creature, even if they don't share a language. A creature can communicate a simple idea with a DC 10 Charisma check, and a complex one with a DC 15 check. If a creature makes a particularly clear gesture or drawing, this check may be made with advantage or might automatically succeed.

If the Charisma check fails, the message is misunderstood. Making the check during combat requires an action and might be made with disadvantage.

Example simple ideas:

- We mean you no harm!
- I'm hungry!
- My name is...
- Surrender!

Example complex ideas:

- What creatures live nearby?
- Did someone else pass through this room recently?
- Where can we find the treasure we seek?

# Magic Items

The following magic items have long lain hidden in subterranean vaults or monster lairs. The Magic Items table below notes the rarity of each, as well as whether the item requires attunement.

**TABLE: MAGIC ITEMS**

RARITY	MAGIC ITEM	ATTUNE- MENT
Rare	Clock of Opening	No
Rare	Doorbreaker	Yes
Uncommon	Dark Stone	No
Very Rare	Dungeon Delver's Guide	Yes
Uncommon	Gong of Alarm	No
Uncommon	Green Scale Shield	No
Uncommon	Hunter's Quiver	No
Very Rare	Idol of Light	Yes
Very Rare	Midir's Trident	Yes
Uncommon	Poison Breath Bottle	No
Very Rare	Prospector's Pick	Yes
Very Rare	Rod of Entropy	Yes
Uncommon	Reloader Gremlin	No
Rare	Staff of Squalor	Yes
Very Rare	Sword of the Serpent	Yes
Uncommon	Verdant Fang	Yes

## Clock of Opening

*Wondrous item, rare (cost 3,000 gp)*

**Crafting components:** Grandfather clock created by a master engineer

This grandfather clock weighs 250 pounds and tolls loudly every hour. Among its

internal mechanisms are 12 keyholes of various sizes. Any key can be inserted into a keyhole.

If you are trained in the Arcana or Engineering skill, you can use an action to cause a lock within 500 miles to magically lock or unlock by inserting the lock's key into the clock and adjusting the clock's mechanisms. Additionally, so long as the key remains in the clock, you can schedule the lock to lock or unlock at certain hours of the day.

## Doorbreaker

*Weapon (maul), rare (requires attunement; cost 5,000 gp)*

**Crafting components:** Adamantine hammer worth at least 2,000 gp

The head of this magic maul is shaped like an adamantine fist. You gain a +2 bonus to attack and damage rolls made with this weapon. When you hit an object or construct while wielding *Doorbreaker*, the hit is treated as a critical hit.

*Doorbreaker* has 3 charges. When you attack or touch a portal sealed with an *arcane lock*, you can expend 1 charge to cast *knock* on the portal. *Doorbreaker* regains 1d3 charges each dawn.

## Dark Stone

*Weapon (sling ammunition), uncommon (cost 100 gp per stone)*

**Crafting components:** stone from a black dragon's lair

Five *dark stones* are usually found together. A *dark stone* is a black, round pebble that is cold to the touch. It can be used as sling ammunition or can be thrown up to 30 feet. If it is used as sling ammunition, a target hit by the stone takes an extra 1d6 cold damage. Whether it is fired or thrown, nonmagical fires within 10 feet of the stone's point of impact are immediately

extinguished, as are any magical lights or fires created with a spell slot of 2nd-level or lower.

### **Dungeon Delver's Guide**

*Wondrous item, very rare (requires attunement; cost 50,000 gp)*

**Crafting component:** 10 doors, 10 traps, and 10 monsters

While attuned to this magic tome, you gain an expertise die to skill checks made to recognize and notice underground traps and architectural features. In addition, you gain an expertise die on saving throws against traps.

The book contains 10 illustrations of doors, 10 illustrations of traps, and 10 illustrations of monsters. As an action, you can permanently tear out an illustration and place it on a surface to make a real door, trap, or monster appear. Once an illustration is used, it can't be used again.

If you place a door, a key that you can use to lock and unlock the door magically appears in your hand. Behind the door is a permanent passage through the wall. The passage is 5 feet wide, 8 feet tall, and up to 10 feet deep. The passage creates no instability.

If you place a trap, you can choose between the following traps: **acid pit trap**, **commanding voice trap**, **explosive runes trap**, **false door trap**, **hidden pit trap** (x3), **lock trap** (x3, can be placed only on a lock).

If you place a monster, the monster is not initially hostile to any creature present when it is summoned but is hostile to all other creatures. It otherwise acts according to its nature. The following monsters can be placed: **black pudding**, **gelatinous cube**, **hell hound**, **kobold** (x3), **minotaur**, **skeleton immortal** (x3).

### **Gong of Alarm**

*Wondrous item, uncommon (cost 350 gp)*

**Crafting components:** *Spell scroll of alarm*

As an action, you can cast the *alarm* spell through this brass gong. When cast this way, the spell's duration becomes 1 month. The gong can't be used to cast *alarm* again while the spell is active and for 24 hours thereafter.

### **Green Scale Shield**

*Armor (shield), uncommon (cost 200 gp)*

**Crafting components:** Green dragon scale

While you hold this shield, you have resistance to poison damage.

### **Hunter's Quiver**

*Wondrous item, uncommon (cost 500 gp)*

**Crafting components:** Pegasus feather

You can pull an endless number of nonmagical arrows from this quiver. An arrow disappears when it is fired or if it leaves your possession for longer than 1 minute. While you carry the quiver, if no hostile creatures are within 30 feet of you, you can use a bonus action to aim, gaining advantage on ranged weapon attacks until the end of your turn.

### **Idol of Light**

*Wondrous item, very rare (requires attunement; cost 40,000 gp)*

**Crafting components:** Sand from a celestial shore

This glass idol resembles a humanoid woman with a set of iridescent butterfly wings and a crystalline crown. The idol sheds bright light in a 10-foot radius and dim light for an additional 10 feet at all times. It has 10 charges and regains 1d6 + 4 charges each day if exposed to the light of dawn. You can expend the idol's charges to produce the following effects:

- When you take radiant or necrotic damage, you can use your reaction

to expend 1 charge and gain resistance to that damage type for the next minute or until you use this property again.

- As an action, you can expend 2 charges to make the idol shed light, as if by the *daylight* spell, for 10 minutes.
- As an action, you can expend 3 charges to cast *dispel magic*, targeting an illusion or necromancy spell. You can increase the spell slot level by one for each additional charge you expend.
- As a bonus action, you can expend 4 charges to cause the idol to flare with blinding light. Creatures you choose within 30 feet must succeed on a DC 13 Constitution saving throw or be blinded until the end of your next turn. Undead make the save with disadvantage.

### **Midir's Trident**

*Weapon (trident), very rare (requires attunement; cost 20,000 gp)*

**Crafting components:** Unique (uncraftable)

You gain a +3 bonus to attack and damage rolls made with this magic trident. When you hit with this weapon, you deal an extra 1d6 lightning damage. When you make a ranged attack with this trident, it has a normal range of 40 feet and a maximum range of 120 feet, and it returns to your hand after the attack.

The trident's size changes to match your own. If you are Large or larger, it deals an extra 2d6 lightning damage.

### **Poison Breath Bottle**

*Wondrous item, uncommon (cost 75 gp)*

**Crafting components:** Green dragon breath

You can use an action to throw this green vial at a point within 20 feet. The vial shatters on impact and creates a 5-foot-radius cloud of poison gas. A creature that starts its turn in the cloud must succeed on a DC 12 Constitution saving throw or take 2d6 poison damage and become poisoned until the end of its next turn. The area inside the cloud is lightly obscured. The cloud remains for 1 minute or until a strong wind disperses it.

### **Prospector's Pick**

*Weapon (war pick), very rare (requires attunement; cost 5,000 gp)*

**Crafting components:** iron from Plane of Earth

You gain a +1 bonus to attack and damage rolls made with this magic war pick. Attacks with this weapon deal an extra 3d6 piercing damage to objects and creatures made of earth or stone.

The pick has 8 charges. As an action, you can expend 1 charge to magically disintegrate a 5-foot cube of nonmagical earth or unworked stone within 5 feet of you. Precious gems, metal ores, and objects not made of earth or stone are left behind. The pick regains 1d8 charges at dawn.

### **Rod of Entropy**

*Rod, very rare (requires attunement; cost 15,000 gp)*

**Crafting components:** Demilich's skull  
This skull-topped rod can be used as a club that grants a +1 bonus to attack and damage rolls and deals an extra 1d6 necrotic damage.

The rod has 3 charges and regains 1d3 expended charges at dawn. As an action, you can expend the rod's charges, increasing entropy in a 15-foot cone. Each creature in the area makes a DC 15

Constitution saving throw. On a failure, the target takes 3d8 necrotic damage per charge expended, or half the damage on a success. A creature killed by this damage decays and becomes an inanimate skeleton. In addition, nonmagical objects in the area that are not being carried or worn experience rapid aging. If you expended 1 charge, soft materials like leather and cloth rot away, and liquid evaporates. If you expended 2 charges, hard organic materials like wood and bone crumble, and iron and steel rust away. Expending 3 charges causes Medium or smaller stone objects to crumble to dust.

### **Reloader Gremlin**

*Wondrous item (gear gremlin), uncommon (cost 250 gp)*

**Crafting components:** Bear trap broken by a trapped creature

A tiny, ethereal gremlin squats motionless in this silver picture frame, which from a distance appears to contain a painting of the gremlin. The gremlin watches a particular device or mechanism. One minute after the device is triggered, the gremlin emerges from its frame, performs whatever actions are necessary to reset the device, and returns to its frame.

The gremlin is ethereal and unable to interact with objects and creatures on the Material Plane other than its frame and the device it watches.

