

# TASHA'S CRUCIBLE

OF EVERYTHING ELSE



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VOL. 2



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**Special thanks to the dozens of playtesters whose feedback made this product more fun at every turn.**

## ON THE COVER

Tasha peers at someone unfortunate enough to stumble upon one of her arcane ceremonies. If the adventurer speaks fast, they may be able to win her mercy (or incur an even greater wrath!).

Cover artist Emmy Rodgers holds a bachelor's degree in Illustration from Brigham Young University. You can find more of her work at [www.tattered-demalion.tumblr.com](http://www.tattered-demalion.tumblr.com) or on her Instagram page, @TatteredDemalion.

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# INTRODUCTION

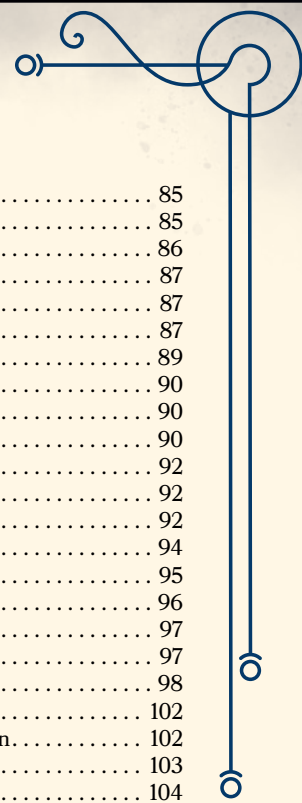
*Tasha's Crucible of Everything Else* is a massive collaboration of over 25 talented creators, a two-volume product that delivers new subclasses, spells, items, Dungeon Master tools, races, and creatures ready to be used in any campaign.

The options here build on the official rules contained within the *Player's Handbook*, the *Monster Manual*, and the *Dungeon Master's Guide*. Think of this source as a companion to those volumes. It builds on their foundation, exploring pathways first laid in those publications. Nothing herein is required for a D&D campaign - this is not an additional core rulebook - but we hope it will provide you new ways to enjoy the game.

Volume 1 (available now on the DMs Guild) contains new subclasses for every class, new spells, new items, and Dungeon Master tools. Volume 2 (this volume) contains yet more new subclasses, new character races, and new creatures. While some of this new content has its roots in specific campaign settings, such as the Forgotten Realms or Eberron, all content can be placed in any world.

You do not need to own or have access to *Tasha's Cauldron of Everything* to use any part of *Tasha's Crucible of Everything Else*.





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## FOUND A TYPO?

Have you found a typo or misprint in this book? Let us know at [QLGames@yahoo.com](mailto:QLGames@yahoo.com), and we'll make sure to fix it in the next update!





# CHAPTER 1:

## SUBCLASSES

The main figures in any D&D campaign are the characters created by the players. The heroics, folly, righteousness, and potential villainy of your characters are at the heart of the story. This chapter provides a variety of new options for them, focusing on additional subclasses for each of the classes in the *Player's Handbook*.

Each class offers a character-defining choice at 1st, 2nd, or 3rd level that unlocks a series of special features, not available to the class as a whole. That

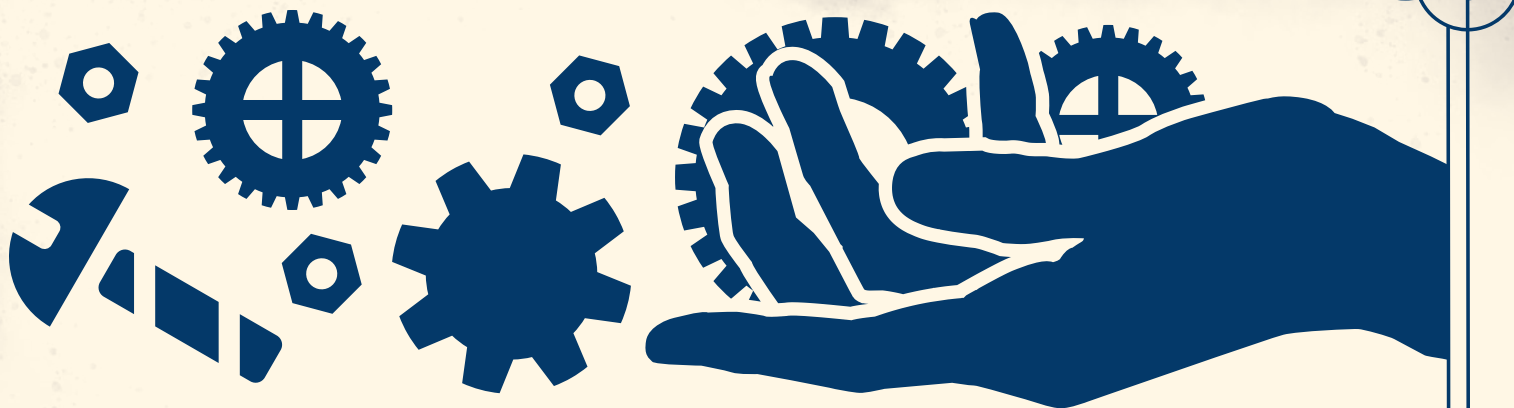
choice is called a subclass. Each class has a collective term that describes its subclasses; in the fighter, for instance, the subclasses are called martial archetypes, and in the paladin, they're sacred oaths. The table below identifies each of the subclasses in this book.

Each of the class presentations leads off with advice on how to add depth and detail to your character's personality. You can use the tables in these sections as a source of inspiration, or roll a die to randomly determine a result if desired.

### SUBCLASSES

Class	Subclass	Level Available	Description
Artificer	Kobold Engineer	3rd	Invents madcap weapons on the fly from animals and chemicals
Barbarian	Path of the Cosmic Juggernaut	3rd	Draws mystic energies from planar sources
Barbarian	Path of the Dragonheart	3rd	Forms a powerful bond with a draconic being
Barbarian	Path of the Horned King	3rd	Channels the spirit of minotaur deities
Bard	College of the Requiem	3rd	Protects both from and by using the undead
Cleric	Frost Domain	1st	Uses the cold to protect and fight
Druid	Circle of the Coven	2nd	Follows ancient magical traditions set forth by hags and unseelie fey
Druid	Circle of the Seafarers	2nd	Hones special fighting styles to protect creatures from the waters
Fighter	Phoenix Knight	3rd	Combustive energies power this warrior healer
Monk	Way of Devils	3rd	Conjures devilish chains to fight opposing foes
Monk	Way of the Cosmic Mind	3rd	Awakens its third eye and utilizes psionic gifts
Monk	Way of the Warshaper	3rd	Shifts its shape to gain martial advantage
Paladin	Oath of Unrest	3rd	Refuses to accept failure as the ultimate fate
Ranger	Bog Phantom	3rd	Adapts the powers of will-o'-wisps to
Ranger	Predator	3rd	The highest form of deadliness is imitation
Rogue	Wayfinder	3rd	Casts druidic spells to aid itself and allies
Sorcerer	Bestial Spirit	1st	Embodies the powers of the Beastlands and other celestial wilds
Sorcerer	Rakshasa Bloodline	1st	Capitalizes on the fiendish ancestry in their veins
Warlock	The Ancient Wyrn	1st	Serves a master of acquisition, wealth, and the elements
Warlock	The Cryptic Oracle	1st	Cryptically confounds foes
Warlock	The Great Ooze	1st	Imitates the powers of the basest of living forms
Wizard	Hellhunter	2nd	Specializes in combatting and learning from the Lower Planes
Wizard	Mimicry	2nd	Tames and masters experiments-gone-wrong





## ARTIFICER

At 3rd level, an artificer gains the Artificer Specialist feature. The following Kobold Engineer option is available to an artificer, in addition to those offered in *Eberron: Rising from the Last War* or *Tasha's Cauldron of Everything*. This section also provides new Artificer Infusions.

## NEW ARTIFICER INFUSIONS

Artificer infusions are extraordinary processes that rapidly turn a nonmagical object into a magic item. The following options are available to artificers, in addition to those found in *Eberron: Rising from the Last War* or *Tasha's Cauldron of Everything*.

### ARMOR OF EMERGENCIES

*Prerequisite: 6th-level Artificer*

Item: a suit of armor (requires attunement)

When you finish a short or long rest, you can cast a cantrip or a spell of 1st level with a casting time of 1 action, and describe a circumstance. For example, you could set up the armor to cast cure wounds on the person wearing this armor when they are reduced to zero hit points. The spell takes effect when the circumstance you described is met, rather than when you cast it. The spell can only affect the person wearing and attuned to this item, even if it can normally target others. Once the spell is cast, the armor loses this ability until the next dawn.

### CORPSE SHAKER

*Prerequisite: 6th-level artificer*

Item: a crystal worth at least 100 gp

You have learned how to harness the power of magic to momentarily restore a creature to life. As an action, you can thrust the item you infused into a creature that has died within the last minute. That creature returns to life for one minute with 1 hit point and a number of temporary hit points equal to five times your artificer level. After the minute is over, if the creature is still alive, it dies.

Once used, the corpse shaker must recharge and cannot be used again for 24 hours.

### GIBBERING SHIELD

*Prerequisite: 6th-level artificer*

Item: a shield (requires attunement)

A creature gains a +1 bonus to Armor Class while wielding this shield.

While holding this shield, creatures within 5 feet of you, including yourself, can't take reactions. Creatures that are immune to psychic damage are immune to this effect.

### TRACKING SENSOR

Item: any Tiny object (requires attunement)

You always know the direction and distance of this item as long as you are attuned to it, and it is within 1 mile of you. As usual, you lose your attunement to this item if it is further than 100ft from you for 24 hours.



# KOBOLD ENGINEER

Kobold engineers aren't all kobolds, but many are. The practice was named after the most prominent practitioners, kobold inventors that specialize in devising madcap, improvised weapons and traps designed to distract enemies while their companions attack. These weapons often include odd chemicals and animals collected from nature or conjured from thin air.

## KOBOLD ENGINEER SPELLS

*3rd-level Kobold Engineer feature*

You always have certain spells prepared after you reach particular levels in this class, as shown in the Kobold Engineer spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

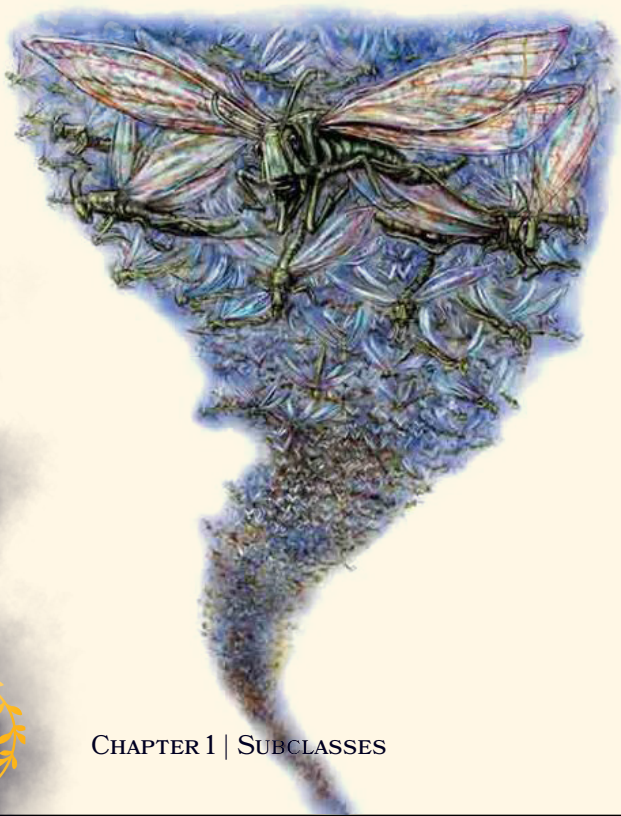
### KOBOLD ENGINEER SPELLS

Artificer Level	Spells
3rd	<i>find familiar, speak with animals</i>
5th	<i>darkness, find traps</i>
9th	<i>conjure animals, fireball</i>
13th	<i>greater invisibility, polymorph</i>
17th	<i>passwall, telekinesis</i>

## BONUS PROFICIENCY

*3rd-level Kobold Engineer feature*

You gain proficiency in Animal Handling.



Who thought this would be a good idea?  
oh yeah. An artificer.

TASHA

## SUPPLY BAG

*3rd-level Kobold Engineer feature*

You have a magical bag that you can pull supplies for quickly improvised weapons and traps from. When you finish a long rest, you prepare a number of Improvised Attacks, described below, equal to half your level in this class (rounded up). You can choose which ones to prepare or roll 1d10 to determine randomly. You can use each prepared Improvised Attack three times, and you regain expended uses when you finish a long rest. You can also expend a spell slot of 1st level or higher to use an Improvised Attack that you have not prepared or that you have expended all uses for.

Improvised Attacks and creatures made by them use your spell attack bonus and spell save DC for their attacks and saving throw effects. Creatures conjured by these attacks have a number of hit points equal to your Intelligence modifier + the creature's Constitution modifier + twice your level in this class. Such creatures use your spell save DC for their abilities that require saving throws.

Unless otherwise noted, Improvised Attacks can target creatures, objects, structures, and spaces, and require a ranged spell attack roll.

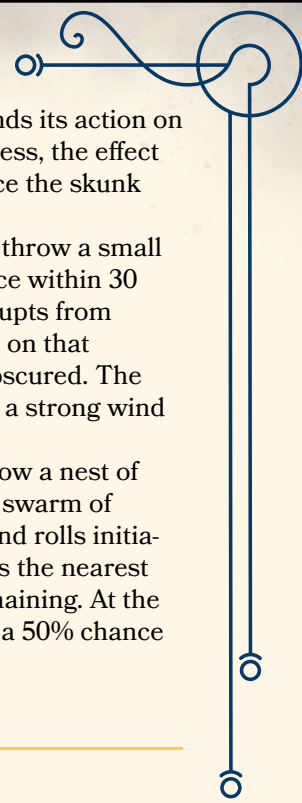
You can expend a spell slot of 1st level or higher to use an Improvised Attack of your choice.

### OOPS

Consider asking your Dungeon Master if your supply bag can function as a bag of holding as well. If so, any time you attempt to pull an item out of the bag, there is a 10% chance you accidentally pull a random Improvised Attack out instead, targeting yourself. This does not count as one of your uses for each prepared Improvised Attack.

d10	Random Improvised Attack
1	Angry cat
2	Basket of centipedes
3	Bear trap
4	Green slime
5	Otyugh bile
6	Sack of frogs
7	Scorpion on a stick
8	Skunk
9	Smoke bomb
10	Wasp nest





## IMPROVISED ATTACKS

**Angry Cat.** As a bonus action, you toss an angry cat at a target of your choice within 15 feet. The creature must succeed on a Dexterity saving throw, or else take 1d6 slashing damage and have an angry cat on it. A creature with an angry cat on it is distracted, and attack rolls against it are made with advantage. A creature with an angry cat on it repeats this saving throw at the start of each of its turns, taking 1d6 on a failed save, or ending the effect on a success. The cat then disappears.

**Basket of Centipedes.** As a bonus action, you throw a wicker basket of centipedes onto a target within 20 feet. A swarm of insects (centipedes) emerges from the basket and rolls initiative, attacking any creatures that occupy its space. At the end of each of the swarm's turns, there's a 25% chance that the swarm and basket disappear.

**Bear Trap.** As a bonus action, you throw a bear trap at a target within 20 feet. On a hit, the creature takes 1d6 piercing damage, and its speed is halved until it regains at least 1 hit point. If the attack is a critical hit and it reduces a creature to 0 hit points, the creature is decapitated.

**Green Slime.** As a bonus action, you throw a pot of green slime at a target within 30 feet. On a hit, a target is covered in green slime and takes 1d6 acid damage, or 2d6 acid damage if it is a nonmagical object or structure made of wood or metal. A target covered in green slime takes this damage again at the start of each of its turns. Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys the green slime. A creature can also use its action to scrape green slime off of a target. The slime disappears after 1 minute.

**Otyugh Bile.** As a bonus action, you throw a vial of acid at a target of your choice within 30 feet. On a hit, the target takes 3d6 acid damage.

**Sack of Frogs.** As a bonus action, you throw a burlap sack of frogs at a target within 20 feet. A swarm of frogs (see chapter 3) emerges from the sack and rolls initiative, attacking any creatures that occupy its space. At the end of each of the swarm's turns, there's a 25% chance that the swarm disappears.

**Scorpion on a Stick.** As a bonus action, you pull a 10-foot-long pole out of your supply bag and make a melee spell attack with it at a creature within 10 feet of you. On a hit, the creature takes 1d6 poison damage and is poisoned for 1 minute. The creature can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

**Skunk.** As a bonus action, you pull a friendly skunk out of your bag and toss it into an unoccupied space within 15 feet. It rolls initiative. It is friendly to all creatures, has a speed of 15 feet, has no meaningful attacks, and always walks towards the nearest creature. At the end of each of its turns, there is a 50% chance it sprays a random adjacent creature. A sprayed creature makes a Constitution saving throw at the start of each of its

turns. On a failed save, the creature spends its action on that turn retching and reeling. On a success, the effect ends. After 1 minute, the effect ends. Once the skunk has sprayed its musk, it disappears.

**Smoke Bomb.** As a bonus action, you throw a small packet of questionable contents at a space within 30 feet of you. Thick black smoke quietly erupts from that space, filling a 15-foot cube centered on that spot. The area of the smoke is heavily obscured. The smoke disappears after 1 minute or until a strong wind disperses it.

**Wasp Nest.** As a bonus action, you throw a nest of angry wasps at a target within 20 feet. A swarm of insects (wasps) emerges from the nest and rolls initiative. It always moves towards and attacks the nearest creature with more than 0 hit points remaining. At the end of each of the swarm's turns, there's a 50% chance that the swarm and nest disappear.

## BETTER BAG

*5th-level Kobold Engineer feature*

The initial damage of all of your Improvised Attacks increases by 1d6, and increases by another 1d6 again at 9th level.

## WARRENS EXCAVATOR

*9th-level Kobold Engineer feature*

You've discovered esoteric secrets of civil engineering magic. You gain a burrowing speed of 10 feet and can choose to leave a tunnel behind you that is just big enough to fit a creature of your size. This speed cannot be used to burrow through solid rock, ice, metal, wood, or similar substances.

Creatures one size larger than you can also fit in the area, but must squeeze to do so. While squeezing, such a creature's speed is halved, it has disadvantage on attack rolls and Dexterity saving throws, and attack rolls against it have advantage.

## LOOK OVER THERE!

*15th-level Kobold Engineer feature*

When you see a creature take the Dash, Dodge, Help, Hide, or Search action, you can use your reaction to take the same action or to use one of your prepared Improvised Attacks.





## BARBARIAN

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian, in addition to those offered in the *Player's Handbook*: the Path of the Cosmic Juggernaut, the Path of the Dragonheart, and the Path of the Horned King.

### PATH OF THE COSMIC JUGGERNAUT

Within the depths of the Astral Plane are the githyanki, psions who manifest their intellect and force of will to shape reality around them. Barbarians who follow the Path of the Cosmic Juggernaut manifest similar power. When they enter a rage, they enter an intensely focused state, channeling psychic energy and draw upon the Astral Plane to bend time and space itself.

The power of a Cosmic Juggernaut can physically manifest itself in different ways. At your option, you can pick from or roll on the Cosmic Juggernaut Barbarian Quirks table to create a quirk for your character.

#### COSMIC JUGGERNAUT BARBARIAN QUIRKS

d6	Quirk
1	Your hair and clothing flow upwards or sideways instead of down.
2	You move unnaturally fast or slow when performing menial tasks.
3	Tiny objects near you sometimes start to float a few inches into the air.
4	You like to snack on small rocks and minerals.
5	You frequently find metallic objects loosely stuck to your body.
6	Your legs' motions don't always line up with how far you move.

## PSIONIC SHUNT

### 3rd-level Path of the Cosmic Juggernaut feature

You can bend space and move matter to manipulate your surroundings. As a bonus action, you can move a Large or smaller creature or object that isn't being worn or carried. The target must be within 30 feet of you and you can move it up to 10 feet in any horizontal direction. If the target is a creature, it must succeed on a Strength saving throw to avoid being moved (DC 8 + your proficiency bonus + your Constitution modifier). When you reach 10th level, the distance increases to 20 feet.

If the target strikes something during this movement, the target and what it strikes each take 1d6 bludgeoning damage. If the target strikes a creature, the creature can make a Dexterity saving throw against the same DC to avoid this damage. When you reach 10th level, the damage increases to 2d6.

## TRANSMUTE TERRAIN

### 6th-level Path of the Cosmic Juggernaut feature

You can transmute the terrain around you as you move to ease your passage. Moving through difficult terrain costs you no extra movement.

Moreover, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move. While raging, you can remain standing on the surface or liquid, rather than falling at the end of your move.

## MATTER OVER MIND

### 10th-level Path of the Cosmic Juggernaut feature

Your strength of body grants you strength of mind. Whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to make a Constitution saving throw against the effect instead.

A reality check for those still confused about what keeps our feet on the ground.

TASHA





## GRAVITY SMASH

*14th-level Path of the Cosmic Juggernaut feature*

You can use your action to strike the ground, distorting time and space around you. Each creature within 10 feet of you must make a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be lifted 5 feet upwards and become stunned and suspended in the air until the end of your next turn. You can use this feature only once per rage, and your rage doesn't end early if you end a turn during which you use this feature.

## PATH OF THE DRAGONHEART

Tales whispered around campfires speak of fearsome warriors with the strength of dragons burning in their veins. There are few who walk the Path of the Dragonheart, for it is one of unparalleled presence on the battlefield. A unique bond forged with dragonkind fuels each dragonheart's rage, endowing these warriors with increased stamina and fortitude, as well as the ability to channel destructive energy through their weapons. The most stalwart dragonhearts even learn to share aspects of their bond with others.

### PSIONIC RAGE

Because your rage is fueled by psionics, think of different ways your barbarian features might manifest. For example, the damage resistance you gain from your rage might be because you transmute your body into iron while raging. Danger Sense and Feral Instincts could be the result of seeing shadows of events just before they occur, and Fast Movement might represent you bending space to shorten the distance between you and your destination.

The exact nature of these barbarians is shrouded in mystery. Some sources say that these men and women gain their abilities by slaying a dragon and eating its heart. Others claim that a dragon can share its strength with a worthy soul through a deep, spiritual bond. Still, more argue that the heart of a dragon literally beats in the chest of the warrior who follows this path.

At your option, you can pick from or roll on the Becoming a Dragonheart table to determine the nature of your character's bond.

### BECOMING A DRAGONHEART

d6	I became a dragonheart because...
1	I was fatally wounded, but for some reason, a dragon took mercy on me and saved my life.
2	The rite to become a dragonheart has been passed down in my tribe for centuries.
3	Knowing the power it would bring, I killed a helpless dragon and took its heart.
4	I saved a dragon's eggs and it blessed me for my deeds.
5	Seeking to have a greater influence in the world, a dragon chose me as its proxy.
6	I made a deal with a dragon, promising to fulfill a special task in exchange for its power.

## DRAGON BOND

*3rd-level Path of the Dragonheart feature*

Choose the type of dragon that granted you the power of a dragonheart, from the options in the Bonded Dragon Type table.

Whenever you take damage of the type associated with your bonded dragon, that damage is reduced by your Constitution modifier (minimum of 1). Additionally, you gain the ability to speak, read, and write Draconic.

### BONDED DRAGON TYPE

Bonded Dragon	Damage Type
Black or Copper	Acid
Blue or Bronze	Lightning
Brass, Gold, or Red	Fire
Green	Poison
Shadow	Necrotic
Silver or White	Cold

## DRAGON RAGE

*3rd-level Path of the Dragonheart feature*

Your bond grants you supernatural vitality. Whenever you enter a rage, you gain temporary hit points equal to your Constitution modifier (minimum of 1) that last until your rage ends.

Furthermore, whenever you make a melee weapon attack while raging, you can channel your bond's power through your weapon. All damage dealt by the attack becomes damage of the type associated with your Dragon Bond. If the attack hits, each enemy within 5 feet of the target, other than the target, takes 1d4 damage of that same type.

When you reach 10th level in this class, the number of temporary hit points increases to twice your Constitution modifier (minimum of 2), and the damage to nearby enemies increases to 2d4.

## SOUL BOND

*6th-level Path of the Dragonheart feature*

You learn a ritual that allows you to share part of your dragon bond with another creature. You perform the ritual over the course of 1 hour, which can be done during a short rest. The creature must be within your reach throughout the ritual, at the conclusion of which you touch the creature and forge the bond. This bond lasts until you end it with an action, or until you use this feature to create a bond with a different creature.

While bonded to a creature and on the same plane of existence as it, you and the creature can telepathically communicate simple ideas and emotions with each other, and you always know the creature's direction and distance from you.

Moreover, whenever you gain temporary hit points from your Dragon Rage, you can grant the bonded creature the same number of temporary hit points, which last until your rage ends.

Finally, while you're raging, your rage doesn't end early if the bonded creature has attacked a hostile creature since your last turn or taken damage since then.

### DESCRIBING YOUR BARBARIAN FEATURES

Because your rage is fueled by your dragon heart, consider ways to describe the use of your barbarian features. Perhaps when you rage, your dragon heart pumps the blood and strength of dragons through your veins, granting you the supernatural might of your fury.

Moreover, your Unarmored Defense feature might manifest as draconic scales that spread across your body, and your Danger Sense and Feral Instinct features could represent gaining the heightened awareness of a dragon. At higher levels, your Brutal Critical could evoke the savagery of a dragon mauling its prey with tooth and claw.

## HEART OF COURAGE

*10th-level Path of the Dragonheart feature*

You assume some of the epic presence of dragonkind. You and any creature bound to you through your Soul Bond can't be frightened while you're raging. If you or the creature are frightened when you enter your rage, the fear is suspended for the duration of the rage.

## LEGENDARY RESISTANCE

*14th-level Path of the Dragonheart feature*

You claim a piece of the legendary resilience for which dragons are known. If you fail a saving throw, you can choose to succeed instead.

Once you use this feature, you must finish a long rest before you can use it again.

## PATH OF THE HORNED KING

Since ancient days, men have gathered to honor the gods of the hunt—but every so often, one of these cults is truly devoted to Baphomet, the Horned King, the father of minotaurs. Those that knowingly and willingly beseech the demon prince's favor are endowed with ebon horns and a violent temper, making them little more than beasts hiding beneath a man's flesh.

## EBON HORNS

*3rd-level Path of the Horned King feature*

Starting at 3rd level, when you choose this primal path, you undergo an abominable transformation as part of the ritual of the Horned King. From your skull grows a pair of black horns, allowing you to use them as unarmed strikes and melee weapon attacks. When you hit a target with your horns, you deal piercing damage equal to 1d10 + your Strength modifier. When you reach 10th level in this class, this damage die increases to 1d12.

If you already have horns as part of your race, you can choose whether to use the statistics of your race's horns or the horns provided by this subclass.

## RUN OF THE BULL

*3rd-level Path of the Horned King feature*

Bloodlust seizes you. You can take the Dash action as a bonus action while raging.

Additionally, whenever you move at least 20 feet in a straight line toward a target and hit it with your horns on the same turn, the target takes additional damage equal to your Strength modifier.

Giving one's self over to the beast is a dangerous but powerful process. And a delight to watch.

TASHA





## THE HORNED KING'S FAVOR

*6th-level Path of the Horned King feature*

Starting at 6th level, attacks made with your horns count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks.

## BEAST OF THE LABYRINTH

*6th-level Path of the Horned King feature*

Those that devote themselves to the Horned King or give into his rituals become beasts among men—and no true predator ever gets lost. Starting at 6th level, you can perfectly recall any path you have traveled.

Additionally, you can psychically track prey. As an action, you can designate one creature you can see as your prey. For the next 10 minutes, you can use another action to learn the current distance and direction to the target if it is on the same plane of existence (but not necessarily the shortest or safest route). You must concentrate to maintain this connection, as if concentrating on a spell. You can only have one designated prey creature at a time.

## STRENGTH IN BLOODLUST

*10th-level Path of the Horned King feature*

At 10th level, your descent into bloodlust quickens, lending you strength. When you hit a creature with your horns while you're raging, you can deal extra damage equal to your proficiency bonus.

## BALEFUL BULL RUSH

*14th-level Path of the Horned King feature*

When you charge forward, it is with the malice of the Horned King himself, allowing you to slip through planes of existence in a burst of speed.

At 14th level, when you take the Dash action while raging and can see your prey (as per the Beast of the Labyrinth feature), you enter the Border Ethereal until you've reached your target, stopped moving toward your target, or have used all of your movement speed.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray. You can't see anything more than 60 feet into that plane, and you can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

If you emerge from the Ethereal Plane within 10 feet of your quarry after using this feature, your attacks against the creature on this turn deal an additional 1d12 damage.



## BARD

At 3rd level, a bard gains the Bard College feature. The following College of the Requiem option is available to a bard, in addition to those offered in the *Player's Handbook*. This section also provides new optional features for the bard.

## OPTIONAL CLASS

### FEATURES

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a bard. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

### ADDITIONAL BARD SPELLS

The spells in the following list expand the bard spell list in the *Player's Handbook* and *Xanathar's Guide to Everything*. The list is organized by spell level, not character level. Each spell is in *Xanathar's Guide to Everything*, unless it has an asterisk (a spell in the *Player's Handbook*). *Tasha's Cauldron of Everything* and *Tasha's Crucible of Everything Else* Volume 1 also offer more spells.

#### CANTRIPS

THAUMATURGY\*

#### 1ST LEVEL

CAUSE FEAR

#### 2ND LEVEL

MIND SPIKE

SHADOW BLADE

#### 3RD LEVEL

TINY SERVANT

#### 5TH LEVEL

STEEL WIND STRIKE

#### 6TH LEVEL

MENTAL PRISON

SCATTER

TENSER'S TRANSFORMATION

#### 7TH LEVEL

POWER WORD PAIN

#### 9TH LEVEL

INVULNERABILITY

## COLLEGE OF THE REQUIEM

Bards of the College of the Requiem, often called lamenters, eulogists, or requiem singers, regardless of whether or not their requiem involves any singing, dedicate themselves to all things pertaining to death. This branches out into several different paths as some prefer funerary rites, while others keep the unnatural undead at bay. Other requiem singers still, have been known to turn this power to the bolstering of undeath, and as such, you can even see requiem singers in the armies of evil rulers that rely on the dead to bolster their ranks.

Bards of this college are a varied bunch, turning their talents to the requiem of the dead for different reasons.

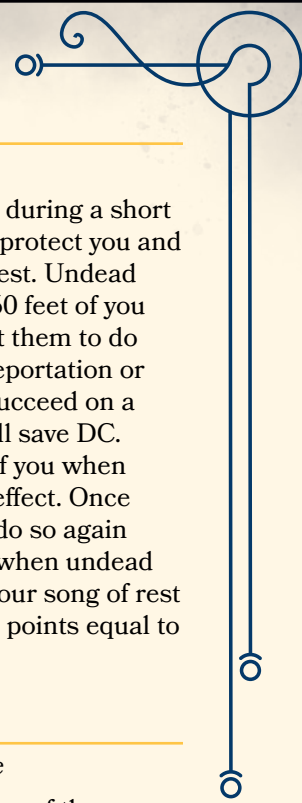
In Eberron, a requiem singer could be found amongst the ranks of Karrnath's death knights and skeleton soldiers. While a requiem singer could just as easily be found in Thrane, trying to hold off the undead of Karrnath.

In Faerun, requiem singers that bolster undead are not uncommon in Thay amongst those that wish to serve but choose not to become true Thayan wizards.

Useful for more than just song and dance. Well, sometimes.

TASHA





And organizations like the Harpers always could use more requiem singers to keep the hordes of undead away from civilized lands.

In Theros, bards of this college might be tasked with keeping the returned from running amok in the various city-states, while a group of returned could in turn be led by a particularly charismatic returned who is himself a requiem singer.

In Ravnica, city of guilds, the guild most likely to have a member turn to this particularly niche style of music is the Rakdos. Music has long been a part of the demonic carnarium and leading the dead in a song and dance like grim puppets suits the sense of humor of the Rakdos quite well. However, the Golgari and Orzhov guilds wouldn't be too far a stretch for one of this college as well.

## REQUIEM MAGIC

*3rd-level College of the Requiem feature*

You learn the two cantrips *spare the dying* and *toll the dead*. Additionally, you learn additional spells when you reach certain levels in this class, as shown in the College of the Requiem Spells table. These spells count as a bard spell for you, but don't count against the number of bard spells you know.

### COLLEGE OF THE REQUIEM SPELLS

Bard Level	Spells
3rd	<i>gentle repose</i> , <i>ray of enfeeblement</i>
5th	<i>animate dead</i> , <i>magic circle</i>
7th	<i>aura of life</i> , <i>blight</i>
9th	<i>antilife shell</i> , <i>dance macabre</i> (see Appendix)

## DEALING WITH DEATH

*3rd-level College of the Requiem feature*

Spells cast by you can affect the undead as though they weren't undead. Additionally, when a creature uses bardic inspiration granted by you, if they are undead or are using it against an undead creature, they can roll the inspiration die twice and keep the higher result.

## MOMENT OF SILENCE

*6th-level College of the Requiem feature*

When a creature within 60 feet of you is reduced to 0 hit points, you can use your reaction to cast the *silence* spell with a radius of 60 feet, centered on the creature, which will last until the start of your next turn. The silence lasts for one minute, still requires concentration, and you can end it early as a bonus action. Once you have used this feature, you may not do so again until you finish a long rest.

A bard that can bore you to death and then raise you from it. Wonderful.

TASHA

## REST IN PEACE

*6th-level College of the Requiem feature*

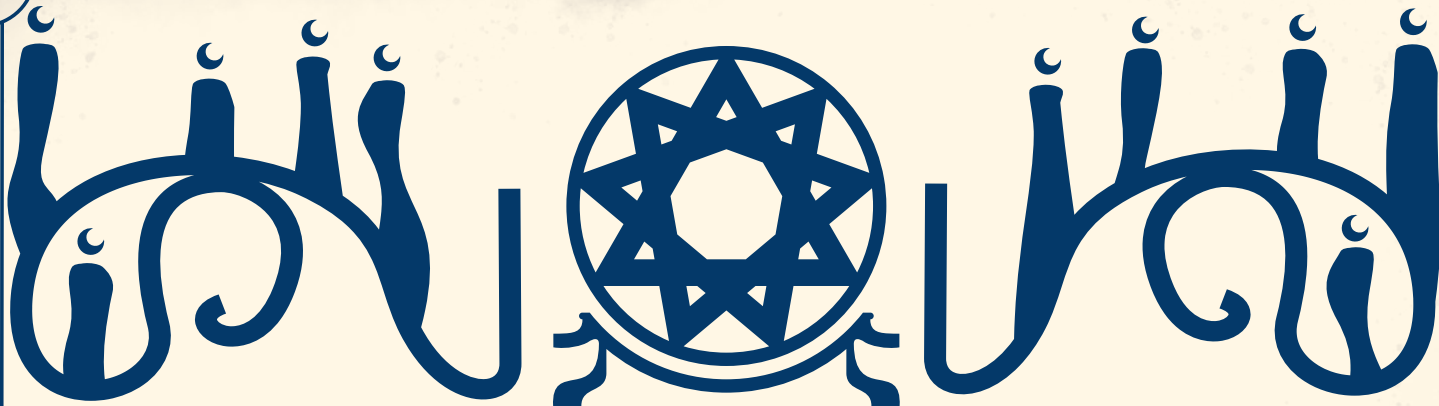
When you use your Song of Rest feature during a short rest, you can create a magical barrier to protect you and your allies for the duration of the short rest. Undead creatures cannot willingly come within 60 feet of you by nonmagical means, unless you permit them to do so. If an undead creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw against your spell save DC. Undead that are already within 60 feet of you when you use this feature are immune to this effect. Once you have used this feature, you may not do so again until you finish a long rest. Additionally, when undead creatures would regain hit points from your song of rest feature, they can also gain temporary hit points equal to the amount of hit points gained.

## DEATH'S GRIP

*14th-level College of the Requiem feature*

As an action on your turn you can cast one of the following spells without requiring material components: *mass suggestion* (only being able to target undead creatures), *finger of death*, or *raise dead*. Once you have used this feature for any of these options, you may not do so again for any of them until you finish a long rest.





## CLERIC

At 1st level, a cleric gains the Divine Domain feature. The following Frost Domain option is available to a cleric, in addition to those offered in the *Player's Handbook*. This section also provides new optional class features for the cleric.

### OPTIONAL CLASS

#### FEATURES

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a cleric. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

#### ADDITIONAL CLERIC SPELLS

The spells in the following list expand the cleric spell list in the *Player's Handbook* and *Xanathar's Guide to Everything*. The list is organized by spell level, not character level. Each spell is in *Xanathar's Guide to Everything*, unless it has an asterisk (a spell in the *Player's Handbook*). *Tasha's Cauldron of Everything* and *Tasha's Crucible of Everything Else*, Volume 1 also offer more spells.

##### CANTRIPS (0 LEVEL)

MAGIC STONE

##### 1ST LEVEL

CAUSE FEAR

##### 5TH LEVEL

SKILL EMPOWERMENT

WALL OF LIGHT

## FROST DOMAIN

Gods of the cold and north, such as Auril, Iborighu, Thrym, and Ulutiu, are, like their element, often severe and demanding. These gods are not usually worshipped for their benevolence, but instead prey upon those who merely wish to survive the unforgiving tundra. Clerics to these gods may not be the warmest people, but they are often seen as saviors to northern settlements that rely on their blessings. These boons are not free though, and clerics of these gods may be sent to gather offerings in return for helping people survive.

### DOMAIN SPELLS

*1st-level Frost Domain feature*

You gain domain spells at the cleric levels listed in the Frost Domain Spells table. See the Divine Domain class feature for how domain spells work.

#### FROST DOMAIN SPELLS

Level	Spells
1st	<i>armor of agathys</i> , <i>fog cloud</i>
3rd	<i>darkness</i> , <i>hold person</i>
5th	<i>sleet storm</i> , <i>slow</i>
7th	<i>fire shield</i> , <i>ice storm</i>
9th	<i>cone of cold</i> , <i>hold monster</i>

### BONUS PROFICIENCIES

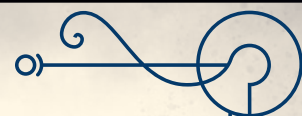
*1st-level Frost Domain feature*

At 1st level, you gain proficiency with martial weapons and heavy armor.

These servants of the tundra wield the cold like a warrior would wield its blade.