### **Staff of Squalor**

*Staff, rare (requires attunement; cost 2,500 gp)*

**Crafting components:** Mushrooms or mold with disease-curing properties

Strands of white mycelium cover the head of this gnarled wooden staff. When tapped on the ground, the staff sheds a thin coating of dirt. While attuned to the staff, you suffer

no harmful effects from diseases but can still carry diseases and spread them to others. When you hit a creature with this staff, you can force the target to make a DC 12 Constitution saving throw. On a failure, it contracts one disease of your choice that you're currently carrying.

### **Sword of the Serpent**

*Weapon (shortsword), very rare (requires attunement; cost 45,000 gp)*

**Crafting components:** Unique (uncraftable)

You gain a +2 bonus to attack and damage rolls made with this magic sword. When you hit with this weapon, you deal an extra 1d6 poison damage.

The sword has 3 charges and regains all expended charges at dawn.

While wielding the sword, you can use an action to expend 1 charge and cast *polymorph* on yourself, transforming into a **giant poisonous snake**. While in this form, you retain your Intelligence, Wisdom, and Charisma scores.

### **Verdant Fang**

*Wondrous item, uncommon (requires attunement; cost 400 gp)*

**Crafting components:** Fang from a green dragon

You can attune to this item only if you're in the good graces of the green dragon who granted it to you. You attune to the fang by pressing it into your mouth, whereupon it replaces one of your canine teeth. While attuned to the fang, you can speak and understand Draconic, and you can use an action to breathe a 15-foot cone of poison gas. Creatures in the area must make a DC 12 Constitution saving throw, taking 4d6 poison damage on a failed save or half the damage on a success. You can't use this property again until you finish a long rest.



As an action, you can bite down on the fang, destroying it. Doing so sends a mental distress signal to the dragon who granted you the fang; the dragon immediately learns where you are and will come to your aid.

# Bestiary

## Aboleth

### **ABOLETH BRUTE** CHALLENGE 13

*Large aberration* 10,000 XP

**AC** 18 (natural armor)

**HP** 210 (20d10 + 100; bloodied 105)

**Speed** 10 ft., swim 40 ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**

22 (+6)14 (+2)20 (+5)20 (+5)20 (+5)18 (+4)

**Proficiency** +5; **Maneuver DC** 19

**Saving Throws** Dex +7, Con +10, Int +10, Wis +10

**Skills** Deception +9, History +10, Intimidation +9, Stealth +7

**Damage Resistances** poison, psychic

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

**Languages** Deep Speech, telepathy 120 ft.

**Amphibious.** The aboleth can breathe air and water.

### ACTIONS

**Multiattack.** The aboleth attacks once with its bite and twice with its tentacles.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the aboleth can't bite a different creature.

**Tentacle.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is a creature, it makes a DC 18 Constitution saving throw. On a failure, it contracts a disease called the Sea Change. On a success, it is immune to this disease for 24 hours. While affected by this disease, the target has disadvantage on Wisdom

saving throws. After 1 hour, the target grows gills, it can breathe water, its skin becomes slimy, and it begins to suffocate if it goes 12 hours without being immersed in water for at least 1 hour. This disease can be removed with a disease-removing spell cast with at least a 4th-level spell slot, and it ends 24 hours after the aboleth dies.

### BONUS ACTIONS

**Ink Jet (Recharge 5–6).** While underwater, the aboleth exudes a cloud of inky slime in a 30-foot-radius sphere. The slime extends around corners, and the area is heavily obscured for 1 minute or until a strong current dissipates the cloud. The aboleth then moves up to its speed without provoking opportunity attacks.

**Combat** The aboleth bites and grapples its strongest enemy. It uses its tentacles on other foes in the area or on a grappled creature if no other enemies are within reach. If bloodied, it uses Ink Jet to escape.

### ABOLETH BRUTE VARIANT: ABOLETH FALLEN ASCENDANT

The result of the aboleths' most successful attempts to confront the gods directly, fallen ascendants briefly achieved minor divine status, only to subsequently lose it. Bolstered by some lingering vestige of their short-lived divine power, they are among the most powerful of their kind.

The aboleth is CR 14 (11,500 XP). It has the following trait:

**Innate Spellcasting.** The aboleth's spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells as bonus actions, requiring no components:  
At will: *bane*, *chill touch*

3/day each: *detect thoughts* (range 120 ft.), *eyebite*, *project image* (range 1 mile), *phantasmal force*

The aboleth has the following additional bonus actions:

**Bane (1st-Level; Concentration).** Three creatures within 30 feet that the aboleth can see must make a DC 18 Charisma saving throw. On a failure, the target subtracts a d4 from attack rolls and saving throws for 1 minute.

**Chill Touch (Cantrip).** A spectral tentacle flails at a creature within 120 feet. The aboleth makes a ranged spell attack with a +10 bonus. On a hit, the target takes 13 (3d8) necrotic damage and can't regain hit points until the start of its next turn.

**Eyebite (6th-Level; Concentration).** The aboleth's eyes become an inky void. One creature within 60 feet that the aboleth can see and that can see it must succeed on a DC 18 Wisdom saving throw or be afflicted by one of the following effects for the duration. Until the spell ends, on each of the aboleth's turns it can use a bonus action to target a creature that has not already succeeded on a saving throw against this casting of *eyebite*. The spell ends after 1 minute.

**Asleep:** The target falls unconscious, waking if it takes any damage or another creature uses an action to rouse it.

**Panicked:** The target is frightened. On each of its turns, the frightened creature uses its action to take the Dash action and move away from the aboleth by the safest and shortest available route unless there is nowhere for it to move. If the target moves to a place at least 60 feet away where it can no longer see the aboleth, this effect ends.

**Sickened:** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw, ending this effect on a successful save.

#### **ABOLETH CHAMPION CHALLENGE 7**

*Medium humanoid (aberration)* 2,900 XP

**AC** 14 (chain shirt)

**HP** 135 (18d8 + 54; bloodied 67)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

18 (+4) 12 (+1) 16 (+3) 14 (+2) 14 (+2) 16 (+3)

**Proficiency** +3; **Maneuver DC** 15

**Skills** Deception +6, Intimidation +6

**Senses** darkvision 30 ft., passive Perception 12

**Languages** Common, Deep Speech, one more

**Abolethic Agent.** The aboleth champion is treated as an aboleth for the purposes of an aboleth thrall's Self-Sacrifice reaction.

#### **ACTIONS**

**Multiattack.** The champion makes two melee attacks.

**Serrated Sword. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the target is a creature other than an undead or construct, it makes a DC 15 Constitution saving throw. On a failure, it receives a wound. While wounded, it takes 4 (1d8) ongoing slashing damage and is rattled. Further wounds on a wounded creature have no effect. A creature can use an action to make a DC 12 Medicine check, ending the ongoing damage and rattled condition on a success. The effect also ends if the target receives at least 1 hit point of magical healing.

**Strangling Grasp. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the target is a

Large or smaller creature, it is grappled (escape DC 15). While grappled in this way, the target is restrained and can't breathe, and the champion can't use its strangling grasp on a different creature.

**Mental Blast.** The champion emits a 15-foot cone of psychic energy. Each creature in the area makes a DC 13 Intelligence saving throw. On a failed save, the target takes 27 (5d10) psychic damage and is rattled until the end of its next turn. On a success, the target takes half damage and isn't rattled.

## BONUS ACTIONS

**Vicious Taunt.** The champion magically mocks or threatens a rattled creature that can hear and understand it. The target makes a DC 14 Charisma saving throw. On a failure, it takes 14 (4d6) psychic damage and has disadvantage on attack rolls until the end of its next turn.

**Combat** The champion attacks with its serrated sword, inflicting wounds on as many foes as possible. It then uses Vicious Taunt and makes strangling grasp attacks against wounded creatures. If it can target two foes (or three foes and an ally), it uses Mental Blast. It retreats only to attack again later.

## MAW SWARM CHALLENGE 4

*Medium swarm of Tiny aberrations*

1,100 XP

**AC** 13

**HP** 71 (11d8 + 22; bloodied 35)

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

**STR DEX CON INT WIS CHA**

10 (+0) 16 (+3) 14 (+2) 3 (–4) 10 (+0) 6 (–2)

**Proficiency** +2; **Maneuver DC** 13

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** blinded, charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

**Senses** darkvision 60 ft., passive

Perception 10

**Languages** Deep Speech

**Aberrant Physiology.** The swarm doesn't require air or sleep.

**Swarm.** The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain hit points or temporary hit points.

**Whispers of the Weird.** The swarm murmurs and whispers constantly, speaking secrets in languages beyond mortal comprehension. A creature that starts its turn within 5 feet of the maw swarm and can hear it must make a DC 13 Wisdom saving throw or take 10 (3d6) psychic damage.

## ACTIONS

**Bites.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage, or 10 (2d6 + 3) piercing damage if the swarm is bloodied.

**Combat** The swarm moves into the space of the closest non-aberration and attacks it. It fights to the death.

## OCULITE CHALLENGE 2

*Small aberration* 450 XP

**AC** 15 (natural armor)

**HP** 49 (11d6 + 11; bloodied 24)

**Speed** 5 ft., fly 30 ft. (hover), swim 30 ft.

**STR DEX CON INT WIS CHA**

6 (–2) 14 (+2) 12 (+1) 8 (–1) 14 (+2) 14 (+2)

**Proficiency** +2; **Maneuver DC** 12

**Damage Vulnerabilities** thunder

**Condition Immunities** deafened, prone

**Senses** darkvision 120 ft., passive

Perception 12

**Languages** understands Deep Speech but can't speak

**Aberrant Physiology.** The oculite doesn't require air, sustenance, or sleep.

**Refraction.** When the oculite takes radiant damage, one creature of the oculite's choice within 30 feet takes the same amount of damage.

## ACTIONS

**Energy Ray.** *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 14 (4d6) fire damage.

**Combat** The oculite stays at least 100 feet away from enemies. When bloodied, it retreats to its aboleth master.

## SLITHERWHITE CHALLENGE 1

*Medium aberration* 200 XP

**AC** 13 (natural armor)

**HP** 33 (6d8 + 6; bloodied 16)

**Speed** 20 ft., swim 40 ft.

**STR DEX CON INT WIS CHA**

14 (+2)12 (+1)12 (+1)3 (–4) 10 (+0)6 (–2)

**Proficiency** +2; **Maneuver DC** 12

**Condition Immunities** prone

**Senses** blindsight 30 ft., passive Perception 10

**Languages** understands Deep Speech but can't speak

**Aberrant Physiology.** The slitherwhite doesn't require air or sleep.

## ACTIONS

**Tentacle.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) poison damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). The slitherwhite can grapple only one creature at a time.

**Combat** The slitherwhite follows simple orders without exercising judgment.

# Draconic Horror

## DRACONIC HORROR CHALLENGE 19

*Legendary Huge aberration (dragon)*

22,000 XP

**AC** 18 (natural armor)

**HP** 287 (25d12 + 125; bloodied 143)

**Speed** 40 ft., fly 100 ft.

**STR DEX CON INT WIS CHA**

22 (+6)14 (+2)20 (+5)12 (+1)16 (+3)22 (+6)

**Proficiency** +6; **Maneuver DC** 20

**Saving Throws** Dex +8, Con +11, Wis +9

**Skills** Insight +9, Intimidation +12,

Perception +9 (+1d10)

**Damage Resistances** damage from nonmagical weapons

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, confused, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120 ft., truesight 30 ft., passive Perception 24

**Languages** Common, Draconic

**Amphibious.** The horror can breathe air and water.

**Horrifying Cacophony.** A non-aberration that starts its turn within 20 feet of the horror and can hear it makes a DC 17 Intelligence saving throw. On a failed save, the creature takes 14 (4d6) psychic damage and is confused until the start of its next turn. On a success, the creature takes half damage and isn't confused. A creature that succeeds on its saving throw is immune to the horror's Horrifying Cacophony for 24 hours.

**Legendary Resistance (3/Day).** When the horror fails a saving throw while it is within 60 feet of another aberration, it can choose to succeed instead. When it does so, an aberration of its choice dies.

**Warper of Reality.** Non-aberrations treat the ground within 20 feet of the horror as difficult terrain. The flying speed of any

non-aberration creature within 20 feet of the horror is halved.

## ACTIONS

**Multiattack.** The horror attacks twice with its claws, once with its horrific maws, and once with its stinger.

**Claws.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

**Horrific Maws.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., up to five targets. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) psychic damage.

**Stinger.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage and the target must make a DC 19 Constitution save. On a failed save, the target is implanted with a larval seed. The target is confused until the end of its next turn and then takes 27 (6d8) necrotic damage and two levels of strife as a newly formed **gibbering moulder** rips from its body.

**Horrifying Breath (Recharge 5–6).** The draconic horror exhales a blast of psychic energy in a 60-foot cone. Each non-aberration creature in the area must make a DC 19 Wisdom saving throw. On a failed save, the target takes 63 (18d6) psychic damage and gains a level of strife. On a success, the target takes half damage and doesn't gain strife.

## LEGENDARY ACTIONS

The horror can take 2 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. It regains spent legendary actions at the start of its turn.

**Absorb Ally.** The horror consumes a Large or smaller aberration within 5 feet of it, regaining 27 (6d8) hit points.

**Psionic Assault.** The horror targets a creature within 120 feet with a blast of

psionic energy. The target must succeed on a DC 19 Charisma save or be frightened until the end of its next turn. A creature that fails the save by 5 or more is also paralyzed while frightened in this way.

**Whirlwind.** The horror flaps its wings, creating a howling wind. Non-aberration creatures within 30 feet of the horror must succeed on a DC 20 Strength saving throw or be pushed 10 feet directly away from the horror or pulled 10 feet closer (horror's choice; same effect on all applicable creatures).

**Combat** The draconic horror leads with its Horrifying Breath but otherwise prefers to stay in the midst of its enemies, making maximum use of its horrific maws attack and Horrifying Cacophony and Warper of Reality traits. It reserves its stinger for low-AC, high-damage characters such as rogues or spellcasters, hoping to turn some of their damage output against their allies.

## Fungi

### Dream Powder

An herbalist can refine the remains of a dreamer's morel into a potent sleeping powder. Creating one dose of *dream powder* requires 8 hours of work and a DC 15 Intelligence or Wisdom check with an herbalism kit. As an action, a creature can throw the powder at a creature within 10 feet. Unless the target doesn't need to breathe, it must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. While poisoned in this way, the creature is unconscious.

## DREAMER'S MOREL CHALLENGE 1/2

*Small plant* 100 XP

**AC** 8 (natural armor)

**HP** 21 (6d6)

**Speed** 5 ft.

**STR DEX CON INT WIS CHA**

3 (−4) 1 (−5) 10 (+0) 14 (+2) 12 (+1) 13 (+1)

**Proficiency** +2; **Maneuver DC** 6

**Saving Throws** Int +4

**Skills** Arcana +4

**Condition Immunities** blinded, charmed, deafened, fatigue, frightened, prone, restrained, stunned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 11

**Languages** understands Common but can't speak

## ACTIONS

**Multiattack.** The morel attacks with its tendrils and uses Eat Dreams if possible.

**Tendrils. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 2 (1d4) bludgeoning damage plus 7 (2d6) psychic damage. A creature reduced to 0 hit points by this damage is stabilized.

**Eat Dreams.** One unconscious creature within 10 feet of the morel takes 5 (2d4) psychic damage. If this reduces a creature to 0 hit points, it is stabilized but can't awaken until restored to full hit points.

## REACTIONS

**Dream Spores (Recharge 6).** If the dreamer's morel is in an area of bright light, it expels a cloud of spores in a 10-foot radius. Breathing creatures in the cloud must succeed on a DC 12 Constitution saving throw or become poisoned for 2d4 hours. A creature poisoned in this way is also unconscious and experiences vivid, hallucinatory dreams. Unless the creature is cured of the poison before the condition ends, it must make a DC 12 Intelligence saving throw when it awakens. On a failure, it takes 5 (2d4) psychic damage.

**Combat** The morel uses Dream Spores if it is within an area of bright light and a creature is within 10 feet of it. It then attacks with its tendrils, prioritizing conscious creatures, and uses Eat Dreams on unconscious creatures.

## DREAMER'S MOREL VARIANT: GIANT DREAMER'S MOREL

So long as it has psychic energy to consume, a dreamer's morel can live indefinitely, growing ever larger.

The giant dreamer's morel is Large and is CR 5 (1,800 XP). It has 99 (18d10; bloodied 49) hit points, its Intelligence is 18 (+4), and the DC of its Dream Spores is 15.

Instead of its normal Multiattack and Tendrils, the morel has the following actions:

**Multiattack.** The morel makes two attacks with its tendrils and uses Eat Dreams if possible.

**Tendrils. Melee Weapon Attack:** +6 to hit, reach 15 ft., one target. **Hit:** 7 (2d6) bludgeoning damage plus 10 (3d6) psychic damage. A creature reduced to 0 hit points by this damage is stabilized.

## FUNGAL ZOMBIE CHALLENGE 1

*Medium plant* 200

XP

**AC** 9

**HP** 37 (5d8 + 15; bloodied 18)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

18 (+4)8 (−1) 16 (+3)10 (+0)10 (+0)8 (−1)

**Proficiency** +2; **Maneuver DC** 14

**Damage Immunities** poison

**Condition Immunities** fatigue, poisoned

**Senses** blindsight 30 ft., passive Perception 10

**Languages** the languages its host knew in life, telepathy 30 ft.

**Fungal Zombie Spores.** When the zombie hits a target with a melee attack and reduces it to 0 hit points, the target is infected with fungal zombie spores. If the target dies within 1 minute, it rises 1 hour later, gaining the **fungal zombie** template. It loses its original personality and acts as an ally to other fungal zombies.

## ACTIONS

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

## Fungal Zombie Template

Any creature with an organic body can become a fungal zombie. A fungal zombie retains all its statistics except as noted below.

**Type.** The zombie's type is plant.

**Ability Scores.** The zombie's ability scores are reduced to the following, unless they're already lower: Dex 8 (−1), Cha 8 (−1).

**Immunities.** The zombie gains immunity to poison damage, fatigue, and the poisoned condition.

**Senses.** The zombie gains blindsight with a radius of 30 feet.

**Languages.** The zombie gains telepathy with a range of 30 ft.

**Fungal Zombie Spores.** The zombie gains the Fungal Zombie Spores trait.

## SPELL SHRIEKER CHALLENGE 1/2

*Small plant* 100 XP

**AC** 5

**HP** 35 (10d6; bloodied 17)

**Speed** 0 ft.

**STR DEX CON INT WIS CHA**

1 (−5) 1 (−5) 10 (+0)1 (−5) 2 (−4) 1 (−5)

**Proficiency** +2; **Maneuver DC** 5

**Damage Vulnerabilities** bludgeoning, slashing

**Condition Immunities** blinded, charmed, deafened, fatigue, frightened, poisoned, prone, restrained, stunned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**False Appearance.** While motionless, the shrieker is indistinguishable from a normal fungus.

**Spell Sense.** The shrieker can sense the presence of creatures or magic items with the ability to cast spells within 30 feet.

## ACTIONS

**Shriek.** If the shrieker perceives a spellcasting creature or magic item within 30 feet, it shrieks loudly and continuously. The shriek is audible within 300 feet. The shrieker continues to shriek for 1 minute after the creature or item has moved away.

While within 30 feet of the shrieker, a creature can't cast spells with vocalized components and can't concentrate on spells.