TASHA





## BITING FROST

### *1st-level Frost Domain feature*

When you deal cold damage with a spell of 1st level or higher, you may apply one of the following additional effects to the spell:

- Your enemies' limbs go numb. Creatures that take damage from this spell have disadvantage on the next weapon attack roll they make before the end of the next turn.
- Your enemies begin to freeze in place. Creatures that take damage from this spell have their speed halved until the end of their next turn.
- Your enemies' teeth chatter incessantly. Creatures that take damage from this spell must succeed on a Constitution saving throw against your spell save DC or be unable to perform verbal components of spells until the end of their next turn.
- Your spell's temperature sinks even lower, a deep freeze dangerous even for beings acclimated to the cold. Creatures that take damage from this spell cannot benefit from resistance to cold damage from this casting of this spell.

## CHANNEL DIVINITY: BITTER

### CASTING

#### *2nd-level Frost Domain feature*

You can use your Channel Divinity to alter your spells and infuse them with the power of your god. If a spell you cast would deal acid, fire, lightning, necrotic, or radiant damage, you can use your Channel Divinity to deal cold damage instead.

## CHANNEL DIVINITY: BLESSING OF THE HEARTH

#### *2nd-level Frost Domain feature*

You can use your Channel Divinity to protect you and your allies from the harsh effects of arctic environments.

As an action, you present your holy symbol and invoke your deity to bless you and your allies. A number of creatures within 5 feet of you ignore the effects of extreme cold (as described in chapter 5 of the *Dungeon Master's Guide*) for the next 8 hours.

## GLACIAL MANTLE

#### *6th-level Frost Domain feature*

You are blessed by the arctic elements. You gain resistance to cold damage, and at the start of your turn, you are enveloped by a protective barrier of ice which gives you temporary hit points equal to half your cleric level (rounded up).

## DIVINE STRIKE

### *8th-level Frost Domain feature*

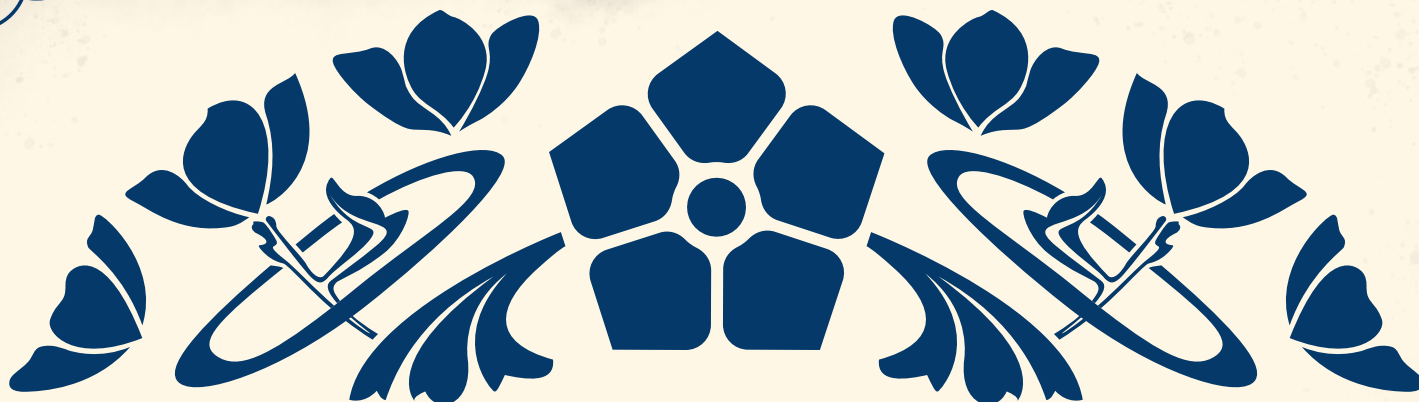
You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold damage. When you reach 14th level, the extra damage increases to 2d8.

## FROZEN FORM

### *17th-level Frost Domain feature*

Your affinity with frost has reached its peak. You gain immunity to cold damage and resistance to fire damage, and moving through difficult terrain composed of ice or snow doesn't cost you extra movement.





## DRUID

At 2nd level, a druid gains the Druid Circle feature. The following options are available to a druid, in addition to those offered in the *Player's Handbook*: the Circle of the Coven and the Circle of the Seafarers. This section also provides new optional class features for the druid.

## OPTIONAL CLASS

### FEATURES

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a druid. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

### ADDITIONAL DRUID SPELLS

The spells in the following list expand the druid spell list in the *Player's Handbook* and *Xanathar's Guide to Everything*. The list is organized by spell level, not character level. Each spell is in *Xanathar's Guide to Everything*, unless it has an asterisk (a spell in the *Player's Handbook*). *Tasha's Cauldron of Everything* and *Tasha's Crucible of Everything Else*, Volume 1 also offer more spells.

#### CANTRIPS (0 LEVEL)

ACID SPLASH

#### 1ST LEVEL

CEREMONY

DETECT EVIL AND GOOD\*

PROTECTION FROM EVIL AND GOOD\*

#### 2ND LEVEL

MAXIMILIAN'S EARTHEN HAND

SNILLOC'S SNOWBALL SWARM

#### 3RD LEVEL

MELF'S MINUTE METEORS

WALL OF SAND

#### 4TH LEVEL

STORM SPHERE

#### 5TH LEVEL

DAWN

DISPEL EVIL AND GOOD\*

IMMOLATION

#### 7TH LEVEL

CROWN OF STARS

#### 8TH LEVEL

ABI-DALZIM'S HORRID WILTING

#### 9TH LEVEL

MASS POLYMORPH

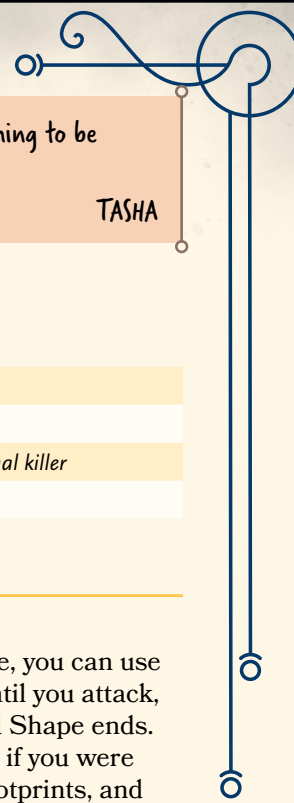
## CIRCLE OF THE COVEN

Druids are known amongst the masses for their secret groups, sacred locales, and sacramental rites. None fit this description more so than the druids that gather together in the spirit of cult sorority, where the whole is exponentially more powerful than the mere sum of its parts - which parts often consist of hags and other unseelie fey. These mystical magicians, while not known for infant-snatching like their namesake, do give more attention to the civilized world than the rest of their kind. Their skill with the cauldron, and their ability to take the form of humanoids in addition to beasts, allow them to closely observe and even infiltrate communities of all kinds. While the intentions of these druids are frequently debated amongst those who are familiar with them, their power is not.

I suppose some fool will be calling me a druid now. However, best not to make jest of these folks. Toil and trouble indeed.

TASHA





## DOUBLE, DOUBLE

### 2nd-level Circle of the Coven feature

As an action, you can expend a use of your Wild Shape to magically polymorph into a Small or Medium humanoid. Your statistics are the same in this form, and your equipment magically resizes to fit your new form. You can remain in this form for a number of hours equal to half your druid level rounded down (minimum of 1 hour) and can end it early as an action. You gain a number of temporary hit points equal to 4 times your druid level, and you revert to your normal form early if you lose all of these temporary hit points. All other standard Wild Shape rules still apply while you are transformed in this way.

While you are transformed using your Wild Shape feature, whether into a beast or humanoid form, you gain a special action. While in your Wild Shape, you can use your action to briefly adopt a ghastly appearance, forcing all creatures within 30 feet that can see you to make a Wisdom saving throw. On a failed save, the creature is frightened of you for 1 minute. It can repeat this saving throw at the end of each of its turns, ending the effect on a success.

If you model your appearance after a specific humanoid, a suspicious creature can make an Intelligence (Investigation) check against your spell save DC, realizing that you are an imposter on a success.

## TOIL AND TROUBLE

### 2nd-level Circle of the Coven feature

You gain proficiency with alchemist's supplies and poisoner's kit. Additionally, the gold and time that you must spend to brew potions or poisons is halved.

## CIRCLE SPELLS

### 2nd-level Circle of the Coven feature

You have learned the secret magics of hags, granting you access to certain spells. At 2nd level, you learn the minor illusion cantrip, and it doesn't count against the number of druid cantrips you know. You also learn the hex spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

When you reach certain levels in this class, you gain access to the spells listed for that level in the Circle of the Coven Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Power in numbers. The coven is not something to be trifled with.

TASHA

## CIRCLE OF THE COVEN SPELLS

Druid Level	Spells
3rd	<i>hold person, ray of enfeeblement</i>
5th	<i>bestow curse, counterspell</i>
7th	<i>conjure woodland beings, phantasmal killer</i>
9th	<i>contact other plane, scrying</i>

## WITCH STEP

### 6th-level Circle of the Coven feature

While you are in a humanoid Wild Shape, you can use your action to magically turn invisible until you attack, cast a spell, or until your humanoid Wild Shape ends. While invisible, you must concentrate as if you were concentrating on a spell, you leave no footprints, and any equipment that you chose to (or chose not to) alter to fit a humanoid Wild Shape is also invisible.

## WITCHING HOUR

### 10th-level Circle of the Coven feature

When you are in a humanoid Wild Shape, your Strength score becomes 20 and you can make natural weapon attacks with either claws or a bite. These attacks deal 2d8 + your Strength modifier in either slashing damage (for claws) or piercing damage (for bite). The attacks are considered magical for the purposes of overcoming resistance and immunity.

Additionally, while in a humanoid Wild Shape, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.

## SHARED SPELLCASTING

### 14th-level Circle of the Coven feature

While you are within 30 feet of at least two other creatures that can cast spells of 1st-level or higher, spells you cast act as if they had been cast with a spell slot one level higher than the spell slot you used to cast them, but not beyond 9th-level.



# CIRCLE OF THE SEAFARERS

You follow an old tradition of sea-dwelling druids that protect the waters from creatures, and creatures from the waters. Your culture has developed unique fighting styles not found in other druidic sects, which make you excellent combatants in and around the seas.

## UNARMORED DEFENSE

*2nd-level Circle of the Seafarers feature*

Water is not kind to leather armor. Because of this, your society has developed defensive measures that eschew armor of any type. With a heightened awareness of your immediate surroundings, when you are not wearing armor or shields, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

## SENTINEL OF THE SEA

*2nd-level Circle of the Seafarers feature*

You are proficient with water vehicles, navigator's tools, and the signature weapons of seafarers: the net and trident. When you aren't wearing medium or heavy armor, you gain the following benefits:

You can use Dexterity instead of Strength for the attack and damage rolls of tridents and spears, and the attack rolls of nets.

You have a swimming speed equal to your walking speed.

## HANDY

*2nd-level Circle of the Seafarers feature*

You are proficient in skill checks made to tie and untie knots, and you can spend 1 hour working on a damaged net to repair it to full capacity. This can be done as part of a short or long rest.

You also gain proficiency in one of the following skills of your choice: Acrobatics, Athletics, Sleight of Hand, or Stealth.

## SIDESTEP

*2nd-level Circle of the Seafarers feature*

When you are wielding a trident or spear and a creature within 5 feet of you makes an attack against you, you can use your reaction to make a special melee attack against the creature. On a hit, instead of dealing damage you move 5 feet without provoking opportunity attacks, potentially causing the attack to miss if you move out of range.

## EXTRA ATTACK

*6th-level Circle of the Seafarers feature*

You can attack twice instead of once whenever you take the Attack action on your turn. Thanks to your specialized training, you ignore the net's restriction on the number of attacks you can make with an action, bonus action, or reaction.

## AMPHIBIOUS

*10th-level Circle of the Seafarers feature*

The magic of the water has changed your body. You can breathe both air and water, and you have resistance to cold damage.

## SPEARFISHER

*10th-level Circle of the Seafarers feature*

Immediately after you make a ranged attack roll with a weapon that has the Thrown property, you can choose to have it magically reappear in your hand. Additionally, attacking at long range with such a weapon does not impose disadvantage on your attack roll.

## COASTAL WARRIOR

*14th-level Circle of the Seafarers feature*

You can now infuse the power of the depths into your attacks. Whenever you hit a creature with a weapon attack, including when you hit a creature with your special Sidestep attack, you also deal an amount of cold damage equal to your Wisdom modifier.

## DRAGONFRIEND OPTIONS

At 2nd level, a Circle of the Dragonfriend druid chooses a type of dragon to emulate. The following Dragonfriend options are made available to these druids, in addition to those offered in *Tasha's Crucible of Everything Else*, Volume 1.

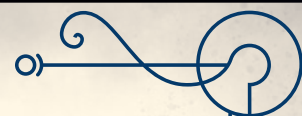
### DRAGON TYPE

Every dragonfriend has a type of dragon that shapes their magical abilities. This type determines features of your Draco forms and your 6th level feature. When you select this subclass at 2nd level, choose one of the following options or an option from *Tasha's Crucible of Everything Else*, Volume 1: faerie, sapphire, shadow, or turtle.

Pirates with a cause.

TASHA





## DRAGON TYPE TABLE

Dragon Type	Damage Type	Draco Breath Weapon	6th-Level Feature
Faerie	Radiant	Cone	Invisibility or Psionics (your choice)
Sapphire	Thunder	Cone	Psionics or Tunneling (your choice)
Shadow	Necrotic	Line	Climbing or Stealth (your choice)
Turtle	Fire	Cone	Amphibious

\*The breath weapon of a turtle Draco is a blast of scalding steam that does not set objects on fire. Being in water does not give a creature resistance to this breath weapon's fire damage.

### DRACONIC GIFT

Each dragonfriend has a special gift determined by their Dragon Type. The Dragon Types presented in this document use the following Draconic Gifts or ones found in *Tasha's Crucible of Everything Else*, Volume 1:

**Invisibility (Faerie\*).** You can cast invisibility on yourself once each short rest without expending a spell slot.

**Psionics (Faerie\*, Sapphire\*).** You can telepathically speak to any creature you can see within 30 feet of you, but this does not grant the creature any ability to telepathically reply. You must share at least one language with the creature to do this. Additionally, you learn the mage hand cantrip, which counts as a druid cantrip for you and does not count against the number of cantrips you can know. When you cast mage hand using this trait, the hand is invisible.

**Stealth (Shadow\*).** You gain proficiency in Stealth if you do not already have it. Your proficiency bonus is doubled for any ability check you make that uses Stealth.

\*This Dragon Type gives you an option between two Draconic Gifts. You choose one.





## FIGHTER

At 3rd level, a fighter gains the Martial Archetype feature. The following Phoenix Knight option is available to a fighter, in addition to those offered in the *Player's Handbook*.

### PHOENIX KNIGHT

A Phoenix Knight has looked into myth and drawn inspiration from it. They have a burning passion for combat and protecting those closest to them. Through intense training and careful practice, they have learned how to channel this inner fire into something tangible.

These fighters know how to harness their fire in order to retaliate against foes and heal friends. As their mastery grows, they can cauterize wounds with their flames and even emit powerful waves of heat.

Those who mimic a phoenix have a fondness for flame and warmth. They relish sunlight and bonfires. They sometimes find themselves staring into fire, imagining enemies igniting and the wounds of allies cauterizing within the popping embers and dancing flames. Sometimes, if they stare hard enough, they can almost see feathers amid the ashes.

### AURA OF FLAME

#### *3rd-level Phoenix Knight feature*

The spark you ignited inside you sometimes bursts, warming your body and burning those who would wish you harm. As a Bonus Action, you can cause small embers to dance across your body for 1 minute. Once per turn, when a creature damages you with a melee attack, you can deal fire damage to them equal to your Constitution modifier (minimum 1).

You can increase the light that the embers emit at will, creating bright light within 5 feet and dim light for 5 feet beyond that.

In addition, creatures without resistance or immunity to fire damage have disadvantage when grappling you, and you have advantage when trying to break out of the grapple.

Beginning at 10th level, you can use this feature twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

### PHOENIX TEARS

#### *7th-level Phoenix Knight feature*

You begin to understand how to control the fire that you weave into your techniques, tapping into it in order to aid your allies. As a bonus action, you can spend one Hit Die to heal a creature within 5 ft. of you. Roll the die, add your Constitution modifier, and the creature regains a number of hit points equal to the total (minimum of 1).

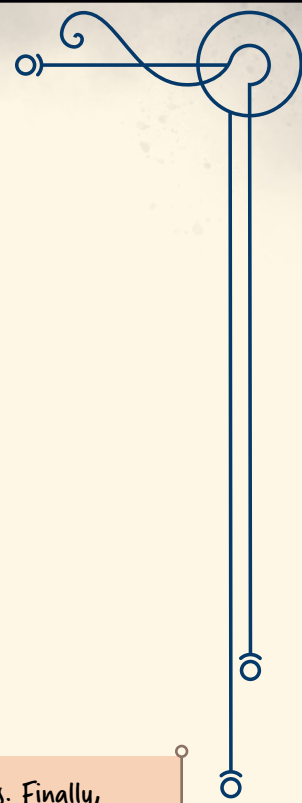
### TEMPERED SKIN

#### *10th-level Phoenix Knight feature*

Your skin has grown used to the fire that burns across it. You gain resistance to fire damage.







## FROM THE EMBERS

### *15th-level Phoenix Knight feature*

Just as a phoenix rises from ashes, so too do you rise more easily from death. The *revivify*, *raise dead*, and *reincarnation* spells require no material components to revive you.

In addition, when you succeed on a death saving throw or are stabilized while unconscious, you can regain hit points equal to your level in this class. Once you have used this feature, you may not do so again until you finish a long rest.

## FAN THE FLAMES

### *18th-level Phoenix Knight feature*

Your mastery over the fire that inhabits your body has grown to such an extent that you can project the flames outward. While your *Aura of Flame* is active, any hostile creature that starts its turn within 10 feet of you must succeed on a Constitution saving throw, or else take an amount of fire damage equal to your Constitution modifier (minimum of 1).

In addition, your mastery over your own flames protects you from external sources. You gain immunity to fire damage.

Passionate, fearsome, and possibly arsonists. Finally, a swordsman that can stand face-to-face with a fully grown red dragon.

TASHA





# MONK

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk, in addition to those offered in the *Player's Handbook*: the Way of Devils, the Way of the Cosmic Mind, and the Way of the Warshaper.

## WAY OF DEVILS

Monks of the Way of Devils are part of an ancient and unholy order, one dedicated to serving the legions of devils in their war against the demons of the abyss, as well as serving their infernal masters' interests on the Material Plane. Whereas most monks train in the art of self-defense, those of the Way of Devils focus on inflicting punishment and controlling their enemies. It is said that the first of these monks were Duergar, newly bound into pacts with Asmodeus and willing to wield his devilish chains over the prospect of becoming chained themselves.

### DEVILISH CHAIN

*3rd-level Way of Devils feature*

You gain the ability to summon a spectral, fiendish chain of burning iron to attack and bind your foes. Whenever you take the Attack action, you can summon the chain to your empty hand and use it for the attack. The chain uses the statistics of a whip, but with a reach of 15 feet, and it counts as a monk weapon for you. You can only have one chain summoned at a time. It disappears after 1 minute, if you are reduced to 0 hit points, or if you dismiss it early as a bonus action.

Additionally, whenever you hit a creature with your chain, you can spend 1 ki point to apply one of the following effects. You can only use one of these effects each time you make an attack with the chain.

**Binding Chain.** The creature must make a Strength saving throw. On a failed save, the creature is restrained until the start of your next turn and cannot move more than 15 feet away from you. A creature restrained by the chain can use its action to make a Strength saving throw, freeing itself on a success. While a creature is restrained in this way, you cannot use the chain to make other attacks.

**Burning Chain.** You deal an additional acid, cold, or fire damage (your choice when you use this feature) equal to one martial arts die.

**Luring Chain.** If the creature is one size larger than you or smaller, you pull the creature up to 10 feet closer to you.

### VILE EDICT

*6th-level Way of Devils feature*

You have learned to speak in the wicked tongue of the nine hells, compelling your foes to obey in and out of battle. As a bonus action, you can spend 1 ki point to cast the command spell. The target has disadvantage on the saving throw if it is restrained by your chain.

### HELLISH TETHER

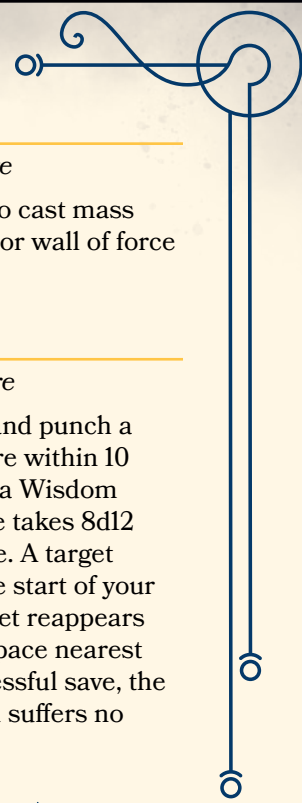
*11th-level Way of Devils feature*

You can bind a foe to you in torturous turmoil. When you restrain a target using the Binding Chain option from your Devilish Chain feature, you can spend an additional 2 ki points to change the duration of the restraining effect to 1 minute. The creature must repeat the saving throw at the end of each of its turns, ending the effect on a success. On a failed save, it takes 2d6 of acid, cold, or fire damage (your choice).

They've become quite complicated these days. Monks used to quietly enjoy brewing ale. My, how they've changed. Devil monks? My point exactly.

TASHA





## FIENDISH FORM

*17th-level Way of Devils feature*

Your commitment to the nine hells has been proven and you have been rewarded in kind. On your turn, you can spend 5 ki points as a bonus action to take on the qualities of a fiend for 1 minute. You can end these traits early as a bonus action.

- While in your fiendish form, you gain the following benefits.
- You gain immunity to fire and poison damage, and resistance to cold damage and bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.
- Your weapon attacks deal an additional 1d10 acid, cold, or fire damage (your choice).
- You gain a flying speed equal to your current walking speed.

## WAY OF THE COSMIC MIND

Monks of the Way of the Cosmic Mind learn to harness their ki to create fantastical telepathic and telekinetic effects. Githzerai are among this tradition's most common practitioners, but followers can be found throughout many peoples across many planes.

All creatures have latent innate psionic abilities, but very few ever unlock the secrets which lie beyond sentience. Monks who dedicate their lives to the mastery of their own mind eventually learn to produce incredible telepathic and telekinetic effects.

### GIFTS OF THE THIRD EYE

*3rd-level Way of the Cosmic Mind feature*

You learn the message and mage hand cantrips. When you cast mage hand using this feature, you can make unarmed strikes through the spectral hand. It can carry a number of pounds up to twenty times your Wisdom modifier (minimum of 20 pounds), instead of up to 10 pounds.

### BEND PERCEPTION

*6th-level Way of the Cosmic Mind feature*

As an action, choose any number of creatures within 60 feet of you that you can see or hear, and spend 1 ki point for each. Each target makes a Wisdom saving throw. On a failed save, you, your equipment, and your mage hand are invisible and silent to them for 1 minute. On a successful save, nothing happens. You know whether each target fails or succeeds on its save.

The deepest of thinkers. They make their minds their swords and shields.

TASHA

## THIRD EYE AWAKENED

*11th-level Way of the Cosmic Mind feature*

As an action, you can spend 4 ki points to cast mass suggestion, modify memory, telekinesis, or wall of force without providing material components.

### VOID IMPACT

*17th-level Way of the Cosmic Mind feature*

As an action, you can spend 4 ki points and punch a hole in the fabric of reality. Every creature within 10 feet of you, besides yourself, must make a Wisdom saving throw. On a failed save, a creature takes 8d12 force damage and moves forward in time. A target moved forward in time vanishes until the start of your next turn. When the effect ends, the target reappears in the space it left or in an unoccupied space nearest to that space if it is occupied. On a successful save, the creature takes half as much damage and suffers no other effects.

## WAY OF THE WARSHAPER

Form is fluid. Shape is a weapon. Release yourself from the constraints of your body and you can become made for war. Thus teaches the way of the warshaper, whose members learn how to alter their form on the fly. Though they do not focus on the full transformations that a druid's wild shape might, they can grow claws and teeth, flow around attacks, rebuild their shattered body, and other similar changes.

Monks who follow the way of the warshaper are often forthright defenders of the downtrodden, but not always. Their control over their own form can make them relentless, terrifying hunters able to infiltrate past defenders and terminate their targets without fail.

### WARSHAPING TECHNIQUE

*3rd-level Way of the Warshaper feature*

You have mastered the core techniques of warshaping, allowing you to rebuild your body into whatever you need it to do at the time. When you use your Flurry of Blows, Patient Defense, or Step of the Wind monk features, you can choose to shift your form into something more suited to your action.

**Flurry of Blows.** You grow natural weapons such as claws and teeth or otherwise shift part of your body into a weapon, such as a bone spike. Choose bludgeoning, slashing, or piercing; until the start of your next turn, your unarmed attacks deal damage of the chosen type. In addition, if you hit a single target with both attacks granted by your Flurry of Blows feature, you deal extra damage to the target equal to one Martial Arts die.



Water can flow or it can crash. Be water, friend. Someone much wiser than me said that.

TASHA

**Patient Defense.** You grow a hard shell, resilient scales, or another natural defense feature. You have resistance to the damage of the first attack that hits you before the start of your next turn.

**Step of the Wind.** You grow small wings, gliding flaps, or some other feature that helps you travel through the air. Until the end of your turn, your jumping distance triples instead of doubles and you are immune to damage from falling.

## FLUID FORM

*6th-level Way of the Warshaper feature*

You are capable of rapidly and easily reshaping your form. When you are knocked prone, you can stand up as a reaction.

As an action, you can spend 2 ki points to cast *alter self* or *darkvision* on yourself, or 1 ki point to cast *enlarge/reduce* or *spider climb* on yourself.

## REBUILDING OF BODY

*11th-level Way of the Warshaper feature*

You know how to rebuild your damaged body, and how to reshape yourself to avoid and recover from damage. As a reaction, you can reshuffle your organs to turn any critical hit against you into a normal hit instead. Whenever you spend ki points to use your *Flurry of Blows*, *Patient Defense*, or *Step of the Wind* features in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

## ANCIENT WARBEAST

*17th-level Way of the Warshaper feature*

You have mastered the techniques required to remold your form and gain the powers of an ancient warbeast. You can assume this new form as a bonus action. This form lasts for 1 hour, until you are reduced to zero hit points, or until you dismiss the effect as an action. While you are in this form, you gain the following benefits.

- Your size is Large.
- If your Strength score is lower than your Dexterity score, it increases to match your Dexterity score.
- Your Martial Arts die is 1d12.
- Your unarmed attacks deal your choice of bludgeoning, slashing, or piercing damage.
- You gain *darkvision* for a radius of 120 feet, *tremorsense* for a radius of 60 feet, or *blindsight* for a radius of 30 feet (your choice when you transform).

You can choose the details of the appearance of this form each time you assume it. A terrifying hybrid of humanoid and ancient beast that time forgot is the most common. You might choose to take the form of a six-legged beast with savage claws and bloodshot eyes, a shaggy-furred minotaur with great piercing horns, a scaled serpentine body with eerily muscular arms extending from below its head, or any other beast form hybrid you can imagine. Once you have used this feature, you may not do so again until you finish a long rest.

## NEW ELEMENTAL DISCIPLINES

At 3rd level, a Way of the Four Elements Remastered monk learns and can prepare elemental disciplines. The following Elemental Discipline options are made available to these monks, in addition to those offered in *Tasha's Crucible of Everything Else* Volume 1.

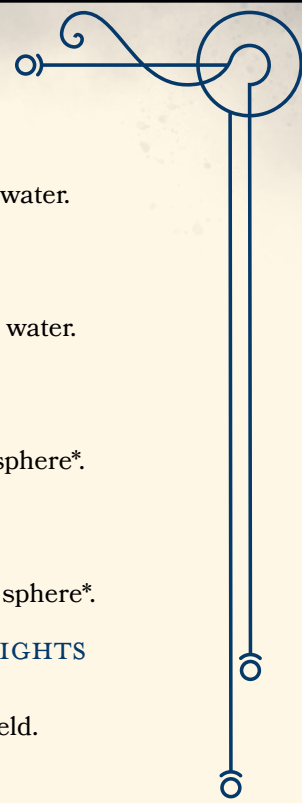
If an Elemental Discipline has prerequisites, you must meet them to prepare it. A level prerequisite refers to your monk level. Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in both *Xanathar's Guide to Everything* and the *Elemental Evil Player's Companion*, available for free on the Wizards of the Coast, DNDBeyond, and DMs Guild websites) or two asterisks (a spell in *Xanathar's Guide to Everything*).

### FLOATING DODGE RETREAT

As a reaction when a creature first comes within 5 feet of you or starts its turn within 5 feet of you, you can spend 2 ki points to jump a distance equal to your walking speed. This movement does not provoke opportunity attacks.







### PRISON OF ICE

As an action, you can spend 2 ki points to attempt to restrain a creature in ice. You target a creature you can see that is within 30 feet of you, which must succeed on a Strength saving throw or else be restrained. A creature restrained in this way can use its action to repeat this saving throw, ending the effect on a success. A creature that starts its turn encased in this ice takes 1d6 cold damage. For every additional ki point you spend, you can target an additional creature.

### SHROUD OF THE CLOUDS

You can spend 1 ki point to cast fog cloud.

### STANCE OF SHAKING WORLDS

You can spend 1 ki points to cast earth tremor\*.

### CYCLONE OF THE SEVEN WINDS

*Prerequisite: 6th level*

You can spend 3 ki points to cast dust devil\*.

### FIST OF THE EARTH

*Prerequisite: 6th level*

You can spend 3 ki points to cast Maximilian's earthen grasp\*.

### GLORY OF THE MORNING SUN

*Prerequisite: 6th level*

You can spend 3 ki points to cast scorching ray.

### SIGHT OF THE CLOUDS

*Prerequisite: 6th level*

Fog, mist, rain, snow, and similar substances do not obscure your vision.

### SIGHT OF THE METAL MASTER

*Prerequisite: 6th level*

You can spend 1 ki point to gain tremorsense for a range of 30 feet for 1 minute. For every additional ki point you spend, the radius increases by 30 feet.

### VESTMENT OF THE SOUTHERN WIND

*Prerequisite: 6th level*

You can spend 3 ki points to cast warding wind\*.

### SWELL OF RISING WATERS

*Prerequisite: 9th level*

You can spend 3 ki points to cast tidal wave\*.

### WAVE OF ANGERED WIND SPIRITS

*Prerequisite: 9th level*

You can spend 3 ki points to cast wind wall.

### WAVE OF BLINDING SANDS

*Prerequisite: 9th level*

You can spend 3 ki points to cast wall of sand\*.

### WAVE OF SLOWING WATERS

*Prerequisite: 9th level*

You can spend 3 ki points to cast wall of water.

### MASTERY OF WATER

*Prerequisite: 14th level*

You can spend 4 ki points to cast control water.

### SPHERE OF STORM

*Prerequisite: 14th level*

You can spend 4 ki points to cast storm sphere\*.

### SPHERE OF WATER

*Prerequisite: 14th level*

You can spend 4 ki points to cast watery sphere\*.

### VESTMENT OF THE NORTHERN LIGHTS

*Prerequisite: 14th level*

You can spend 4 ki points to cast fire shield.

### CYCLONE OF THE SEVEN SEAS

*Prerequisite: 17th level*

You can spend 4 ki points to cast maelstrom\*.

### DANCE OF THE FOUR WINDS

*Prerequisite: 17th level*

You can spend 4 ki points to cast steel wind strike\*\*.

### GRASP OF HUNGRY FIRE

*Prerequisite: 17th level*

You can spend 4 ki points to cast immolation\*.

### MASTERY OF AIR

*Prerequisite: 17th level*

You can spend 4 ki points to cast control winds\*.

### MASTERY OF EARTH

*Prerequisite: 17th level*

You can spend 4 ki points to cast move earth.

### PRISON OF EARTH

*Prerequisite: 17th level*

You can spend 5 ki points to cast flesh to stone.

### SPHERE OF ICE

*Prerequisites: 17th level*

You can spend 4 ki points to cast Otiluke's freezing sphere.

### VESTMENTS OF THE ELEMENTS

*Prerequisites: 17th level*

You can spend 4 ki points to cast primordial ward\*.

### WAVE OF FROZEN TEARS

*Prerequisite: 17th level*

You can spend 4 ki points to cast wall of ice.





## PALADIN

At 3rd level, a paladin gains the Sacred Oath feature. The following Oath of Unrest option is available to a paladin, in addition to those offered in the *Player's Handbook*. This section also provides new optional class features for the paladin.

### OPTIONAL CLASS FEATURES

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a paladin. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

#### ADDITIONAL PALADIN SPELLS

The spells in the following list expand the paladin spell list in the *Player's Handbook* and *Xanathar's Guide to Everything*. The list is organized by spell level, not character level. Each spell is in *Xanathar's Guide to Everything*, unless it has an asterisk (a spell in the *Player's Handbook*). *Tasha's Cauldron of Everything* and *Tasha's Crucible of Everything Else*, Volume 1 also offer more spells.

##### 2ND LEVEL

HEALING SPIRIT

##### 3RD LEVEL

LIFE TRANSFERENCE

##### 5TH LEVEL

DAWN

A religious warrior. A zealot. Fearsome enough without undead energy propelling their blade.

TASHA

## OATH OF UNREST

The Oath of Unrest is taken by those with unfinished business. They are driven by an overwhelming thirst for revenge against those who wronged them, or to complete a final, critical task left unfinished. Some of these paladins might have even met a cruel and undeserved end, but return from beyond the grave to finish its work, much like a revenant. It may have been at the will of a deity, some darker force, or the paladin itself. Regardless, none who swear this oath are left untainted, whether it be by the Shadowfell, a realm of the dead, or the paladin's own ambitions.

This unusual state leaves dark marks on those who experience it. At your option, you can pick from or roll on the Oath of Unrest Paladin Quirks table to create a quirk for your character.

#### OATH OF UNREST PALADIN QUIRKS

d6	Quirk
1	Your shadow moves in strange ways.
2	Your eyes appear to be empty sockets.
3	Your hair is ghostly white.
4	Your skin is ice-cold to the touch.
5	You speak only in raspy whispers.
6	You have a handprint burned into your shoulder.

#### TENETS OF UNREST

The tenets of the Oath of Unrest are those of completing your unfinished business.

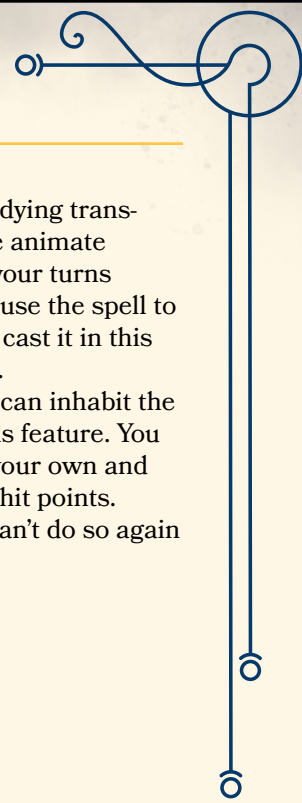
**Atonement.** You failed the first time, you must always remember that.

**Vigilance.** Be unwavering in your commitment to your task, you have been given a second chance for a reason.

**Debt.** For good or ill, those that returned you to life have bestowed on you a chance of redemption, you are eternally indebted.

**Focus.** Your task is the most important goal, there is no room for distractions.





## OATH SPELLS

### 3rd-level Oath of Unrest feature

You gain oath spells at the paladin levels listed in the Oath of Unrest Spells table. See the Sacred Oath class feature for how oath spells work.

#### OATH OF UNREST SPELLS

Level	Spells
3rd	<i>disguise self, hex</i>
5th	<i>hold person, see invisibility</i>
9th	<i>animate dead, fear</i>
13th	<i>locate creature, phantasmal killer</i>
17th	<i>reincarnate, scrying</i>

## CHANNEL DIVINITY

### 3rd-level Oath of Unrest feature

You gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

**Ghostly Visage.** You can manifest a terrifying form to scare those who stand in your way. When you make a Charisma (Intimidation) check, you can use your Channel Divinity to gain a +10 bonus to the roll. You can choose to use this feature after you roll the die, but before you know whether you succeeded or failed.

**Protection from Pain.** You ward yourself against lesser pain. You can use your Channel Divinity as a bonus action to gain temporary hit points equal to your paladin level + your Charisma modifier (minimum of 0).

## HORRIFYING GRASP

### 7th-level Oath of Unrest feature

You can use an action to touch a creature within 5 feet of you and expend points from your Lay on Hands healing pool. The creature must make a Wisdom saving throw with a DC equal to your paladin spell save DC. On a failed save, it takes necrotic damage equal to the number of points expended and is stunned until the end of its next turn. On a successful save, the creature takes half as much damage and isn't stunned.

## DUTY OF THE DEATHLESS

### 15th-level Oath of Unrest feature

The drive to complete your task is unwavering and those that attempt to deter you must be thwarted. You can't be charmed.

Additionally, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. If you have expended the use of your Channel Divinity feature when this happens, you regain your use of it. You can't do so again until you finish a long rest.

## IMMORTAL UNREST

### 20th-level Oath of Unrest feature

You can use your action to take on an undying transformation. For 1 minute, you can cast the animate dead spell as a bonus action on each of your turns without expending a spell slot. You can't use the spell to maintain control of a creature when you cast it in this way, only to create new undead servants.

If you die while in this state, your soul can inhabit the body of an undead servant created by this feature. You replace all of the target's statistics with your own and return to life through it with half of your hit points.

Once you have used this feature, you can't do so again until you finish a long rest.





## RANGER

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those offered in the *Player's Handbook*: the Bog Phantom and the Predator. This section also provides new optional class features for the ranger.

## OPTIONAL CLASS

### FEATURES

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a ranger. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

### ADDITIONAL RANGER SPELLS

The spells in the following list expand the ranger spell list in the *Player's Handbook* and *Xanathar's Guide to Everything*. The list is organized by spell level, not character level. Each spell is in *Xanathar's Guide to Everything*, unless it has an asterisk (a spell in the *Player's Handbook*). *Tasha's Cauldron of Everything* and *Tasha's Crucible of Everything Else*, Volume 1 also offer more spells.

#### 2ND LEVEL

MISTY STEP\*  
SKYWRITE  
SPIDER CLIMB\*

#### 3RD LEVEL

LIFE TRANSFERENCE  
THUNDER STEP

#### 5TH LEVEL

FAR STEP  
INSECT PLAGUE  
SKILL EMPOWERMENT

## BOG PHANTOM

You follow patterns set by will-o'-wisp, departed souls that feed on fear and despair. Good Bog Phantoms often serve as guides in swamps or other dangerous areas. Evil ones may copy the behaviors of their power's inspiration, and enjoy luring unsuspecting wanderers to their deaths.