**Combat** The spell shrieker shrieks in the presence of spellcasters.



# Guardian

## CERBERUS GUARDIAN CHALLENGE 23

*Legendary Huge construct* 50,000 XP

**AC** 20 (natural armor)

**HP** 310 (20d12 + 180; bloodied 155)

**Speed** 60 ft.

**STR DEX CON INT WIS CHA**

26 (+8)12 (+1)28 (+9)6 (–2) 18 (+4)14 (+2)

**Proficiency** +7; **Maneuver DC** 23

**Saving Throws** Str +15, Con +16, Int +5,  
Wis +11, Cha +9

**Skills** Perception +11

**Damage Immunities** acid, fire, poison,  
psychic; damage from nonmagical,  
non-adamantine weapons

**Condition Immunities** charmed, fatigue,  
frightened, paralyzed, petrified, poisoned

**Senses** truesight 90 ft., passive Perception  
21

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

**Immutable Form.** The guardian is immune  
to any effect that would alter its form.

**Legendary Resistance (3/Day).** When the  
guardian fails a saving throw while it has  
at least two heads active, it can choose to  
succeed instead. When it does so, one of  
its heads becomes inactive until the end  
of its next turn.

**Multiple Heads.** While the guardian has  
more than one head active, it has  
advantage on Perception checks and on  
saving throws against being blinded,  
deafened, stunned, and knocked  
unconscious, and it can't be flanked.

## ACTIONS

**Multiattack.** The guardian makes three bite  
attacks, minus one for each of its inactive  
heads. Each bite must be against a  
different target.

**Bite.** *Melee Weapon Attack:* +15 to hit,  
reach 10 ft., one target. *Hit:* 27 (3d12 + 8)  
piercing damage.

**Poison Tail.** *Melee Weapon Attack:* +15 to  
hit, reach 15 ft., one target. *Hit:* 18 (3d6 +  
8) piercing damage plus 10 (3d6) poison  
damage.

## LEGENDARY ACTIONS

The guardian can take 3 legendary actions,  
minus one for each inactive head, 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. It regains  
spent legendary actions at the start of its  
turn.

**Bronze Clangor (1/Round).** The guardian's  
tongue tolls in its bronze mouth like a bell.  
Each creature within 60 feet that can hear  
the clangor makes a DC 24 Constitution  
saving throw. On a failed save, the target  
takes 21 (6d6) thunder damage and is  
deafened for 1 minute. On a success, the  
target takes half damage and isn't  
deafened. The guardian can't use this  
legendary action if its bronze head is  
disabled.

**Iron Breath (1/Round).** The guardian  
breathes poison gas in a 60-foot cone.  
Each creature in the area makes a DC 24  
Constitution saving throw. On a failed  
save, the target takes 24 (7d6) poison  
damage and is poisoned for 1 minute. On  
a success, the target takes half damage  
and isn't poisoned. The guardian can't use  
this legendary action if its iron head is  
disabled.

**Stone Howl (1/Round).** The guardian lets  
loose a spine-chilling howl. Each creature  
within 60 feet that can hear the howl must  
succeed on a DC 21 Wisdom saving  
throw or be frightened for 1 minute. The  
target must repeat the saving throw at the  
end of each of its turns. On a successful  
save, the effect on itself ends. On a

failure, the creature is petrified. The guardian can't use this legendary action if its stone head is disabled.

**Tail.** The guardian attacks with its poison tail.

**Combat** The guardian obeys its master's instructions to the letter. In combat, it rushes into a group of enemies so that it can make as many bite attacks as possible. It can't use the same head twice in the same round, so it usually starts with Stone Howl, then uses Iron Breath and finally Bronze Clangor. On later turns, it may attack with its tail instead of using Stone Howl if most of its opponents are deafened.

## Kobolds

### GREEN KOBOLD DRAKE CHALLENGE 1/2

*Medium dragon* 100 XP

**AC** 12 (natural armor)

**HP** 27 (5d8 + 5; bloodied 13)

**Speed** 40 ft.

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

**Proficiency** +2; **Maneuver DC** 12

**Skills** Perception +2

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

**Languages** understands Draconic but can't speak

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) poison damage.

**Poison Breath (1/Day).** The drake exhales a cloud of poison in a 15-foot cone. Each creature in that area makes a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save or half damage on a success.

**Combat** The drake uses its poison breath when it can include two or more enemies in its area and then attacks with its bite. If alone, it flees when bloodied; if it's being ridden, it obeys its rider's orders.

### KOBOLD ARTILLERIST CHALLENGE 1

*Small humanoid (kobold)* 200 XP

**AC** 12

**HP** 21 (6d6; bloodied 10)

**Speed** 30 ft.

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

**Proficiency** +2; **Maneuver DC** 12

**Senses** darkvision 60 ft., passive  
Perception 11

**Languages** Common, Draconic

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

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. On a hit, until the end of the turn the kobold can use the Disengage action as a bonus action.

**Blowgun.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save or half damage on a success.

**Poison Breath Bottle (1/Day).** The kobold throws a vial at a point within 20 feet, where it shatters and creates a 5-foot-radius cloud of poison gas. A creature that starts its turn in the cloud must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage and become poisoned until the end of its next turn. The area of the cloud is lightly obscured. The cloud remains for

1 minute or until a strong wind disperses it.

**Combat** The kobold artilleryist throws its poison breath bottle and then uses its blowgun. When possible, it hides, uses cover, or lies prone. In melee, it hits with its sword and then disengages.

#### KOBOLD ARTILLERIST VARIANT:

##### Kobold Firebomber

Kobold firebombers carry highly volatile chemical compounds in oily jars. A kobold firebomber has the following trait:

**Flammable.** If the kobold firebomber takes fire damage or is critically hit while in possession of its Firebomb Bottle, the bottle explodes as if it had been thrown at the kobold's space.

Instead of Poison Breath Bottle, the kobold firebomber has the following action:

**Firebomb Bottle.** The kobold throws a jar at a point within 20 feet, where it shatters and creates a 5-foot-radius burst of flame. Each creature in the area makes a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save or half damage on a success.

#### KOBOLD BULLY CHALLENGE 2

*Small humanoid (kobold)* 450 XP

**AC** 12

**HP** 44 (8d6 + 16; bloodied 22)

**Speed** 30 ft.

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

**Proficiency** +2; **Maneuver DC** 13

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic

**Pack Tactics.** The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and not incapacitated.

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

#### ACTIONS

**Multiattack.** The kobold makes two spear attacks.

**Spear. Melee or Ranged Weapon Attack:** +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

#### BONUS ACTIONS

**Make a Distraction.** A kobold within 10 feet of the bully can use its reaction to make an attack. If the attack hits, the target of the attack has disadvantage on attack rolls against the bully until the start of the bully's next turn.

**Combat** The bully orders an ally to attack and then attacks itself. It retreats only if it is bloodied and all its allies are dead.

#### KOBOLD DRAKERIDER CHALLENGE 1/4

*Small humanoid (kobold)* 50 XP

**AC** 12

**HP** 14 (4d6; bloodied 7)

**Speed** 30 ft.

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

**Proficiency** +2; **Maneuver DC** 12

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic

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

**Mounted Combatant.** While mounted, the kobold can use a bonus action to command its mount. The mount can use its reaction to move up to its Speed or make a melee attack.

#### ACTIONS

**Bill Hook.** *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If the target is a Medium or smaller creature, it must succeed on a DC 11 Strength saving throw or fall prone.

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

## REACTIONS

**Defensive Reins.** The kobold adds 2 to the mount's AC against one attack that would hit the mount. To do so, the kobold must be mounted and able to see the attacker.

**Combat** The drakerider uses its bill hook against mounted opponents. Otherwise it keeps its distance and uses its sling. It flees if dismounted.

## Oozes

### BLACK PUDDING VARIANT: Blazing Black Pudding

Identifiable by its foul, gassy odor, a blazing black pudding constantly emits a flammable vapor that catches fire at the slightest hint of flame.

A blazing black pudding has resistance to fire damage and gains the following trait:

**Blazing Form.** When the pudding takes fire damage, it ignites until the end of its next turn. While ablaze, the pudding is immune to fire damage, and it sheds bright light in a 30-foot radius and dim light for an additional 30 feet. In addition, its Speed is doubled, and it can make a pseudopod attack as a bonus action. Finally, when an adjacent creature touches the pudding or hits it with a melee attack, that creature takes 2 (1d4) fire damage.

### GELATINOUS CUBE VARIANT: Euphoria Cube

A particularly deadly variant of the gelatinous cube, the euphoria cube is visually indistinguishable from its gelatinous cousin. Its mass is laced with psychotropic toxins that cause the cube's victims to experience ecstatic joy even as they are consumed.

A euphoria cube is CR 3 (700 XP). It gains the following trait:

**Euphoric Gelatin.** A creature that starts its turn engulfed by the cube must make a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature is charmed while it is engulfed by the cube.

### OCHRE JELLY VARIANT: Flash Jelly

The flash jelly's oozing form constantly ripples with dim light in a mesmerizing display. When hit with a weapon attack, it produces a sudden flash of light to blind its attackers.

A flash jelly is CR 3 (700 XP). It gains the following action:

**Hypnotic Display (Recharge 5–6).** Each creature within 10 feet of the jelly that can see it must succeed on a DC 12 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, a creature is incapacitated and has a speed of 0. The creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. The effect also ends if another creature uses its action to shake the creature out of its trance, or if the creature takes any damage.

The flash jelly gains the following reaction:

**Sudden Flash.** When the jelly is hit with a weapon attack, it produces a sudden flash of light. Each creature within 10 feet that can see the jelly must succeed on a DC 12 Dexterity saving throw or be blinded until the end of its next turn.

#### SLIME MOLD CHALLENGE 6

*Large ooze* 2,300 XP

**AC** 9

**HP** 104 (11d10 + 44; bloodied 52)

**Speed** 15 ft., climb 15 ft., swim 15 ft.

**STR DEX CON INT WIS CHA**

16 (+3)8 (-1) 18 (+4)3 (-4) 10 (+0)4 (-4)

**Proficiency** +3; **Maneuver DC** 14

**Damage Resistances** damage from nonmagical weapons

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, fatigue, frightened, prone

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

**Languages** —

**Amorphous.** The slime mold can move through a space as narrow as 1 inch without squeezing, and it can occupy the same space as a creature its size or smaller.

**Corrosive.** A nonmagical weapon made of metal or wood that hits the slime mold corrodes or rots. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the slime mold is destroyed after dealing damage.

The slime mold can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

**Damage Transfer.** While a creature is engulfed within it, the slime mold takes only half the damage dealt to it. The

remaining damage is split evenly amongst the engulfed creatures.

**False Appearance.** While motionless, the slime mold is indistinguishable from normal mold or lichen.

**Spider Climb.** The slime mold can climb even on difficult surfaces and upside down on ceilings.

**Sticky.** A creature that touches the slime mold immediately becomes stuck. While stuck, the creature's speed is reduced to 0, and it takes 9 (2d8) acid damage at the start of each of its turns. A creature can free itself by using its action to make a DC 13 Strength check.

A creature that hits the slime mold with a melee attack must succeed on a DC 13 Strength saving throw or its weapon becomes stuck. A creature can use its action to make a DC 13 Strength check, removing the stuck weapon on a success. At the start of each of the slime mold's turns, the stuck weapon is subjected to the mold's Corrosive trait.

#### ACTIONS

**Pseudopod. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 21 (6d6) acid damage, and the target is subject to the slime mold's Sticky trait.

**Engulf.** The slime mold attempts to engulf creatures that are stuck to it. Each creature stuck to the slime mold makes a DC 15 Strength saving throw. On a failed save, the creature is engulfed as well as stuck.

An engulfed creature is restrained, can't breathe, and takes 21 (6d6) acid damage at the start of each of the slime mold's turns. When the slime mold moves, the engulfed creature moves with it. If a creature is no longer stuck, it is no longer engulfed either.

The slime mold can engulf one creature of its size or two smaller creatures.

## BONUS ACTIONS

**Merge.** The slime mold merges with another slime mold of the same size. The new slime mold has hit points equal to the combination of the two and is one size larger.

**Split.** If the slime mold is Medium or larger and has at least 10 hit points, it splits into two new slime molds. Each new slime mold has hit points equal to half of the original slime mold, rounded down. New slime molds are one size smaller than the original slime mold. Creatures engulfed by the slime mold are no longer engulfed, but they remain stuck to one of the slime molds.

## Rust Monsters

### MUTANT RUST MONSTER CHALLENGE 8

*Large monstrosity* 3,900 XP

**AC** 16 (natural armor)

**HP** 126 (12d10 + 60; bloodied 63)

**Speed** 45 ft.

**STR DEX CON INT WIS CHA**

20 (+5)12 (+1)20 (+5)4 (–3) 12 (+1)6 (–2)

**Proficiency** +3; **Maneuver DC** 16

**Saving Throws** Dex +4, Wis +4

**Damage Resistances** acid, cold, fire, lightning, poison, psychic, thunder

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive

Perception 11

**Languages** —

**Draining Aura.** When a living creature starts its turn within 20 feet of the rust monster or enters the area for the first time on a turn, it must succeed on a DC 16 Constitution saving throw or take 3 (1d6) force damage as its blood is sucked

from its pores by the rust monster's feathery antennae. The creature's hit point maximum is reduced by an amount equal to the force damage taken, and it has disadvantage on attack rolls and ability checks until the start of its next turn. The reduction lasts until the creature finishes a long rest or is targeted by a *greater restoration* spell. The target dies if its hit point maximum is reduced to 0.

**Metal Detection.** The rust monster can smell metal within 60 feet.

**Rust Metal.** A weapon made of metal that hits the rust monster corrodes after dealing damage, taking a permanent –1 penalty to damage rolls per hit. If this penalty reaches –5, the weapon is destroyed. A creature can spend 1 minute polishing or repairing a magic weapon, removing this penalty. Metal ammunition is destroyed after dealing damage.

## ACTIONS

**Multiattack.** The rust monster attacks once with its antennae and twice with its bite.

**Antennae.** The rust monster uses its antennae to corrode a metal object within 20 feet. It can destroy up to a 1-foot-square portion of an unattended object. If the object is worn or carried, the object's owner makes a DC 16 Dexterity saving throw, avoiding the rust monster's antennae on

a success.

Metal shields or armor the rust monster touches with its antennae corrode, taking a permanent –1 penalty to its AC protection per hit. If the penalty reduces the armor's AC protection to 10, the armor is destroyed. A creature can spend 1 minute polishing or repairing magic armor, removing this penalty. If the rust monster touches a metal weapon, the weapon is subject to Rust Metal.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and the rust monster can't bite another target.

**Combat** The rust monster attacks the creature carrying the most metal; once all metal is gone, it targets the closest creature. It flees if it is bloodied and it detects no iron or steel items within 60 feet.

### MUTANT RUST MONSTER VARIANT: SUPERMUTANT RUST MONSTER

The supermutant rust monster has grown even larger and greedier, preferring enchanted metal items to any other kind. The supermutant rust monster is Huge and is CR 12 (8,400 XP). It has 195 (17d12 + 85; bloodied 97) hit points. The rust monster's Draining Aura deals 14 (4d6) force damage.

## Shadow Symbiote

### SHADOW SYMBIOTE CHALLENGE 2

*Small ooze* 450 XP

**AC** 12

**HP** 36 (8d6 + 8)

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

**STR DEX CON INT WIS CHA**

8 (–1) 14 (+2) 12 (+1) 14 (+2) 12 (+1) 16 (+3)

**Proficiency** +2; **Maneuver DC** 12

**Skills** Deception +5, Stealth +4

**Damage Resistances** acid, cold, fire, lightning, thunder; damage from nonmagical weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** blinded, charmed, fatigue, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** blindsight 120 ft., passive

Perception 11

**Languages** understands Common but can't speak, telepathy 30 ft.

**Amorphous.** The symbiote can pass through an opening as narrow as 1 inch wide without squeezing.

**Sunlight Weakness.** While in sunlight, the symbiote has disadvantage on attack rolls, ability checks, and saving throws.

### ACTIONS

**Multiattack.** The symbiote attacks with its shadow tendril and uses Assimilate.

**Shadow Tendril.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) necrotic damage, and the symbiote attaches to the target. A creature can use an action to make a DC 9 Strength check, detaching the symbiote on a success. The symbiote can detach itself as a bonus action.

**Assimilate.** The symbiote targets a humanoid it's attached to, a willing humanoid within 5 feet, or a humanoid corpse within 5 feet. The symbiote attempts to assimilate the target. An unwilling creature can make a DC 13 Charisma saving throw to resist. A creature warded by *protection from evil and good* automatically succeeds on this save. If the target is a corpse, it becomes an undead creature under the symbiote's control, regaining all its hit points. The undead creature is destroyed when the symbiote leaves it.

While assimilated, the symbiote has full cover from all effects and is immune to all damage, except that it takes any radiant damage taken by its host. It can't make shadow tendril attacks or use Assimilate or Snuff Light. The target gains the **shadow symbiote thrall** template and is charmed by the symbiote.

The symbiote can use an action to leave the host. It is forced out if the host is reduced to 0 hit points or if the host is the target of a *protection from evil and good* spell.

When the symbiote leaves, it appears within 5 feet of the host.

## BONUS ACTIONS

**Snuff Light.** The symbiote magically extinguishes nonmagical light sources within 30 feet.

**Combat** While the shadow symbiote has a creature assimilated, it encourages the creature to fight in the symbiote's defense until the creature dies. It then continues to battle, trying to assimilate a new target, until it is bloodied. It then flees using its climb speed.

## Shadow Symbiote Thrall Template

Any living or dead humanoid can become a shadow symbiote thrall. Its challenge rating increases by 2. A creature retains all its statistics except as noted below.

**Type.** If the thrall is a dead humanoid, its type becomes undead.

**Damage Resistances.** The thrall gains resistance to acid, cold, fire, lightning, and thunder damage and damage from nonmagical weapons.

**Damage Immunities.** The thrall gains immunity to necrotic and poison damage.

**Blindsight.** The thrall gains blindsight out to a range of 120 feet.

**Heart of Darkness.** Creatures within 30 feet of the thrall have the range of their darkvision reduced by 60 feet, to a minimum of 0.

**Telepathy.** The thrall gains telepathy out to a range of 30 feet.

If the thrall's character level or challenge rating is 2 or higher, it can take the following additional bonus actions:

**Shadow Tendril. Melee Spell Attack:** proficiency bonus + Charisma modifier to hit, reach 15 ft., one target. *Hit:* 14 (4d6) necrotic damage, and any light source the target wears or carries is suppressed until the end of the thrall's next turn.

**Snuff Light.** The thrall magically extinguishes nonmagical light sources within 30 feet.

## SHADOW SYMBIOTE KNIGHT

CHALLENGE 7

*Medium undead* 2,900 XP

**AC** 17 (half plate)

**HP** 110 (13d8 + 52; bloodied 55)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

18 (+4) 14 (+2) 18 (+4) 12 (+1) 14 (+2) 16 (+3)

**Proficiency** +3; **Maneuver DC** 15

**Saving Throws** Str +7, Con +7, Wis +5

**Skills** Perception +5, Stealth +5

**Damage Resistances** acid, cold, fire, lightning, thunder; damage from nonmagical weapons

**Damage Immunities** necrotic, poison

**Senses** blindsight 120 ft., passive Perception 15

**Languages** Common, telepathy 30 ft.

**Heart of Darkness.** Creatures within 30 feet of the knight have the range of their darkvision reduced by 60 feet, to a minimum of 0.