### BOG PHANTOM MAGIC

#### 3rd-level Bog Phantom feature

You learn an additional spell when you reach certain levels in this class, as shown in the Bog Phantom Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

#### BOG PHANTOM SPELLS

Level	Spells
3rd	<i>charm person</i>
5th	<i>invisibility</i>
9th	<i>vampiric touch</i>
13th	<i>greater invisibility</i>
17th	<i>mislead</i>

### BONUS CANTRIP

#### 3rd-level Bog Phantom feature

You learn the dancing lights cantrip, and it counts as a ranger spell for you.

## SHOCK

#### 3rd-level Bog Phantom feature

As an action you can emit a brief pulse of electricity. All creatures within 10 feet of you must succeed on a Constitution saving throw or else take 1d8 lightning damage. The DC for this saving throw is equal to your spell save DC.

The damage of this effect increases when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



Not the most flattering title, but also not something to be trifled with.

TASHA

## PHANTOM STATE

### 7th-level BoG Phantom feature

By 7th level, you have learned to briefly adopt a spectral form. As an action, you can turn yourself and your equipment incorporeal for 1 minute, or until you dismiss the effect as an action. While in this state, you have the following features:

- You cannot make weapon attacks.
- You have a flying speed of 50 feet.
- You can pass through objects and creatures as if they were difficult terrain. If you end your turn inside an object or creature, you take 5 (1d10) force damage.
- You have resistance to all damage except force damage.
- Even when you are in plain sight, it takes a successful Wisdom (Perception) check to spot you if you have neither moved nor attacked. A creature that tries to enter your space while unaware of you is surprised by you. The DC for this check is equal to your spell save DC.

Once you have used this feature, you may not do so again until you finish a short or long rest.

## IMPROVED SHOCK

### 11th-level BoG Phantom feature

When a creature succeeds on a saving throw against your Shock feature, it takes half damage instead of no damage.

## PHANTOM MENACE

### 15th-level BoG Phantom feature

You can now remain in your Phantom State for up to 1 hour.

## PREDATOR

The Predator archetype involves hunting monstrosities of the world such as the basilisk, hydra, and wyvern. They study these creatures' traits and emulate their abilities and behaviors using their swift cunning, physical might, and primal magic.

## MONSTROUS ASPECT

### 3rd-level Predator feature

You gain one of the following features of your choice.

**Basilisk's Venom Gaze.** When a creature you can see moves to a space within 15 feet of you or starts its turn there, you can use your reaction to force it to make a Constitution saving throw, provided that it can see you. On a failed save, the creature is poisoned until the start of its next turn.

**Bulette's Mighty Jaw.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Hydra's Reactive Hunger.** You can make opportunity attacks without using your reaction. You can only make an opportunity attack in this way once per turn. Additionally, you have advantage on opportunity attacks.

**Phase Spider's Ethereal Strike.** You can take the Disengage action as a bonus action. When you do, you have advantage on weapon attack rolls for the rest of the turn. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain expended uses when you finish a long rest.

**Wyvern's Poisonous Stinger.** When you hit a creature with a melee weapon attack, you can deal an extra 2d6 poison damage to the target. You can use this feature a number of times equal to your Wisdom modifier (minimum of once) and regain expended uses when you finish a long rest.

## TERRITORIAL AFFINITY

### 3rd-level Predator feature

You gain one of the following additional features of your choice.

**Basilisk's Armor.** You gain proficiency in heavy armor.

**Bulette's Leap.** Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start. Additionally, whenever you fall, you can reduce the distance used to calculate damage from the fall damage by 30 feet (to a minimum of 0).

**Hydra's Aquatics.** You gain a swimming speed equal to your walking speed, and you can hold your breath for up to 1 hour. If you already have a swimming speed, it increases by 10 feet.

**Phase Spider's Climb.** You have a climbing speed equal to your walking speed, and you ignore movement restrictions caused by webbing.

**Wyvern's Aggression.** As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

## PREDATORY AWARENESS

### 7th-level Predator feature

You become keenly aware of great threats and how to defend against them. You can use your Primeval Awareness as a bonus action.

In addition, whenever you use your Primeval Awareness, you can choose an ability. Whenever you make a saving throw using the chosen ability before the effects of your Primeval Awareness end, you can roll a d4 and add the number rolled to the saving throw. This benefit ends early if you use your Primeval Awareness again during this time.

## PREDATOR'S PROWESS

### 11th-level Predator feature

You gain one of the following features of your choice.

**Basilisk's Petrifying Gaze.** As an action, you can choose a creature you can see within 30 feet of you. If that creature can see you, it must make a Constitution saving throw against your spell save DC. On a failed save, it is petrified for 1 minute or until it takes any damage. Once you use this feature, you can't use it again until you finish a long rest.

**Bulette's Bulk.** As a bonus action, you gain the "enlarge" effect of the enlarge/reduce spell for 1 minute. During this time, you deal double damage to objects and structures. Once you use this feature, you can't use it again until you finish a short or long rest.

**Hydra's Retaliation.** When you take damage from a creature within your reach, you can use your reaction to make a melee weapon attack against that creature.

**Phase Spider's Abduction.** Once per turn, when you hit a creature with a weapon attack, you can force the target to make a Charisma saving throw against your spell save DC. On a failed save, you teleport the target up to 15 feet to an unoccupied space you can see.

**Wyvern's Frenzy.** Whenever you hit a creature with a melee weapon attack, you have advantage on melee weapon attack rolls against that creature until the start of your next turn.

## PRIMAL MANIFESTATION

### 15th-level Predator feature

You gain one of the following features of your choice.

**Basilisk's Gullet.** You gain proficiency in Constitution saving throws.

**Bulette's Fury.** You can't be frightened and whenever you hit a prone creature with a melee weapon attack, you deal extra damage equal to half your ranger level.

**Hydra's Regeneration.** You gain temporary hit points equal to your Wisdom modifier at the start of each of your turns if you have at least 1 hit point.

**Phase Spider's Ethereal Jaunt.** Whenever you take the Disengage action, you can immediately teleport up to 30 feet to an unoccupied space you can see.

**Wyvern's Wings.** You gain a flying speed equal to your walking speed.

A hunter that mimics its adversaries' abilities. Disgusting.  
TASHA







## ROGUE

At 3rd level, a rogue gains the Roguish Archetype feature. The following Wayfinder option is available to a rogue, in addition to those offered in the *Player's Handbook*.

### WAYFINDER

You connect yourself with nature, enhancing your mobility and prowess with primal magic. Often found alongside druids, rangers, and other protectors of the wild, Wayfinders traverse the land to preserve the balance between nature and civilization.

On Ravnica, those who follow this archetype often join the Selesnya Conclave, granting them access to the power of the Worldsoul—a vast collected consciousness of wisdom and experience. In the Forgotten Realms, you might obtain your magic from a deity of nature, such as Melora or Mielikki. On other worlds, your ability to cast spells might come from a connection with a great nature spirit.

Perhaps more than any other rogue, you understand the importance of community and working as one. You are skilled at leading the way and using the terrain to your group's advantage. This is true whether you are guiding allies through an overgrown forest, rubble of a destroyed city block, or people on a crowded street.

### SPELLCASTING

#### 3rd-level Wayfinder feature

You learn to tap into the power of nature to cast spells, much as a druid does. See chapter 10 of the *Basic Rules* or the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the druid spell list.

**Cantrips.** You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level.

**Spell Slots.** The Wayfinder Spellcasting table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of them, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

### WAYFINDER SPELLCASTING

Rogue Level	Cantrips Known	-Spell slots per Spell Level-			
		1st	2nd	3rd	4th
3rd	3	2	-	-	-
4th	3	3	-	-	-
5th	3	3	-	-	-
6th	3	3	-	-	-
7th	3	4	2	-	-
8th	3	4	2	-	-
9th	3	4	2	-	-
10th	4	4	3	-	-
11th	4	4	3	-	-
12th	4	4	3	-	-
13th	4	4	3	2	-
14th	4	4	3	2	-
15th	4	4	3	2	-
16th	4	4	3	3	-
17th	4	4	3	3	-
18th	4	4	3	3	-
19th	4	4	3	3	1
20th	4	4	3	3	1

For example, if you know the 1st-level spell entangle and have a 1st-level and a 2nd-level spell slot available, you can cast entangle using either slot.

**Preparing Spells.** You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your rogue level divided by 3, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your druid spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting

the saving throw DC for a druid spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

## LEAD THE WAY

### *3rd-level Wayfinder feature*

You gain proficiency with either cartographer's tools or navigator's tools (your choice).

Additionally, whenever you succeed on a Strength-, Dexterity-, or Wisdom-based skill check, friendly creatures that can see or hear when you make the check learn from your prowess. Each of those creatures has advantage on the first ability check it makes to attempt the same task within the next 10 minutes.

## TERRAIN MASTERY

### *9th-level Wayfinder feature*

You've learned to magically manipulate the terrain itself. Any enemy that is in difficult terrain when you start your turn has disadvantage on the first saving throw it makes against a spell you cast during that turn.

Moreover, moving through difficult terrain created by your spells doesn't cost you or your allies extra movement.

## WILD SENSE

### *13th-level Wayfinder feature*

You're always ready for when an enemy strikes and can magically grant others that same awareness. You can't be surprised while you are conscious. Whenever a creature you can see or hear within 60 feet of you is surprised, you can use your reaction to cause that creature to be no longer surprised.

## NATURE'S FURY

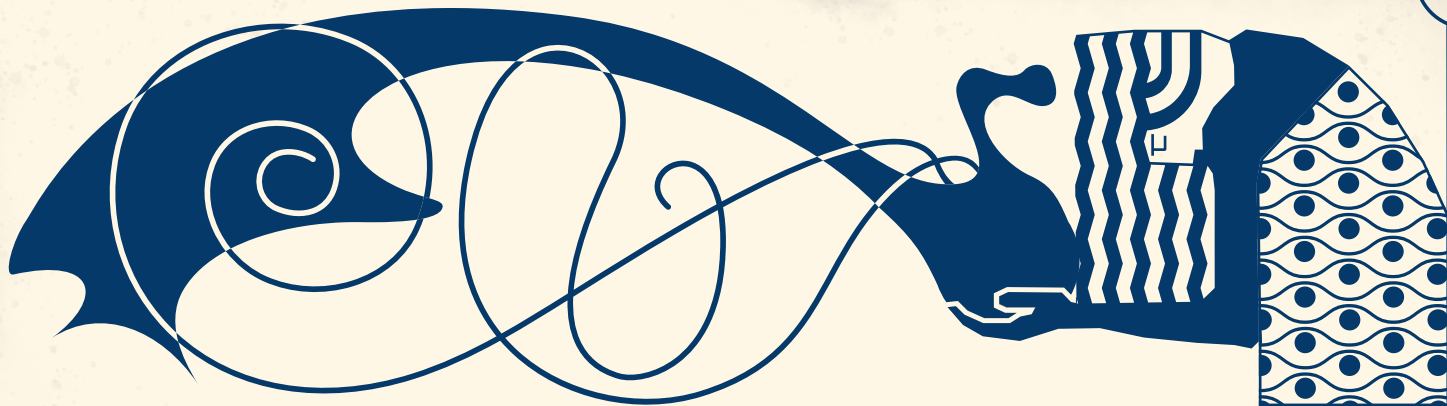
### *17th-level Wayfinder feature*

You press your advantage against foes with unsteady positioning. Whenever you make an attack against a creature that is in difficult terrain, you score a critical hit on a roll of 19 or 20.

Additionally, whenever you damage a hostile creature with your Sneak Attack, allies that can see you learn from your approach. The next attack roll one of those allies makes against the creature before the start of your next turn is made with advantage.







## SORCERER

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those offered in the *Player's Handbook*: Bestial Spirit and Rakshasa Bloodline. This section also provides new optional class features for the sorcerer.

## OPTIONAL CLASS

### FEATURES

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a sorcerer. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

### ADDITIONAL SORCERER SPELLS

The spells in the following list expand the sorcerer spell list in the *Player's Handbook* and *Xanathar's Guide to Everything*. The list is organized by spell level, not character level. Each spell is in *Xanathar's Guide to Everything*, unless it has an asterisk (a spell in the *Player's Handbook*). *Tasha's Cauldron of Everything* and *Tasha's Crucible of Everything Else*, Volume 1 also offer more spells.

#### CANTRIPS (0 LEVEL)

PRIMAL SAVAGERY  
THAUMATURGY\*

#### 3RD LEVEL

WALL OF SAND

#### 4TH LEVEL

SHADOW OF MOIL

#### 5TH LEVEL

DANSE MACABRE  
DAWN  
NEGATIVE ENERGY FLOOD  
STEEL WIND STRIKE  
TRANSMUTE ROCK

#### 6TH LEVEL

TENSER'S TRANSFORMATION

#### 8TH LEVEL

MADDENING DARKNESS

#### 9TH LEVEL

INVULNERABILITY

## BESTIAL SPIRIT

Power drawn from the great Beastlands or another plane of great beasital power has been passed down your lineage since an ancestor made a deal with a great animal god, or perhaps spent an amount of time within the great library. Either way, a powerful bestial spirit resides within you. Occasionally appearing as cat-like eyes, higher reflexes, excessive hair growth, or sharpened nails and teeth, this spirit brings about a new commune with nature and the animals that reside within.

### BESTIAL SPIRIT MAGIC

#### 1st-level Bestial Spirit feature

You learn additional spells when you reach certain levels in this class, as shown on the Bestial Spirit Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

As long as they dry off before they come inside I don't mind them. I won't tolerate the smell of a wet sorcerer in my house.

TASHA

## BESTIAL SPIRIT SPELLS

Sorcerer Level	Spells
1st	<i>animal friendship, speak with animals</i>
3rd	<i>animal messenger, beast sense</i>
5th	<i>conjure animals, spirit guardians</i>
7th	<i>dominate beast, giant insect</i>
9th	<i>antilife shell, commune with nature</i>

## ANIMAL INSTINCT

### 1st-level Bestial Spirit feature

As your eyes sharpen and your mindset shifts you become innately more in tune with the world around you. You gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

In addition, choose one of the following skills: Perception, Stealth, or Survival. You gain proficiency with that skill and with Animal Handling. As a result of the primal magic in your veins, whenever you make a check using either of these two skills, you gain a bonus to the check equal to your Charisma modifier (minimum of 1).

## NATURE'S PATHS

### 6th-level Bestial Spirit feature

An innate understanding of movement through nature and the muscle memory of every animal begins to course through you. You gain a climbing and a swimming speed equal to your walking speed, you can climb difficult surfaces (including upside down on ceilings) without needing to make an ability check, and you can breathe water as well as air.

## FIGHT AND FLIGHT

### 14th-level Bestial Spirit feature

The animal spirits within you begin to take form and flight. You gain a magical flying speed equal to your walking speed.

## FURY OF THE PACK

### 18th-level Bestial Spirit feature

As an action, you can spend up to 10 sorcery points and summon celestial spirits that take the form of beasts or swarms of beasts and appear in unoccupied spaces that you can see within 120 feet. The summoned spirits can have a combined challenge rating equal to or lower than the sorcery points spent. For example, if you spend 5 sorcery points, you could summon one CR 5 beast, or two CR 2 beasts and one CR 1 beast, or some other combination. Any beast or swarm of beasts with a challenge rating lower than 1 costs 1 sorcery point to summon.

A beast or swarm of beasts conjured in this way is considered celestial, appears slightly transparent, and disappears after 1 minute or when it drops to 0 hit points. You can also dismiss any number of creatures summoned in this way as an action. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions.

## RAKSHASA BLOODLINE

Your innate magic comes from the meddling of a devious rakshasa, a manipulative and tiger-like fiend that uses illusions and enchantments to torment its prey. One of the devilish creatures might have claimed you as a prize after scheming against your family, then imbued you with power for its own nefarious ends; maybe somewhere in your ancestry, a rakshasa took on the guise of a family member long enough to taint your line; or perhaps one of your ancestors slew a rakshasa and was cursed to bear children that resemble the infernal monster. However they came to be, the rakshasa's powers of misdirection and manipulation course through your veins.

The rakshasa bloodline can physically manifest itself in different ways. At your option, you can pick from or roll on the Rakshasa Sorcerer Quirks table to create a quirk for your character.

### RAKSHASA BLOODLINE QUIRKS

d6	Quirks
1	Your hands are backwards, with palms where the backs of your hands would normally be.
2	You have tiger-like stripes that stretch across your skin or hair.
3	You have gleaming, cat-like eyes that reflect light in the dark.
4	You have a habit of growling when angered and purring when content.
5	When someone states an obvious fact, you feel compelled to convince them otherwise.
6	Your ears, hair, nose, or some other facial feature has a different look every day.

## DECEITFUL PROWLER

### 1st-level Rakshasa Bloodline feature

You can speak, read, and write Infernal, and you gain proficiency in the Deception and Insight skills. If you already have proficiency in either of these skills, you can add twice your proficiency bonus to any check made using that skill.



## IMPERVIOUS DISGUISE

### *1st-level Rakshasa Bloodline feature*

You know the disguise self spell, but it doesn't count against the number of sorcerer spells you can know.

Starting at 3rd level, you can cast the spell without expending a spell slot by spending 1 sorcery point.

## SPELL IMPUNITY

### *6th-level Rakshasa Bloodline feature*

You manifest part of the limited magic immunity that a rakshasa possesses. Whenever you are subject to a spell and you can see or hear the caster, you learn the spell's level. You can then immediately use your reaction to spend a number of sorcery points equal to the spell's level (or 1 point for a cantrip) and become immune to that casting of the spell. The highest level of a spell you can become immune to using this feature equals your sorcerer level divided by 3, rounded down.

## DREAM DELVER

### *14th-level Rakshasa Bloodline feature*

You can infest the dreams of others to influence their actions when they awaken. You learn the dream spell. It is a sorcerer spell for you but doesn't count against the number of sorcerer spells you know.

If you select yourself as the messenger, you can spend 2 sorcery points once before the spell ends to cast the suggestion spell on the target. The target is considered within sight and range when you cast the suggestion spell in this way, regardless of its actual distance from you.

## FIENDISH

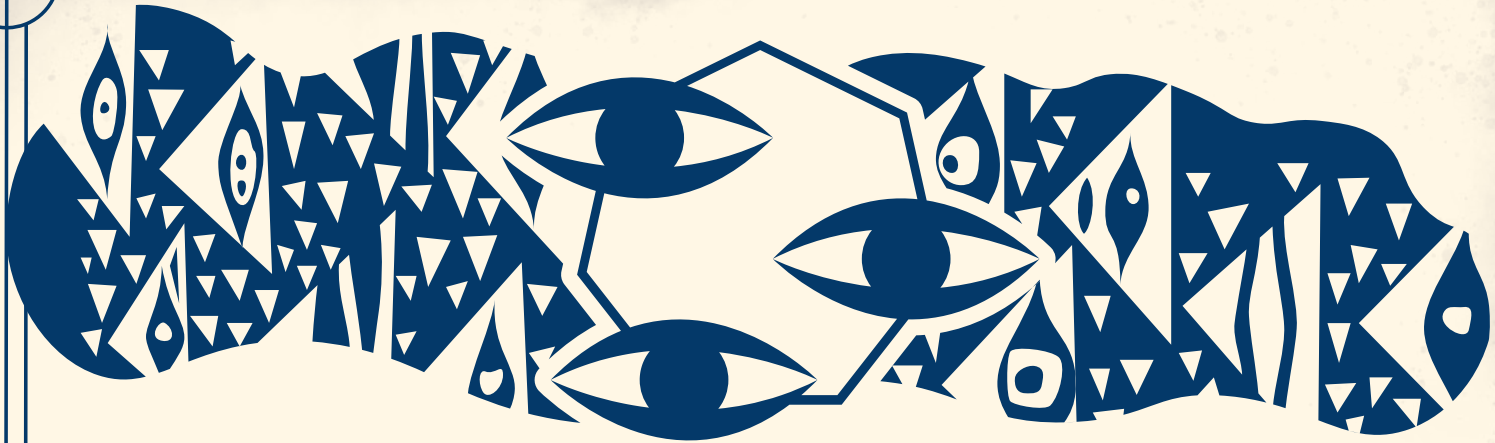
### DEFENSE

### *18th-level Rakshasa Bloodline feature*

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.







## WARLOCK

At 1st level, a warlock gains the Otherworldly Patron feature. The following options are available to a warlock, in addition to those offered in the *Player's Handbook*: the Ancient Wyrms, the Cryptic Oracle, and the Great Ooze. This section also provides new optional class features for the warlock.

## OPTIONAL CLASS

### FEATURES

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a warlock. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

### ADDITIONAL WARLOCK SPELLS

The spells in the following list expand the warlock spell list in the *Player's Handbook* and *Xanathar's Guide to Everything*. The list is organized by spell level, not character level. Each spell is in *Xanathar's Guide to Everything*, unless it has an asterisk (a spell in the *Player's Handbook*). *Tasha's Cauldron of Everything* and *Tasha's Crucible of Everything Else*, Volume 1 also offer more spells.

#### CANTRIPS (0 LEVEL)

THAUMATURGY\*

#### 1ST LEVEL

EARTH TREMOR

ZEPHYR STRIKE

#### 3RD LEVEL

LIFE TRANSFERENCE

#### 5TH LEVEL

INSECT PLAGUE

STEEL WIND STRIKE

#### 6TH LEVEL

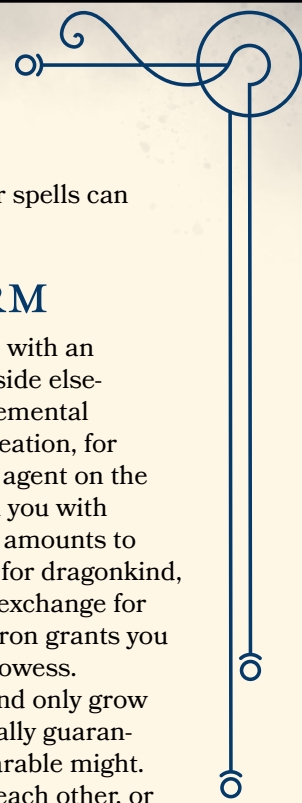
CREATE HOMUNCULUS

#### 8TH LEVEL

ABI-DALZIM'S HORRID WILTING







## ELDRITCH INVOCATION OPTIONS

When you choose eldritch invocations, you have access to these additional options.

### BLESSING OF THE SPIDER QUEEN

*Prerequisite: 9th level*

You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### LEGENDARY SACRIFICE

*Prerequisite: 9th level*

As a reaction when you make a saving throw, you can expend a warlock spell slot to succeed on the saving throw instead of rolling to determine an outcome. You cannot use this feature to succeed on a save you have already attempted and failed.

### LEGENDARY STRIKE

*Prerequisite: 5th level*

As a reaction when a creature ends its turn within 5 feet of you, you can take the Attack action or cast a cantrip that normally has a casting time of 1 action. Once you use this invocation, you cannot do so again until you finish a short rest.

### MISTBRINGER

Fog, mist, rain, snow, dust, smoke, and similar substances do not obscure your vision, and you can cast fog cloud once using a warlock spell slot. You can't do so again until you finish a long rest.

### OTHERWORLDLY GRACE

You gain proficiency in the Acrobatics skill, and your walking speed increases by 10 feet.

### OTHERWORLDLY RESILIENCE

*Prerequisite: 5th level*

As a bonus action, you can regain a number of hit points equal to  $1d8 + \text{your Warlock level}$ . You can't do so again until you finish a long rest.

### OTHERWORLDLY STRENGTH

You gain proficiency in the Athletics skill, and your melee weapon attacks deal double damage to objects and structures.

### PATRON'S REACH

Your reach for melee attacks magically increases by 10 feet.

### REJUVENATE

*Prerequisite: 5th level*

As a bonus action, you can regain a single expended Pact Magic spell slot. Once you use this feature, you cannot do so again until you finish a long rest.

## WHISPERLESS

*Prerequisite: 15th level*

You can cast silence at will. You and your spells can ignore the effects of magical silence.

## THE ANCIENT WYRM

It has been your privilege to make a pact with an ancient dragon of untold power. They reside elsewhere—on an Elemental Plane, in the Elemental Chaos, or in a demiplane of their own creation, for example—but you are their emissary and agent on the Material Plane. Your patron has charged you with furthering their agenda, which generally amounts to glorifying their name, spreading respect for dragonkind, and gathering wealth on their behalf. In exchange for your loyalty and regular tribute, your patron grants you a sliver of their magical influence and prowess.

As dragons are ambitious creatures, and only grow more so as they age, your patron is virtually guaranteed to have one or more rivals of comparable might. They might seek to outdo or embarrass each other, or eliminate each other's forces in a centuries-long game of cat-and-mouse. Whatever their intrigues may be, you are a crucial part of them, though the details may be kept from you.

Notable dragons that you may have the pleasure to serve include the gold dragon Lareth, the King of Justice; the red dragon Balagos, the Flying Flame; and the silver dragon Mithbarakaz, the Mithral Shield.

## DRAGON TYPE

*1st-level Ancient Wyrms feature*

Your patron bestows upon you gifts and powers according to their nature. Choose your patron's dragon type, which includes a damage type and a favored treasure. These will affect later features you gain from this subclass. Choose from black (acid, onyxes), blue (lightning, sapphires), brass (fire, textiles), bronze (lightning, ceramics), copper (acid, books), gold (fire, pearls), green (poison, elves), red (fire, rubies), silver (cold, paintings), or white (cold, ivory).

### DRAGON TYPE

Dragon Type	Damage Type	Favored Treasure
Black	Acid	Onyxes
Blue	Lightning	Sapphires
Brass	Fire	Textiles
Bronze	Lightning	Ceramics
Copper	Acid	Books
Gold	Fire	Pearls
Green	Poison	Elves
Red	Fire	Rubies
Silver	Cold	Paintings
White	Cold	Ivory



## EXPANDED SPELL LIST

### 1st-level Ancient Wyrms feature

Your dragon patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells connected to your patron's dragon type are added to the warlock spell list for you.

#### BLACK WYRM EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>entangle</i> , <i>ray of sickness</i>
2nd	<i>blindness/deafness</i> , <i>Melf's acid arrow</i>
3rd	<i>clairvoyance</i> , <i>stinking cloud</i>
4th	<i>control water</i> , <i>Evard's black tentacles</i>
5th	<i>contagion</i> , <i>insect plague</i>

#### BLUE WYRM EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>color spray</i> , <i>silent image</i>
2nd	<i>find traps</i> , <i>phantasmal force</i>
3rd	<i>lightning bolt</i> , <i>meld into stone</i>
4th	<i>greater invisibility</i> , <i>phantasmal killer</i>
5th	<i>mislead</i> , <i>passwall</i>

#### BRASS WYRM EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>color spray</i> , <i>sleep</i>
2nd	<i>detect thoughts</i> , <i>locate object</i>
3rd	<i>nondetection</i> , <i>sending</i>
4th	<i>Leomund's secret chest</i> , <i>Mordenkainen's private sanctum</i>
5th	<i>mislead</i> , <i>Rary's telepathic bond</i>

#### BRONZE WYRM EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>fog cloud</i> , <i>thunderous smite</i>
2nd	<i>aid</i> , <i>detect thoughts</i>
3rd	<i>crusader's mantle</i> , <i>water breathing</i>
4th	<i>aura of life</i> , <i>polymorph</i>
5th	<i>circle of power</i> , <i>destructive wave</i>

#### COPPER WYRM EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>grease</i> , <i>Tasha's hideous laughter</i>
2nd	<i>phantasmal force</i> , <i>spike growth</i>
3rd	<i>meld into stone</i> , <i>slow</i>
4th	<i>Leomund's secret chest</i> , <i>stone shape</i>
5th	<i>mislead</i> , <i>wall of stone</i>

#### GOLD WYRM EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>alarm</i> , <i>sanctuary</i>
2nd	<i>alter self</i> , <i>warding bond</i>
3rd	<i>beacon of hope</i> , <i>glyph of warding</i>
4th	<i>polymorph</i> , <i>staggering smite</i>
5th	<i>banishing smite</i> , <i>telepathic bond</i>

#### GREEN WYRM EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>command</i> , <i>entangle</i>
2nd	<i>beast sense</i> , <i>spike growth</i>
3rd	<i>speak with plants</i> , <i>stinking cloud</i>
4th	<i>compulsion</i> , <i>dominate beast</i>
5th	<i>cloudkill</i> , <i>commune with nature</i>

#### RED WYRM EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>alarm</i> , <i>command</i>
2nd	<i>scorching ray</i> , <i>locate object</i>
3rd	<i>fireball</i> , <i>glyph of warding</i>
4th	<i>Leomund's secret chest</i> , <i>wall of fire</i>
5th	<i>dominate person</i> , <i>geas</i>

#### SILVER WYRM EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>feather fall</i> , <i>fog cloud</i>
2nd	<i>alter self</i> , <i>gust of wind</i>
3rd	<i>daylight</i> , <i>sleet storm</i>
4th	<i>control water</i> , <i>ice storm</i>
5th	<i>cone of cold</i> , <i>greater restoration</i>

#### WHITE WYRM EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>fog cloud</i> , <i>hunter's mark</i>
2nd	<i>detect thoughts</i> , <i>gust of wind</i>
3rd	<i>sleet storm</i> , <i>wind wall</i>
4th	<i>freedom of movement</i> , <i>ice storm</i>
5th	<i>cone of cold</i> , <i>modify memory</i>

## TREASURE SENSE

### 1st-level Ancient Wyrms feature

You can detect the nearby presence of valuables. As an action, you can sense the location and approximate monetary value of any objects within 30 feet that are your Dragon Type's favored treasure. This sense passes through full cover.



## DRACONIC GIFTS

### 1st-level Ancient Wyrms feature

Whenever you make a spell attack, you can choose to change the damage type to the one associated with your Dragon Type.

When you reach 3rd level in this class, you learn the dragon's breath spell (see Appendix). It is a warlock spell for you and does not count against the number of spells you know. You can cast it once at its lowest level without using a spell slot, and may do so again after you finish a long rest.

## COMPELLED TRIBUTE

### 6th-level Ancient Wyrms feature

Starting at 6th level, you can demand tribute from others as if your patron were speaking through you. As an action, choose one creature you can see within 10 feet. The creature must be able to hear you and understand a language, but you do not need to share a language. If the creature fails a Wisdom saving throw, it must give you one item of your choosing on its person that you can see. The item must be held or worn, and if worn must be easily removable (for example, a ring or a cloak, but not armor). Once you've used this feature, you can't use it again until you've completed a short or long rest.

## LEGENDARY PRESENCE

### 10th-level Ancient Wyrms feature

Starting at 10th level, you can channel the power of your patron when an enemy dares approach you. When a creature moves within 5 feet of you, you can use your reaction to force it to make a Wisdom saving throw. On a failed save, the creature is frightened of you until the start of your next turn. Once you've used this feature, you can't use it again until you've completed a short or long rest.

## BORROWED AUDACITY

### 10th-level Ancient Wyrms feature

Also at 10th level, you gain resistance to your patron's damage type and have advantage on saving throws against fear. In addition, you become immune to the Frightful Presence feature of any creature.

## DRACONIC AVATAR

### 14th-level Ancient Wyrms feature

Starting at 14th level, you can call forth a powerful avatar of your patron as an action. You must conduct a 1-hour ritual to prepare this feature, which can be done as part of a short or long rest and only prepares this feature for 24 hours. This ceremony consumes 500 gp worth of treasure, or half that if the treasure is the patron's favored treasure.

A clear sign of egocentric dragon narcissism. As if all the power and the hoards of gold weren't enough.

TASHA

To summon the draconic avatar, you must spend a warlock spell slot. It acts on its own initiative count and obeys your commands (no action required by you). You can communicate with it telepathically as long as it is within 60 feet of you. It disappears after 1 minute, if you or it are reduced to 0 hit points, or if you dismiss it early as an action.

## DRACONIC AVATAR

Huge dragon, neutral

**Armor Class** 13 + PB (natural armor)

**Hit Points** ten times your warlock level

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	16 (+3)	13 (+3)	15 (+2)

**Saving Throws** Dex 1 + PB, Con 4 + PB, Wis 1 + PB, Cha 2 + PB

**Skills** Athletics 5 + PB, Perception 1 + twice PB, Stealth 1 + PB

**Damage Vulnerabilities**

**Damage Resistances** necrotic, radiant

**Damage Immunities** patron's damage type

**Condition Immunities** charmed, frightened, paralyzed, petrified, stunned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 11 + twice PB

**Languages** Common, Draconic

**Challenge** -

**Proficiency Bonus** your Proficiency Bonus

**Supernatural Avatar.** The draconic avatar doesn't need to eat, breathe, drink, or sleep, and is immune to magical sleep.

**Damage Type.** The draconic avatar has a damage type that affects its breath weapon, bite attack, and damage immunities. It is the same type as your patron's damage type (acid, cold, fire, lightning, or poison).

### ACTIONS

**Bite.** *Melee Weapon Attack:* 4 + PB to hit, reach 10 ft., one target.

*Hit:* 15 (2d10 + 4) piercing damage plus (2d6 + PB) damage of your patron's damage type.

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

*Hit:* (2d6 + 4 + PB) slashing damage.

**Breath Weapon (Recharge 5-6).** The draconic avatar exhales a powerful blast of its damage type. If the damage type is acid or lightning, the breath weapon is a 60-foot line that is 5 feet wide and requires a Dexterity save against your spell save DC. If the damage type is cold, fire, or poison, the breath weapon is a 30-foot cone and requires a Constitution saving throw against your spell save DC. On a failed save, a creature takes 38 (11d6) damage of your patron's damage type, or half that on a successful save.

# THE CRYPTIC ORACLE

Your patron is a being of inscrutable intellect and an immortal guardian of forgotten knowledge. Such beings often fiercely guard these secrets in long-buried sanctums and lost temples. Others have minds that exist outside of time, simultaneously seeing what has been and what is yet to come, passing on this foresight to those they deem worthy. Some are simply bored, and will often bestow great boons or terrible curses upon those who succeed or fail their riddles.

Beings that forge such pacts with mortals might include sphinxes, mummy lords, nagas or even powerful spellcasters on the cusp of godhood. Maybe you have impressed such a creature and as a reward they have imparted you a sliver of their power, imparting some of their great knowledge upon you. Or perhaps you answered a riddle incorrectly and now must serve their whims, sent out into the world to obtain obscure knowledge and secrets for your master.

## EXPANDED SPELL LIST

*1st-level Cryptic Oracle feature*

The Cryptic Oracle lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

### CRYPTIC ORACLE EXPANDED SPELLS

Spell Level	Spells
1st	<i>detect evil and good, identify</i>
2nd	<i>detect thoughts, locate object</i>
3rd	<i>bestow curse, meld into stone</i>
4th	<i>confusion, divination</i>
5th	<i>insect plague, legend lore</i>

### VARIANT: INTELLIGENCE-BASED PACTS

Due to the nature of dealing with entities of law, order, or knowledge, some warlocks might have obtained an otherworldly patron through intellect and logic, rather than by force of personality and presence. At the DM's option, warlocks who have the Cryptic Oracle or the Inevitable as their otherworldly patron can choose to use Intelligence instead of Charisma for their spell-casting ability, saving throw proficiencies, and other warlock class features.

If your group uses the optional rule on multiclassing in the Player's Handbook, Intelligence also replaces Charisma as an ability score minimum for these characters to multiclass as a warlock.

## HIDDEN KNOWLEDGE

*1st-level Cryptic Oracle feature*

You gain proficiency in one of the following skills of your choice: Arcana, History, Nature, or Religion. You also learn the guidance cantrip. It counts as a warlock cantrip for you, but it doesn't count against your number of cantrips known.

## RULE OF THREE

*1st-level Cryptic Oracle feature*

You can deliver riddles with your patron's power to aid your allies or confound your foes. As a bonus action, choose a creature other than you that is within 60 feet of you. If the creature can hear and understand you, it must make an Intelligence saving throw against your warlock spell save DC to attempt to solve the riddle.

If the creature succeeds on its saving throw, you can choose to grant it a boon, which the creature can spend to gain advantage on one type of roll of your choice: an attack roll, an ability check, or a saving throw. If the creature fails its saving throw, you can either grant yourself the boon, or cause the creature to suffer a curse in the form of disadvantage on its next roll of the chosen type. The boon or curse fades when the roll is made, or when the recipient finishes a long rest.

You can use this feature three times, and you regain all expended uses of it whenever you finish a long rest. Each time you use it, you must choose a different type of roll.

## STEP OF SECRETS

*6th-level Cryptic Oracle feature*

You can discover secrets by getting into places few others can. As an action, you can teleport to a space within 30 feet of you. You travel the distance in a form of your choosing, perhaps as a fine stream of sand, snow, or glowing runes. You don't need to see your destination, provided there is a path to it (at least 1 inch wide) within 30 feet of you. If the targeted space is occupied, the action fails, but your use of the feature isn't expended.

You can use this feature three times, and you regain all expended uses of it whenever you finish a long rest.

## INSCRUTABLE MIND

*10th-level Cryptic Oracle feature*

Your thoughts can't be read by telepathy or other means unless you allow it, and Wisdom (Insight) checks made to discern your intentions or sincerity are made with disadvantage. In addition, you also gain proficiency in Intelligence saving throws.

There is no spoon.

TASHA



## RIDDLE FOR THE AGES

### 14th-level Cryptic Oracle feature

You can force your enemies into a contest of wits with your patron. As an action, choose a creature within 60 feet of you. That creature is teleported across time and space to your patron's domain, where it must answer three perplexing riddles. While before your patron, the creature is incapacitated.

At the start of its next turn, the creature must make three consecutive Intelligence saving throws against your warlock spell save DC. If the creature fails any of its saving throws, it is hurled through time and space, either into the past or future of a plane of your patron's choice and according to its whims. For each failed save, the creature takes 3d10 psychic damage and ages by 1 year, but its statistics otherwise remain the same.

At the end of the creature's turn, it reappears in the space it left or in the nearest unoccupied space if that space is occupied.

### HURLED THROUGH TIME

The target of Riddle of the Ages is subject to the whims of an extremely intelligent and ultimately unknowable being. The patron has its own desires and motivations, so who can guess what purpose punishing a creature in this way might serve?

This presents a unique way for the DM to interact with the world. Will the party stumble across hints of what the target might have done in its temporal banishment? What twists might occur in the storyline? Are there major retcons of past events, or just minor, comical changes to the current timeline? Or perhaps the party will encounter the creature again sometime in the future, during the time of its estrangement.

## THE GREAT OOZE

Your patron is an ancient and powerful ooze. Unlike the average ooze, whose existence is driven by mindless consumption, your ancient patron has developed powerful psychic abilities and has bestowed the traits of their unusual form upon your body. Often these entities will sow their yearning for destruction within you, compelling you to seep your way into the world on their behalf.

Beings of this type might include one of the original offspring of the demon lord Juiblex or a denizen of the Swamp of Oblivion - the para-elemental plane of ooze. In Eberron, Kyrzin the Daelkyr is one such being. It could also be an ooze from a time before even the gods - primordial leftovers from the soup of creation.

## EXPANDED SPELL LIST

### 1st-level Great Ooze feature

The Great Ooze lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

### GREAT OOZE EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, grease</i>
2nd	<i>enlarge/reduce, Melf's acid arrow</i>
3rd	<i>slow, stinking cloud</i>
4th	<i>Evard's black tentacles, freedom of movement</i>
5th	<i>cloudkill, contagion</i>

I can't imagine what power one gets from the contents of a handkerchief.

TASHA



## AMORPHOUS FORM

### 1st-level Great Ooze feature

As an action, you can alter your form to temporarily become ooze-like. For 10 minutes you gain the following benefits:

- You can move through a space as narrow as 1 inch wide without squeezing.
- You gain a climbing speed equal to your walking speed.
- You can occupy the space of other creatures and vice versa.
- You have the ability to communicate with oozes as if you shared a language.

Once you have used this feature, you cannot do so again until you finish a short or long rest.

## PSEUDOPOD'S REACH

### 1st-level Great Ooze feature

Your limbs can take on an unnatural, ooze-like quality. As a bonus action, you can make a melee spell attack against one creature within 10 feet of you. On a hit, the target takes acid damage equal to your Charisma modifier.

## ENGULF

### 6th-level Great Ooze feature

While in your Amorphous Form, a creature that starts its turn in your space takes 2d6 acid damage and is restrained. A creature restrained in this way can try to escape by using its action to make a Strength saving throw against your Warlock spell save DC. On a success, the creature escapes and enters an unoccupied space of its choice within 5 feet of you.

## ACIDIC DEFENSE

### 10th-level Great Ooze feature

You are immune to acid damage. Additionally, when a creature within 5 feet hits you with a melee attack, you splatter. As a reaction, you can force the attacker to make a Dexterity saving throw against your Warlock spell save DC. On a failed save, it takes acid damage equal to your Charisma modifier.

## ERODE

### 14th-level Great Ooze feature

You are able to rain down corrosive globules, reducing the effectiveness of your foes' armor and weapons. As an action, choose a number of nonmagical weapons or suits of armor that you can see within 60 feet of you, up to your Warlock level. If the target is a weapon, it receives a -2 penalty to attack and damage rolls. If the target is a suit of armor, it receives a -2 penalty to the Armor Class it provides. These changes are permanent, and can only be applied to an object once.

Once you use this feature, you can't do so again until you finish a long rest.







## WIZARD

At 2nd level, a wizard gains the Arcane Tradition feature. The following options are available to a wizard, in addition to the options offered in the *Player's Handbook*: Hellhunter and Mimicry.

### HELLHUNTER

Some wizards dedicate their lives to studying negative energies, chthonic planes, and fiends of all types. These mages are known for their acumen in navigating devilish agreements, wresting demon power, and hunting fiends of all kinds. Those who immerse themselves in the mantle of the hellhunter enter into a lifelong pursuit of understanding, harnessing, and utilizing all power that becomes available to them through the wicked realms of existence - by any means possible. Tasha herself is a hellhunter who has garnered quite a reputation amongst the fiends of the negative planes, known for outmaneuvering archdevils and strong arming even the most powerful demon princes.

### DEVIL'S ADVOCATE

*2nd-level Hellhunter feature*

You can read, write, and speak Abyssal and Infernal, and you gain proficiency in Persuasion. You also have advantage on any check made to recall information about fiends or the lower planes.

Beginning at 6th level, your proficiency bonus is doubled for any ability check you make that uses Persuasion.

#### VARIANT: INTELLIGENT NEGOTIATIONS

Consider asking your DM if you can make Intelligence (Persuasion) checks instead of Charisma (Persuasion) checks. This represents negotiation skills that are primarily based on logic, rather than emotional appeal. This rule intentionally links Persuasion with Intelligence, rather than Charisma and is an example of how to apply the rule in the "Variant: Skills with Different Abilities" section in chapter 7 of the *Player's Handbook*.

### FIEND ON A LEASH

*2nd-level Hellhunter feature*

You learn the find familiar spell if you don't already know it. When you cast the spell, you can choose one of the normal forms for your familiar, or an imp, miniloth (see Chapter 3), or quasit.

### CALL THE ABYSS

*6th-level Hellhunter feature*

As an action, you can spend a spell slot to summon a fiend of your choice in an unoccupied space that you can see within 30 feet of you. The maximum Challenge Rating for a fiend summoned in this way is the level of the spell slot used, and you can only have one fiend summoned at a time. Such a fiend is under no obligation to listen to you or follow your commands, and it cannot summon other fiends. If one of these fiends is reduced to 0 hit points, it disappears in a cloud of dust and reforms on its native plane in 1d12 days. It returns to where it came from after 1 hour. As an action, you can attempt to dismiss the fiend early. It must succeed on a Charisma saving throw or else be dismissed to wherever it was summoned from. It has disadvantage on this saving throw if you say its true name.

**Roleplaying Devils.** A devil (lawful evil) typically won't attack anything when summoned, at least not at first. It tries to make agreements and will keep its promises, if only on a technicality. Devils represent tyranny and are native to the Nine Hells of Baator.

**Roleplaying Demons.** A demon (chaotic evil) typically is hostile to all creatures other than itself. Regardless of its Intelligence, it usually tries to attack anything in sight and will not make promises. Demons represent anarchy and are native to the Abyss.

**Roleplaying Yugoloths.** A yugoloth (neutral evil) is typically indifferent to being summoned, but can quickly become hostile or friendly. It will lend its services to the highest bidder and will change its allegiances if it finds a better offer. Yugoloths represent self-interest and are native to Gehenna.

**Long Memories.** If you summon the same fiend more than once, be wary. Fiends have long memories and will remember how you've treated them in the past.

Whatever you do, don't sign the contract. I repeat: do not sign the contract.

TASHA

## DEMAND FEALTY

*10th-level Hellhunter feature*

You learn the planar binding spell if you do not already know it, and can cast it as an action without material components. Once you have cast it in this way, you may not do so again until you finish a long rest.

## MASTER HELLHUNTER

*14th-level Hellhunter feature*

Creatures cannot benefit from the Magic Resistance trait against spells you cast.

## MIMICRY

The mimic. A devious hunter, every rogue's nightmare, and the last thing some creatures see before being swallowed whole. The first mimics were created by powerful mages, and they were intelligent creatures, combining tactical prowess with an all-consuming hunger to create terrifying and powerful devourers. While the secrets of how to create those beings have been lost to time, some mages have passed down a similar tradition that allows even novice wizards to create the monstrosities that many dungeon delvers have become familiar with, commanding these monstrosities as subordinates through sheer power of will.

## TRANSMOGRIFY

*2nd-level Mimicry Wizard feature*

As an action, you can spend a spell slot and touch a nonmagical object that isn't being worn or carried to turn it into an experimental mimic of the same size. This mimic uses the Arcane Mimic stat block, found below. Some details of this stat block vary based on the spell slot used to create the mimic and the size of the mimic, as described in the Transmogrification and Arcane Mimics tables.

The spell slot used determines the mimic's Strength score and the maximum size of item you can transmogrify, according to the Transmogrification table. The mimic's size determines its hit points and the bludgeoning or piercing damage dealt by its attacks, according to the Arcane Mimics table.

The change lasts for 1 hour, until the mimic is reduced to 0 hit points, or until you dismiss the effect as an action. You can only have one mimic created in this way at a time. You can communicate with your mimic telepathically as long as it is within 120 feet of you.

In combat, the mimic takes its turn immediately after yours. It obeys your verbal or telepathic commands (no action required by you). If you don't issue any, it moves toward the nearest hostile creature and bites it if possible.





## TRANSMOGRIFICATION

Spell Slot Used	Maximum Size	Strength
1st	Tiny	12 (+1)
2nd	Small	14 (+2)
3rd	Medium	16 (+3)
4th	Medium	18 (+4)
5th	Large	20 (+5)
6th	Large	22 (+6)
7th	Huge	24 (+7)
8th	Huge	26 (+7)
9th	Gargantuan	28 (+9)

## ARCANE MIMICS

Mimic Size	Hit Points	Attack Damage
Tiny	4 times the level of the spell slot used	1d4 + the mimic's Strength modifier
Small	6 times the level of the spell slot used	1d6 + the mimic's Strength modifier
Medium	8 times the level of the spell slot used	1d8 + the mimic's Strength modifier
Large	10 times the level of the spell slot used	2d8 + the mimic's Strength modifier
Huge	12 times the level of the spell slot used	3d8 + the mimic's Strength modifier
Gargantuan	20 times the level of the spell slot used	4d8 + the mimic's Strength modifier

## SPITTLE SAVANT

### 6th-level Mimicry Wizard feature

Once you spend enough time in mimic slobber, you just kind of get used to it. You gain resistance to acid damage.

Additionally, you can have up to two arcane mimics created at a time. As a bonus action, you can expend a spell slot to magically heal one of your arcane mimics within 120 feet of you. The arcane mimic heals for a number of d8s equal to the level of the spell slot expended.

## POLYMORPH PROFICIENCY

### 10th-level Mimicry Wizard feature

Your knowledge of how to change creatures into mundane objects and the basic natural forms of animals is cemented in your mind. You add the polymorph spell to your spellbook if you don't already have it, and you always have it prepared. This does not count against the number of spells you can prepare at once.

When you cast polymorph, you can transform the target creature into an object instead of a beast. This object counts as magical and must be no more than one size larger than the creature. Any attempt to undo the existence of the item without reducing its hit points, such as by the disintegration spell or by using it as a

## ARCANE MIMIC

*Varying size monstrosity (shapechanger), neutral*

**Armor Class** your spell save DC

**Hit Points** varies\*

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
varies*	12 (+1)	13 (+1)	10 (+0)	13 (+1)	8 (-1)

**Skills** Stealth 1 + twice PB

**Damage Immunities** acid

**Condition Immunities** prone

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

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

**Challenge** -

**Proficiency Bonus** equals your **Proficiency Bonus**

**Shapechanger.** The mimic can use its action to polymorph into an object its size or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A creature up to one size larger than the mimic adhered to the mimic is also grappled by it (escape DC equal to your spell save DC). Ability checks made to escape this grapple have disadvantage.

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

**Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.

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

## ACTIONS

**Bite.** *Melee Weapon Attack:* your spellcasting attack modifier to hit, reach varies\*, one target. *Hit:* varying piercing damage\* plus acid damage equal to a number of d4s equal to the level of the spell slot used.

**Pseudopod.** *Melee Weapon Attack:* your spellcasting attack modifier to hit, reach varies\*, one target. *Hit:* varying\* bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

\*see the Arcane Mimics and Transmogrification tables

consumed material component for a spell, makes the effect fail and immediately ends the polymorph effect, as if the creature-object had been reduced to 0 hit points.

You can also target a nonmagical object with this spell to turn it into another object or into a beast of the same size with a challenge rating equal to or less than the level of the spell slot used.

## MIMIC MASTERY

### 14th-level Mimicry Wizard feature

You can have up to three arcane mimics created at a time, and can communicate with them telepathically or magically heal them using your Spittle Savant feature at any distance, even on different planes of existence



## CHAPTER 2: RACES

Heroes come in many shapes and sizes. This chapter presents character races that are some of the more distinctive race options in the D&D multiverse. They supplement the options in the *Player's Handbook* and are more rare in the worlds of D&D than the races in that book are.

If you're a player, consult with your DM before using any of the races here. Many DMs like to consider the implications for their world before adding a new race. Your DM may say yes or no to you using a race or may modify it in some way.

These descriptions represent the archetypal adventurer of each race. Groups are welcome to customize these details as they see fit, such as by using the optional Customizing Your Origin rule from chapter 1 of *Tasha's Cauldron of Everything*.

### AARAKOCRA

This is a rebalance and reenvisioning of the original Aarakokra race, which can be found in the *Elemental Evil Player's Companion*, and on the Wizards of the Coast and DNDBeyond websites for free. This version introduces subraces.

#### AARAKOCRA TRAITS

##### ABILITY SCORE INCREASE

Your Dexterity score increases by 2.

##### AGE

Aarakokra reach maturity by age 3. Compared to humans, aarakokra don't usually live longer than 30 years.

##### SIZE

Most mature Aarakokra are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium.

You can roll to randomly determine your character's height and weight.

Size Modifier = 2d10

Height = 4 feet + 2 inches + your size modifier in inches

Weight in Pounds = 80 + your size modifier

##### SPEED

Your base walking speed is 25 feet.

##### LANGUAGES

You can speak, read, and write Common and Aarakokra.

## AARAKOCRA SUBRACES

### PEREGRINE

This subrace represents the original version of the aarakokra race. For more information on this version's culture, history, and archetypal adventurers, see the *Elemental Evil Player's Companion*, available for free on the Wizards of the Coast and DNDBeyond websites.

##### ABILITY SCORE INCREASE

Your Wisdom score increases by 1.

##### FLIGHT

You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

##### TALONS

Your talons are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

##### BONUS LANGUAGE

You can speak, read, and write Auran.

### PENGUIN

Adapted to extremely cold environments, penguin aarakokra are completely at home in what most others would consider frigid wastelands. Unable to fly like the majority of their avian comrades, penguin aarakokra are instead fantastic swimmers. Even the fastest avian aarakokra admit that the penguin breed poses a suitable challenge when they take to the water.

##### ABILITY SCORE INCREASE

Your Constitution or Charisma score (your choice) increases by 1.

##### NAUTICAL

You have a swimming speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

##### INSULATION

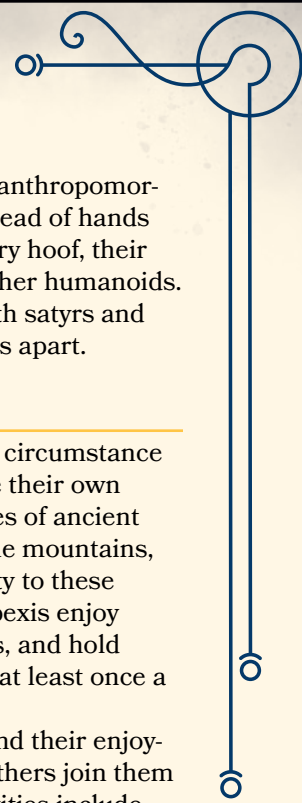
You have a layer of fat and thick downy waterproof feathers. These give you resistance to cold damage.

##### HOLD BREATH

You can hold your breath for up to 20 minutes at a time.

##### BONUS LANGUAGE

You can speak, read, and write Aquan.



## CONDOR

A generally ponderous and thoughtful bunch, condor aarakocra are known for their wise words, though their proverbs always seem to imply reminders of death. Not as fast as some of the other aarakocra, a condor aarakocra's strong points include a very hardy constitution and impressive longevity instead.

### ABILITY SCORE INCREASE

Your Constitution score increases by 1.

### FLIGHT

You have a flying speed of 25 feet. To use this speed, you can't be wearing heavy armor.

### CARRION EATER

With a history of scavenging in some of the world's harshest arid environments, you've developed an iron stomach. You have advantage on saving throws against poison, and you are immune to the poisoned condition.

### TALONS

Your talons are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

## AAROCOKRA RACIAL FEAT: DIVE BOMB

*Prerequisite: Aarocokra*

Your Dexterity score increases by 1. When you take the Dash action on your turn and move at least 20 feet, you can make one melee attack as a bonus action.



## IBEXI

Fierce mountaineers, the Ibexi race are anthropomorphic goats. They have cloven hooves instead of hands and feet, but with an opposable secondary hoof, their hands are just as dextrous as those of other humanoids. While they share clear physical traits with satyrs and bariaur, the typical Ibexi culture is worlds apart.

### RUGGED RECREATION

Most Ibexi do not care for the pomp and circumstance of fine art and poetry, although they have their own artforms. Rich oral histories recount tales of ancient gods creating them from the stones of the mountains, and elegant dance ceremonies offer fealty to these nature spirits. In their free time, many Ibexis enjoy friendly wrestling matches and footraces, and hold jubilant dances to traditional folk music at least once a month.

**Ibexi Sports.** Ibexi love to be active, and their enjoyment is multiplied exponentially when others join them in their romping pastimes. Favorite activities include the standard stick-pull (though many prefer a variation where you join hooves instead of hold a stick), leg wrestling (the loser is often just as pleased to be thrown as the winner is to win), footbag (which can sometimes go for hours, often with rules conjured on the fly), and "tree-tussles" (where one or two contestants form a "tree" by standing on the shoulders of another, and they try to dismantle the other "trees" without breaking their own form).

Usually good natured in their escapades, Ibexi characters will often challenge allies to friendly athletic competitions, and may become sad and unhealthy if they do not experience regular physical activity and bond with others through sport.

### IBEXI TRAITS

#### ABILITY SCORE INCREASE

Your Strength score increases by 2 and your Wisdom score increases by 1.

#### AGE

Ibexis reach adulthood by age 15, and live an average of 50 years.

#### SIZE

Ibexi stand between 4 and 6 feet tall, and an average of about 140 pounds. Your size is Medium.

You can roll to randomly determine your character's height and weight.

**Size Modifier** = 2d12

**Height** = 4 feet + your size modifier in inches

**Weight in Pounds** = 80 + (1d6 x your size modifier)

#### SPEED

Your base walking speed is 30 feet.





## LANGUAGES

You can speak, read, and write Common and Ibexi. Ibexi is a dialect of Minotaur that uses more sniffing and fewer grunts.

## HORNS

Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

## RAMMING CHARGE

If you move at least 20 feet straight toward a target and then hit it with your ibexi horns on the same turn, the target must succeed on a Strength saving throw or else be knocked prone. The DC for this saving throw is equal to 8 + your Strength modifier + your proficiency bonus.

## NATURAL ATHLETE

You are proficient in Athletics.

## SURE FOOTED

You have advantage on Strength and Dexterity saving throws and ability checks made against effects that would knock you prone.

## MOUNTAIN CLIMBER

You're acclimated to high altitudes, including elevations above 20,000 feet.

You can find secure footholds almost no other creature could. You have a climbing speed equal to your walking speed, and you do not have to use your hooves on the end of your arms to hold on to non-sheer surfaces. For example, if you are climbing a cliff and are attacked by flying creatures, you can use your hooves on the end of your arms to swing a two-handed weapon, cast a spell, or use a single-handed weapon and a shield, all without falling.

# KUO-TOA

## FISHIFIED SLAVES

The kuo-toa are a race of fishlike humanoids who were enslaved by the illithids millennia ago. They were driven mad by their captivity, and even to this day they harbor some of the realms' most insane philosophers.

## RELIGIOUS DEVIANTS

Most races claim to be the creation of some sort of progenitor god. Not the kuo-toa. Much to the awe and horror of every scholar who learns of them, the kuo-toa can create their own gods. If enough of their shattered minds believe an invented god is real, they can grant it life and a physical body.

## A FISH OUT OF WATER

It is rare that a kuo-toa leaves the safety of its people to strike out as an adventurer. The kuo-toa tend to hate other races, and the feeling is mutual. However, if a kuo-toa can get past its xenophobia, learn to abide sunlight, and agree to observe local laws concerning cannibalism, they can be a strange and unique addition to any party.

You can use the Kuo-Toa Quirks table to determine what strange behaviors your character might have.

### KUO-TOA QUIRKS

d6	Quirks
1	You feel no reason to follow those who aren't physically higher than you are.
2	You are quick to point out the flaws of everyone around you.
3	You only talk when waving your hands doesn't do the job.
4	You assume every rumor of wrongdoing must be true.
5	You always walk about in your sleep, mumbling about the new god you just discovered.
6	You have a tendency to wander, leaving the room without warning and returning only when you feel like it.

## KUO-TOA TRAITS

### ABILITY SCORE INCREASE

Your Wisdom score increases by 2, and your Strength score increases by 1.

### AGE

Kuo-toa reach maturity around age 12 and can live up to 30 years.

### SIZE

Your size is Medium. Kuo-toa are slightly shorter than humans, averaging about 5 feet tall.

You can roll to randomly determine your character's height and weight.

**Size Modifier** = 2d6

**Height** = 4 feet + 5 inches + your size modifier in inches

**Weight in Pounds** = 90 + (2d6 x your size modifier)

### SPEED

Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

### AMPHIBIOUS

You can breathe air and water.

### SUPERIOR DARKVISION

Accustomed to the Underdark, you have superior vision in dark and dim conditions. You can see in dim light

within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

### SUNLIGHT SENSITIVITY

You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

### KEEN SENSES

You have proficiency in the Perception skill.

### OTHERWORLDLY PERCEPTION

Starting when you reach 3rd level, you can cast the see invisibility spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a short or long rest. Wisdom is your spellcasting ability for this spell.

### SLIPPERY

You have advantage on ability checks and saving throws made to escape a grapple.

### LANGUAGES

You can speak, read, and write Common and Undercommon, though kuo-toa communicate through gestures as much as speech.

## MOURNTOUCHED

Some say that the dead-gray mist began in Metrol, initially flowing out of the royal palaces of Vermishard. Others swear that the disaster began in the Cannith stronghold Making. All that is known is that the mist swiftly spread across the kingdom, transforming the lands and creatures caught within it. Over a million people died in the Mourning, including nearly all of the inhabitants of central Cyre. The mist slowed its advance as it spread, and some of those in the borderlands heard of the disaster in time to flee. Others survived because they were already beyond the borders of Cyre; the mist stopped mere feet away from the camps of Cyran soldiers holding sections of the Brelish front.

But, as is the case with these types of disasters, a rare few inexplicably survived. These are the Mourntouched. This is you.

### LONE SURVIVORS

While the most prominent members of this race are those who escaped the Day of Mourning in the Eberron campaign setting, these traits and tables can be used for any character that has survived any magical cataclysm in any world.

### FUZZY MEMORIES

Most Mourn-toucheds' memories of the event are as hazy as the destroying mists. No definitive explanation can

be found for why they were spared, but the superstitious say that these people are cursed, and that anyone touched by the Mourning is now an agent of darkness.

### CHANGED FOREVER

While only a few thousand exist, many Mourntouched find it near impossible to return to a 'normal' life again. Plenty have turned to adventuring after superstitious refugees and distrusting foreigners have refused them admittance to typical society.

### THE NEXT DAY

The day after the Mourning, you woke up. Consider the following questions as you develop your character's story. What did you do upon realizing you had survived? How did you survive in a magical wasteland? Did you brave mutated beasts and living spells? Did you find a barely-functioning magic item that helped you survive? Did you find other survivors and form a motley band? Did you come across the followers of the Lord of Blades, who kept you safe from monsters after old warforged friends vouched for your good character? What did you eat and drink? What sorts of terrible scenes did you witness as you trekked to safety?

Chapters 2 and 4 of *Eberron: Rising from the Last War* provide more inspiration for developing Mourntouched characters in that campaign setting.





## MOURNING MUTATIONS

Many people think the Mourntouched are cursed. The physical alterations certainly don't help.

Many survivors of magical cataclysm have mutations that are purely cosmetic, albeit unnerving. The Mourning Mutations table provides inspiration for what types of changes you may have experienced.

### MOURNING MUTATIONS

d12	Mutation
1	Your irises have turned jet black or stark white.
2	Your veins are silver and glow faintly under the light of a full moon.
3	You cannot grow hair.
4	You were weak, elderly, and on your deathbed when disaster struck. When you awoke, you were young and sprightly, and the people around you had been turned to glass.
5	Your eyes have turned to amber gemstones, with swirling veins of golden light within.
6	Your skin is translucent and light blue.
7	You appear completely identical to your previous form, but others feel strange and uncomfortable around you anyways. A detect magic spell reveals an aura of illusion magic about you.
8	You appear to be of a different race now. You can choose the race or roll on the New Race table to determine which.
9	You've grown small wings on your back. They are not large enough for flight. You may choose their appearance, such as feathery, scaly, or bat-like.
10	Your ears have grown elf-like points.
11	You have grown or shrunk 2 or more feet. You may need to change your size from Medium to Small, or vice versa.
12	You've developed small antlers or horns.

## NEW RACE

d12	Race
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Half-Orc
7	Halfling
8	Tiefling
9	Changeling
10	Kalashtar
11	Orc
12	Shifter

\*Roll 1d8 for races from the *Player's Handbook* (not including human), or 1d12 for races from the *Player's Handbook* and *Eberron: Rising from the Last War* (not including human or warforged).

## MOURNTOUCHED NAMES

Most Mourntouched retain the names they had before the Mourning. If this is you, consider what names are culturally suitable for a character of your race and homeland. Some Mourntouched, inspired by their experience, have chosen to craft new identities for themselves. They consider themselves 'reborn' into a new life by the Mourning and choose a name they want to define themselves with.

### COMMON REBORN MOURNTOUCHED NAMES

Ability, Agility, Alive, Aspiration, Awake, Awareness, Beauty, Blessed, Blessing, Bravery, Chance, Changed, Charity, Chosen, Comeliness, Courage, Decisive, Desire, Destiny, Fate, Gratitude, Gratitude, Knowledge, Love, Move-On, Overcomes, Peace, Permanence, Power, Reborn, Remade, Righteous, Second, Sovereignlove, Spared, Strength, Survivor, Tranquility, Understanding, Vengeance, Virtue

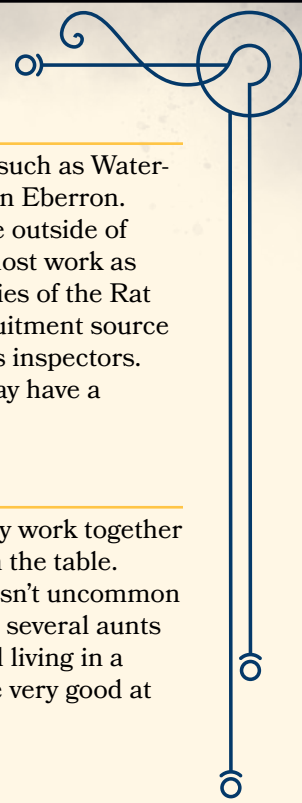
## MOURNTOUCHED TRAITS

### BASE RACE

Before you were Mourntouched, you were another race. You maintain a similar physical appearance to your base race, which also determines your Size. You have the racial traits of a Mourntouched now, instead of the traits of your previous race.

### ABILITY SCORE INCREASE

One ability score of your choice increases by 2, and another ability score of your choice increases by 1.



## AGE

Magical disaster affects everyone differently. There are no consistent patterns for how the lifespan of a Mourntouched compares to the typical lifespan of its base race.

## SIZE

Most Mourntouched retain, at least mostly, the physical appearance of their previous race. Your size and build are roughly that of your base race, and your size is Medium or Small, accordingly. Your height and weight are determined by your base race.

## SPEED

Your base walking speed is 30 feet.

## LANGUAGES

You can speak, read, and write Common and one other language of your choice. If you didn't speak that language before the disaster, you can't explain where it came from.

## I'VE SEEN WORSE

You have advantage on saving throws against being frightened.

## MAGIC RESISTANCE

Perhaps this was a latent ability you only discovered because you survived a magical disaster, or perhaps you gained it in the process. No matter the cause of this feature, you have advantage on saving throws against spells and other magical effects.

## SIXTH SENSE

You've developed some sort of extrasensory perception. You have blindsight within a radius of 5 feet, allowing you to sense your immediate surroundings without relying on sight. This blindsight ignores full cover.

## UNEXPLAINED ABILITY

You gain proficiency in a skill of your choice. You didn't have this skill before the Mourning. You can't explain where it came from.

# RATPERSON

Ratpeople are furry, anthropomorphic rodents. Many unfamiliar with the species confuse them for wererats. While both can be furry and are often found in urban environments, they are distinctly different races and societies. Wererats can shapeshift between a ratty humanoid shape, a giant rat shape, or an anthropomorphic hybrid form. Ratpeople cannot normally shapeshift and do not tend towards a lawful evil alignment. They have a rich, unique culture, as described below.

## HOMELAND

Ratpeople congregate in urban centers, such as Waterdeep in the Forgotten Realms or Sharn in Eberron. While a sizable minority of ratpeople live outside of major cities or find other occupations, most work as city sanitation staff. The ratpeople colonies of the Rat Hills south of Waterdeep are the #1 recruitment source for the city's sewer, well, and waterworks inspectors. If you've drunk clean water today, you may have a ratperson to thank.

## FAMILY CENTRIC

Ratpeople value close family bonds. They work together to keep their nests clean and put food on the table. Extended families often live together; it isn't uncommon for one family to have two grandparents, several aunts and uncles, and tens of grandchildren all living in a small area. As such, ratpeople tend to be very good at sharing.

## AFFECTIONATE

While ratpeople are often hesitant to get to know new people, they make loving and loyal friends. Ratpeople love to socialize and frequently help groom each other. If a ratperson tries to comb your hair, don't be offended. That means they consider you a close friend. Most adult ratpeople understand that not all other peoples and cultures express friendship in the same way and will listen if you ask them not to.

## SAFETY FIRST

Ratpeople fairy tales prominently feature careful protagonists who use good judgment to avoid dangers and solve problems before they happen. This reflects a deeply rooted part of ratpeople culture: the importance of safety. Unique quirks of many ratpeople may be misinterpreted as being shy, antisocial, or xenophobic, but are actually a highly developed sense of precaution.

## WASTE NOT, WANT NOT

Ratpeople are often stereotyped as sewer dwellers and garbage eaters. While many ratpeople certainly do live in sewers or landfills, they do so because they value frugality and efficiency. Ratpeople are ingenious inventors and resourceful scavengers, and seem to be able to repurpose any object other intelligent creatures would deem trash or unusable.

## RATPERSON TRAITS

### ABILITY SCORE INCREASE

Your Dexterity score increases by 2, and your Intelligence score increases by 1.





## AGE

Ratpeople reach adulthood at age 3 and can live up to 30 years.

## SIZE

Ratpeople are between 5' and 5'6" feet tall and weigh between 80 and 120 lbs. Your size is Medium.

You can roll to randomly determine your character's height and weight.

**Size Modifier** = 1d6

**Height** = 4 feet + 11 inches + your size modifier in inches

**Weight in Pounds** = 75 + (1d8 x your size modifier)

## SPEED

Your base waking speed is 30 feet.

## LANGUAGES

You can read, speak, and write Common.

## RATTY BIOLOGY

You have advantage on saving throws against disease and the poisoned condition, you have disadvantage on saving throws against being frightened, and you have darkvision for a radius of 60 feet.

## OLFACTORLOCATION

Your powerful sense of smell allows you to sense things that most others would miss. You have advantage on Wisdom (Perception) checks that require smell.

As an action, you can focus your sense of smell and gain blindsight within 30 feet. This benefit lasts until the start of your next turn.

## FASTIDIOUS

You can spend 1 minute to clean a Medium or smaller creature or object of all dirt, grime, unpleasant stench, stains, and other filth. This involves an intricate system of brushing, scraping, and licking objects and creatures into pristine condition.

## CLAUSTROPHILIA

Your people are naturally inclined to defend yourselves in small spaces. When you have walls on two or more sides of you, such as when you are in a corner or narrow hallway, you have advantage on melee attack rolls and Dexterity saving throws.

## SQUEAKSPEAK

You can talk with rats, mice, and other rodents. This communication is high-pitched and out of the hearing range for most humanoids.

# ROGUE MODRON

A modron unit sometimes becomes defective, either through natural decay or exposure to chaotic forces. These units may become violent criminals, may contemplate abstract concepts like love or metaphysics while continuing their work, or may pursue any number of other new behaviors. When such modrons are discovered, Primus likes to meet with them.

During this meeting, Primus will try them for any crimes committed. These trials are fair, brief, and comprehensive. After the trial, if the modron has been deemed a violent criminal, it is lovingly sent to a rehabilitation clinic. Noncriminal and rehabilitated modrons are given a choice - continue to function in modron society as best they can or be given a complete autonomy and humanity. Those who choose humanity undergo a magical transformation of body, mind, and spirit, and often go to the material plane to pursue a life of free agency or to a rogue modron colony on any of the myriad of planes.

As a peculiar people, rogue modrons have peculiar habits. Going from a life of complete law and order to the neutral mishmash of the material plane is one of the greatest culture shocks in the known multiverse. Many rogue modrons develop unique idiosyncrasies that others may find equally irritating and endearing. The Rogue Modron Quirks table lists examples that can provide inspiration for quirks of your modron characters.

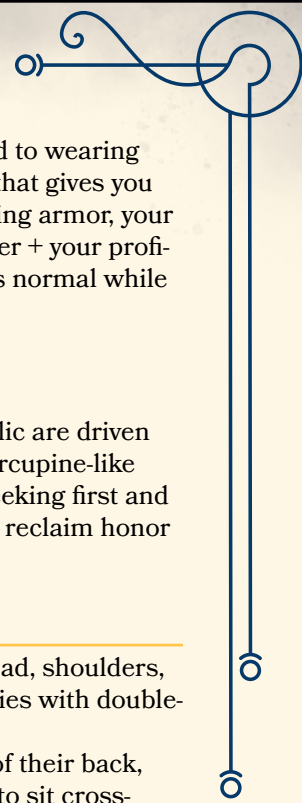
## ROGUE MODRON QUIRKS

d10	Quirk
1	You are obsessed with the number 17 and see connections to it everywhere you go.
2	You are unable to recognize your reflection.
3	You keep small bugs in a hollow compartment in your foot.
4	You are fluent in Morse code. You have yet to find a plane of existence that uses it.
5	You are prone to fits of self expression, where you are compelled to draw or paint on the nearest unmoving surface.
6	You march in place when not moving.
7	Once per day at random, you eject a small metallic disc.
8	You have found and keep precious a sex of six polyhedral dice. They remind you of home.
9	You repeat the final three words of every sentence you speak, but in reverse.
10	Whenever you see a new type of food for the first time, you take exact measurements of every dimension and add it to a catalogue you keep.

## ROGUE MODRON NAMES

Rogue Modrons have a serial number inscribed somewhere on their body and usually refer to themselves by that code, typically a string of three to five letters and numbers. Other modrons adopt names they believe to be common in the societies they mingle with, often before determining whether such names are either common or even names at all. This sometimes has humorous results.

Example rogue modron names: Elizabeth, Exit, Hail, Hey You, J.Lo, Scrap Metal, That Thing, Tinman, Volo, and Wellmet.



## ROGUE MODRON TRAITS

### ABILITY SCORE INCREASE

Your Intelligence score increases by 2, and your Constitution score increases by 1.

### AGE

Your life as a normal modron could have been any length, from days to years. Your life as a rogue modron began when you received Primus's blessing. There is not a known maximum life expectancy for rogue modrons, but most die through accidents, disease, or adventuring within 100 years of their blessing.

### SIZE

Although modrons vary in shape and size depending on their role, rogue modrons do not. All rogue modrons are a three-foot cube with two spindly arms and legs, each of which are exactly three feet long. You weigh exactly 128 pounds, and you have small, ornamental wings on your back that do not function. Your size is Medium.

The only physical variation in rogue modrons is the serial number printed on their side, and how they choose to dress, move, speak, and otherwise present themselves.

### SPEED

Your base walking speed is 30 feet.

### LANGUAGES

You can speak, read, and write Common and Modron.

### HUMANOID

Your creature type is humanoid, rather than construct. You lack the Axiomatic Mind and Disintegration traits typical of modrons.

### CONSISTENT INITIATIVE

Your initiative count in combat is always equal to your Dexterity score.

### VESTIGIAL TRUESIGHT

You have darkvision for a radius of 60 feet, and you are proficient in Investigation and Perception.

#### FAMOUS FACE: BOXY

In the last few years, Waterdeep has been graced with improvised works of street art from a gifted mind. The creator is anonymous and the art appears near-instantaneously. Many gossip columns have speculated on the identity of this mysterious creator, but none have yet guessed correctly - Boxy, a rogue modron living in the Southern Ward.

## NATURAL ARMOR

Due to your boxy shape, you are ill-suited to wearing armor. You have a tough, metal exterior that gives you ample protection. When you aren't wearing armor, your AC is equal to 10 + your Dexterity modifier + your proficiency bonus. A shield's benefits apply as normal while you use your natural armor.

## ROLLIC

Dwelling in isolated, honorific tribes, rollic are driven by the need to prove themselves. The porcupine-like humanoids are agile, loyal, and brave, seeking first and foremost to bring honor to their tribe, or reclaim honor if they lost it themselves.

## QUILLED AND NIMBLE

Covered in razor-sharp quills on their head, shoulders, and back, rollic have lithe, yet broad bodies with double-jointed legs and a wolf-like head.

Due to how long their quills stick out of their back, they don't use chairs, instead preferring to sit cross-legged.

Their skin and quills are usually brown, black, or tan, though some are white or have reddish hues, occasionally in striped or mottled patterns. Many tribes paint their quills in unique patterns, sometimes with other colors such as a bold yellow or orange, which look stunning as rollic leap, curl up, and somersault through the air. When hunting, many paint their quills green like pine needles or entangle plants into them to act as camouflage.

## FIERCELY COMPETITIVE

Thrilling and intense sports are a near-daily activity among rollic, used for entertainment, establishing honor, and even determining tribal leadership. Such activities include performing somersaults, flips, and stunts while throwing quills at targets; wrestling by entangling their quills together; or carrying, kicking, and throwing basket-woven balls.

The intense nature of these sports often make rollic extremely aggressive when participating, building a fearless spirit. This becomes valuable in times of war against invaders or enemy tribes.

## PRECISE GESTURES

Rollic frequently use unique gestures to greet and communicate with others, many of which are universal among rollic, even in enemy tribes. Rollic who venture to other civilizations are often easily confused by the different gestures used by outsiders, especially with the countless slight variations of how people shake hands or wave to each other. Here are just a few examples of gestures rollic use:





If you ever come across porcupine people, greet the chief by running two fingers across the right side of your forehead, not the left! The first will earn you great favor with the tribe. The second will earn you a dozen quills held at your throat. I found out the hard way.

TASHA

**Greeting a Commoner.** To greet each other, rollic cross both arms in front of their chest and bow. The right arm goes in front for greetings. The left arm goes in front for farewells.

**Greeting a Chieftain.** As a sign of respect to their leader, rollic run two fingers across the right side of their forehead. Outsiders often confused this with running two fingers across the left side of their forehead, which is how rollic declare sworn enemies.

**Complimenting a Service.** After receiving a satisfying meal or other service, rollic gives thanks by inhaling while clicking their tongues exactly six or twelve times, depending on how satisfied the rollic is. Delivering any other number of clicks or exhaling instead or means the meal or service was inadequate in some way.