## ACTIONS

**Multiattack.** The knight attacks twice with its greatsword.

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

## BONUS ACTIONS

**Shadow Tendril. Melee Spell Attack:** +6 to hit, reach 15 ft., one target. *Hit:* 14 (4d6)



necrotic damage, and any light source the target wears or carries is suppressed until the end of the knight's next turn.

**Snuff Light.** The knight magically extinguishes nonmagical light sources within 30 feet.

**Combat** The shadow symbiote knight defends its shadow symbiote, targeting creatures that deal radiant damage.

## Skeletons

### AMBER SKELETON CHALLENGE 1

*Medium undead* 200 XP

**Armor Class** 18 (natural armor), 12 without Amber Shell

**Hit Points** 26 (4d8 + 8; bloodied 13)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**  
10 (+0) 14 (+2) 14 (+2) 6 (-2) 8 (-1) 5 (-3)

**Proficiency** +2; **Maneuver DC** 12

**Damage Resistances** lightning

**Damage Immunities** poison

**Condition Immunities** fatigue, poisoned

**Senses** darkvision 60 ft., passive

Perception 9

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

**Amber Shell.** When the skeleton takes fire damage, its hardened amber shell partially melts, lowering its AC to 12 until the end of its next turn.

### ACTIONS

**Multiattack.** The skeleton makes two claw attacks.

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

### BONESPAWN CHALLENGE 1/8

*Medium undead* 25 XP

**AC** 11

**HP** 1 (1d8 – 3)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**  
10 (+0) 12 (+1) 4 (-3) 4 (-3) 6 (-2) 5 (-3)

**Proficiency** +2; **Maneuver DC** 11

**Damage Immunities** poison

**Condition Immunities** fatigue, poisoned

**Senses** darkvision 60 ft., passive

Perception 8

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

### ACTIONS

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

**Shortbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

**Combat** The bonespaw follows its orders without imagination or deviation. When ordered to fight, it moves towards the closest enemy by the shortest available route, making no effort to avoid hazards.

### SKELETAL IMMORTAL CHALLENGE 1

*Medium undead* 200 XP

**AC** 15 (medium shield)

**HP** 19 (3d8 + 6; bloodied 9)

**Speed** 40 ft.

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

**Proficiency** +2; **Maneuver DC** 13

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** fatigue, poisoned

**Senses** darkvision 60 ft., passive

Perception 9

**Languages** understands the languages it knew in life but can't speak

**Reanimation.** When the immortal is reduced to 0 hit points, it is not destroyed but falls prone and is paralyzed until the

end of its next turn. While paralyzed, it is indistinguishable from an inanimate skeleton. When this paralysis ends, the immortal regains all its hit points. If the immortal is reduced to 0 hit points by an attack that deals bludgeoning or radiant damage, or if it is dealt bludgeoning or radiant damage while at 0 hit points, it is permanently destroyed.

## ACTIONS

**Multiattack.** The immortal makes two scimitar attacks.

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

## REACTIONS

**Disarm.** When an adjacent creature the immortal can see misses the immortal with an attack made with a melee weapon, the immortal makes a Dexterity check. If this check is higher than the triggering attack roll, the attacker drops the weapon they used to make the attack. The weapon lands in a space of the skeleton's choice within 5 feet of the attacker.

**Combat** The immortal fights with more intelligence than most skeletons. It attacks the creatures it perceives as most dangerous first, such as those that deal bludgeoning or radiant damage. It takes cover against ranged attacks if it can. If it fights multiple creatures, it saves its reaction to disarm a creature wielding a bludgeoning weapon. If one of its enemies is disarmed, the immortal picks up the weapon.

After it is restored by its Reanimation trait, the immortal leaps to its feet and attacks at the start of its next turn.

## SKELETAL WARLORD CHALLENGE 9

*Medium undead* 5,000 XP

**AC** 17 (half plate)

**HP** 144 (17d8 + 68; bloodied 72)

**Speed** 40 ft.

**STR DEX CON INT WIS CHA**

18 (+4) 16 (+3) 18 (+4) 16 (+3) 14 (+2) 16 (+3)

**Proficiency** +4; **Maneuver DC** 16

**Skills** Intimidation +7

**Damage Immunities** poison

**Condition Immunities** fatigue, poisoned

**Senses** darkvision 60 ft., passive

Perception 12

**Languages** the languages it knew in life

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

## ACTIONS

**Multiattack.** The warlord makes two greatsword attacks or two black lightning attacks.

**Greatsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 5 (1d10) necrotic damage. On a critical hit, the warlord can use Sound the Attack.

**Black Lighting.** *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 13 (3d8) necrotic damage.

**Sound the Attack.** Each skeleton or skeletal horde of CR 7 or less within 30 feet can use its reaction to make an attack.

**Raise Bonespawn.** The warlord touches up to three inanimate skeletons or piles of bones, animating them as bonespawn under the warlord's control.

## REACTIONS

**Arcane Punishment.** When the warlord succeeds on a saving throw against a spell cast by a creature within 60 feet that the warlord can see, the warlord attacks the caster with black lightning.

**Riposte.** When a creature the warlord can see misses the warlord with a melee

attack, the warlord makes a greatsword attack against that creature.

The following variants can be applied to any skeleton. If multiple variants are applied to the same skeleton, apply them in alphabetical order.

#### **Variant: Burning Skeleton**

Burning skeletons are formed from the charred remains of those burned alive on funeral pyres. Wreathed in magical flames, burning skeletons set their enemies ablaze with their flaming weapons and with fiery blasts from their eye sockets.

If a skeleton's CR is less than 1, it increases to 1. If a skeleton's CR is already 1 or higher, it increases by 1.

A burning skeleton is immune to fire damage and has the following additional traits:

**Burning Weapons.** A creature hit by the skeleton's melee or ranged attacks takes ongoing fire damage equal to the skeleton's proficiency bonus. The creature can use an action to extinguish the flames, ending the ongoing damage.

**Death Burst.** When the skeleton is destroyed, it explodes. Each creature within 5 feet makes a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save or half damage on a success.

#### **Variant: Four-Armed Skeleton**

With the ability to rearrange limbs as they like, it's no surprise that necromancers hit upon a simple way to increase their skeletons' deadliness: add more arms. Four-armed skeletons weave their weapons in glittering offensive and defensive displays that can overwhelm lone opponents.

A four-armed skeleton is an elite monster, equivalent to two skeletons of the

base type. For instance, a four-armed skeletal immortal is equivalent to two CR 1 monsters (400 XP). Its hit points are doubled. It has the following additional traits, which it can use only while bloodied: **Elite Recovery.** At the end of each of its turns while bloodied, the skeleton ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

**Four Arms.** As a bonus action on each of its turns, the skeleton can make an attack or take the Multiattack action.

**Reactive Arms.** The skeleton can take two reactions each round, but not more than one per turn.

#### **Variant: Winged Skeleton**

With giant bat wings grafted to their shoulder blades, winged skeletons look like nightmare soldiers in hellish armies. While they are not fiends, they often serve as scouts for evil masters.

If a skeleton's CR is less than 1, it is doubled. If a skeleton's CR is already 1 or higher, its challenge rating does not change.

A winged skeleton has a fly speed of 60.

## Stone Shark

### **STONE SHARK CHALLENGE 4**

*Large monstrosity* 1,100 XP

**AC** 13 (natural armor)

**HP** 85 (9d10 + 36; bloodied 42)

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

**STR DEX CON INT WIS CHA**

18 (+4)12 (+1)18 (+4)2 (–4) 10 (+0)4 (–3)

**Proficiency** +2; **Maneuver DC** 14

**Senses** tremorsense 60 ft., passive

Perception 10

**Languages** —

**Stone Glide.** The shark can burrow through nonmagical stone. While doing so, it doesn't disturb the material it moves through. The shark can't be harmed by stone weapons or projectiles, as such weapons pass right through them.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). While grappled in this way, the target gains the stone shark's Stone Glide trait, and the stone shark can't bite a different creature. If the target escapes the grapple while it is inside stone, it takes 27 (5d10) force damage and is shunted to the nearest unoccupied space outside the stone.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

## REACTIONS

**Tail Swat.** When a creature the stone shark can see hits it with a melee attack, the shark attacks that creature with its tail.

**Combat** The shark begins its turn hiding inside stone. It flies from its hiding place, tries to grapple a creature with its bite, and if successful retreats into stone. It replies to opportunity attacks with its tail swat. It retreats when it can swim away with a fresh kill. It may also retreat if it is bloodied, but not if any of its enemies are also bloodied. A bloodied stone shark may follow potential prey for some time and launch a surprise attack when they are distracted.

# Titans

## MIDIR CHALLENGE 24

*Legendary Gargantuan celestial (titan)*

62,000 XP

**AC** 21 (breastplate)

**HP** 369 (18d20 + 180; bloodied 184)

**Speed** 60 ft., fly 60 ft.

**STR DEX CON INT WIS CHA**

30 (+10)24 (+7)30 (+10)24 (+7)20 (+5)30 (+10)

**Proficiency** +7; **Maneuver DC** 25

**Saving Throws** Str +17, Con +17, Int +14, Wis +12, Cha +17

**Skills** Perception +12, Persuasion +17

**Damage Immunities** radiant; damage from nonmagical weapons

**Senses** truesight 120 ft., passive Perception 22

**Languages** Celestial, Common, telepathy 60 ft.

**Divine Grace.** If Midir makes a saving throw against an effect that deals half damage on a success, he takes no damage on a success and half damage on a failure. Furthermore, while wearing medium armor, Midir adds his full Dexterity bonus to his Armor Class (already included).