**Requesting Aid.** When asking someone for aid, a rollic first places their right hand on the other person's right shoulder, makes direct eye contact, then presses their forehead to the other person's forehead. Outsiders often find such close contact extremely discomforting. Using the other arm or reaching for the wrong shoulder are both insults.

## ISOLATED ORIGINS

Prejudice against their kind led rollic to retreat into secluded tribes far from other civilizations. When other races come across them, more aggressive tribes might capture and force them to fight in a formal duel before letting them free again. Those victorious in battle who spare their opponent are immediately made friends of the tribe and are offered to be taught their ways. It is difficult to gain the trust of a rollic, but once obtained, they are fiercely loyal.

Rollic tribes usually live within verdant forests in burrow-like huts or lodges crafted from wood, mud, and plaster. Others are more nomadic, favoring more temporary and mobile structures such as tents and lean-tos.

## FOR HONOR AND TRIBE

From birth, rollic are taught that serving the tribe is the only way to achieve true internal and external peace. Even those with little experience will fight to defend and protect. Elders and leaders are to be respected.

Those who dishonor or betray the tribe's trust, even accidentally, are banished. An ousted rollic will often seek out a way to serve a greater cause or reach a grand achievement that might restore their honor.

These rollic will pursue it before all else, and be sure they have evidence to prove their deeds upon their return. Others who feel betrayed by their tribe and their attempts at maintaining honor may abandon it entirely, seeking more chaotic paths and refusing leadership as a way to oppose their past ways.

### REASON FOR ADVENTURING

d6	I left my tribe because...
1	I cheated in a tribal sporting event and was ousted for my crime.
2	I was banished for making friends with a sworn enemy of the tribe.
3	A member of my tribe was killed and I must avenge their death.
4	An outsider stole a tribal relic and I must retrieve it.
5	Chasing honor in the tribe left me with nothing. I seek another path.
6	I was fascinated by outsiders and wanted to brave the unknown.

## NAMES

Rollic names generally consist with two syllables that start with consonant sounds and end with vowels. They make heavy use of the airy, guttural consonants common in their dialect. Tribe names, when translated, usually reflect the quill color or patterns of the tribe. Elders and leaders of the tribe have three syllables instead.

Rollic Names: Hrolu, Ghrato, Sxerhi, Naxu, Vochna, Buxleh

Rollic Tribes: Black Quill, Red Stripe, Pine Needle, Bark Coat

If an outsider's name doesn't have two syllables, rollic will often adapt their name, removing or adding syllables to make sure it has two.

## ROLLIC TRAITS

Your rollic character has the following racial traits.

### ABILITY SCORE INCREASE

Your Dexterity score increases by 2, and your Wisdom score increases by 1.

### AGE

Rollic reach adulthood at age 10 and live up to 70 years.

### SIZE

Your size is Medium. Rollic average around 5 feet tall and have broad, but light builds.

You can roll to randomly determine your character's height and weight.

Size Modifier = 2d6

Height = 4 feet + 4 inches + your size modifier in inches

Weight in Pounds = 90 + (2d4 x your size modifier)

### SPEED

Your base walking speed is 35 feet.

### DARKVISION

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

### NIMBLE

You have proficiency in the Acrobatics skill.

### BRAVE

You have advantage on saving throws against being frightened.

### QUILLS

Your body is covered in razor-sharp quills. When a creature grapples you or starts its turn grappling you, it takes 1d4 piercing damage.

Additionally, you can draw quills from your body to use as weapons. A drawn quill can be used to attack as if it were a dagger. You have numerous quills, though only a number of them equal to your Constitution score can be drawn in this way. You regain 1d4 of these quills whenever you finish a long rest.

### LANGUAGES

You can speak, read, and write Common and Rollic, an airy but guttural dialect of Sylvan.

## TALEYRI

Red Elf. Rugged Elf. Were-elf. The Taleyri bear many names, most stemming from confusion and misunderstanding. This largely has to do with their appearance, which is unique among the elvish people, for they are built more solidly than their kin. Muscular frames and taller height place them more in the vicinity of humans, but their bodies and faces are covered in soft, red fur, and their prominent canines suggest a far different ancestry. In truth, the Taleyri are even stranger than most people assume, for they are not a true race themselves.

The Taleyri begin life as regular elves. Indeed, they are elves, indistinguishable from their families and neighbors. Through trance they experience some of their past lives, tied to that eternal flow of reincarnation that is their elven heritage. An elf only becomes one of the Taleyri by undergoing a sacred, transformative rite. This rite must be undertaken willingly, for it takes that elf and all of its past selves and forever removes them from Corellon's cycle of reincarnation. The elf, now one of the Taleyri, is endowed with enhanced strength and supernatural defenses, all the better to defend elven conclaves and other sacred sites.

### GIFTS OF THE GODDESS

Of the creatures that lurk in the night, evil lycanthropes are among the worst. They prey upon the races and spread their vile curse from victim to victim. The patron deity of such monsters, Malar, has a particular hatred for the Seldarine and the elvish people. He once attacked Corellon Larethian in his own home of

Arvandor and nearly killed the First of the Seldarine. Malar's failure of that hunt has eaten at him ever since, and he drives his worshipers to hunt elves at every opportunity.

This enmity prompted Sehanine Moonbow to create the ritual whereby elves could become Taleyri. With greater physical strength and protection against curses, these volunteers could stand toe-to-toe against the raiding lycanthropes. Even when struck down, they could become guardians of knowledge and wisdom as great sentient trees.

Aside from the newfound strength and red fur, the most important gift the Taleyri receive is a more intimate relationship with their past lives. The Taleyri have no need to trance, for they can commune at any time with their previous selves, though the insight they gain is often clouded or enigmatic. A mortal mind can only hold so much knowledge at one time. Instead, their consciousness goes out to nearby animals and bonds with them, seeing what they see until the Taleyri awaken.

### ETERNAL WISDOM

When one of the Taleyri dies, a strange and wonderful event occurs. From the body sprouts a sapling that will one day become an enormous, sentient tree. Such a tree holds the entire memory of all the original elf's past lives. Some elves would mourn at the thought of being removed from the reincarnation cycle, to have their soul's progress forever halted. The Taleyri, however, see all of this as a noble sacrifice, for each tree becomes a living repository of knowledge and wisdom that benefits all those who come with questions to be answered.

### TALEYRI TRAITS

#### ABILITY SCORE INCREASE

Your Strength, Dexterity, and Wisdom scores each increase by 1.

#### AGE

Taleyri have life spans comparable to those of elves.

#### SIZE

Your size is Medium. Taleyri have muscular frames more akin to humans than to slender elves.

You can roll to randomly determine your character's height and weight.

**Size Modifier** = 2d10

**Height** = 4 feet + 7 inches + your size modifier in inches

**Weight in Pounds** = 110 + (2d4 x your size modifier)

#### SPEED

Your base walking speed is 30 feet.

### DARKVISION

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



### KEEN SENSES

You have proficiency in the Perception skill.

### BEAST SLUMBER

While sleeping, you see through the eyes and hear through the ears of a random beast within 1 mile of you that isn't unconscious. The beast you share senses with changes every 1d4 hours as you sleep. If there are no conscious beasts within range, you sleep as normal.

### LUNAR BLESSING

You have advantage on saves against curses (such as the bestow curse spell, or a werewolf's lycanthropy) and on saves against having your form changed against your will (such as from the polymorph spell).

### TALEYRI CLAWS

You know the *primal savagery* (see Appendix) cantrip. Wisdom is your spellcasting ability for it.

### MEMORY OF A THOUSAND LIFETIMES

When you make an attack roll, ability check, or saving throw, you can roll 1d6 and add it to the total. You can do this after seeing the die roll, but must use it before learning whether the roll is a success or failure. Once you use this ability, you can't do so again until you finish a short or long rest.

### LANGUAGES

You can speak, read, and write Common and Elvish.

## VARIANT KOBOLD: DRACONIC KOBOLD

This is a variant of the Kobold race found in *Volo's Guide to Monsters* and other official Wizards of the Coast products.

### NOBLE BLOOD

Kobolds believe they are descendants of dragons. They point to draconic kobolds as evidence. These kobolds often show more self confidence and self importance than the typical kobold, and are resistant to the breath weapons of their draconic masters.

### DRACONIC KOBOLD TRAITS

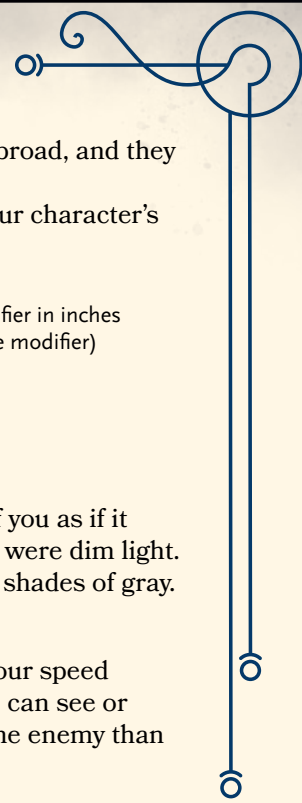
You have the traits of the standard kobold race, but you lack the Grovel, Cower, and Beg trait. You gain the Draconic Resistance trait.

### DRACONIC RESISTANCE

You can choose one of the following draconic types or roll for a random result. This type determines the color of your scales and gives you resistance to the corresponding damage type. With your DM's permission, you may be allowed to select dragon types from other sources, such as QL Games' *The Draconomicon* (forthcoming).

d10	Dragon type	Damage Type
1	Black or Copper	Acid
2	Silver or White	Cold
3	Brass, Gold, or Red	Fire
4	Amethyst	Force
5	Blue or Bronze	Lightning
6	Topaz	Necrotic
7	Green	Poison
8	Emerald	Psychic
9	Crystal	Radiant
10	Sapphire	Thunder





## VARIANT ORC: OROG

This is a variant of the Orc race found in *Volo's Guide to Monsters*, *Eberron: Rising from the Last War*, and other official Wizards of the Coast products.

### BLESSED BY THE CAVE MOTHER

Even larger than their orcish cousins, orogs are said to be blessed by Luthic herself with greater strength and intelligence, destined to become hardy warrior-leaders. Orog are accustomed to being shown deference by the other members of their tribes, and their whims are given nearly as much heed as the war chief's own orders.

### AWAY FROM THE TRIBE

Orog who leave their orcish tribes (and the influence of the evil deities that rule them) most often find work as elite mercenaries or bodyguards. They often find that the other races underestimate their cleverness, thinking them only to be large brutes - and that gives the orogs an advantage that is sure to be as enlightening as it is surprising.

### OROG TRAITS

#### ABILITY SCORE INCREASE

Your Strength score increases by 2, and your Intelligence or Charisma score (your choice) increases by 1.

#### AGE

Orog live longer than typical orcs, and have been known to reach 60 years of age or more.

#### SIZE

Your size is Medium. Orog are tall and broad, and they range from 6 to well over 7 feet tall.

You can roll to randomly determine your character's height and weight.

Size Modifier = 2d10

Height = 5 feet + 10 inches + your size modifier in inches

Weight in Pounds = 190 + (2d6 x your size modifier)

#### SPEED

Your base walking speed is 30 feet.

#### DARKVISION

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

#### AGGRESSIVE

As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

#### OROG'S COMMAND

As a bonus action, you can command a friendly creature to attack. If the creature can hear you, it can use its reaction to make a weapon attack. Once you use this trait, you can't use it again until you finish a short or long rest.

#### POWERFUL BUILD

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

#### LANGUAGES

You can speak, read, and write Common and Orc.





# CHAPTER 3: GROUP

## COMBAT AS SWARMS

When several individual monsters group together to fight as a single conglomerate, it is often easier to represent them as swarms. Sometimes working together also grants the collective group new options that are otherwise unavailable to a single entity. The following are examples of swarms, and are presented as a tool for the dungeon master when working with large numbers of the same creature.

I've said it before and I'll say it again. There's power in groups. One bee's a pest, but nobody messes with the swarm.

TASHA

### SWARM OF ANGRY COMMONERS

*Huge swarm of Medium humanoids, any alignment*

Armor Class 10

Hit Points 65 (10d12)

Speed

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

**Damage Resistances** bludgeoning, piercing, and slashing

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

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Coordination.** The swarm has advantage on ability checks.

**Torches.** The swarm sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

#### ACTIONS

**Multiattack.** The swarm makes three weapon attacks.

**Pitchforks.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half its hit points remaining or fewer.

**Stones.** *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. *Hit:* 5 (2d4) bludgeoning damage, or 2 (1d4) bludgeoning damage if the swarm has half its hit points remaining or fewer.





## SWARM OF CRAWLING CLAWS

*Medium swarm of Tiny undead, neutral evil*

**Armor Class** 12

**Hit Points** 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

**Damage Resistances** bludgeoning, piercing, and slashing

**Damage Immunities** poison

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

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

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

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +2

**Damage Transfer.** While the swarm occupies the space of another creature, the swarm takes only half the damage dealt to it, and the creature in the swarm's space takes the other half.

**Horrific Horde.** A creature that starts its turn in the swarm's space must succeed on a DC 12 Wisdom saving throw, or else be frightened until the end of its next turn. A creature who succeeds on this throw is immune to the swarm's Horrific Horde trait for the next 24 hours.

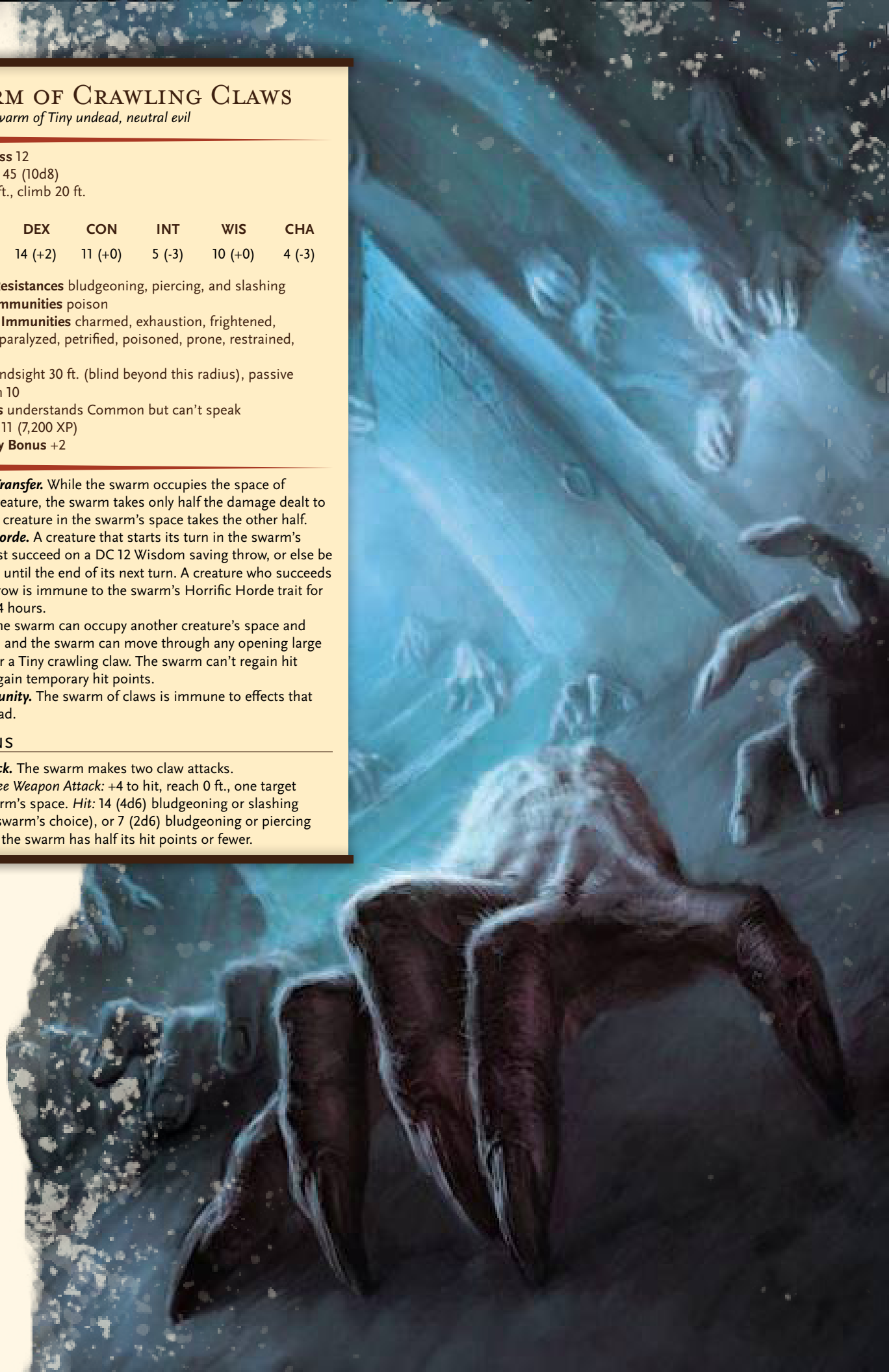
**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny crawling claw. The swarm can't regain hit points or gain temporary hit points.

**Turn Immunity.** The swarm of claws is immune to effects that turn undead.

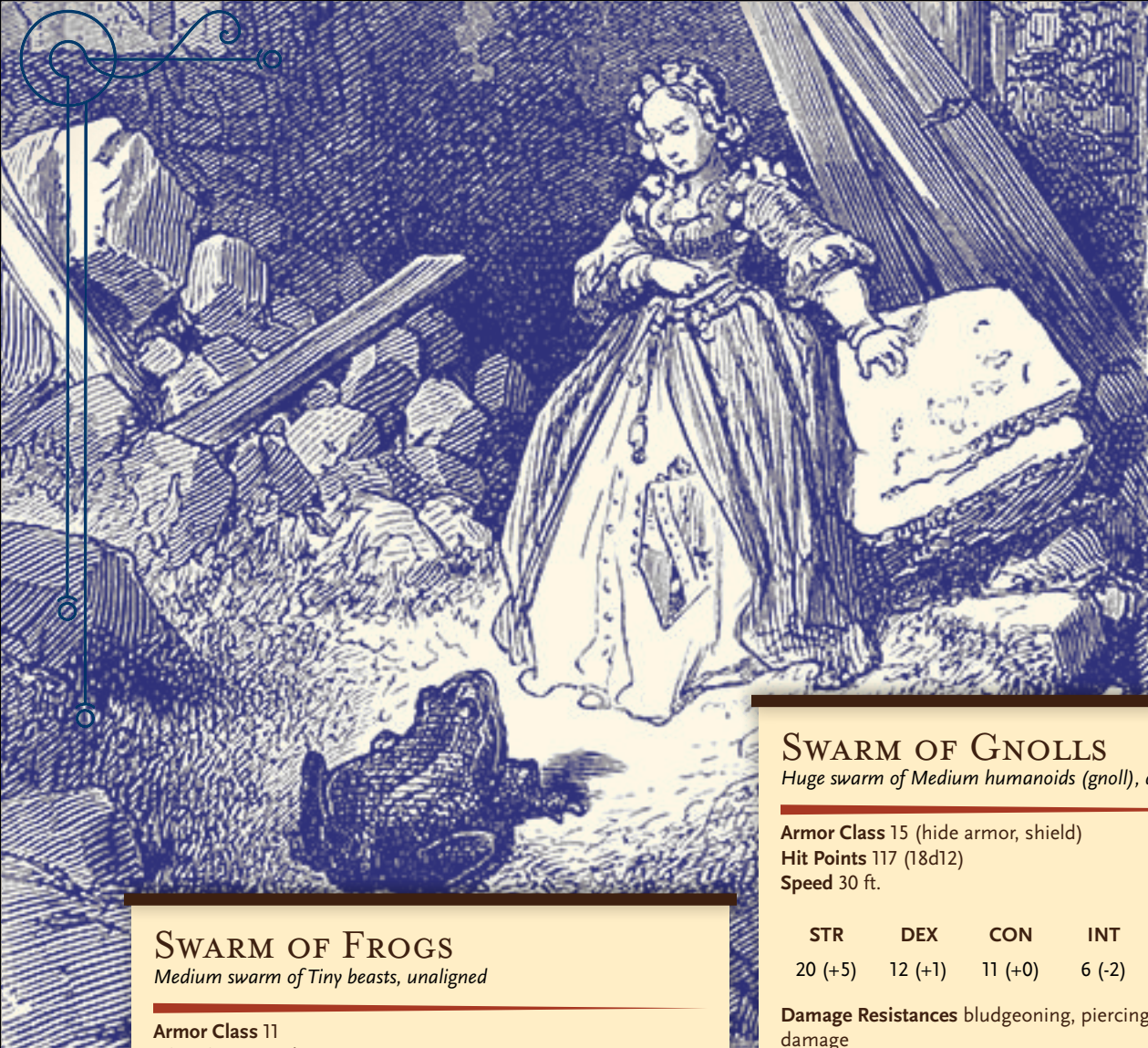
### ACTIONS

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

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







## SWARM OF FROGS

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 11

**Hit Points** 21 (6d8 - 6)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

**Skills** Perception +1, Stealth +3

**Damage Resistances** bludgeoning, piercing, and slashing

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

**Senses** darkvision 30 ft., passive Perception 11

**Languages** -

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

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

**Slimy and Sticky.** A Large or smaller creature occupying the same space as the swarm has disadvantage on weapon attacks.

**Standing Leap.** The swarm's long jump is up to 10 feet and its high jump up to 5 feet, with or without a running start.

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half its hit points or fewer.

## SWARM OF GNOLLS

*Huge swarm of Medium humanoids (gnoll), chaotic evil*

**Armor Class** 15 (hide armor, shield)

**Hit Points** 117 (18d12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing damage

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

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

**Languages** Gnoll

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Rampaging Horde.** When the swarm reduces a creature to 0 hit points with a melee attack on its turn, the swarm can take a bonus action to move up to half its speed and make a multiattack.

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

### ACTIONS

**Multiattack.** The swarm of gnolls makes two attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) piercing damage, or half that if the swarm has half of its hit points or fewer.

**Spears.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 21 (6d6) piercing damage, or 27 (6d8) piercing damage if used with two hands to make a melee attack. The attack deals half damage if the swarm has half its hit points or fewer.

**Longbow.** *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 18 (4d8) piercing damage, or half that if the swarm has half its hit points or fewer.





## SWARM OF GOBLINS

Large swarm of Small humanoids (goblinoid), neutral evil

**Armor Class** 15 (leather armor, shield)

**Hit Points** 55 (10d10)

**Speed** 30 ft.

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

**Skills** Stealth +8

**Damage Resistances** bludgeoning, piercing, and slashing damage

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

**Senses** Darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Nimble Escapists.** The swarm does not provoke opportunity attacks when moving. It can take the Hide action as a bonus action.

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

### ACTIONS

**Multiattack.** The swarm makes three weapon attacks.

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

*Hit:* 7 (2d6) slashing damage, or half that if the swarm has half its hit points or fewer.

**Shortbow.** *Ranged Weapon Attack:* + to hit, range 80/320 ft., one target. *Hit:* 7 (2d6) piercing damage, or half that if the swarm has half its hit points or fewer.





## SWARM OF KOBOLDS

*Huge swarm of Small humanoids (kobold), lawful evil*

**Armor Class** 12

**Hit Points** 110 (20d12 - 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

**Damage Resistances** bludgeoning, piercing, and slashing damage

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

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

**Languages** Common, Draconic

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Coordination.** The swarm has advantage on ability checks.

**Tactical Pack.** The swarm has advantage on all attack rolls against creatures in the swarm's space or within 5 feet of it.

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

### ACTIONS

**Multiattack.** The swarm makes three weapon attacks. It can replace two of these weapon attacks with a single hogtie.

**Daggers.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 15 (6d4) piercing damage, or half that if the swarm has half its hit points or fewer.

**Slings.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 15 (6d4) bludgeoning damage, or half that if the swarm has half its hit points or fewer.

**Hogtie.** The swarm engulfs a creature within its space, which must succeed on a DC 13 Strength saving throw or else become restrained by ropes and dropped prone by the kobolds. A creature can use its action to attempt a DC 13 Dexterity (Sleight of Hand) or Wisdom (Survival) check, untying the ropes on a success.

## SWARM OF SKELETONS

*Huge swarm of Medium undead, lawful evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 102 (12d12 + 24)

**Speed** 30 ft.

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

**Damage Resistances** piercing and slashing

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

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

**Turn Resistance.** The swarm has advantage on saving throws against any effect that turns undead.

### ACTIONS

**Multiattack.** The swarm makes two weapon attacks.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage, or half that if the swarm has half of its hit points or fewer.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 15 (4d6) piercing damage, or half that if the swarm has half of its hit points or fewer.



## SWARM OF SPRITES

Medium swarm of Tiny fey, neutral good

**Armor Class** 15 (leather armor)

**Hit Points** 36 (8d8)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	10 (+0)

**Skills** Perception +3, Stealth +8

**Damage Resistances** bludgeoning, piercing, and slashing

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

**Senses** passive Perception 13

**Languages** Common, Elvish, Sylvan

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Coordination.** The swarm has advantage on ability checks.

**Heart Sight.** The swarm automatically knows the current emotional state of any creature it touches. If a target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

### ACTIONS

**Multiattack.** The swarm makes three weapon attacks.

**Little Longswords.** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) slashing damage, or 5 (2d4) slashing damage if the swarm has half of its hit points or fewer.

**Little Shortbows.** *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 5 (2d4) piercing damage, or half that if the swarm has half of its hit points or fewer. On a hit, the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

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

**Lift.** The swarm attempts to grab a creature within its space. The target must succeed on a DC 15 Dexterity saving throw, or else be grappled and restrained by the swarm. The swarm can magically lift any Medium or smaller creature or object that weighs 500 pounds or less. As an action, the swarm can drop a held creature or object.

## SWARM OF STIRGES

Medium swarm of Tiny beasts, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 45 (10d8)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing

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

**Senses** darkvision 60 ft., passive Perception 9

**Languages** -

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Damage Transfer.** While the swarm is attached to a creature, the swarm takes only half the damage dealt to it, and the creature the swarm is attached to takes the other half.

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

### ACTIONS

**Blood Drain.** *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 25 (10d4) piercing damage or half that if the swarm has half its hit points or fewer, and the swarm attaches to the target. While attached, the swarm doesn't attack. Instead, at the start of each of the swarm's turns, the target loses 25 (10d4) hit points due to blood loss, or half that if the swarm has half its hit point or fewer.

The swarm can detach itself by spending 5 feet of its movement. It does so after it drains 50 hit points of blood from the target or the target dies. A creature, including the target, can use its action to attempt to remove the stirges. This requires a successful DC 10 Strength (Athletics) check.









## SWARM OF WOLVES

*Huge swarm of Medium beasts, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 75 (10d12 + 10)

**Speed** 40 ft.

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

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

**Damage Resistances** bludgeoning, piercing, and slashing damage

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

**Senses** passive Perception

**Languages** -

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

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

**Tactical Pack.** The swarm has advantage on all attack rolls against creatures in the swarm's space or within 5 feet of it.

### ACTIONS

**Multiattack.** The swarm makes three pouncing bite attacks.

**Pouncing Bite.** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or half that if the swarm has half its hit points or fewer. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## SWARM OF ZOMBIES

*Gargantuan swarm of Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 81 (6d20 + 18)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +1

**Damage Resistances** bludgeoning, piercing, and slashing damage

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 8

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

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

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

**Turn Resistance.** The swarm has advantage on saving throws against any effect that turns undead.

### ACTIONS

**Multiattack.** The swarm makes three slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) bludgeoning damage, or half that if the swarm has half its hit points or fewer.

## MAKING YOUR OWN SWARMS

Oftentimes in epic tales, a situation arises that involves a small group of adventurers fighting against several other opponents. These high-risk high-reward encounters can be exciting moments in a story, but as a Dungeon Master, it can be time consuming, complicated, and otherwise very stressful to coordinate so many creatures while still keeping players involved. Making your own swarms will save you time and effort, and giving a swarm of creatures one or more options that were not available to the individual creatures keeps the adventurers on their toes! The following are some guidelines for adapting an individual creature into a swarm; if there is no note, then the aspect usually remains the same:

### SIZE, TYPE, AND ALIGNMENT

The metadata, the italicized information in a stat block just under the stat block name, for a swarm usually read "[Size `] swarm of [Size 2] [type], [alignment]".

- Size 1 is the size of the swarm, usually two levels higher than the size of a single member of the swarm.
- Size 2 is the size of a single member of the swarm.
- Type is the creature type of a single member of the swarm, such as undead or humanoid.
- Alignment is the alignment of a single member of the swarm.

### HIT POINTS

Increase the Hit Points of the swarm to reflect the greater number of creatures. Swarms often have five to ten times the hit dice as an individual member, and use the hit die of the swarm's size instead of an individual's size (d4 for Tiny swarms, d6 for Small, d8 for Medium, d10 for Large, d12 for Huge, and d20 for Gargantuan).

### ABILITY SCORES

The swarm's strength score increases by 6, while its other ability scores usually stay the same. As usual, scores cannot go above 30.

### RESISTANCES

In addition to its typical damage resistances, the swarm has resistance to bludgeoning, piercing, and slashing damage.



## CONDITION IMMUNITIES

In addition to its typical condition immunities, the swarm cannot be charmed, frightened, grappled, paralyzed, petrified, prone, restrained, or stunned.

## CHALLENGE RATING

The Challenge Rating for the swarm increases accordingly. Use the rules for Creating a Monster from chapter 9 of the *Dungeon Master's Guide* to calculate your swarm's CR.

In the likely event that your swarm's challenge rating changes, its proficiency bonus may also change. This may affect its attack bonuses, save DCs, ability check bonuses, saving throw bonuses, and other statistics.

To estimate your swarm's expected challenge rating, assume a party of three to five adventurers is fighting a group of seven to ten creatures. Find the sum of this creature group's XP reward and multiply that sum by 2.5. The product equals roughly the XP rewarded by the swarm's expected CR, according to the Experience Points by Challenge Rating table in chapter 9 of the *Dungeon Master's Guide*.

## SPECIAL TRAITS

The swarm gains the Swarm trait, as follows.

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

The swarm may replace traits it normally has with equivalents that reflect being a group of creatures. Examples include:

**Rampaging Horde.** When the swarm reduces a creature to 0 hit points with a melee attack on its turn, the swarm can take a bonus action to move up to half its speed and make a multiattack.

**Nimble Escapists.** The swarm does not provoke opportunity attacks when moving. It can take the Hide action as a bonus action.

**Tactical Pack.** The swarm has advantage on all attack rolls against creatures in the swarm's space or within 5 feet of it.

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

Swarms of creatures may have interesting, unique traits or actions not normally possessed by a single member of the group, such as the following. Most swarms in this chapter include examples.

**Coordination.** The swarm has advantage on ability checks.

This represents the swarm's ability to coordinate efforts, such as when some members of a group would take the Help action. Swarms of sapient, well-organized creatures often have this trait.

**Damage Transfer.** While the swarm occupies the space of another creature, the swarm takes only half the damage dealt to it, and the creature in the swarm's space takes the other half.

This represents the difficulty of attacking a swarm when your ally is absolutely covered by it. Swarms which often intentionally grapple, attach to, or cover a target often have some variation of this trait.

**Turn Resistance.** The swarm has advantage on saving throws against any effect that turns undead.

This represents that usually, only a part of a group of undead will be successfully turned.

## ATTACKS

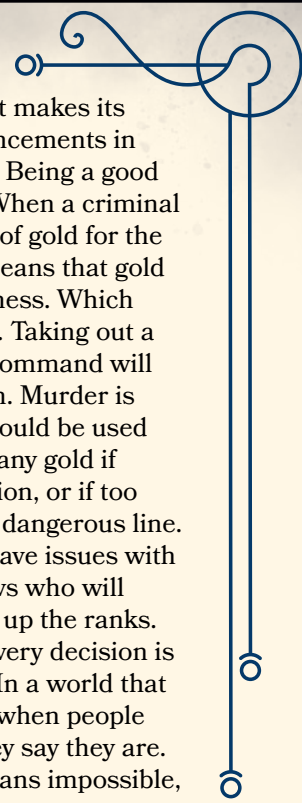
The swarm may have the multiattack option, representing the swarm's ability to divide each individual's attacks across more than one target at a time.

A swarm's melee attacks usually have a range of 0 ft. Swarms of Small or larger creatures may have a range of 5 or 10 feet depending on usual range and weaponry, but can also target a creature in the swarm's space.

Increase the average damage from the swarm's attacks, usually five to eight times that of an individual creature's attack, or two to four times if the swarm has multiattack.

The swarm's weapon attacks deal half damage if the swarm has half of its hit points or fewer. This represents a group making fewer attacks as members fall in battle.





# CHAPTER 4: NPCs

This chapter contains statistics for various humanoid nonplayer characters (NPCs) - whether friend or foe - expanding on appendix B of the *Monster Manual*. These stat blocks can represent human and nonhuman NPCs, and you can add racial traits to further customize them. The racial traits from chapter 2 of this book and other sources can be applied to generic NPC stat blocks to create memorable NPCs.

## CRIMINALS

Every city has them. Some are loud and boisterous. Others conduct their violence in silence. But rest assured, whatever city you find yourself in there will be a collection of organized criminals working in the background. They are people that couldn't make the system work in their favour, so they've made their own system. They've written their own set of rules to live by. And breaking those rules can have disastrous side effects.

There is a structured hierarchy in most organised crime syndicates going from the low-level street thugs right up to the Crimelord, the head of the snake. Each person knows their place and position, who they can move against, and who they can't.

**Organized Disorder.** This honor is also represented by the way organizations structure their enterprises. There is an order of command that ensures that information flows from one level to the next and that the crimelord is not directly connected to crimes. The crimelord sits at the head and calls the shot. They will often have specialists such as poisoners, interrogators and other advisors that work closely with them as well as a few select heavies for protection. A crimelord will have a number of crews that work underneath them. These crews are headed by one captain who will report directly to the crimelord. The captains will have several soldiers that work for them and carry out their orders. Below the soldiers are the associates and wannabes. People that are not officially a part of the organisation but work with them, and often want to prove themselves worthy of membership.

### CRIMINAL HIERARCHY

Position	Role
Crimelord	A power leader that controls and directs the organization.
Specialists	Specialised criminals that work closely with, but below, the crimelord. poisoners, bounty hunters, interrogators, etc.
Captains	Criminals that have taken control of a crew. They are usually smarter than your average thug, but no less dangerous.
Soldiers	The workforce of the crime world. Thugs, thieves, murderers. These are faces that the public sees.
Associates	Not members, but criminals that want to be.

**Bloody Advancement.** In a world that makes its own rules it is easy to break them. Advancements in this world come from two main sources. Being a good earner and killing someone above you. When a criminal is a good earner they're bringing in a lot of gold for the organisation. Unfortunately, this often means that gold is being taken from someone else's business. Which leads to the other mode of advancement. Taking out a rival or someone higher in the chain of command will allow them to step up in the organisation. Murder is seen as a necessary tool, but one that should be used sparingly. An organisation cannot make any gold if there is infighting, war with another faction, or if too many die. Those that live this life walk a dangerous line.

**Trust Issues.** Many who live this life have issues with trust. On two fronts. Firstly, no one knows who will backstab who and who is trying to move up the ranks. This makes for an environment where every decision is a risk. Which leads to the second issue. In a world that has made its own rules, there are times when people brought into the fold may not be who they say they are. Making this world difficult, but by no means impossible, to infiltrate.

**Dangerous Ambition.** This is all underpinned by the ambition of those that want to be successful in the criminal world. Be it money, power, fame, or a combination of all these, people will do whatever they can to get what they want. This leaves many openings available for those with the wits and means to exploit them.

**Names.** Many in this life go by a range of names. They might be titles earned as a result of action, nicknames given as insult, or a name bestowed upon them

### NICKNAMES

d20	Nickname
1	Spooky
2	Snips
3	Saucy
4	Pipes
5	Squints
6	Stabs
7	Knuckles
8	Two-Times
9	Nine-Lives
10	No Mates
11	Loose Lips
12	Tight Lips
13	Fat [Your Name]
14	Honest [Your Name]
15	Big [Your Name]
16	The Spider
17	The Blade
18	The Chin
19	The Brain
20	The Red





They get where they are because of their cunning and ruthlessness. I like them.

TASHA

## THE BOUNTY HUNTER

The nefarious hunters who have turned their trade into an art form. They work for a fee, and that gold is their bond. These hunters are not necessarily aligned with criminal organisations and they will take jobs from any one. Each bounty hunter develops their own signature style and approach to this dark art. Where you find criminal activity, you will find a bounty hunter.

### BOUNTY HUNTER

*Medium humanoid (any race), lawful neutral*

**Armor Class** 16 (studded leather)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	17 (+3)	13 (+1)	8 (-1)

**Saving Throws** Dex +6, Int +5

**Skills** Insight +3, Perception +5, Stealth +8, Survival +3

**Senses** passive Perception 15

**Languages** Common, Thieves' Cant, and Undercommon

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Ambusher.** The bounty hunter has advantage on attack rolls against any creature it has surprised.

**Brave.** The bounty hunter has advantage on saving throws against being frightened.

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

**Keen Sight.** The bounty hunter has advantage on Wisdom (Perception) checks that rely on sight.

**Spellcasting.** The bounty hunter is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *ray of frost*, *true strike*

1st level (4 slots): *grease*, *jump*, *longstrider*, *magic missile*

2nd level (2 slots): *hold person*, *knock*

### ACTIONS

**Multiattack.** The bounty hunter makes two scimitar attacks.

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

*Hit:* 7 (1d6 + 4) slashing damage.

**Tranquilizer Dart.** *Ranged Weapon Attack:* +6 to hit, range 25/100 ft., one target. *Hit:* 5 piercing damage, and the creature must succeed on a DC 15 Constitution saving throw or else become paralyzed for 1 minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

**Net.** *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* the target is restrained. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

## THE CRIMELORD

The head honcho, the shot caller, the one behind everything that's wrong with the damn city. They didn't get where they are by being stupid or by being weak. They hold a lot of power and it takes a lot of work to get to them, and they know it. They walk among the common people and hear the whispers, but no one knows, no one is certain that they are who they say they are. This obfuscation is a part of their power. However, if anyone does get close enough they quickly learn their power comes in a multitude of ways.

Many crimelords have spent years learning a multitude of skills to aid them in their criminal endeavours. Often picking up a selection of magic spells that will ensure those under them remain loyal, or at least compliant.

The crimelord is most devastating when surrounded by their underlings, however, they are resourceful and can hold their own when going head to head.

### CRIMELORD

*Medium humanoid (any race), lawful evil*

**Armor Class** 16 (studded leather)

**Hit Points** 141 (15d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	19 (+4)	15 (+2)	14 (+2)

**Saving Throws** Con +7, Int +8, Cha +6

**Skills** Insight +6, Intimidation +8, Investigation +8, Perception +6

**Senses** passive Perception 16

**Languages** Common and Thieves' Cant

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Brave.** The crimelord has advantage on saving throws against being frightened.

**Magic Weapons.** The crimelord's weapon attacks are magical.

**Spellcasting.** The crimelord is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC , + to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *friends*, *message*

1st level (4 slots): *charm person*, *magic missile*, *sleep*, *shield*

2nd level (3 slots): *alter self*, *misty step*, *suggestion*

3rd level (2 slots): *fear*, *fly*

### ACTIONS

**Multiattack.** The crimelord makes two attacks.

**Fire Bolt.** *Ranged Spell Attack:* +8 to hit, range 120 ft., one target.

*Hit:* 5 (1d10) fire damage.

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

*Hit:* 9 (1d8 + 5) piercing damage.

### REACTIONS

**Leadership (Recharges after a Short or Long Rest).** The crimelord utters a special command or warning when a creature it can see within 30 feet makes an attack roll or a saving throw. The creature can roll 1d4 and add the number rolled to its result, provided it can hear and understand the crimelord.

## THE FENCE

Found in the general store, or perhaps in a dark secluded alley, the fence will buy the ill gotten items and supply the tools required for underworld activities. However, the fence is not your average shop owner. They carry a lot of gold and a range of expensive and rare items.

In order to defend their impressive stores they have installed numerous gadgets and traps to maim and burn the offenders.

A fence always works out of a shop, which might be a legitimate business that they secretly conduct underhanded deals or a small room hidden in the back of a tavern. Whatever it is, it's the fence's and they have made some handy modifications.

While in its lair, a fence will usually stand behind a counter, which grants it half cover from most attacks. A fence encountered in its lair has a challenge rating of 5 (1,800 XP).

### HONOR AMONG THIEVES

There is a loose code that many criminals live by. Essentially, life is easier when law enforcement is your only adversary. By respecting the work of other criminals and their organisations one can focus on making ill gotten gold. This means that, on a whole, criminals will try to avoid conflict with rivals.

## FENCE

Medium humanoid (any race), lawful evil

**Armor Class** 15 (chain shirt) (17 with half cover)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Investigation +3, Persuasion +5

**Senses** passive Perception 12

**Languages** Common, Thieves' Cant, and Undercommon

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

### ACTIONS

**Multiattack.** The fence makes two dagger attacks or two crossbow attacks.

**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 plus 6 (1d12) poison damage.

**Double Barrel Heavy Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

**Lair Action.** If the fence is in its lair, it takes a lair action. It cannot use the same lair action twice in a row.

The old ma-and-pa general store in your hometown holds more secrets than you know.

TASHA

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the fence takes a lair action to cause one of the following effects; the fence can't use the same effect twice in a row:

The counter has three valves that open and spray acid out at anyone on the other side of the counter. Any creature in a 15-foot cube from the front of the counter must make a DC 15 Constitution saving throw. On a failed save, a creature takes 10 (4d4) acid damage and is covered with acid until it or another creature uses an action to scrape or wash the acid off it. A creature covered in acid takes 5 (2d4) acid damage at the end of each of its turns. On a successful save, it takes half as much damage and isn't covered with acid.

Poisoned darts shoot out from holes in the ceiling at up to two creatures in the room. Make a +6 ranged attack roll against each creature. On a hit, the creature takes 15 (6d4) piercing damage and must succeed on a DC 15 Constitution saving throw or else be poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The fence disappears down a magically concealed trap door behind the counter. It is protected by an arcane lock spell that requires a DC 23 Dexterity (Thieves' Tools) check to pick, or a DC 23 Strength (Athletics) check to force open. The trap door has an AC of 12, 20 hit points, and immunity to poison and psychic damage. This trapdoor leads to a simple tunnel that opens into a sparsely populated area.

## THE INTERROGATOR

The interrogator is a crimelord's tool for extracting information. An interrogator uses deception and magic to pry information they want from their targets. However, the interrogator always works better with a few accomplices at their side.

## THE MUSCLE

They're big, tough, and do as they're told.

## THE POISONER

Sometimes an enemy needs to disappear, quietly. The poisoner is the organisation's alchemist. They are experts and developing deadly poisons, potent potions, and toxic oils. A deadly asset to any criminal enterprise.

Be wary of these sickly wretches. They'll have you vomiting your last meal and drawing your last breath.

TASHA



## INTERROGATOR

Medium humanoid, lawful evil

**Armor Class** 13 (padded)  
**Hit Points** 52 (8d8 + 16)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	12 (+1)	10 (+0)	17 (+3)

**Saving Throws** Dex +4, Cha +5  
**Skills** Deception +5, Insight +4, Intimidation +7, Medicine +2  
**Senses** passive Perception 10  
**Languages** Common, Thieves' Cant, and any two others  
**Challenge** 1/2 (100 XP)  
**Proficiency Bonus** +2

**Experienced Cruelty.** The interrogator deals double damage to restrained creatures.  
**Spellcasting.** The interrogator is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The interrogator has the following bard spells prepared:  
Cantrips (at will): *message*, *vicious mockery*  
1st level (4 slots): *charm person*, *Tasha's hideous laughter*, *unseen servant*  
2nd level (3 slots): *calm emotions*, *detect thoughts*, *heat metal*

### ACTIONS

**Multiattack.** The interrogator makes two attacks.  
**Padded Club.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage. A creature reduced to 0 hit points in this way is automatically stabilized.  
**Whip.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

## MUSCLE

Medium humanoid (any race), lawful evil

**Armor Class** 13 (chain shirt)  
**Hit Points** 75 (10d8 + 30)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

**Saving Throws** Str +6, Con +5  
**Skills** Intimidation +2  
**Damage Resistances** bludgeoning  
**Senses** passive Perception 11  
**Languages** Common and Thieves' Cant  
**Challenge** 5 (1,800 XP)  
**Proficiency Bonus** +2

**Brave.** The muscle has advantage on saving throws against being frightened.  
**Brute.** The muscle's melee weapon attacks deal an additional die of damage (included in the attack).  
**Grappler.** The muscle has advantage on attack rolls against any creature grappled by it.  
**Pack Tactics.** The muscle has advantage on an attack roll against a creature if at least one of the muscle's allies is within 5 feet of the creature and the ally isn't incapacitated.  
**Rampage.** When the muscle reduces a creature to 0 hit points with a melee attack on its turn, it can use its bonus action to move up to half its speed and make a melee attack.

### ACTIONS

**Multiattack.** The muscle makes two melee attacks.  
**Morningstar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.  
**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## POISONER

Medium humanoid (any race), lawful evil

**Armor Class** 13 (leather armor)  
**Hit Points** 40 (9d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	16 (+3)	12 (+1)	10 (+0)

**Saving Throws** Con +2  
**Skills** Medicine +3, Nature +4, Stealth +4, Sleight of Hand +4  
**Condition Immunities** poisoned  
**Senses** passive Perception 11  
**Languages** Common and Thieves' Cant  
**Challenge** 4 (1,100 XP)  
**Proficiency Bonus** +2

**Steady Aim.** If the poisoner hasn't moved during a turn, it can gain advantage on the first ranged attack roll it makes on that turn. Its

speed is then 0 for the remainder of the turn.

**High Tolerance.** The poisoner has advantage on saving throws against poison.

### ACTIONS

**Multiattack.** The poisoner makes two dagger attacks.  
**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or take an additional 19 (3d12) poison damage.  
**Sleeping Dart.** *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or else become poisoned for 24 hours. A creature poisoned in this way is unconscious.  
**Deathcap Spores.** The poisoner releases a deadly powder into the air in a 15 ft. cone originating from itself. Any creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 13 (2d12) poison damage and is poisoned until the end of its next turn. On a successful save, it takes half as much damage.

## THE WANNABE

There is nothing more vile and violent than a criminal trying to prove themselves. The wannabe will do anything they can show their superiors that they are worthy. Through acts of violence and foolhardy bravado they carry out any task they are given.

## DRUIDIC KNIGHTS

When the camaraderie, dedication, and honor of chevaliers meets the tough, savage, and protective instincts of the wild, the druidic knights are born. These are warriors who offer the inspiration of both an ancient mountain and a newfound friend.

## SPORE WARRIOR

Some tales say that fungus were already ancient when the first plants began to grow. Spore warriors are combatants who access this primitive power to oppose their enemies with toxic clouds, fungal spells, and simple but effective fighting styles. Also noted for their skill with necrotic magics, it isn't an uncommon sight to see undead fighting alongside a spore warrior, a notion both amazing and terrifying in equal amounts.

### WANNABE

*Medium humanoid (any race), chaotic neutral*

**Armor Class** 13 (leather armor)  
**Hit Points** 32 (5d8 + 10)  
**Speed** 30 ft.

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

**Saving Throws** Dex +5, Con +4, Wis +2  
**Skills** Intimidation +2, Stealth +5, Survival +2  
**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge** 2 (450 XP)  
**Proficiency Bonus** +2

**Brave.** The wannabe has advantage on saving throws against being frightened.  
**Zealous.** The wannabe's melee weapon attacks deal an additional die of damage (included in the attack).

### ACTIONS

**Multiattack.** The wannabe makes two weapon attacks.  
**Greatclub.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.  
**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

### REACTIONS

**Saving Face.** When the wannabe is hit by a melee attack, it can use its reaction to make a melee attack against its attacker.



### SPORE WARRIOR

*Medium humanoid (any race), any alignment*

**Armor Class** 17 (hide armor, shield)  
**Hit Points** 97 (15d8 + 30)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	15 (+2)	20 (+5)	13 (+1)

**Saving Throws** Con +6, Int +6, Wis +9  
**Skills** Medicine +9, Nature +6, Perception +9  
**Damage Resistances** necrotic, poison  
**Condition Immunities** blinded, deafened, frightened, poisoned  
**Senses** passive Perception 19  
**Languages** Common and Druidic  
**Challenge** 9 (5,000 XP)  
**Proficiency Bonus** +4

**Fungal Cloud.** A hostile creature that starts its turn within 10 feet of the spore warrior must succeed on a DC 17 Constitution saving throw, or else take 11 (2d10) necrotic damage.

**Fungal Infestation.** When a Small or Medium beast or humanoid dies within 10 feet of the spore warrior, it can use its reaction to immediately animate the corpse as a zombie for up to 1 hour. The zombie takes its turn immediately after the spore druid and is under its mental command. The only action it can take is the Attack action.

**Fungal Body.** Any critical hit against the spore warrior counts as a normal hit instead, unless it is incapacitated.

**Innate Spellcasting.** The spore warrior's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells as if it were a 15th-level spellcaster, requiring no material components.

At will: *chill touch*, *druidcraft*, *shillelagh*  
1/day each: *animate dead*, *blight*, *blindness/deafness*, *cloudkill*, *confusion*, *contagion*, *gaseous form*, *gentle repose*

### ACTIONS

**Multiattack.** The spore warrior casts *chill touch* and makes a *shillelagh* attack.

**Chill Touch.** *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 13 (3d8) necrotic damage, and the target can't regain hit points until the start of the spore warrior's next turn.



## COASTAL WARRIOR

The ocean is a savage wilderness, a lively exterior that conceals a crushing depth and power unmatched in the natural world. The druidic knights that draw on the power of the ocean tap into an infinitesimally miniscule fraction of this power, and yet are still gifted with impressive abilities. Able to not only form water as they wish, but also summon lightning and fight with surprising agility, a combatant of their caliber is noted for being full of surprises. Not unlike the ocean itself, these surprises can overwhelm those unprepared for them.

## GATEKEEPER

Originally from the Shadow Marches of Eberron, this stat block can be used to represent bastions against interplanar horrors in any campaign setting. As a highly martial druidic sect founded by orcs and half-orcs, the gatekeepers learn arcane secrets and equip powerful weapons not normally used by other druids. Those interested in playing a Gatekeeper druid can find the subclass in *Druid: Circle of the Gatekeepers*, by QL Games, available now on the DMs Guild.



## COASTAL WARRIOR

Medium humanoid (any race), any alignment

Armor Class 19

Hit Points 82 (15d8 + 15)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	13 (+1)	12 (+1)	20 (+5)	14 (+2)

**Saving Throws** Dex +7, Int +4, Wis +8

**Skills** Acrobatics +7, Perception +8, Stealth +7, Survival +8

**Damage Resistances** cold

**Senses** passive Perception 18

**Languages** Common, Druidic, and Primordial (Aquan)

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Amphibious.** The coastal warrior can breathe air and water.

**Spearfisher.** After the coastal warrior makes a ranged attack with a weapon with the Thrown property, it can choose for the weapon to immediately, magically reappear in its hand.

**Unarmored Defense.** While the coastal warrior is wearing no armor and no shield, its AC includes its Wisdom modifier.

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

At will: *druidcraft*, *mending*, *shape water*

1/day each: *call lightning*, *create or destroy water*, *control water*, *control weather*, *fog cloud*, *gust of wind*, *ice storm*, *pass without trace*, *sleet storm*, *thunderwave*, *water breathing*, *water walk*

## ACTIONS

**Multiattack.** The coastal warrior makes two weapon attacks.

**Net.** *Ranged Weapon Attack:* +7 to hit, reach 15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

**Trident.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* (1d6 + 4) piercing damage plus 5 cold damage.

## REACTIONS

**Sidestep.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target, when a creature within 5 feet of the coastal warrior that it can see or here makes a melee attack against it. *Hit:* 5 cold damage, and the coastal warrior moves 5 feet without provoking opportunity attacks, potentially causing the attack to miss.



## GATEKEEPER

Medium humanoid (any race), any alignment

**Armor Class** 19 (hide, wooden shield)

**Hit Points** 82 (15d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	12 (+1)	11 (+0)	20 (+5)	13 (+2)

**Saving Throws** Str +8, Con +5, Wis +9

**Skills** Arcana +4, Intimidation +6, Nature +4, Perception +9, Survival +9

**Damage Resistances** psychic

**Senses** passive Perception 19

**Languages** Common, Deep Speech, and Druidic

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Focused.** The gatekeeper can concentrate on two spells at once. If it would break concentration on one spell, it breaks concentration on both.

**Protector's Resolve.** When the gatekeeper is not wearing metal armor or a metal shield, its AC includes its Wisdom modifier.

**Relentless Endurance (1/day).** When the gatekeeper is reduced to 0 hit points but not killed outright, it drops to 1 hit point instead.

**Magic Weapons.** The gatekeeper's weapon attacks are magical.

**Innate Spellcasting.** The coastal warrior's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells, requiring no material components.

At will: *druidcraft*, *guidance*, *resistance*

1/day each: *animal messenger*, *banishment*, *commune with nature*, *entangle*, *forcecage*, *heat metal*, *hold monster*, *moonbeam*, *reverse gravity*

### ACTIONS

**Multiattack.** The gatekeeper makes two wooden maul attacks.

**Wooden Maul.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

## ELEMENTAL DISCIPLE

Medium humanoid (any race), any alignment

**Armor Class** 18 (natural armor)

**Hit Points** 44 (8d8 + 8)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	10 (+0)	18 (+4)	11 (+0)

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

**Skills** Acrobatics +7, Athletics +5, Nature +3

**Senses** blindsight 30 ft., passive Perception 14

**Languages** Common, Primordial

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Martial Artist.** The elemental disciple can make an unarmed strike as a bonus action.

### ACTIONS

**Multiattack.** The disciple makes two unarmed strikes.

**Unarmed Strike.** *Melee Weapon Attack:* + to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

**Elemental Strike (Recharge 5-6).** The disciple uses its Fist of Unbroken Air or Water Whip action.

**Fist of Unbroken Air.** The disciple targets a creature or object it can see or hear within 30 feet, which must make a DC 15 Strength saving throw. On a failed save, the creature takes 16 (3d10) thunder damage, is knocked prone, and is pushed up to 20 feet away from the disciple. On a successful save, the creature takes half as much damage and isn't knocked prone or pushed.

**Water Whip.** The disciple targets a creature it can see within 30 feet, which must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 16 (3d10) bludgeoning damage and is either knocked prone or pulled up to 25 feet closer (disciple's choice). On a successful save, the creature takes half as much damage and isn't knocked prone or pushed.

### REACTIONS

**Rock Block (2/Short or Long Rest).** When a creature attacks the disciple or when the disciple makes a Dexterity saving throw, it raises a thick wall of rock to block the attack. This wall grants the disciple half cover and resistance to any bludgeoning, piercing, slashing, acid, cold, fire, lightning, or thunder damage from the triggering effect.

## ELEMENTAL DISCIPLE

Elemental disciples are monks with extensive training in primordial control. Some protect monasteries; others travel the world seeking enlightenment or new forms of elemental magic to master. A few become bodyguards, trading their combat prowess and loyalty for food and lodging.

Their interest in the primordial arts makes them formidable, and they work for food. Good to have around the place.

TASHA





# PRIESTS AND PALADINS

The gods and their religions play an important role in the myriad multiverses of D&D. The following stat blocks provide Dungeon Masters more options for noteworthy NPCs who draw their power from divinity.

## DARK PRIEST

Priests bring the teachings of their gods to the common folk. They are the spiritual leaders of temples and shrines and often hold positions of influence in their communities. Dark priests often work openly under a tyrant, or they might be the leaders of profane cults. A priest typically has one or more acolytes to help with religious ceremonies and other sacred duties.

## HIGH PRIEST

High priests watch over temples and shrines, and handle the administration of regional religious organizations. A high priest usually leads a large network of clerics, paladins, and lay worshipers.

### DARK PRIEST

*Medium humanoid (any race), any alignment*

**Armor Class** 13 (chain shirt)

**Hit Points** 28 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

**Skills** Intimidation +3, Medicine +7, Religion +5

**Senses** passive Perception 13

**Languages** Common and any one other language

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Dark Eminence.** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

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

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

2nd level (3 slots): *blindness/deafness*, *hold person*

3rd level (2 slots): *animate dead*, *bestow curse*

### ACTIONS

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

**Sacred Flame.** The priest casts sacred flame on a creature it can see within 60 feet. The target must succeed on a DC 13 Dexterity saving throw or else take 9 (2d8) radiant damage. The target gains no benefit from cover for this saving throw.

## HOLY WARRIOR

When a paladin that has proved itself valiant, divine powers can transform the once-mortal knight into a glorious force of nature. A holy warrior is a celestial being clad in fearsome plate armor. Beneath its helmet, one can see the warrior's eyes filled with commitment to its sacred oaths.

## PALADIN

Paladins are holy warriors who pledge service to gods or moral principles. They often travel as part of an adventuring party engaged in a noble (or ignoble) quest, or in the entourage of traveling priests.

### HIGH PRIEST

*Medium humanoid (any race), any alignment*

**Armor Class** 15 (breastplate)

**Hit Points** 61 (11d8 + 11)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	15 (+2)	18 (+4)	14 (+2)

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

**Skills** Investigation +5, Medicine +9, Persuasion +5, Religion +7

**Damage Resistances** necrotic, radiant

**Senses** passive Perception 14

**Languages** Abyssal, Celestial, Common, and Infernal

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Divine Eminence.** As a bonus action, the high priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the high priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The high priest is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The high priest has the following cleric spells prepared: Cantrips (at will): *guidance*, *light*, *mending*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bless*, *command*, *cure wounds*, *sanctuary*

2nd level (3 slots): *calm emotions*, *lesser restoration*, *spiritual weapon*

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

4th level (3 slots): *banishment*, *divination*

5th level (2 slots): *flame strike*, *greater restoration*, *raise dead*

6th level (1 slot): *heal*

### ACTIONS

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

**Sacred Flame.** The priest casts sacred flame on a creature it can see within 60 feet. The target must succeed on a DC 15 Dexterity saving throw or else take 13 (3d8) radiant damage. The target gains no benefit from cover for this saving throw.

The god botherers are exceedingly proficient at wrecking everything in the room.

TASHA



## HOLY WARRIOR

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	12 (+1)	16 (+3)	20 (+5)

**Saving Throws** Str +10, Dex +5, Con +8, Int +6, Wis +14, Cha +16

**Skills** Athletics +11, Intimidation +11, Persuasion +11, Religion +7

**Damage Resistances** necrotic

**Damage Immunities** radiant

**Condition Immunities** frightened

**Senses** passive Perception

**Languages** Celestial, Common

**Challenge** 17 (18,000 XP)

**Proficiency Bonus** +6

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

**Holy Aura.** Each creature of the warrior's choice within 30 feet of it gains a +5 bonus to all saving throws and is immune to the frightened condition (included in the creature statistics above). These benefits only apply if the warrior is conscious.

**Innate Spellcasting.** The holy warrior's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no components:

At will: *branding smite*, *compelled duel*, *lesser restoration*, *searing smite*, *thunderous smite*, *wrathful smite*

3/day each: *blinding smite*, *cure wounds*, *find steed*, *greater restoration*, *staggering smite*

1/day each: *banishing smite*, *destructive wave* (radiant), *heal*

### ACTIONS

**Multiattack.** The warrior makes two weapon attacks.

**Greatsword.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 18 (4d8) radiant damage.

**Cleansing Touch (5/day).** The warrior touches a creature within 5 feet of it and ends one spell on it.

### REACTIONS

**Parry.** The warrior adds 6 to its AC against one melee attack that would hit it. To do so, the warrior must see the attacker and be wielding a melee weapon.

## PALADIN

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 20 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	13 (+1)	15 (+2)

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

**Skills** Athletics +5, Persuasion +4

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Divine Smite.** When the paladin hits a target with a melee weapon attack, the paladin can expend a spell slot to magically deal an extra 9 (2d8) radiant damage to the target. This damage increases to 14 (3d8) if the target is a fiend or undead.

**Lay on Hands (15 points/day).** As an action, the paladin can touch a creature and restore a number of hit points up to the maximum amount remaining in its pool.

**Spellcasting.** The paladin is a 3rd level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following paladin spells prepared:

1st level (3 slots): *compelled duel*, *divine favor*, *heroism*

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when used with two hands.



## PROPHET

The greatest and most powerful of mortal priests, prophets are directed by the gods to lead their peoples to salvation (or whatever other fate a god might have in store). They often travel and are rarely known to stay in one spot for long, although they may have a hometown or other base of operations they frequently return to. Good prophets are usually well-connected and controversial figures, as benevolent miracle workers tend to be. Evil prophets are rare, but amass zealous followings as they travel the world in the name of darkness and tyranny.

## PROPHET

Medium humanoid (any race), any alignment

**Armor Class** 17 (half plate)

**Hit Points** 143 (22d8 + 44)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	16 (+3)	20 (+5)	17 (+3)

**Saving Throws** Int +8, Wis +10, Cha +8

**Skills** History +8, Insight +10, Investigation +8, Medicine +10, Perception +10, Religion +15

**Damage Immunities** necrotic, radiant

**Senses** passive Perception 20

**Languages** Abyssal, Celestial, Common, Infernal, and any two other languages

**Challenge** 13 (10,000 XP)

**Proficiency Bonus** +5

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

At will: *commune*, *detect thoughts*, *scrying*, *sending*, *tongues* (self only)  
1/day each: *foresight* (self only), *legend lore*, *telepathy*, *true seeing* (self only)

**Spellcasting.** The prophet is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The prophet has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bless*, *command*, *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *calm emotions*, *hold person*, *lesser restoration*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *remove curse*, *spirit guardians*

4th level (3 slots): *banishment*, *divination*, *raise dead*

5th level (3 slots): *flame strike*, *greater restoration*, *raise dead*

6th level (1 slot): *forbiddance*, *heal*

7th level (1 slot): *conjure celestial*, *divine word*

8th level (1 slot): *holy aura*

9th level (1 slot): *gate*

## ACTIONS

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

**Sacred Flame.** The prophet casts sacred flame on a creature it can see within 60 feet. The target must succeed on a DC 18 Dexterity saving throw or else take 18 (4d8) radiant damage. The target gains no benefit from cover for this saving throw.

## LEGENDARY ACTIONS

The prophet can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The prophet regains spent legendary actions at the start of its turn.

**Attack.** The prophet makes one attack with its mace or casts sacred flame.

**Cast Spell (Costs 2 Actions).** The prophet casts a spell of 1st, 2nd, or 3rd level.

**Prophecy (Costs 3 Actions).** The prophet casts foresight on itself. It cannot do this if it has already cast foresight today.



In my homeland there's the legend of Saint Nepomuk. I'll spare you the details, but the moral of his story is that you can't beat a good secretary. That's important.

TASHA

## SECRETARY

More organized than the typical commoner, secretaries usually hear more than they're supposed to and are unexpectedly well-informed. When you want to know what's really going on somewhere, talk to the secretary.

### SECRETARY

Medium humanoid (any race), any alignment

Armor Class 9

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	10 (+0)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Int +3

Skills Insight +5, Investigation +5

Senses passive Perception 16

Languages Common, Shorthand, and any two languages

Challenge 0 (10 XP)

Proficiency Bonus +2

**Attuned to Detail.** The secretary has a +5 bonus to its passive Insight, Investigation, and Perception scores (accounted for above).

**Clever Ears.** The secretary has advantage on checks made to hide information or to lie about what they know.

**Secretary Recall.** The secretary has advantage on Intelligence and Wisdom checks made to recall information. If the secretary spends at least 1 hour researching, they also have advantage on any checks made to research information.

**Shorthand.** Secretaries have a special, secret written language they can use to communicate. The secretary is fluent in this language, shorthand. Writing a message in shorthand is four times faster than writing it in another language, and can be used to dictate messages in real time.

### ACTIONS

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

## SORCERERS

Sorcerers are humanoids whose bloodline or fate has been touched by extraordinary circumstances. They might not know the origins of their own abilities, or even fail to fully grasp the extent of their own potential. But sorcerers, due to their nature, tend to get wrapped up in the major happenings of the world they inhabit.

The following NPCs can be used as foils to your party, or they can represent the family members of the party's sorcerer - people who share similar abilities to them.

With the exception of the archsorcerer, which represents any very powerful sorcerer, each stat block represents a different subclass from an official QL Games or Wizards of the Coast publication.

### ABERRANT SORCERER

Something strange reached out to the mind of this individual, and, upon making contact, it broke their psyche and remade it into something new and alien. These peculiar mages are often found in the company of mindflayers and aboleths or leading cults dedicated to the elder evils.

### ARCHSORCERER

In some worlds, the powers of archmages rival that of the gods. Archsorcerers might be the result of individuals being bestowed a sliver of magic from such wizards, who see a spark of arcane talent within the recipients. Others might be descended from such beings, literally carrying the weave in their blood.





## ABERRANT SORCERER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	13 (+1)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Con +3, Cha +4

Skills Deception +4, Insight +3

Senses passive Perception 11

Languages Common, Telepathy 30 ft.

Challenge 1/2 (100 XP)

Proficiency Bonus +2

**Spellcasting.** The sorcerer is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, dancing lights, friends, minor illusion, mind sliver* (see Appendix)

1st level (4 slots): *arms of hadar, charm person, dissonant whispers, magic missile*

2nd level (2 slots): *alter self, calm emotions, crown of madness, detect thoughts*

**Distant Spell (2/day).** When the sorcerer casts a spell with a range of 5 feet or greater, it can double the range of the spell. If the spell has a range of touch, the range extends to 30 feet.

**Heightened Spell (1/day).** When the sorcerer casts a spell that forces a creature to make a saving throw to resist its effects, one target of the spell (sorcerer's choice) has disadvantage on its first saving throw made against the spell.

### ACTIONS

**Mind Sliver.** The sorcerer chooses a creature it can see within 60 feet, which must succeed on a DC 12 Intelligence saving throw or take 3 (1d6) psychic damage and subtract 1d4 from the next saving throw it makes before the end of the sorcerer's next

## ARCHSORCERER

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	17 (+3)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Con +9, Cha +11

Skills Arcana +9, Persuasion +11

Damage Resistances damage from spells

Senses passive Perception 12

Languages Common and any one other language

Challenge 17 (18,000 XP)

Proficiency Bonus +6

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

**Magical Supremacy (3/day).** The archsorcerer can choose to have advantage on an attack roll, ability check, or saving throw it makes.

**Explosive Spells.** Once each turn, when the archsorcerer rolls maximum on any dice for a spell's damage roll, the archsorcerer can roll those dice again and add the result to the total damage.

**Spell Versatility.** Whenever the archsorcerer finishes a long rest, it can replace one spell it knows with another spell from the sorcerer spell list. The new spell must be the same level as the spell replaced.

**Spellcasting.** The archsorcerer is a 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, friends, message, minor illusion, prestidigitation, shocking grasp*

1st level (4 slots): *chromatic orb, ray of sickness, witch bolt*

2nd level (3 slots): *knock, misty step*

3rd level (3 slots): *counterspell, tongues*

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

5th level (3 slots): *animate objects, telekinesis*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *teleport*

8th level (1 slot): *dominate monster*

9th level (1 slot): *meteor swarm*

**Metamagic.** Once each turn, the archsorcerer can apply one of the following effects to a spell it casts.

- **Distant Spell:** When the archsorcerer casts a spell that has a range of 5 feet or greater, it can double the range of the spell. When it casts a spell with a range of touch, it can make the range of the spell 30 feet.
- **Extended Spell:** When the archsorcerer casts a spell that has a duration of 1 minute or longer, it can double the duration, to a maximum duration of 24 hours.
- **Quickened Spell:** When the archsorcerer casts a spell that has a casting time of 1 action, it can change the casting time to 1 bonus action.
- **Subtle Spell:** When the archsorcerer casts a spell, it can cast the spell without any somatic or verbal components.

### ACTIONS

**Acid Splash.** The archsorcerer targets one or two creatures within 60 ft. If it targets two, the creatures must be within 5 feet of each other. Each target must succeed on a DC 19 Dexterity saving throw or else take 14 (4d6) acid damage.

**Shocking Grasp.** *Melee Spell Attack:* +11 to hit, reach of Touch, one target. *Hit:* 18 (4d8) lightning damage, and the creature can't take reactions until the start of its next turn. The archsorcerer has advantage on the attack roll for this spell if the target is wearing armor made of metal.

## BEASTLANDS SORCERER

By ancestry, a curse, or even the boons of some higher power those with the spirit of a beast are as ferocious as they are cunning. They fight with their magic and body as one, extending their soul outward to act beyond what is normally possible.

## CLOCKWORK SORCERER

While the universe may be a mystery to most, these mages have seen behind the curtain. To individuals that have been touched by the plane of Mechanus, the order that suffuses existence is obvious. This sense of perspective tends to make these individuals more stoic and practical than most other sorcerers.



### BEASTLANDS SORCERER

Medium humanoid (any race), any alignment (usually chaotic good or neutral good)

Armor Class 11

Hit Points 31 (7d8)

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	10 (+0)	12 (+1)	17 (+3)

**Saving Throws** Con +3, Cha +6

**Skills** Animal Handling +7, Stealth +7

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

**Languages** Common

**Challenge** 6 (2,300)

**Proficiency Bonus** +3

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

**Spellcasting.** The sorcerer is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *message*, *primal savagery* (see Appendix)

1st level (4 slots): *animal friendship*, *chromatic orb*, *expeditious retreat*, *speak with animals*

2nd level (3 slots): *animal messenger*, *beast sense*, *enhance ability*, *web*

3rd level (3 slots): *conjure animals*, *fly*, *lightning bolt*, *spirit guardians*

4th level (1 slot): *blight*, *giant insect*, *dominate beast*, *polymorph*

**Empowered Spell (3/day).** When the sorcerer rolls damage for a spell, it can reroll four of the damage dice. It must use the new rolls.

**Twinned Spell (1/day).** When the sorcerer casts a spell that targets only one creature and doesn't have a range of self, it can target a second creature in range with the same spell. The spell must be incapable of targeting more than one creature at the level it is cast at.

#### ACTIONS

**Fire Bolt.** Ranged Spell Attack: +6 to hit, range 120 ft., one target. Hit: 11 (2d10) fire damage.

**Primal Savagery.** Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d10) acid damage.

### CLOCKWORK SORCERER

Medium humanoid (any race), any alignment (usually lawful neutral)

Armor Class 12

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	12 (+1)	10 (+0)	16 (+3)

**Saving Throws** Con +4, Cha +5

**Skills** Arcana +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Spellcasting.** The sorcerer is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *mending*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *alarm*, *chromatic orb*, *false life*, *grease*, *magic missile*, *protection from evil and good*

2nd level (3 slots): *aid*, *knock*, *lesser restoration*, *shatter*

3rd level (3 slots): *dispel magic*, *protection from energy*, *slow*

**Distant Spell (1/day).** When the sorcerer casts a spell that has a range of 5 feet or greater, it can double the range of the spell. When it casts a spell that has a range of touch, the sorcerer can make the range of the spell 30 feet.

**Extended Spell (1/day).** When the sorcerer casts a spell that has a duration of 1 minute or longer, it can double the duration, to a maximum duration of 24 hours.

#### ACTIONS

**Bastion of Law (1/day).** A creature the sorcerer can see within 30 feet gains 18 (4d8) temporary hit points.

**Shocking Grasp.** Melee Spell Attack: +11 to hit, reach of Touch, one target. Hit: 18 (4d8) lightning damage, and the creature can't take reactions until the start of its next turn. The archsorcerer has advantage on the attack roll for this spell if the target is wearing armor made of metal.

#### REACTIONS

**Restore Balance (2/day).** When a creature the sorcerer can see within 60 feet is about to roll an ability check, attack roll, or saving throw with advantage or disadvantage, the sorcerer magically prevents the roll from being affected by both advantage and disadvantage.



## DIVINE SORCERER

Either by prophecy or ancestry, this individual's soul was touched by the powers of a deity. They can often be found leading religious groups and cults, or acting as heroes and demi-gods.

### DIVINE SORCERER

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

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

**Saving Throws** Con +4, Cha +6

**Skills** Persuasion +6, Religion +3

**Senses** passive Perception 10

**Languages** Celestial and Common

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

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

1/day each: *bane*, *bless*, *cure wounds*, *inflict wounds*, *protection from evil and good*

**Spellcasting.** The sorcerer is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer and cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *mending*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (3 slots): *chromatic orb*, *guiding bolt*, *healing word*

2nd level (3 slots): *hold person*, *spiritual weapon*

3rd level (3 slots): *fireball*, *spirit guardians*

4th level (3 slots): *banishment*, *divination*

5th level (2 slots): *commune*, *creation*

**Careful Spell (3/day).** When it casts a spell that forces other creatures to make a saving throw, the divine sorcerer can protect some of those creatures from the spell's full force. It chooses up to 3 creatures, and the chosen creatures automatically succeed on their saving throw against the spell.

**Empowered Healing (3/day).** When the sorcerer casts a spell that restores hit points, the sorcerer can reroll any number of the healing dice. It must use the new result.

**Twinned Spell (2/day).** When it casts a spell that targets only one creature and doesn't have a range of self, the divine sorcerer can target a second creature in range with the same spell. To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level.

### ACTIONS

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

**Chill Touch.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 9 (2d8) necrotic damage, and the target can't regain hit points until the start of the sorcerer's next turn.

**Sacred Flame.** The sorcerer casts sacred flame on a creature it can see within 60 feet. The target must succeed on a DC 14 Dexterity saving throw or else take 9 (2d8) radiant damage. The target gains no benefit from cover for this saving throw.

## DRACONIC SORCERER

Dragon blood courses through the veins of these powerful individuals. They often inherit some of the characteristics of their scaled ancestors. Depending on the individual, these characteristics may only be physical manifestations, such as claws and scales, or they might also affect the sorcerer's attitude and ego.

### DRACONIC SORCERER

Medium humanoid (any race), any alignment

**Armor Class** 15 (natural armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

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

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

**Skills** Arcana +3, Intimidation +6

**Senses** passive Perception 10

**Languages** Common and Draconic

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Elemental Affinity.** The sorcerer has a special relationship with one of the following types of damage:

**Acid.** The sorcerer knows the acid splash cantrip and has resistance to acid damage. When it casts dragon's breath, the damage type is acid.

**Cold.** The sorcerer knows the ray of frost cantrip and has resistance to cold damage. When it casts dragon's breath, the damage type is cold.

**Fire.** The sorcerer knows the fire bolt cantrip and has resistance to fire damage. When it casts dragon's breath, the damage type is fire.

**Lightning.** The sorcerer knows the shocking grasp cantrip and has resistance to lightning damage. When it casts dragon's breath, the damage type is lightning.

**Poison.** The sorcerer knows the poison spray cantrip and has resistance to poison damage. When it casts dragon's breath, the damage type is poison.

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

Cantrips (at will): *light*, *mage hand*, *message*, *prestidigitation*, and one other (see the Elemental Affinity trait)

1st level (4 slots): *shield*, *thunderwave*

2nd level (3 slots): *dragon's breath* (see Appendix), *scorching ray*

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

4th level (3 slots): *ice storm*, *stoneskin*

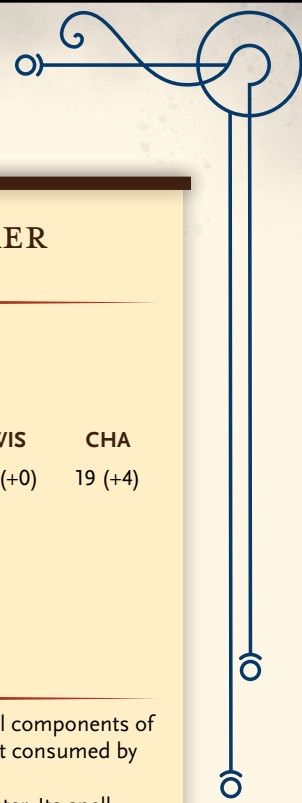
5th level (1 slot): *cloudkill*, *cone of cold*

**Empowered Spell (3/day).** When it rolls damage for a spell, the draconic sorcerer can reroll up to three damage dice. It must use the new rolls.

**Heightened Spell (2/day).** When it casts a spell that forces a creature to make a saving throw, the sorcerer can give one target of the spell disadvantage on its first saving throw made against the spell.

### ACTIONS

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



## SHADOW SORCERER

The cold touch of the Shadowfell is felt in the mere presence of these mages. They could be the trusted companion of a vampire, an arcane assassin, or simply someone who has been cursed into a dreary existence.

## SPELLSLINGING SORCERER

Spellslinger sorcerers are said to posses and unnatural quickness in their magic, with their reflexes closely tied to their arcane abilities. For this reason, many such sorcerers choose to serve in the military or the local guard, to help put down attackers before they begin. Some however, use their impressive abilities for more selfish reasons - turning to banditry and other crimes.

### SHADOW SORCERER

Medium humanoid (any race), any alignment

**Armor Class** 13 (16 with mage armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

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

**Saving Throws** Con +4, Cha +5

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Common

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

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

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

**Spellcasting.** The sorcerer is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *chromatic orb*, *mage armor*, *sleep*

2nd level (3 slots): *darkness*, *blur*

3rd level (2 slots): *blink*, *fear*

**Quickened Spell (2/day).** When it casts a spell that has a casting time of 1 action, the shadow sorcerer can change the casting time to 1 bonus action for this casting.