**Innate Spellcasting.** Midir's innate spellcasting ability is Charisma (spell save DC 25). He can innately cast the following spells, requiring no material components:

At will: *arcane mirror* (chapter 1), *charm monster*, *command*, *creation*

3/day: *heroes' feast*, *hold monster*, *teleportation circle* (both sides are the surface of a mirror known to Midir instead of a magic circle; Midir can't pass through), *shatter* (6th level)

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

**Mirror Prohibition.** Midir can't willingly break a mirror.

**Regeneration.** Midir regains 20 hit points at the start of his turn as long as he has at least 1 hit point.

## ACTIONS

**Midir's Trident.** *Melee Weapon Attack:* +20 to hit, reach 10 ft. or range 40/120, one target. *Hit:* 27 (4d6 + 13) piercing damage plus 17 (5d6) lightning damage. If used to make a ranged attack, the trident then reappears in Midir's hand.

**Hold Monster (5th-Level; V, S, Concentration).** One creature Midir can see within 60 feet makes a DC 25 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Shatter (6th-Level; V, S).** An ear-splitting ringing sound fills a 10-foot-radius sphere emanating from a point Midir can see within 60 feet. Creatures in the area make a DC 25 Constitution saving throw, taking 31 (7d8) thunder damage on a failed save or half damage on a success. A creature made of stone, metal, or other inorganic material has disadvantage on its saving throw. Unattended objects in the area also take the damage.

## BONUS ACTIONS

**Immortal Form.** Midir magically changes his size between Gargantuan and Medium. While Medium, he has disadvantage on Strength checks. His statistics are otherwise unchanged.

**Teleport.** Midir magically teleports to an unoccupied space within 120 feet that he can see (either directly or reflected in a mirror).

## REACTIONS

**Split Self (1/Round).** When Midir takes damage, he splits himself into two identical bodies in the same space. Each body has half the hit points of the original, rounded down, and they share their daily spells in common. On Midir's turn, each body can take a full turn, in any order Midir chooses. Each body has its own reaction, and each can take 1 legendary each round. The bodies can share a space. Midir can't have more than three bodies at a time.

As a bonus action, two Midirs in the same space can merge their bodies. The new body has the total hit points of both and is only affected by conditions or effects that affected both.

## LEGENDARY ACTIONS

Midir can take 1 legendary action, choosing from the options below. He regains the spent legendary action at the start of his turn.

**Attack.** Midir makes a weapon attack.

**Cast Spell.** Midir casts a spell. He can't use this option if he has cast a spell since the start of his last turn.

**Teleport.** Midir uses Teleport.

**Combat** Midir uses Split Self whenever possible; on Midir's turn, each duplicate moves to make it more difficult to include multiple duplicates in an area spell. Each Midir uses their trident for most attacks, reserving Shatter for groups of two or more foes. If Midir is bloodied and has no duplicates, he offers to make a deal. If his offer is rejected, Midir fights to the death.

## VARIANT: Midir the Reborn

If Midir is released from his dungeon prison and reclaims his throne, he draws upon the divine power he enjoyed in ancient times and becomes Midir the Reborn.

Midir the Reborn is an elite monster, equivalent to two CR 24 monsters (124,000 XP). He has 738 (36d20 + 360; bloodied 369) hit points and the following additional bonus action, which he can use only while bloodied.

**Summon Aleas.** Midir summons an **aleas** from an unbroken mirror within 60 feet. The aleas appears in an unoccupied space within 5 feet of the mirror. Midir chooses the creature that the aleas doubles, which must be a creature Midir can see and which can't be a creature that currently has an aleas double. Midir can't summon more than one aleas per round, even if there are multiple Midirs.

An aleas has a challenge rating equal to one-half the character level or challenge rating of the creature it imitates (rounding up).

#### **ALEAS CHALLENGE VARIABLE**

*Small or Medium celestial (titan)*

variable XP

**AC** as its double

**HP** as its double

**Speed** as its double

**STR DEX CON INT WIS CHA**

as its double

**Proficiency** as its double; **Maneuver DC** as its double

**Saving Throws** as its double

**Skills** as its double

**Damage Resistances** as its double

**Damage Immunities** as its double

**Condition Immunities** as its double

**Senses** as its double

**Languages** as its double

**Double.** When the aleas is summoned, it takes on the current appearance of an individual humanoid creature of the summoner's choice. Except for its type, the aleas shares all statistics of the

creature it duplicates, including traits, actions, abilities, known spells, and any resources spent (for instance, it gains the known spells and currently available spell slots of the original creature, but not expended spell slots). When summoned, it is not subject to any non-permanent effects or conditions affecting the doubled creature at the time. After it is summoned, changes to the doubled creature's statistics have no effect on the aleas. The aleas acts immediately after the doubled creature in the initiative order.

When summoned, the aleas gains an exact copy of every object the double creature carries, except for powerful unique items such as artifacts. The doubled equipment disappears when the aleas is dispelled or when it has been out of the aleas's possession for 1 minute.

The aleas is destroyed if it travels to a different plane, when it is reduced to 0 hit points, or when the doubled creature is reduced to 0 hit points.

**Double Sense.** The aleas knows the distance and direction to the doubled creature at all times.

**Double Vulnerability.** The aleas is vulnerable to damage dealt by its doubled creature.

**Double Weakness.** When the aleas makes an attack or casts a spell that deals damage, creatures other than the doubled creature take only half the damage dealt.

#### **ACTIONS**

**Doubled Action.** The aleas gains all the actions, reactions, and bonus actions available to its double.

**Combat** The aleas focuses on fighting its double. It ignores other combatants unless they're in the way, although it makes no effort to avoid damaging its double's allies. If its double makes an

attack or casts a damaging spell, the aleas does the same, if doing so allows them to target their double.

## Troll Hulk

### TROLL HULK CHALLENGE 15

*Legendary Huge giant* 13,000 XP

**AC** 16 (natural armor)

**HP** 250 (20d12 + 120; bloodied 125)

**Speed** 50 ft.

**STR DEX CON INT WIS CHA**

24 (+7) 12 (+1) 22 (+6) 12 (+1) 16 (+3) 10 (+0)

**Proficiency** +5; **Maneuver DC** 20

**Skills** Perception +8, Stealth +6, Survival +8

**Damage Resistances** bludgeoning, piercing

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common, Giant

**Keen Smell.** The troll has advantage on Perception checks that rely on smell.

**Legendary Resistance (4).** The troll has four extra troll, humanoid, or giant faces budding from its hide. When the troll fails a saving throw, it can choose to succeed instead. If it does, one of its extra faces dies. When the troll succeeds on a saving throw in this way, it takes no damage from an effect that would deal half damage on a success. Once the troll has used this trait four times, it can't do so again until it consumes another creature that has a face.

**Regeneration.** The troll regains 20 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function on its next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Multiattack.** The troll attacks once with its bite and twice with its claw.

**Bite. Melee Weapon Attack:** +12 to hit, reach 5 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until the grapple ends, the target is restrained and the troll can't bite a different creature. If this attack reduces a creature to 0 hit points, the creature dies and the troll swallows the creature. If a swallowed creature isn't retrieved from the troll's stomach within 1 hour, its body is destroyed, its face appears on the troll's hide, and the troll gains another use of Legendary Resistance.

**Claw. Melee Weapon Attack:** +12 to hit, reach 15 ft., one target. *Hit:* 14 (3d4 + 7) slashing damage.

**Rock. Ranged Weapon Attack:** +12 to hit, reach 5 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone

## LEGENDARY ACTIONS

The troll can take 2 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. It regains spent legendary actions at the start of its turn.

**Clumsy Leap.** The troll leaps up to 50 feet horizontally or 20 feet vertically, with or without a running start. The troll lands prone.

**Lunging Claw.** The troll moves up to half its speed straight towards a target without provoking opportunity attacks and makes a claw attack against that target. For each 10 feet the troll moves as part of this action, the attack deals an additional 3 (1d6) slashing damage.

**Backhand Swipe (Costs 2 Actions).** The troll makes a claw attack against one or two targets. A creature hit by this attack must succeed on a DC 20 Strength saving throw or be pushed up to 20 feet and fall prone.

**Rock (Costs 2 Actions).** The troll makes a rock attack.

**Combat** The troll bites and claws the closest creature. If it takes over 40 damage from a single attack, it uses its Clumsy Leap or Lunging Claw legendary actions to reach that attacker. Otherwise, it chomps a grappled creature or uses Backhand Swipe. It flees or offers to make peace only if it takes fire or acid damage while it has no uses of Legendary Resistance.

#### **VARIANT: Troll King**

A troll king holds court among lesser trolls, giants, and other fearsome hunters. Each of a troll king's subjects is allowed to live only in exchange for a daily tribute of flesh. Some troll kings, their appetites sated by mighty subjects, consider themselves rivals to powerful humanoid rulers, genie nobles, and archfey.

The troll king is an elite monster, equivalent to two CR 15 monsters (26,000 XP). It has 500 (40d12 + 240) hit points. The troll has the following reaction:

**Budding Slash.** When the troll takes slashing damage, it can expend one use of its Legendary Resistance. If it does so, one of the extra faces on its skin is severed and becomes a **troll** within 5 feet of the troll king. This troll is under the troll king's control, acts on the troll king's initiative, and bears an uncanny resemblance to the severed face. The troll king can use a bonus action to deal

3 (1d6) slashing damage to itself, triggering this reaction.