**Subtle Spell (3/day).** When it casts a spell, the shadow sorcerer can cast it without any somatic or verbal components.

#### ACTIONS

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

**Chill Touch.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 9 (2d8) necrotic damage, and the target can't regain hit points until the start of the sorcerer's next turn.

### SPELLSLINGING SORCERER

Medium humanoid (any race), any alignment

**Armor Class** 14 (17 with mage armor)

**Hit Points** 88 (16d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	11 (+0)	11 (+0)	19 (+4)

**Saving Throws** Con +5, Cha +8

**Skills** Deception +8, Insight +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Natural Focus.** The sorcerer ignores the material components of its spells if those materials lack a cost and aren't consumed by the spell.

**Spellcasting.** The sorcerer is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following Sorcerer spells prepared:

Cantrips (at will): *acid splash*, *blade ward*, *fire bolt*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *chromatic orb*, *mage armor*, *shield*

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

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

4th level (3 slots): *blight*, *polymorph*

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

**Twinned Spell (1/day).** When the sorcerer casts a 1st-level spell or a cantrip that targets only one creature and doesn't have a range of self, it can target a second creature in range with the same spell.

**Heightened Spell (1/day).** When it casts a spell that forces a creature to make a saving throw, the sorcerer can give one target of the spell disadvantage on its first saving throw made against the spell.

**Switcheroo (1/day).** Immediately before or after the sorcerer casts a spell of 1st level or higher, it magically trades places with a willing creature within 30 feet that it can see.

#### ACTIONS

**Sling.** *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

**Acid Splash.** The sorcerer targets one or two creatures within 60 ft. If it targets two, the creatures must be within 5 feet of each other. Each target must succeed on a DC 16 Dexterity saving throw or else take 7 (2d6) acid damage.

**Fire Bolt.** *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

#### REACTIONS

**Quickdraw.** When the sorcerer rolls initiative, it can use its reaction to cast a cantrip that normally has a casting time of 1 action.

**Cautious Caster (2/day).** When the sorcerer makes a saving throw, it can add 1d4 to the result.

**Shootout (1/day).** When a creature misses the sorcerer with a ranged attack, the sorcerer can make a ranged spell attack with a cantrip against the attacker. This cantrip must normally have a casting time of 1 action.





## STORM SORCERER

The sea holds many mysteries, one of which touched the very essence of this individual. Now, they are as powerful and as unpredictable as the storm itself. These volatile mages can often be found either protecting ships from pirates, or doing the pirating themselves.

### STORM SORCERER

*Medium humanoid (any race), any alignment*

**Armor Class** 13 (16 with mage armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

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

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

**Skills** Acrobatics +6, Persuasion +6

**Senses** passive Perception 10

**Languages** Common

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Tempestuous Magic.** Immediately before or after casting a spell of 1st level or above, the storm sorcerer can fly up to 10 feet without provoking opportunity attacks.

**Spellcasting.** The sorcerer is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *mending*, *ray of frost*, *shocking grasp*

1st level (4 slots): *mage armor*, *shield*, *thunderwave*

2nd level (3 slots): *gust of wind*, *shatter*

3rd level (3 slots): *fly*, *lightning bolt*, *water walk*

4th level (2 slots): *ice storm*

**Distant Spell (3/day).** When it casts a spell that has a range of 5 feet or greater, the storm sorcerer can double the range of the spell. When it casts a spell that has a range of touch, the storm sorcerer can make the range of the spell 30 feet.

**Quickened Spell (2/day).** When it casts a spell that has a casting time of 1 action, the storm sorcerer can change the casting time to 1 bonus action for this casting.

#### ACTIONS

**Ray of Frost.** *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 9 (2d8) cold damage, and the target's speed is reduced by 10 feet until the start of the sorcerer's next turn.

**Shocking Grasp.** *Melee Spell Attack:* +7 to hit, reach of touch (5 ft.), one target. *Hit:* 9 (2d8) lightning damage, and the creature can't take reactions until the start of its next turn. The sorcerer has advantage on the attack roll for this spell if the target is wearing armor made of metal.

## TIGERBLOOD SORCERER

Rakshasas create these mages through deceitful and often nefarious means. Sorcerers affected by the touch of a rakshasa often have traits that reveal their demonic nature. These could be tiger stripes, cat-like eyes, or even hands facing the wrong directions. Whether it be due to circumstance or nature, these sorcerers are almost always duplicitous, lying even when it is unnecessary.

### TIGERBLOOD SORCERER

*Medium humanoid (any race), any alignment*

**Armor Class** 10

**Hit Points** 45 (10d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	13 (+1)	11 (+0)	16 (+3)

**Saving Throws** Con +3, Cha +6

**Skills** Deception +9, Insight +6

**Senses** passive Perception 10

**Languages** Common and Infernal

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Venomous Daggers.** The sorcerer carries four daggers coated with serpent venom (see "Poisons" in chapter 8 of the *Dungeon Master's Guide*). The venom on a dagger's blade is good for one hit only, whether the venom takes effect or not. The venom's effects are included and described in the attack.

**Spell Senses.** Whenever the sorcerer is subject to a spell and the sorcerer can see or hear the caster, the sorcerer learns the spell's level.

**Spellcasting.** The sorcerer is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *message*, *minor illusion*, *prestidigitation*

1st level (4 slots): *charm person*, *disguise self*, *shield*, *sleep*

2nd level (3 slots): *blindness/deafness*, *detect thoughts*

3rd level (3 slots): *fly*, *hypnotic pattern*

4th level (2 slots): *greater invisibility*, *polymorph*

**Quickened Spell (2/day).** When it casts a spell that has a casting time of 1 action, the sorcerer can change the casting time to 1 bonus action for this casting.

**Subtle Spell (1/day).** When it casts a spell, the sorcerer can cast it without any somatic or verbal components.

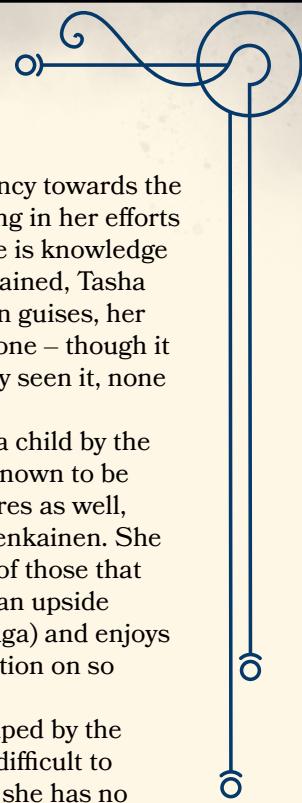
#### ACTIONS

**Venomous Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage and the target must succeed a DC 11 saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Fire Bolt.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

#### REACTIONS

**Spell Impunity (1/day).** When the sorcerer hears or sees a spell being cast of 2nd level or lower, it can become immune to the effects of the spell.



## WILD SORCERER

This individual was changed after a close encounter with a being of pure chaos. They might view their extremely unpredictable magic as a whimsy blessing to be shared with as many as possible, or as a frustrating curse which stops them from achieving their goals.

### WILD SORCERER

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

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

**Saving Throws** Con +4, Cha +6

**Skills** Arcana +5, Persuasion +6

**Senses** passive Perception

**Languages** Common

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Aura of Chaos.** Immediately after a creature casts a spell within 30 feet of the sorcerer, that creature must succeed on a DC 10 Charisma saving throw, or else release a wild magic surge effect, as if by the Wild Magic Surge subclass feature of the Wild Magic Sorcerous Origin in the Player's Handbook.

**Magical Supremacy (2/day).** The sorcerer gains advantage on an attack roll, ability check, or saving throw it makes.

**Spellcasting.** The sorcerer is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, light, message, minor illusion, prestidigitation*

1st level (4 slots): *chromatic orb, mage armor, sleep*

2nd level (3 slots): *mirror image, shatter*

3rd level (3 slots): *blink, fireball*

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

5th level (1 slot): *animate objects*

**Quicken Spell (2/day).** When it casts a spell that has a casting time of 1 action, the wild sorcerer can change the casting time to 1 bonus action for this casting.

**Heightened Spell (2/day).** When it casts a spell that forces a creature to make a saving throw to resist its effects, the wild sorcerer can give one target of the spell disadvantage on its first saving throw made against the spell.

### ACTIONS

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

**Fire Bolt.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

## TASHA

The creator of many spells, with a tendency towards the strange and the brutal, Tasha is unyielding in her efforts to learn more and grow in power. If there is knowledge to be learned and power to possibly be gained, Tasha is unafraid to face it. Often going about in guises, her true form is supposedly that of an old crone – though it seems that if any mortals have personally seen it, none have lived to tell the tale.

A human female who was adopted as a child by the immortal hag Baba Yaga, Tasha is also known to be acquainted with many other top tier figures as well, such as her (mostly friendly) rival, Mordenkainen. She also likes to collect bits from the effects of those that she interacts with (such as her tattoo of an upside down chicken leg, the symbol of Baba Yaga) and enjoys knowing that she has important information on so many powerful creatures.

Changeable yet stubborn, as many shaped by the fey often are, Tasha's disposition can be difficult to describe. While she is often self-serving, she has no qualms accomplishing much good or evil, following whatever course of action suits her plans and mannerisms at the time. Indeed, while she has dealt with devils and worked with demons (with a noted preference for abyssal creatures) she has also been known to ally herself with angels and other beings of the upper planes.

Having done many covert, cunning, and devious things, Tasha is known by many and feared by even more. Gifted with the secrets of immortality, likely by Baba Yaga, Tasha has been intimately involved in numerous important events throughout the history of many worlds. She has cursed and blessed many figures, places, and items, both from her time adventuring as a mortal and through otherwise moving upon the various realities in a multitude of ways. Eventually, she changed her appellation to Iggywilw—a figure of legend who is whispered about, feared, and admired. Those who are aware of her history and her incredible power understand that they only know a fraction of what she has done, and expect to see her involved in future pivotal points as well.

Some have noted that as brilliant as Tasha is, there are some things that take her by surprise even now, a notion that she seems to generally enjoy. This undoubtedly stems from the fey influence in her upbringing, which emphasizes the thrill in both giving and receiving in jokes and tricks, and it is a known fact that Tasha could have a higher Intelligence if she wanted to. At the very least, there is a popular legend that says that she has more than one spare tome of clear thought lying around somewhere.

**Tasha's Spellbook.** Like any notable person that has learned magics through study, Tasha has many books containing her calculations, formulae, and other notes; but hers are hidden throughout the multiverse. Many





of them have every publicized spell known to mortals, and then some, with an unspecified number of them definitely containing spells of her own secret creation. If by some chance an adventurer does come into contact with one of her spellbooks, it should be noted that it is certainly only a copy, and likely an abridged one at that. Her comprehensive spellbook is surely hidden away on some transitional plane that only she can access, and likely one that only she knows about.

Well this is rather meta, isn't it?

TASHA

**Tasha In An Adventure.** Tasha is known in many places, and has a presence (whether known or not) in many circles. Tasha may appear in an adventure as a group patron, antagonist, or ally (often for a price).

## TASHA

Medium humanoid (human), neutral

**Armor Class** 11 (14 with mage armor)

**Hit Points** 225 (30d8 + 90)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	26 (+8)	17 (+3)	20 (+5)

**Saving Throws** Int +15, Wis +10, Cha +12

**Skills** Arcana +15, Deception +12, History +15, Insight +10, Perception +10, Persuasion +12, Religion +15

**Condition Immunities** charmed

**Senses** passive Perception 20

**Languages** Abyssal, Celestial, Common, Daelkyr, Deep Speech, Draconic, Goblin, Infernal, Modron, Sylvan, Undercommon

**Challenge** 21 (33,000 XP)

**Proficiency Bonus** +7

**Legendary Resistance (3/day).** If Tasha fails a saving throw, she can choose to succeed instead.

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

**Master Hellhunter.** Creatures cannot benefit from the Magic Resistance trait against spells Tasha casts.

**Arcane Recovery (1/day).** When Tasha finishes a short rest, she recovers all her spell slots of 5th level and lower.

**Spellcasting.** Tasha is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). She can cast Tasha's hideous laughter and suggestion at will. She can cast fear and magic circle once each without expending a spell slot, but can't do so again in that way until she finishes a short or long rest. Tasha has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *color spray*, *disguise self*, *find familiar*, *mage armor*, *shield*, *sleep*

2nd level (3 slots): *detect thoughts*, *Melf's acid arrow*, *Nystul's magic aura*, *see invisibility*

3rd level (3 slots): *bestow curse*, *counterspell*, *fear*, *magic circle*

4th level (3 slots): *banishment*, *Evard's black tentacles*, *Otiluke's resilient sphere*, *polymorph*

5th level (3 slots): *Bigby's hand*, *planar binding*, *screying*

6th level (2 slots): *chain lightning*, *disintegrate*, *Otto's irresistible dance*

7th level (2 slots): *Mordenkainen's sword*, *plane shift*

8th level (1 slot): *feeblemind*, *mind blank*

9th level (1 slot): *imprisonment*, *power word kill*

**Witch Queen.** Tasha ignores all class, race, spell, and level requirements on attuning to or using a magic item. Her attunement to magic items does not end due to being far away from an item for more than 24 hours.

As an action, she can attune to a magic item she can see within 5 feet of her. If another creature is attuned to that item, that creature must succeed on a DC 23 Intelligence saving throw, or else its attunement breaks and Tasha attunes to the item instead. Tasha can also end her attunement to a magic item as an action, regardless of its distance from her.

**Demon Consort.** Tasha has advantage on any check made to recall information about fiends or the lower planes.

## ACTIONS

**Acid Splash.** Tasha hurls a bubble of acid at one or two creatures she can see within 60 feet. If she chooses two, they must be within 5 feet of each other. Each targeted creature must succeed on a Dexterity saving throw or else take 14 (4d6) acid damage.

**Chill Touch.** *Ranged Spell Attack:* +15 to hit, range 120 ft., one target. *Hit:* 18 (4d8) necrotic damage, and the creature can't regain hit points until the start of Tasha's next turn.

**Call the Abyss.** Tasha spends a spell slot and summons a fiend of her choice in an unoccupied space that she can see within 30 feet. The maximum challenge rating for a fiend summoned in this way is the level of the spell slot used. Tasha can only have one fiend summoned in this way at a time, and that fiend cannot summon other fiends. A summoned fiend is under no obligation to listen to Tasha or follow her commands. If it is reduced to 0 hit points, it disappears in a cloud of dust and reforms on its native plane in 1d12 days. As an action, Tasha can attempt to dismiss the fiend early. It must succeed on a DC 23 Charisma saving throw or else be dismissed to wherever it was summoned from. It has disadvantage on this saving throw if she says its true name.

**Tasha's Hideous Laughter.** Tasha chooses a creature she can see within 30 feet, who must succeed on a DC 23 Wisdom saving throw or fall prone in a fit of uncontrollable laughter, becoming incapacitated and unable to stand for the duration. Creatures with an Intelligence score of 4 or lower automatically succeed on this saving throw. See the Tasha's hideous laughter spell description for more information.

## LEGENDARY ACTIONS

Tasha can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tasha regains spent legendary actions at the start of her turns.

**Cast Spell.** Tasha casts a cantrip or other spell of 3rd level or lower.

**Spell Ward (Costs 2 Actions).** Tasha expends a spell slot of 4th level or lower and gains 5 temporary hit points per level of the slot.

# CHAPTER 5:

## MONSTERS

Within this bestiary, you will find game statistics and lore for dozens of monsters suitable for any D&D campaign. This chapter is a continuation of the *Monster Manual* and adopts a similar presentation. If you are unfamiliar with the monster stat block format, read the introduction of the *Monster Manual* before proceeding further. It explains stat block terminology and gives rules for various monster traits - information that isn't repeated here.

As with the monsters in the *Monster Manual*, we've tried to capture the essence of each creature and focus on those traits that make it unique or that encourage DMs to use it. You can do what you will with these monsters and change their lore to suit your game. Nothing we say here is meant to curtail your creativity.



A shining gold medal for the dwarves that concocted this menace. Alas, what I could have done with all that material...

TASHA

## ADAMANTINE GOLEM

The rarest and most expensive to craft of all golems, the adamantine golem is used as a guard for price-less artifacts. Due to its immunity to most magics the golem serves as a great defense against arcane and weaponry alike. Truly a behemoth of size and power to face an adamantine golem is to face an unmoving wall and unstoppable weapon in one outstanding force. While the adamantine golem doesn't contain any of the magical powers of other golems the sheer strength and brute force the golem possesses poses just as great of a threat.

### ADAMANTINE GOLEM

*Huge construct, unaligned*

**Armor Class** 23 (natural armor)

**Hit Points** 500 (40d12 + 240)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	22 (+6)	3 (-4)	11 (+0)	2 (-4)

**Damage Immunities** cold, fire, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.

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

**Senses** darkvision 120 ft., passive Perception 10,

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

**Challenge** 25 (75,000 XP)

**Proficiency Bonus** +8

**Adamantine Plating.** Any critical hit against the golem becomes a normal hit.

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

**Limited Magic Immunity.** The golem can't be affected or detected by spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Siege Monster.** The golem deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +16 to hit, reach 5ft., one target. *Hit:* 46 (7d10 + 8) bludgeoning damage.

**Trample.** The golem moves up to 40 feet in a straight line. All creatures in this line must succeed on a DC 24 Dexterity saving throw or take 62 (12d8 + 8) bludgeoning damage.



# BLIBDOOLPOOLP

Known by few and feared by even fewer, Blibdoolpoolp is a deity brought into existence by the Kuo-Toa's strange psionic abilities. She takes the form of a gigantic woman with a lobster's head and claws, with a shell on her back. The Kuo-Toa call her their Sea Mother, and she protects her children with all her might.

**Nonsensical Existence.** Blibdoolpoolp is thought to have been invented when a kuo-toa stuck the head and limbs of a crayfish on a broken statue depicting a human woman. Awe-struck by the result, the kuo-toa decided its handiwork could only be a deity, and after convincing other kuo-toa of this fact, the statue animated and became sentient. After ordering her creators to ritualistically drown surface folk, she bolstered her followers' fervor towards her, and became more prominent and more powerful with each passing generation. Today, Blibdoolpoolp is the most revered deity of the Kuo-Toa.

**Vengeful and Envious.** Long ago, the Kuo-Toa were driven away from the surface by humans and elves. Their exile in the underdark would lead them to encounter the Mind Flayers, and become their slaves. However, the frail Kuo-Toa could not handle the cruel treatment they were subjected to, and they were eventually discarded as a failed experiment by their Illithid masters. Unfortunately, after spending many generations in the underdark, the Kuo-Toa discovered that they were now unable to cope with the light of the sun on the surface, and were now doomed to remain in exile forever more.

Blibdoolpoolp blames surface dwellers for the many trials the Kuo-Toa had to endure, and spends her days plotting revenge on those who caused her precious children so much harm.

**Palace of Pearls.** Blibdoolpoolp resides in the Murky Depths, a particularly chaotic region of the Elemental Plane of Water. There, protected by churning waters and gigantic crustaceans, Blibdoolpoolp hides in a palace of her own creation, surrounded by her most zealous followers, and their many offerings. Blibdoolpoolp prefers pearls over gold, as she possesses the ability to enchant pearls with magical abilities, and as a result, her palace features thousands upon thousands of them.

There is something important to note here. The kuo-toa can invent any deity they want, but they always return to this one. Be wary of these fishfolk; they hold powers we do not yet understand.

TASHA

## BLIBDOOLPOOLP

Large celestial, chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 153 (18d10 + 54)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	16 (+3)	11 (+0)	16 (+3)	8 (-1)

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Undercommon

**Challenge** 14 (11,500 XP)

**Proficiency Bonus** +5

**Amphibious.** Blibdoolpoolp can breathe air and water.

**Dreamed into Existence.** While at least 20 Kuo-Toa can see her, Blibdoolpoolp is immune to all damage and conditions and automatically succeeds on all saving throws. While at least 5 Kuo-Toa can see her, Blibdoolpoolp is resistant to all damage types, and has advantage on all saving throws. If no Kuo-Toa can see her, Blibdoolpoolp vanishes into nothingness.

**Innate Spellcasting.** Blibdoolpoolp's innate spellcasting ability is Wisdom (spell save DC 16). She can innately cast the following spells, requiring no material components:

At will: *call lightning*, *control water*, *lightning bolt*

3/day each: *conjure elemental* (water elemental only)

1/day each: *control weather*, *tsunami*

**Otherworldly Perception.** Blibdoolpoolp can sense the presence of any creature within 30 feet of her that is invisible or up to 30 feet into the Ethereal Plane. She can pinpoint any such creature that is moving.

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

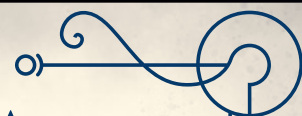
## ACTIONS

**Multiattack.** Blibdoolpoolp makes two pincer attacks.

**Pincer.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.

*Hit:* 16 (2d8 + 7) piercing damage. If the target is Large or smaller, it is also grappled. Blibdoolpoolp can have up to two creatures grappled in this way at once. Any creature that starts its turn grappled in this way must succeed on a DC 16 Wisdom saving throw or else take 14 (4d6) psychic damage.

**Create Kuo-Toa Leviathan (1/day).** As an action, Blibdoolpoolp chooses one Kuo-Toa within 60 feet of her. Until she dies, disappears, or uses this ability again, the target becomes a Kuo-Toa Leviathan.



## BONACON

The bonacon are large bull-like creatures with shaggy manes and curled horns like a ram. The manes are found on both males and females and are thickest at the neck and head, slowly thinning out as they move towards the tail. If tamed, bonacon can become useful beasts of burden, capable of pulling immense loads. Taming is difficult, however, as bonacon are known for being volatile, unpredictable, and incredibly stubborn. If they feel threatened or pressured at all, they will charge straight into the threat and bludgeon it with their hooves. If this doesn't neutralize the perceived threat, they sprint away at remarkable speeds, occasionally turning to bash a pursuer again, while covering their retreat with certain acidic sprays from under their tails - which are powerful enough to melt vegetation.

### BONACON

*Large beast, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 146 (17d10 + 53)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	3 (-4)	12 (+1)	5 (-3)

**Skills** Perception +4

**Senses** Passive Perception 14

**Languages** -

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Trampling Charge.** If the bonacon moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the bonacon can make one attack with its hooves against it as a bonus action.

**Beast of Burden.** The bonacon is considered to be a Huge animal for the purpose of determining its carrying capacity.

### ACTIONS

**Multiattack.** The bonacon uses its slam and its hooves

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

**Hooves.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

**Acid Spray (Recharge 5–6).** The bonacon sprays acid in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much on a successful one.

### REACTIONS

**Droppings.** When the bonacon takes damage, it can use its reaction to drop a pile of dung in an unoccupied space within 5 feet. When a creature enters that space for the first time on that turn, that creature must succeed on a DC 10 Dexterity saving throw or take 1d4 acid damage.

## DISPLACER BEAST ALPHA

Displacer beast alphas are rare creatures bred by the Unseelie Court to bring other displacer beasts to heel. Few beasts are immune to its call, and fewer are brave enough to challenge its dominance. But this valuable trait also makes an alpha difficult to control, while its size and power make it prohibitively expensive to feed and contain. Because of this, many displacer beast alphas run free and are often more desirable dead than alive, though neither is an easy task for even the most experienced hunting party.

The displacer beast alpha often hunts alone for sport and favors ambushing or chasing down its prey. The alpha will often grab smaller creatures with its long and powerful tail to bring them back to its lair to be toyed with before being devoured. It is only when truly threatened or hunting particularly large prey that the alpha will call on the help of a pack.

## FALLEN UNICORN

When a unicorn falls into the hands of fiends, or willingly turns to evil, the horn, mane, and tail are ripped off and the eyes gouged out as a part of its fall. When the process is complete, a fallen unicorn emerges, with fiendish fire pumping in its veins, and the mane and tail reappearing as billowing flames - but with only a scar left where the horn once was.





## DISPLACER BEAST ALPHA

*Large Monstrosity, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	8 (-1)	12 (+1)	10 (+0)

**Saving Throws** Dex +6

**Skills** Stealth +6, Survival +4

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

**Languages** -

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

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

**Displacement.** The alpha projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the alpha is incapacitated or has a speed of 0.

**Hunting Senses.** The alpha has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

**Multiattack.** The alpha makes two attacks with its tentacles and one with its tail.

**Tentacle.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 3 (1d6) piercing damage.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled if it is a Medium or smaller creature. A grappled creature takes 7 (1d8 + 3) bludgeoning damage at the start of their turn and can only end this grapple if the target or a creature within 5 ft. of them uses an action to make a DC 14 Strength (Athletics) check. The alpha can only grapple one creature at a time.

### LEGENDARY ACTIONS

The alpha can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The alpha regains spent legendary actions at the start of its turn.

**In For The Kill.** Each displacer beast within 120 feet of the alpha can move up to half its speed towards the alpha without provoking opportunity attacks.

**Pack Stealth.** The alpha and each displacer beast within 60 feet of it becomes invisible until the end of the alpha's next turn. This invisibility ends early for an individual creature if it makes an attack or is successfully attacked.

**Tentacle.** The alpha makes one tentacle attack.

## FALLEN UNICORN

*Large celestial, lawful evil*

**Armor Class** 12 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

**Damage Immunities** poison

Condition immunities charmed, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception: 13

**Languages** Abyssal, Celestial, Infernal, telepathy 60 ft.

**Challenge** 3 (700XP)

**Proficiency Bonus** +2

**Hellfire Hurl.** If the fallen unicorn moves at least 20 feet straight toward a target and then hits it with a searing scar attack on the same turn, the target takes an extra 9 (2d8) fire damage. If the target is a creature, it must succeed on a DC 15 Charisma saving throw or be knocked through the planes into avernus, where it stays for 1 minute, repeating the saving throw at the end of each of its turns. On a success, it reappears on the material plane in the exact spot and position from which it left, or the nearest unoccupied space.

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

At will: *detect evil and good*, *druidcraft*, *pass without trace*

1/day each: *phantasmal force*, *dispel evil and good*, *entangle*

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

**Magic Weapons.** The fallen unicorn's weapon attacks are magical.

### ACTIONS

**Multiattack.** The unicorn makes two attacks: one with its hooves and one with its searing scar.

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

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

**Searing Scar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) fire damage.

**Fiend Fatigue (3/Day).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (5d6+2) damage, and if the target is a creature, the creature must make a DC 15 wisdom saving throw or be cursed for 1d10 hours. While cursed, the creature can't regain hit points by any means except by a long rest. The target can make this saving throw again after short rests.

**Teleport (1/Day).** The fallen unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the fallen unicorn is familiar with, up to 1 mile away.

### LEGENDARY ACTIONS

The fallen unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The fallen unicorn regains spent legendary actions at the start of its turn.

**Hooves.** The fallen unicorn makes one attack with its hooves.

**Prodigal's Pride (Costs 2 Actions).** The unicorn creates a heavy, magical field around another creature it can see within 60 feet of it. The target gains a -2 to AC until the end of the fallen unicorn's next turn.

**Invigorate Self (Costs 3 Actions).** The fallen unicorn gains 11 (2d8 + 2) temporary hit points.



# FROG DRAGON

A strange dragon that differs from others in that it cannot fly, the frog dragons are nevertheless fearsome opponents and have spelled the disaster for more than one kingdom. Able to produce both water or frogs as a result of their breath weapon, they also have the impressive ability to catch creatures in their mouth and swallow them into a seemingly endless gullet. Whereas sailors tell tales of dragon turtles who rise from the depths to destroy whole armadas, soldiers share hushed legends of frog dragons that have eaten whole battalions before moving on to the areas that they were protecting.



## FROG DRAGON

*Gargantuan dragon, neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 341 (22d20 + 110)

**Speed** 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	21 (+5)	12 (+1)	14 (+2)	12 (+1)

**Saving Throws** Str +13, Con +11, Wis +8, Cha +7

**Skills** Athletics +13, Perception +14, Stealth +5

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 24

**Languages** Aquan, Draconic

**Challenge** 20 (25,000 XP)

**Proficiency Bonus** +6

**Amphibious.** The frog dragon can breathe air and water.

**Standing Leap.** The frog dragon's long jump is up to 60 feet, and its high jump is up to 30 feet, with or without a running start.

**Foul Presence.** Any creature other than a frog or frog dragon that starts its turn within 10 feet of the dragon must succeed on a DC 19 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to this effect for 24 hours.

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

### ACTIONS

**Multiattack.** The frog dragon makes two bite attacks and uses its Sticky Tongue once.

**Bite.** *Melee Weapon Attack:* + to hit, reach 5 ft., one target. *Hit:* 20 (2d10 + 7) bludgeoning damage, and the target is swallowed if it is Large or smaller. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the dragon, and takes 14 (4d6) acid damage at the start of each of the dragon's turns.

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

**Sticky Tongue.** The frog dragon targets one Large or smaller creature that it can see within 30 feet of it. The target must succeed on a DC 21 Dexterity saving throw, or else be pulled into an unoccupied space within 5 feet of the frog dragon. The frog dragon can then make a bite attack against it as a bonus action.

**Breath Weapons (Recharge 5-6).** The dragon uses one of the following breath weapons.

**Frog Breath.** Streams of frogs emerge from the dragon's mouth. Three swarms of frogs appear within 5 feet of the dragon. These swarms share the dragon's initiative count but act immediately after it, and are under the mental command of the dragon, which can communicate with them telepathically.

**Flood Breath.** The dragon spews a jet of water in a 90-foot long, 10-foot wide line. Each creature must make a DC 19 Strength saving throw. On a failed save, a creature takes 71 (13d10) bludgeoning damage and is pushed back 30 feet. On a successful save, the creature takes half damage and is not pushed back.

### LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Jump.** The dragon makes a standing long or high jump.

**Build Power (costs 2 actions).** The frog dragon's jump distance doubles until the end of its next turn.





## GLASS DRAGON

A beautiful intertwining of creature and construct, the glass dragon is made of shards that become jagged when the dragon is hurt. Created by artificers and wizards as creatures to guard their treasures and attack their enemies, glass dragons are able to hide particularly well due to their translucent nature, and prefer to lie in wait until the perfect opportunity to attack arises. They are also unique amongst draconic creatures in that they draw the power of their breath weapon from the environment around them instead of producing it from within, often allowing them to release it more often than other dragons.

## HANGMAN'S TREE

The first hangman's tree is said to have been a treant pulled into Hades by a pack of yugoloths. The tree was left to suffer the effects of the plane's soul devouring magic. Eventually the treant forgot what it was, where it was, or who it had been.

**Seed Pods.** At first glance a hangman's tree looks like a normal tree. Astute or alert creatures may notice the colors seem strangely muted. In the branches hang several large seed pods covered in dozens of vines. It is only when a creature moves too close to the tree that the horrifying truth is revealed. The vines uncover the seed pods, revealing dozens of severed heads. The heads begin to sing an eerie entrancing song. Creatures entranced by the song begin to sing along. They move toward the tree and stand under its branches, faces filled with joy.

If a large enough creature passes too far away to hear the tree's song, the tree may launch a seed pod. Creatures struck by the seed pod are eventually devoured by the seeds, turning into the first meal for the new hangman's tree.

**Dead Men's Chorus.** Creatures slain by the vines are dissolved into pieces and dropped to the ground below. Only the head is kept, wrapped carefully in vines and used to lure others into the tree's deadly embrace. The bloody chunks dropped to the ground are taken by the roots and shoved into spaces in the trunk. The tree uses the blood and meat to feed.

## HELLCHAIN WEAVER

Hellchain weavers are massive spider shaped monsters created out of chains. Red light escapes from in between the links that make up the hellchain weaver's body. Hellchain weavers are deceptively fast and stealthy for such a massive creature, and to make matters worse, they can pounce on nearby prey with blinding speed.

**Hunters of Jangling Hiter.** Chain devils are the jailers and torturers of the Nine Hells. They are spoken of in whispers even in the courts of archdevils. Jangling

## GLASS DRAGON

*Huge construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 213 (17d12)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	22 (+6)	3 (-4)	8 (-1)	1 (-5)

**Skills** Stealth +8

**Damage Vulnerabilities** bludgeoning, thunder

**Damage Resistances** radiant

**Damage Immunities** poison, psychic

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

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

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

**Shadow Stealth.** When in dim light or darkness, the dragon can take the Hide action as a bonus action.

**Transparent.** Even when the glass dragon is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a dragon that has never moved nor attacked. A creature that tries to enter the dragon's space while unaware of the dragon is surprised by the dragon.

**Jagged Edges.** The dragon deals additional slashing damage with its melee attacks when it has fewer than half its hit points remaining.

### ACTIONS

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

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

*Hit:* 17 (2d10 + 6) slashing damage, plus 7 (2d6) slashing damage if the dragon has less than half its hit points remaining.

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

*Hit:* 13 (2d6 + 6) slashing damage, plus 7 (2d6) slashing damage if the dragon has less than half its hit points remaining.

**Laser Breath (Recharge 5-6).** The dragon fires a beam of light in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 18 Constitution saving throw, taking 54 (12d8) radiant damage on a failed save, or half that on a successful one. The dragon can only take this action when it is in bright light.

### LEGENDARY ACTIONS

The glass dragon can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Claw.** The dragon makes a claw attack.

**Recharge.** The dragon rolls to recharge its laser breath. The dragon can only take this legendary action when it is in bright light.

## HANGMAN'S TREE

*Huge plant, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 287 (25d12 + 125)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	12 (+1)	18 (+4)	17 (+3)

**Saving Throws** Str +13, Con +11

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** blinded, poisoned

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 14

**Languages** Common, Sylvan

**Challenge** 18 (20,000 XP)

**Proficiency Bonus** +6

**False Appearance.** While the Hangman's Tree remains motionless, it is indistinguishable from a normal tree with severed heads hanging from it.

**Hangman's Song.** Whenever a Medium or larger creature starts its turn within, or moves within, 50 feet of a hangman's tree, the heads of its previous victims hidden in its boughs start to sing. Any creature within 50 feet of the hangman's tree must make a DC 19 Wisdom saving throw. Creatures that fail are charmed by the tree for 1 hour. Charmed creatures must move toward the hangman's tree until they are underneath its branches. A creature can repeat the saving throw at the end of its turn to end the condition. A creature damaged by the tree's root attack can repeat the saving throw. A creature that makes the saving throw is immune to a hangman's tree's Hangman's Song for 24 hours.

### ACTIONS

**Multiattack.** The Hangman's Tree makes 3 vine attacks and 3 root attacks, or 3 seed pod attacks.

**Vines.** *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 10 (1d6 + 7) plus 11 (2d10) acid damage. If the creature attacked by the vines is charmed by the tree, then the vines automatically grapple the creature and can pull a Large or smaller creature into the tree's branches. Creatures pulled into the branches are wrapped in vines and take 22 (4d10) acid damage at the start of the tree's turn. As long as the creature is charmed by the tree, it remains grappled by the vines. Creatures that are no longer charmed by the tree may attempt to escape the grapple like normal, but may take falling damage.

**Roots.** *Melee Weapon Attack:* +13 to hit. Reach 10 ft., One target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

**Seed Pod.** *Ranged Weapon Attack:* +13 to hit, range 60/100 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage. Creatures struck by the seed pod must make a DC 19 Constitution saving throw. Creatures that fail have dozens of seeds injected into them. Creatures that fail the saving throw cannot regain hit points through nonmagical means until they have a cure disease or similar magic cast on them. Creatures that die while injected with seeds cannot be resurrected by any means short of divine intervention or a wish spell.

Hiter, the city of the chain devils, is full of the screams of the chain devil's victims. The only thing chain devils fear is the hellchain weaver.

**Sadistic Hunters.** Hellchain weavers that capture prey pride themselves on making art of their prey while it still lives. Hellchain weavers will carefully peel the skin from their writhing victims and make intricate webs so they can hang their victims with their own skin. The longer the victim lives, the better the art.

**Web of Chains.** Hellchain weavers spin webs made of barbed chains. They wrap victims in the chains in ways that look loose but can tighten painfully at the slightest movement.

## HELLCHAIN WEAVER

*Gargantuan fiend (devil), lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 243 (18d20 + 54)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	17 (+3)	8 (-1)	15 (+2)	12 (+1)

**Saving Throws** Dex +10

**Skills** Stealth +10

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** frightened, grappled, prone

**Senses** truesight 120 ft., passive Perception 10

**Languages** Infernal, telepathy 120 ft.

**Challenge** 15 (13,000 XP)

**Proficiency Bonus** +5

**Pounce.** A hellchain weaver can Dash as a bonus action.

**Regeneration.** A hellchain weaver regains 15 hit points at the start of its turn. If the hellchain weaver takes radiant or acid damage this trait does not function at the start of the hellchain weaver's next turn. The hellchain weaver only dies if it starts its turn with zero hit points and doesn't regenerate.

### ACTIONS

**Multiattack.** The hellchain weaver makes four barbed chain attacks and one bite attack.

**Barbed Chain.** *Melee Weapon Attack:* +10 to hit, reach 50 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. Creatures damaged by this attack must make a DC 18 Strength saving throw. On a failed save, the creature is pulled 25 feet closer to the hellchain weaver and is grappled. Creatures can repeat the Strength saving throw at the end of their turn to end the condition, but if they fail they are pulled another 10 feet toward the hellchain weaver.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage and 18 poison damage, and the target must make DC 20 Strength saving throw. On a failed save, the target is pulled into the hellchain weaver's body of grinding blades and hooks, and takes 22 (4d10) piercing damage and 22 (4d10) slashing damage.

**Web of Blades.** The hellchain weaver chooses a spot within 100 feet. Each creature within 20 feet of that spot must make a DC 17 Strength saving throw. On a failed save, that creature is wrapped in chains and grappled for 1 minute. A creature that is grappled by the chains takes 21 (6d6) piercing damage at the start of its turn. A creature grappled by the chains may repeat the saving throw at the end of its turn to end the effect on them.



## INCENSE PANTHER

Aggressive felines from the elemental plane of fire, these creatures communicate with each other through a powerful scent, which they also use to sedate their prey while hunting. A lucky one can bring down an entire herd of cattle by itself, killing the unfortunate beasts one at a time while the rest of them simply stand around in a stupor.

## INFERNAL WEREHOUND

At first glance infernal werehounds might be mistaken for large werewolves until they start breathing cones of fire. Infernal werehounds are hybrids of a hellhound and mortals. In their werehound form infernal werehounds have heavily muscled arms that end in hands with jagged claws and massive wolf-like heads and slack jaws filled with fire.