The troll has the following additional legendary action, which it can use only while bloodied:

**Elite Recovery.** The troll ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

## NPCs

### **CULTIST EXECRATOR CHALLENGE 6**

*Medium humanoid* 2,300 XP

**AC** 14 (medium shield)

**HP** 102 (12d8 + 48; bloodied 51), 107 with *aid*

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

16 (+3) 14 (+2) 18 (+4) 10 (+0) 18 (+4) 14 (+2)

**Proficiency** +3; **Maneuver DC** 14

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

**Skills** Intimidation +5, Religion +3 (+1d4)

**Senses** passive Perception 14

**Languages** any two

**Spellcasting.** The execrator is a 9th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). They have the following cleric spells prepared:

**Cantrips (at will):** *sacred flame*, *thaumaturgy*

**1st-level (4 slots):** *bane*, *command*

**2nd-level (3 slots):** *aid*, *silence*

**3rd-level (3 slots):** *bestow curse*, *dispel magic*

**4th-level (3 slots):** *blight*, *locate creature*

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

## ACTIONS

**Multiattack.** The execrator makes two flail attacks.



**Flail. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) necrotic damage.

**Sacred Flame (Cantrip; V, S).** One creature the execrator can see within 60 feet makes a DC 15 Dexterity saving throw, taking 9 (2d8) radiant damage on a failure. This spell ignores cover.

**Aid (2nd-Level; V, S, M).** Up to three creatures within 60 feet have their maximum and total hit points increased by 5 for 8 hours.

**Blight (4th-Level; V, Concentration).** The execrator targets a living creature or plant within 30 feet, draining moisture and vitality from it. The target makes a DC 15 Constitution saving throw, taking 36 (8d8) necrotic damage on a failure or half damage on a success. Plant creatures have disadvantage on their saving throw and take maximum damage. A nonmagical plant dies.

**Insect Plague (5th-Level; V, S, M, Concentration).** A 20-foot-radius sphere of biting and stinging insects appears centered on a point the execrator can see within 300 feet and remains for 10 minutes. The cloud spreads around corners, and the area is lightly obscured and difficult terrain. Each creature in the area when the cloud appears, and each creature that enters it for the first time on a turn or ends its turn there, makes a DC 15 Constitution saving throw, taking 22 (4d10) piercing damage on a failed save or half damage on a success. The execrator is immune to this damage.

## BONUS ACTIONS

**Mark of the Pariah (Recharge 6).** One creature within 60 feet that the execrator can see makes a DC 15 Wisdom saving throw. On a failure, it is marked with a visible brand for 1 minute. While marked

in this way, the creature makes saving throws with disadvantage, and whenever it takes damage it takes 2 (1d4) extra psychic damage.

## FETID WITCH CHALLENGE 2

*Medium humanoid* 450 XP

**AC** 12

**HP** 39 (6d8 + 12; bloodied 19)

**Speed** 30 ft.

**STR** 14 (+2) **DEX** 14 (+2) **CON** 14 (+2) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 6 (–2)

**Proficiency** +2; **Maneuver DC** 12

**Saving Throws** Con +4, Wis +4

**Skills** Animal Handling +4, Medicine +4, Nature +4, Perception +4

**Senses** passive Perception 14

**Languages** Common, Druidic

**Carrier.** The witch can contract and spread diseases, but never suffers any of their ill effects.

**Spellcasting.** The witch is a 4th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They have the following druid spells prepared:

**Cantrips (at will):** *druidcraft, mending*

**1st-level (4 slots):** *animal friendship, entangle*

**2nd-level (3 slots):** *hold person, spider climb*

**Vermin Master.** When the witch casts a spell that targets only a rat, bat, or insect, she can cast it at its lowest level without expending a spell slot. She can communicate telepathically with any such creature within 10 miles.

## ACTIONS

**Staff of Squalor. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two

hands. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or contract sewer plague.

**Rupture.** The witch targets the corpse of a rat within 60 feet, causing it to explode. Creatures within 10 feet of the explosion make a DC 12 Constitution saving throw. On a failed save, the target takes 2d6 thunder damage and is poisoned for 1 minute. On a success, the creature takes half damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Entangle (1st-Level; V, S, Concentration).**

Vines erupt in a 20-foot square centered on a spot on the ground within 120 feet. The area is difficult terrain for 1 minute. Each creature in the area when the spell is cast makes a DC 12 Strength saving throw. On a failure, it is restrained by vines. A creature restrained in this way can use its action to make a DC 12 Strength check, freeing itself on a success.

**Hold Person (2nd-Level; V, S, M,**

**Concentration).** One humanoid within 60 feet that the witch can see makes a DC 12 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## BONUS ACTIONS

**Poison Cloud (Recharge 4–6).** Poison gas appears in a 5-foot radius around a point the witch can see within 30 feet. Each creature that enters the cloud for the first time on a turn or starts its turn there makes a DC 12 Constitution saving throw. On a failure, it takes 4 (1d8) poison damage and its speed is halved until the end of its next turn. On a success, it takes half damage and its speed isn't reduced.

## MOTLEY WARRIOR CHALLENGE 1/2

*Medium humanoid (motley)* 100 XP

**AC** 12

**HP** 27 (5d8 + 5; bloodied 13)

**Speed** 40 ft.

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

**Proficiency** +2; **Maneuver DC** 13

**Skills** Athletics +5, Perception +3 (+1d4)

**Senses** darkvision 60 ft., passive  
Perception 15

**Languages** any two

**Strange Gifts.** The warrior has a bestial feature. Roll 1d6.

1–2: **Long Arms.** The reach of the warrior's melee attacks increases by 5.

3–4: **Tail.** The warrior gains an expertise die on checks made to balance or climb or make Sleight of Hand checks. Its tail can carry objects weighing up to 5 pounds.

5–6: **Pincers.** When the warrior hits with a claw attack, the target is grappled (escape DC 13).

## ACTIONS

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

## MYCELIAL TRAVELER CHALLENGE ¼

*Small humanoid (mycelial, plant)* 50 XP

**AC** 12

**HP** 13 (3d6 + 3; bloodied 6)

**Speed** 30 ft.

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

**Proficiency** +2; **Maneuver DC** 12

**Skills** Stealth +4, Survival +3

**Senses** darkvision 60 ft., passive  
Perception 11

**Languages** any two

## ACTIONS

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

## BONUS ACTIONS

**Spores (Recharge 6).** The traveler releases a puff of poisonous spores in a 5-foot-radius area centered on the traveler. The spores lightly obscure the area and linger in air or water for 1 minute or until dispersed by a strong wind or current. Non-plant creatures that enter the area for the first time on a turn or start their turn there must make a DC 11 Constitution saving throw. On a failure, the creature takes 3 (1d6) poison damage and is poisoned until the end of its next turn. Once a creature has been affected by the spores, it is immune to this effect for 24 hours.

## OOZEFOLK OOZEMANCER CHALLENGE

3

*Small humanoid (oozefolk)* 700 XP

**AC** 12

**HP** 52 (8d6 + 24; bloodied 26)

**Speed** 30 ft., climb 30 ft.

**STR DEX CON INT WIS CHA**

10 (+0) 14 (+2) 16 (+3) 16 (+3) 12 (+1) 10 (+0)

**Proficiency** +2; **Maneuver DC** 12

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, Deception +2 (+1d4)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any two

**Amorphous Form.** While unarmored and not carrying any items, the oozemancer can pass through an opening as narrow as 1 inch wide without squeezing.

**Hasty Pudding.** Each ooze of the oozemancer's choice that starts its turn within 30 feet of the oozemancer can use the Dash action as a bonus action.

**Spellcasting.** The oozemancer is a 4th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). They have the following wizard spells prepared:

**Cantrips (at will):** *acid splash*, *prestidigitation*

**1st-level (4 slots):** *animal friendship* (oozes only), *find familiar* (gray ooze only)

**2nd-level (3 slots):** *acid arrow*, *spider climb*

## ACTIONS

**Multiattack.** The oozemancer attacks with its ooze touch and casts a spell.

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

**Acid Splash (Cantrip; V, S).** The oozemancer targets one creature, or two creatures within 5 feet of each other, within 30 feet. Each target must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) acid damage.

**Acid Arrow (2nd-Level; V, S, M).** A jet of acid streaks toward a target within 90 feet of the oozemancer. The oozemancer makes a ranged spell attack with a +5 bonus. On a hit, the target takes 10 (4d4) acid damage immediately and 5 (2d4) acid damage at the end of its next turn. On a miss, the target takes 5 (2d4) acid damage.

## RATLING SCAVENGER CHALLENGE 1/2

*Small humanoid (ratling)* 100 XP

**AC** 12

**HP** 19 (3d6 + 9; bloodied 9)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

10 (+0) 14 (+2) 16 (+3) 10 (+0) 8 (–1) 10 (+0)

**Proficiency** +2; **Maneuver DC** 12

**Skills** Perception +1 (+1d4), Stealth +4 (+1d4)

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive

Perception 13

**Languages** any two

**Rat Swarm.** The scavenger has advantage on attack rolls against a creature if another creature has made a melee attack against the same target since the end of the scavenger's last turn.

## ACTIONS

**Crossbow-Sword.** *Melee or Ranged*

*Weapon Attack:* +4 to hit, reach 5 ft. or range 80/320, one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 3 (1d6) piercing damage if the attack roll is made with advantage.

**ROCKBORN GUARD CHALLENGE** 1/4

*Medium humanoid (rockborn)* 50 XP

**AC** 13 (natural armor)

**HP** 13 (2d8 + 4; bloodied 6)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

14 (+2) 10 (+0) 14 (+2) 10 (+0) 10 (+0) 10 (+0)

**Proficiency** +2; **Maneuver DC** 12

**Skills** Perception +2

**Senses** darkvision 60 ft., passive

Perception 12

**Languages** any two

## ACTIONS

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

**Roll.** The guard rolls up to its Speed in a straight line. While rolling, it can attempt to move into the space of Large or smaller creatures. A creature can make a DC 12 Dexterity saving throw, taking 4 (1d4 + 2) bludgeoning damage on a failure and ending the guard's movement on a success.

**Rock.** *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.