**Innocent Body, Corrupted Soul.** The true tragedy of infernal werehounds is that most don't even realize they are a danger to their loved ones and friends. Mortals infected with infernal werehound lycanthropy often wake up in their homes, convinced the terrifying experience was just a dream. Usually these mortals are herded into massive packs and marched ahead of infernal armies. When a command word is given every terrified mortal suddenly becomes a raging storm of claws and fangs.

**Berzerkers of the Hells.** Infernal werehounds are shock troops and terror troops of the Nine Hells. Werehounds are launched at demonic armies, buying the devils time to get into battle formations and disrupt the charge of their abyssal foes.

## KUO-TOA LEVIATHAN

The Kuo-Toa Leviathan looks like a 20 feet tall Kuo-Toa, although further inspection might reveal them to be fiercer creatures, endowed with teeth much larger and sharper than those of their kin, and claws capable of summoning lightning.

**Created By Creations.** A Kuo-Toa Leviathan used to be a regular Kuo-Toa, if a particularly zealous one. They were granted a new form by one of the strange deities of the Kuo-Toa, typically Blibdoolpoolp.

**Venerated Guardians.** A Kuo-Toa Leviathan is appointed as the guardian to its tribe, and other Kuo-Toa have great respect and admiration for it. Only archpriests outrank Kuo-Toa leviathan in the Kuo-Toa's theocratic hierarchy. Its large body requires so much sustenance that it is often forced to devour members of its own kin, but the Kuo-Toa might be so incredibly devoted that they might see feeding the Leviathan as a great honor.

once again, the Kuo-Toa teaching mortals the true power of belief.

TASHA

## KUO-TOA LEVIATHAN

*Gargantuan aberration, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 114 (12d12 + 36)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	11 (+0)	10 (+0)	8 (-1)

**Skills:** Perception +4

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Undercommon

**Challenge** 8 (3,900XP)

**Proficiency Bonus** +3

**Amphibious.** The kuo-toa can breathe air and water.

**Otherworldly Perception.** The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or up to 30 feet into the Ethereal Plane. It can pinpoint such a creature that is moving.

**Slippery.** The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

### ACTIONS

**Multiattack.** The Kuo-Toa Leviathan makes two claw attacks, and one bite attack.

**Bite: Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit:** 12 (2d6+5) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the Kuo-Toa. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Kuo-Toa, and it takes 10 (3d6) acid damage at the start of each of the Kuo-Toa's turns.

**If the Kuo-Toa takes 15 damage or more on a single turn from a creature inside it, it must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Kuo-Toa.** If the Kuo-Toa dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

**Claw.** Melee weapon attack: +7 to hit, reach 5 ft., one target. **Hit:** 12 (2d6+5) bludgeoning damage plus 9 (2d8) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.



I have seen one take down a party of seasoned adventurers without worry. Beautiful.

TASHA

## INCENSE PANTHER

Medium elemental, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 148 (17d10 + 55)

**Speed** 30 ft.

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

**Senses** passive Perception 11

**Languages** -

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

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

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

**Running Leap.** With a 10-foot running start, the incense panther can long jump up to 25 feet.

**Beguiling Fumes.** The incense panther may target up to three creatures within 30 feet as a bonus action. Each targeted creature must succeed on a DC 12 wisdom saving throw or become charmed by the incense panther until they take damage. A creature charmed in this way must spend their entire turn moving towards the incense panther. A creature may repeat this saving throw at the beginning of each of its turns, ending the effect on itself on a success.

### ACTIONS

**Multiattack.** The incense panther makes one Claw attack and one Bite attack, or two Spit Fire attacks.

**Claw.** Melee Attack: +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

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

**Spit Fire.** Ranged Attack: +6 to hit, range 30', one target. *Hit:* 11 (3d6 + 1) fire damage.

## INFERNAL WEREHOUND

Medium fiend and humanoid (shapechanger), lawful evil

**Armor Class** 15 (natural armor)

**Hit Points** 127 (15d8 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	10 (+0)	13 (+1)	10 (+0)

**Damage Immunities** fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Condition Immunities** frightened

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

**Languages** Infernal, telepathy 60 ft.

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Shapechanger.** The werehound can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is a humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Rune of Possession.** The werehound has an invisible rune on its forehead, which can be seen by creatures with truesight or similar senses. When the rune's command word is spoken, the werehound must make a DC 15 Wisdom saving throw. On a failed save, it transforms into its hybrid form for 1 hour or until it dies, is charmed by the creature that spoke the command word, its Intelligence score is reduced to 4 (-3), and it becomes hostile towards all other creatures it is not charmed by. On a successful save, it is immune to this effect for 24 hours.

### ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** The infernal werehound makes three attacks: three with its sickle (humanoid form) or two with its claws and one with its bite (hybrid form).

**Bite (Hound or Hybrid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 14 (4d6) fire damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with infernal werehound lycanthropy.

**Claw (Hybrid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

**Sickle (Humanoid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.

**Fire Breath (Recharge 5-6; Any Form).** The werehound exhales fire in a 15-foot cone. Each creature in the cone must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one.





# LIARBIRD

In its natural form, the liarbird appears similar to a brown grouse or pheasant, with a tail of long, articulate feathers and ripples of bright colors that scintillate along its body.

The liarbirds are tricksters and nuisances among the fey. They are simpleminded creatures that take joy in carnal pleasures. They are notorious for using their mimicry and illusions to rob and seduce their way through the courts of faerie. Merely the rumor of a liarbird in a palace is enough to set fey guards on high alert.

Even for fey, these fibbing chickens are exceptionally deceptive.

TASHA

## LIARBIRD

*Tiny fey, chaotic neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 25 (10d4)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	6 (-2)	15 (+2)	20 (+5)

**Skills** Acrobatics +6 Deception +7 Insight +4 Stealth +6

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical attacks that aren't silvered

**Senses** truesight 10 ft., passive Perception 12

**Languages** Common, Sylvan

**Challenge** 3 (700XP)

**Proficiency Bonus** +2

**Mimicry.** The liarbird can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

### ACTIONS

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

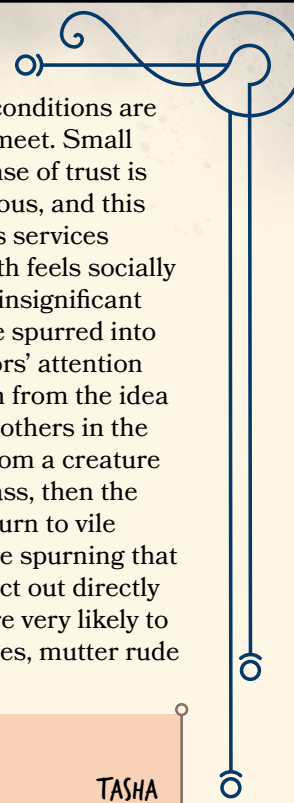
**Polymorph.** (Recharge 5-6). The liarbird takes on the appearance of any beast, fey, or humanoid with a challenge rating of 2 or less that it has seen. Its size changes as necessary. While in this new form, it can use any action, bonus action, or reaction the mimicked creature can normally do. The liarbird retains all of its other statistics.

Any damage the liarbird would deal from its mimicked abilities can be at maximum 16 (2d10 + 5) for an effect that targets only one creature, or 7 (2d6) for an effect that targets multiple creatures. It uses its Charisma modifier for its attack rolls (+7), damage rolls, and the DC for effects that require a saving throw (DC 15).

A creature that is suspicious of the liarbird can attempt a DC 15 Wisdom (Insight) check. On a success, the creature recognizes that the bird is an impostor. Creatures who recognize the bird as an impostor have advantage on saving throws against its abilities, and the liarbird has disadvantage on attack rolls against such a creature.

When two liarbirds encounter one another, passions run high. They may battle for dominance, continually changing from form to form as they seek advantage against one another. They may also begin an elaborate mating ritual of similar character, replicating mating displays from a range of creatures in rapid succession.





# MINILOTH

The smallest and weakest of the yugoloths by quite a wide margin, miniloths are the minions of the minions. When a mezzoloth wants to command as it is commanded, or a nycaloth wants to be served in the same way that it serves, miniloths are the most common solution. Occasionally, a warlock might be gifted a miniloth by its patron, a fiend might grant one as a part of a deal, or an inquiring mage might stumble upon one by accident. But more commonly, the miniloth will seek out figures that are powerful (at least in their eyes) to attach themselves to and act as a sycophant for, if given proper compensation.

**Paid In Full.** Miniloths are considered by those who know them to be some of the best underlings available, as they require only validation and recognition in return for their services. Miniloths know that they are small and weak, and are thus driven by an incessant hunger for reassurance. Most miniloths will carry out their duties for as long as they see that the figure they are employed by will acknowledge their services with exaggerated congratulations and expressions of confidence. Miniloths have even been known to decline enormous piles of treasure and withstand immense amounts of torture, not because the miniloth holds any real devotion to those it works for, but merely because they know that their loyalty will bring a shower of praises and exclamations of wonder upon their eventual return.

## VARIANT: MINILOTH FAMILIAR

Miniloths are prized as familiars, but can be difficult to work with because of their hypersensitive and insecure nature. Luckily, many figures looking to employ familiars are often engrossed in their work, and in many cases have completely dedicated their entire life to it, sacrificing all other pursuits. In these instances, miniloths serve as the optimal familiars; the person holds the miniloth's contributions in the highest esteem, and the miniloth cares for nothing more than the person's approval.

**Familiar.** The miniloth can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the miniloth senses as long as they are within 1 mile of each other. While the miniloth is within 10 feet of its master, the master shares the miniloth's Magic Resistance trait. At any time and for any reason, the miniloth can end its service as a familiar, ending the telepathic bond.

**Jealous Servants.** While a miniloth's conditions are simple, they are not necessarily easy to meet. Small and fragile though they may be, their sense of trust is even weaker. Miniloths are viciously jealous, and this can have varying effects on the miniloth's services depending on the situation. If the miniloth feels socially threatened by other small and relatively insignificant creatures, then the miniloth will likely be spurred into taking greater lengths to win the superiors' attention and acknowledgement, drawing strength from the idea that they will be acclaimed above all the others in the end. But if the perceived threat comes from a creature that the miniloth fears it can never surpass, then the miniloth's attention-seeking tendencies turn to vile hatred, and the miniloth never forgets the spurning that it feels it has received. Miniloths rarely act out directly against these greater threats, but they are very likely to anonymously create minor inconveniences, mutter rude phrases under their breath, and the like.

Worse than quasits, better than imps.

TASHA

## MINILOTH

*Tiny fiend (yugoloth), neutral evil*

Armor Class 15

Hit Points 8 (3d4 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)

**Skills** Deception +4, Insight +3, Persuasion +4, Stealth +5

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

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** passive Perception 10, Blindsight 60 ft., Darkvision 60 ft.

**Languages** Abyssal, Infernal, telepathy 60 ft.

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Shapechanger.** The miniloth can use its action to polymorph into a beast form that resembles a hawk (speed 10 ft. fly 60 ft.), a lizard (20 ft., climb 20 ft.), or a quipper (0 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Teleport.** As an action, the miniloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.





## MINILOTHS AND WARLOCKS

If you're playing a warlock who has taken the Pact of the Chain at third level, consider asking your Dungeon Master if you can add the miniloth to your list of expanded familiar options.

**Losing A Miniloth.** Miniloths are something of an enigma, and might cling to the vilest of characters and endure excessively harsh treatment merely for the smooth comments that they may receive. Miniloths sometimes even retain these relationships on the basis of hope that their master will come around soon and consequently express their appreciation with tearful thanks and bursting accolades. As much as a miniloth wants to be praised in the moment, it has the presence of mind to acknowledge consistency and eventuality so long as they are expected, but will not remain in a situation where it does not see a reward as an eventual likelihood. While the exact terms that spell the loss of a miniloth seem to depend on the individual miniloth to some degree, the most prominent factor appears to be whether or not there are other more powerful servants available. The presence of potentially more useful minions raises the possibility, in the mind of the miniloth, that it will be overlooked in favor of other alternatives. This causes them to be highly suspicious and constantly on edge, though they may not actually leave for some time.

## MONSTROUS COMPASS

This item functions as a regular compass, but will also usually try to bite you if you attempt to use it. If the compass does happen to be willing though, it can point directly towards whatever you ask it to - provided that the target is on the same plane of existence. The first time you interact with the compass after a long rest, roll 1d10 on the Compass Disposition table to determine its initial disposition towards you.

### COMPASS DISPOSITION

d10	Disposition
1-7	<b>Hostile.</b> The monstrous compass constantly hisses, growls, and snaps it's mouth, using its action to attempt to bite the nearest creature. If there is no creature near enough to bite, it hops toward the nearest creature.
8-9	<b>Indifferent.</b> The monstrous compass may occasionally bite or growl, but mostly allows you to use it as a regular compass.
10	<b>Friendly.</b> The monstrous compass sits happily, purrs, and points toward the target you specify.

This is the ultimate consequence for not paying attention in geography class.

TASHA



As an action, you can attempt to improve the compass's mood by making a DC 17 Wisdom (Animal Handling) check. You must be holding the compass to do this. On a successful check, the compass's mood improves by one stage (from hostile to indifferent, or from indifferent to friendly). On a failed check, the compass can make a single bite attack against you as a reaction.

If the compass takes any damage, it immediately changes its attitude to hostile toward all creatures.

## MONSTROUS COMPASS

*Tiny construct, unaligned*

**Armor Class** 10

**Hit Points** 2 (1d4)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

**Skills** Survival +1

**Damage Immunities** poison, psychic

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

**Senses** blindsight 30 ft. (blind beyond this radius)

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

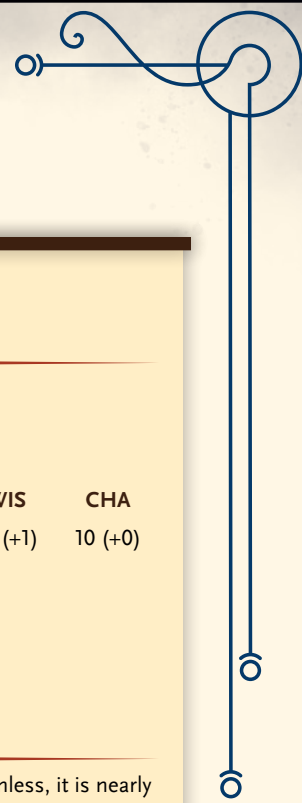
**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

**Unfailing Finder.** The compass can point in the direction of any creature or object on its current plane of existence.

### ACTIONS

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



## PARANDRUS

A parandrus is a shaggy, stag-like creature with a coat that blends the parandrus perfectly into its environment. This creature is often hunted (with difficulty) for its coat, which can be used as a component in crafting items of invisibility.

## POTION TICK

The potion tick is a deadly insectoid creature that poses as an ornate glass bottle full of “healing potion.” It seeks to spread its eggs by tricking unwary adventurers to drink from it, or asserting itself on the sleeping and unwary. Though they were originally created through alchemical experimentation by dark wizards to trick intruders, the potion ticks quickly began to multiply and spread at an unruly rate.

Ao knows how many times I’ve fallen for this particular trick. Twice. I’ve fallen for it twice. Very unpleasant.

TASHA

## PARANDRUS

*Large monstrosity, unaligned*

**Armor Class** 10 (natural armor)

**Hit Points** 13 (2d10 + 2)

**Speed** 50 ft.

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

**Skills** Stealth +2

**Senses** passive Perception 10

**Languages** -

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

**Blend.** The parandrus is invisible when it is not moving or attacking.

**Trampling Charge.** If the parandrus moves at least 20 feet straight toward a target and then hits it with a hooves attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the parandrus can make another attack with its hooves against it as a bonus action.

### ACTIONS

**Hooves.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage.

## POTION TICK

*Tiny monstrosity, neutral*

**Armor Class** 14

**Hit Points** 42 (10d4 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	5 (-3)	12 (+1)	10 (+0)

**Skills** Deception +4, Stealth +6

**Damage Immunities** acid

**Senses** darkvision 60 ft., passive Perception 14

**Languages** -

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**False Appearance.** While the tick remains motionless, it is nearly indistinguishable from a normal healing potion. A creature can use its action to make an Intelligence (Arcana) or Wisdom (Medicine) contested by the tick’s Charisma (Deception) check. On a success, the creature determines that the potion is actually a potion tick.

**Adhesive.** The tick can adhere to any creature that touches it. While adhered to a creature, the tick occupies the same space as the target, moves with them, and has advantage on melee attacks against that creature. The tick can only be removed with a successful DC 14 Strength (Athletics) check.

**Incubation (1/day).** If a creature drinks the tick’s contents, the creature heals 11 (2d8 + 2) hit points and has tick eggs growing inside of it. This effect ends if the creature dies, if it is subjected to a greater restoration spell or similar magic, or a simple antidote made of rare herbs and ointments worth 50 gp.

A creature with tick eggs cannot recover from exhaustion by completing long rests. Each time an affected creature finishes a long rest, it gains 1 level of exhaustion. If a creature dies while it has tick eggs, potion ticks appear in the nearest unoccupied spaces to the creature. The amount of potion ticks is equal to the levels of exhaustion the creature had when it died.

A creature can determine the cause and proper treatments for this effect by spending 10 minutes examining an affected creature and succeeding on a DC 15 Wisdom (Medicine) check.

### ACTIONS

**Pierce.** *Melee Weapon Attack:* + to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. On a successful hit, the target is subjected to the tick’s Adhesive trait.

**Ovipositor.** *Melee Weapon Attack:* + to hit, reach 0 ft., one target that the tick is adhered to. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the creature takes 9 (2d8) poison damage and is subjected to the tick’s Incubation trait. On a successful save, the creature takes half as much damage.

### REACTIONS

**Drain.** When the tick takes damage, it can attempt to drain life force from a creature it is adhered to. The target must succeed on a DC 12 Constitution saving throw, or else take 5 (1d10) necrotic damage. The tick regains a number of hit points equal to half the damage dealt.





## QUASI-ELEMENTALS

The elemental planes are more than simple expressions of their primordial aspect. Each holds within abstractions of those fundamental basics of creation: enthroned in earth is ageless resilience, air swirls with restless freedom, fire seethes with dangerous passion, while water flows between tranquility and wrath. These concepts not only influence the creatures that make their homes there but profoundly shape the planes themselves: the lakes and seas within the realm of air are pulled ever upward by waterspouts that follow the edge of their coasts and shores in search of freedom; the domain of earth is crisscrossed with caves wrought of gemstones that defiantly resist would-be thieves; the cliffs within the realm of fire cascade with burning falls as if sculpted by artists; and the depthless oceans of the dominion of water carefully cradle great bubbles holding cities drifting endlessly on undersea currents. These elemental domains aren't simple and seamless expanses of their respective element, but are varied landscapes, each containing magnificent vistas and grand settlements, such as the fabled City of Brass on the Plane of Fire and the Opal Palace on the Plane of Earth.

When the planes touch along their borders, it isn't only a clash or joining of elements, but of ideas. As a consequence, elementals formed along these boundaries are imbued with a greater sense of self, of an awareness beyond the simple makeup of their pure elemental cousins.

### DUST ELEMENTALS

The boundary between air and earth is a world of dusty planes and crumbling cliffs, a land of endless erosion where the air swirls heavy with choking grit. No where in all the multiverse can such naturally smooth surfaces and gems be found as they are sanded to perfection by endless friction. Dust elementals can remain motionless for eons, appearing as silent dunes until roused, where they swirl to life. These elements can swing erratically from patient observation to frenzied movement.

### ICE ELEMENTALS

Ice elementals hail from the cold reaches of the Elemental Plane of Water, a location filled with massive icebergs that serve as islands to travelers on the cold, depthless seas. The oldest of these elementals are the size of glaciers whose lumbering steps can be felt for miles. While at sea, they appear as immense icebergs save for their perpetual scowls. But despite their chilly demeanors, they are staunch allies to the marids.

### LAVA ELEMENTALS

The territory between earth and fire is, predictably, a volcanic one, a blasted landscape of blackened vistas

## DUST ELEMENTAL

*Large elemental, neutral*

**Armor Class** 12

**Hit Points** 114 (12d10 + 48)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	6 (-2)	13 (+1)	8 (-1)

**Saving Throws** Dex +5

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

**Damage Immunities** poison

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

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

**Languages** Auran, Terran

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Dust Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it is blinded until the beginning of its next turn. In addition, the elemental can enter a hostile creature's space and stop there. A creature in the same space as the elemental is blinded.

**Cloud Sight.** The elemental can see unimpaired through clouds, fog, steam, smoke, dust, and other meteorological phenomena.

### ACTIONS

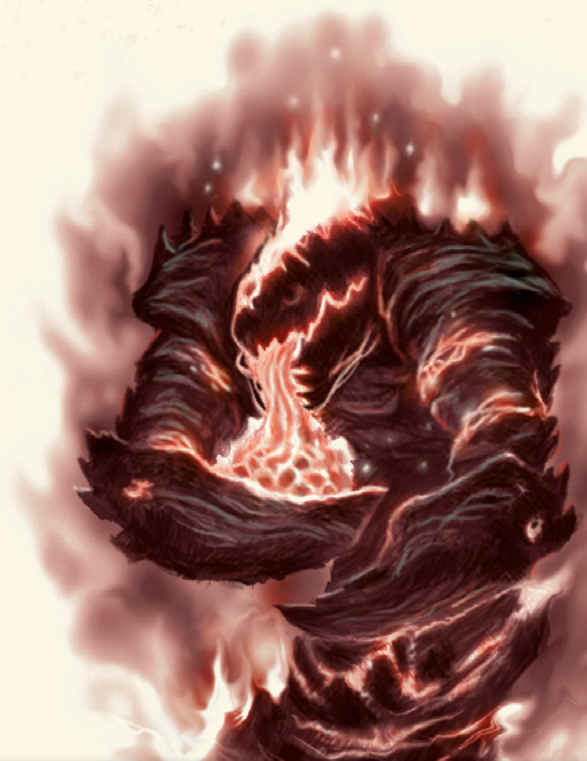
**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. A creature hit by this attack is blinded until the beginning of its next turn.

**Dusty Whirlwind (Recharge 4-6).** Each creature in the elemental's space must make a DC 14 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone, but it is blinded while it remains within the whirlwind.

**Dust Cloud (Recharge 4-6).** The elemental creates a 20-foot-radius sphere of freezing mist centered on a point within 120 feet. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. A creature moving through the cloud or ending its turn in it is blinded.

and bubbling pits where entire mountain ranges seep with lava. The air here is thick with burning ash and acid fumes and beset by sudden eruptions, making it more inhospitable than the Plane of Fire itself. Lava elementals are one of the most social of their kind, and they are often found in groups. Because this realm resembles layers of the lower planes, it is a refuge for fiends fleeing their masters or escaping the Blood War.



## LAVA ELEMENTAL

Large elemental, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 35 ft., burrow 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	6 (-2)	13 (+1)	8 (-1)

**Saving Throws** Str +6

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** fire, poison

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

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

**Languages** Ignan, Terran

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Earth Glide.** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through but it does ignite flammable objects and warms the surrounding area.

**Illumination.** The elemental sheds bright light in a 10-foot radius and dim light in an additional 10 feet.

**Molten Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1-foot wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

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

**Water Susceptibility.** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage and its movement is reduced by 5 feet until the beginning of its next turn.

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 5 (1d10) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

**Lava Surge (Recharge 4–6).** Each creature in the elemental's space must make a DC 14 Strength saving throw. On a failure, a target takes 11 (2d6 + 4) bludgeoning damage plus 5 (1d10) fire damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and takes 5 (1d10) fire damage at the beginning of each of its turns. If the saving throw is successful, the target takes 5 (1d10) fire damage but is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage plus 5 (1d10) fire damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

## ICE ELEMENTAL

Large elemental, neutral

**Armor Class** 17 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	5 (-3)	10 (+0)	5 (-3)

**Saving Throws** Str +7

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** cold, poison

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

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

**Languages** Aquan

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Chilling Presence.** A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage. In addition, the ground in a 10-foot radius around the elemental is icy and is difficult terrain for creatures other than itself. The radius moves with the elemental.

**Frozen Movement.** The elemental can move across difficult terrain created by ice or snow without spending extra movement.

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

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) cold damage.



## LIGHTNING ELEMENTALS

Few places in the cosmos attract the attention of arcanists and artificers like the violent region between air and fire. This scintillating demesne is home to perpetual, continent-size lightning storms, which offer the electricity needed for many arcane experiments. Lightning elementals appear as coruscating balls that are painful to look upon. Tendrils of lighting flare from their floating forms as they move, making them appear to scuttle like a spider. These elementals are easily excitable.

## MIST ELEMENTALS

Along the borders of the planes of water and wind is an endless landscape of fog, a place where chill winds move like phantoms through impenetrable banks of mist. It is this indistinct realm that gives rise to the mist elemental, which resembles their steamy cousins

### LIGHTNING ELEMENTAL

*Large elemental, neutral*

**Armor Class** 16

**Hit Points** 78 (12d10 + 12)

**Speed** 0 ft., fly 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	23 (+6)	13 (+1)	7 (-2)	12 (+1)	9 (-1)

**Saving Throws** Dex +9

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

**Damage Immunities** fire, lightning, poison

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

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

**Languages** Auran, Ignan

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Cloud Sight.** The elemental can see unimpaired through clouds, fog, steam, smoke, dust, and other meteorological phenomena.

**Illumination.** The elemental sheds bright light in a 50-foot radius and dim light in an additional 50 feet.

**Lightning Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1-inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 7 (2d6) lightning damage.

**Water Susceptibility.** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage and its movement is reduced by 20 feet until the beginning of its next turn.

#### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) lightning damage.

save for they are languid and unhurried, slowly sliding through the land driven by an insatiable curiosity. But unlike their boiling kin, they are more even keeled.

## MUD ELEMENTALS

The stretch between the planes of earth and water is an unbroken swampland, a seamless mire of depthless muck. Because of the murky but fluid nature of this realm, it has served as a place to stash treasures and

### MIST ELEMENTAL

*Large elemental, neutral*

**Armor Class** 13

**Hit Points** 102 (12d10 + 36)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	17 (+3)	6 (-2)	13 (+1)	8 (-1)

**Saving Throws** Dex +6

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

**Damage Immunities** cold, poison

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

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

**Languages** Auran, Aquan

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Chilling Mist Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) cold damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 3 (1d6) cold damage.

**Cloud Sight.** The elemental can see unimpaired through clouds, fog, steam, smoke, dust, and other meteorological phenomena.

#### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 3 (1d6) cold damage.

**Freezing Whirlwind (Recharge 4-6).** Each creature in the elemental's space must make a DC 14 Strength saving throw. On a failure, a target takes 16 (3d8 + 3) bludgeoning damage plus 3 (1d6) cold damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

**Mist Cloud (Recharge 4-6).** The elemental creates a 20-foot-radius sphere of freezing mist centered on a point within 120 feet. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. A creature moving through the cloud or ending its turn in it takes 3 (1d6) cold damage.

secrets others wish not to be found, sunk deep in the mud and only retrievable by the most ancient of mud elementals. Because of this venerable history, mud elementals make surprisingly loyal and stalwart guardians.

## STEAM ELEMENTALS

Few places in the multiverse feels as unbound and opposing as the border between the fire and water realms. In this place of boiling lakes, massive geysers,

and scalding mists, these entities find a curious harmony in their oppositional states. They appear as roiling clouds floating just above the ground that feel the need to be in constant motion. It takes an astute disciple of the planes to discern the distinct weave and motion that indicates one of these rare elemental beings. And while they are quick to anger, they are equally easy to appease.

### MUD ELEMENTAL

*Large elemental, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 114 (12d10 + 48)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	6 (-2)	13 (+1)	8 (-1)

**Saving Throws** Con +7

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

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

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

**Languages** Aquan, Terran

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

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

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

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

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Muddy Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. A creature hit by this attack is blinded until the beginning of its next turn.

**Mudball.** *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. A creature hit by this attack is blinded until the beginning of its next turn.

**Whelm (Recharge 3–6).** Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 15 Strength and succeeding.

### STEAM ELEMENTAL

*Large elemental, neutral*

**Armor Class** 14

**Hit Points** 90 (12d10 + 24)

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	15 (+2)	6 (-2)	13 (+1)	8 (-1)

**Saving Throws** Dex +7

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

**Damage Immunities** fire, poison

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

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

**Languages** Aquan, Ignan

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Cloud Sight.** The elemental can see unimpaired through clouds, fog, steam, smoke, dust, and other meteorological phenomena.

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

**Steam Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1-inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 3 (1d6) fire damage.

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) fire damage.

**Scalding Whirlwind (Recharge 4–6).** Each creature in the elemental's space must make a DC 12 Strength saving throw.

On a failure, a target takes 14 (3d8 + 1) bludgeoning damage plus 3 (1d6) fire damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

**Searing Steam Cloud (Recharge 5–6).** The elemental creates a 20-foot-radius sphere of scalding steam centered on a point within 60 feet. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. A creature moving through the cloud or ending its turn in it takes 3 (1d6) fire damage.



# TAMLIN

The Tamlin are lesser nobility among the fey. They are often found in the feywild's royal courts as messengers, huntmasters and majordomos. Those outside the courts may be wanderers, tricksters or brigands, robbing and pulling mortals into the feywild for their own capricious ends. Tamlin are among the fey most likely to travel in the mortal realms. Their appearance is often a source of wonder at first, but they may soon prove to be nuisances or even terrors as they cause chaos among local mortals.

## TAMLIN

*Medium fey, chaotic neutral*

**Armor Class** 14 (17 with mage armor)

**Hit Points** 45 (10d8)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	14 (+2)	12 (+1)	20 (+5)

**Saving Throws** Dex +6, Wis +3

**Skills** Acrobatics +6, Animal Handling +3, Deception +7, Perception +3, Persuasion +7, Stealth +6

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

**Senses** passive Perception 13

**Languages** Common, Elvish, and Sylvan

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

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

At will: *animal friendship*, *charm person*, *druidcraft*, *faerie fire*, *mage armor*

3/day each: *ensnaring strike*, *sleep*

1/day each: *commune with nature*, *conjure woodland beings*, *polymorph (self only)*

**Fey Noble.** When the tamlin casts *charm person*, it can also target fey creatures.

## ACTIONS

**Multiattack.** The tamlin makes two weapon attacks.

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

*Hit:* 9 (1d8 + 4) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Fey Step (Recharge 6).** The tamlin teleports itself and any creature within 5 feet of it from the Material Plane to the Feywild or vice versa. Unwilling creatures must succeed on a DC 15 Strength saving throw to resist the pull of interplanar energy. The tamlin can dismiss a creature teleported in this way back to its previous plane as an action.

## REACTIONS

**Misty Escape (Recharge 5-6).** When the tamlin takes damage, it turns invisible and teleports up to 60 feet to an unoccupied space of its choice that it can see. It remains invisible until the start of its next turn or until it attacks or casts a spell.

Tamlin are tall, elegant creatures and are often mistaken for humans or elves at first glance. They have pale skin, eyes that may be green, amber or red, and tend to wear luxurious hunting or travelling clothes akin to those worn by aristocrats at country homes. Notably, they have large teeth and long, leporine ears that fall to their shoulders or rise a few inches above their heads, giving them a rabbit-like air.

## UZVYDAH THE FEAR DEMON

It is said that demons feed on the misery of mortals, but few do so as literally as the uzvydah. "Fear demons," as they are commonly called, gain strength and nourishment from the fear of their mortal victims. These creatures have been known to take near-permanent residence on the Material Plane, living in abandoned homes, caves, and other places that attract the foolhardy for an easy meal.

The uzvydah's form is malleable, always shifting to reflect the fears of those who can see it. When viewed by several people at once, some uzvydah look different to each person; others become an amalgam of their audience's fears, such as a giant snake with the head of a deceased loved one and the legs of a spider. But it is said that all uzvydah have a true form that they only assume when alone in the dark.





# XAREN

Closely related to the xorn is the xaren, which resemble smaller xorn with shinier, metallic hides. While xorn feed on minerals and stone, xaren prefer enchanted metal, such as magic weapons and armor. A xorn's bite is much stronger than their earthly counterparts and can rip through nearly anything with ease. While xorn are often enslaved for their useful traits xaren are instead often hunted by dao, who view xaren as a threat to their riches and cities.



## UZVYDAH THE FEAR DEMON

*Large fiend (demon), chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 117 (18d10 + 18)

**Speed** 40 ft., climb 30 ft.

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

**Saving Throws** Cha +7, Dex +6

**Skills** Deception +7, Intimidation +7, Perception +5, Stealth +6

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

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

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

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Aspect of Fear.** The uzvydah's appearance constantly shifts to resemble the deepest fears of everyone who can see it.

**Frightening Feast.** At the start of the uzvydah's turn, any creature within 60 feet that can see it must succeed on a DC 15 Wisdom saving throw, or else take 5 (1d10) psychic damage. The uzvydah then gains an amount of temporary hit points equal to the total amount of psychic damage dealt.

**Terror's Toll.** The uzvydah has advantage on attacks against any creature that is frightened of it.

### ACTIONS

**Multiattack.** The uzvydah makes two stab attacks. If both attacks hit one creature, that target is grappled (escape DC 14). The uzvydah can grapple up to two targets at a time.

**Stab.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage plus 7 (2d6) poison damage.

**Fog of Fear (Recharge 5-6).** The uzvydah exhales black mist in a 30-foot cone. Each creature in that area must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 21 (6d6) psychic damage and is frightened of the Uzvydah for 1 minute. A creature can attempt this saving throw again at the end of each of its turns, ending the effect on a success. On a successful save, the creature takes half as much damage and suffers no other effects.

The black mist's area is heavily obscured for 1 minute or until dispelled by a strong wind.

## XAREN

*Small elemental, neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 58 (8d6 + 30)

**Speed** 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	20 (+5)	11 (+0)	10 (+0)	10 (+0)

**Skills** Perception +5

**Damage Resistances** lightning; piercing and slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** cold, fire

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

**Languages** Terran

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Geologic Glide.** The xaren can burrow through nonmagical, worked and unworked earth and stone as well as metal surfaces and ores. While doing so, the xaren doesn't disturb the material it moves through.

**Treasure Sense.** The xaren can pinpoint, by scent, the location of metals and ores within 60 feet of it.

### ACTIONS

**Multiattack.** The xaren makes three claw attacks and one adamantite bite attack.

**Adamantine Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. This attack counts as adamantite for the purposes of overcoming damage resistances and immunities.

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

### REACTIONS

**Devour Metal.** When the xaren is attacked with a metal melee weapon, it can use its reaction to consume the metal. Nonmagical weapons made of metal are immediately destroyed, while magical weapons made of metal are permanently damaged. After dealing damage, a magical weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.





# ZOMBIES

Zombies are a hallmark of the necromancer's toolkit. Creative necromancers create more than just the standard zombie, such as imaginative variants like the following.

## ALCHEMICAL ZOMBIE

You can smell alchemical zombies before you see them. They combine the sweet tang of rotting flesh with a heavy ammonia reek. Actually seeing one is much worse. Alchemical zombies appear to melt in front of you. Great tufts of skin and hair slough away from the underlying bone only to be replaced with more melting flesh. Alchemical zombies constantly drool, and their drool sizzles as it hits the ground.

**Trial and Error.** The first alchemical zombie was created by accident. A necroartificer, a combination of necromancer and artificer, used a zombie as a way to test vials of dangerous potions that had a tendency to melt living test subjects. After a time the alchemical zombie began to produce acid on its own. A happy accident that has plagued the world ever since

### ALCHEMICAL ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 30 (4d8 + 12)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60ft., passive Perception 8

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

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

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

#### ACTIONS

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

**Spew (Recharge 5-6).** The alchemical zombie vomits a line of acid 5 feet wide and 20 feet long. Every creature within that line must make a Dexterity saving throw (DC 13). Creatures take 13 (3d8) acid damage on failed save and half as much on a successful one. The alchemical zombie takes 9 (2d8) acid damage when it uses this ability.

## BURROWER ZOMBIE

Burrower zombies, often just called burrowers by those unfortunate enough to know of their existence, are disturbing even for undead. They spend all their time underground, waiting for prey to walk over them before they leap upon their unsuspecting prey. Burrowers out of the ground look like emaciated zombies. They are whip thin and stand hunched, trying to get as close to the ground as possible. Burrower zombies often work with horde zombies. Horde zombies gain the benefits of a large group of zombies nearby and the burrower zombies can move to surround enemies distracted by the tougher horde zombies.

**Buried Alive.** Burrower zombies are created from the remains of unfortunates buried alive. Once a necromancer seals the coffin with a screaming victim inside spells and rituals are said over the casket as it is lowered into the ground. For days the victim inside the coffin screams and pleads, kept alive by the magic of the rituals. Finally the victims stills, their desperation and fury spent. Their pleas have fallen on deaf ears. The victim is gone, only the zombie remains.

### BURROWER ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 53 (7d8 + 21)

**Speed** 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	5 (-3)	8 (-1)	7 (-2)

**Saving Throws** Wis +1

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., passive Perception 9

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

**Challenge** 2 (450XP)

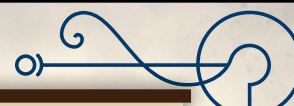
**Proficiency Bonus** +2

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

#### ACTIONS

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

**Attack from Beneath.** If the burrowing zombie starts at least 15 feet away from its target and uses its burrow speed to get within 5 feet of the target it leaps out of the earth and onto its opponent. If the burrower zombie hits its target, it inflicts 11 (2d6 + 4) bludgeoning damage. The target must make a DC 13 Strength saving throw. Targets that fail are knocked back 10 feet and knocked prone.



## CHAOS ZOMBIE

Most chaos zombies are ever changing nightmares made flesh. Sometimes when a mortal is exposed to the raw power of chaos their soul is blasted out of their body. The soul goes to whatever reward or punishment awaits it. The body, on the other hand, after an hour or a century starts to move on its own. No two chaos zombies look the same. Often the same chaos zombie isn't recognizable from one minute to the next.

**Nexus of Chaos.** Chaos zombies are constantly changing. They never stay in one place for long and may laugh, weep, or pontificate about the nature of the universe at any given points. They are chaos driven to madness. They are unfiltered, raw, roiling chaos given horrible unlife.

## HIVE ZOMBIE

An ominous buzzing and clouds of biting flies are the only signs you have that you're the victim of a hive zombie. The sallow flesh of a hive zombie is riddled with dozens of small holes and biting flies crawl out of the zombie before disappearing back inside. As you watch the hive zombie you start to see skin wriggle as hundreds of insects move under it.

**Undead Cacophony.** The hive zombie is impossible to miss. They literally buzz with thousands of insect bodies. These flies are quick to attack any danger to their walking hive. A cut of any significant size will send the insects swarming to overwhelm the attacker. The flies attack the soft spots of any attacker, going for the eyes first.

## HORDE ZOMBIES

By themselves horde zombies look like regular zombies. They appear to be decaying corpses that unnaturally stumble towards their victims. As more zombies cluster around the horde zombie a disturbing change starts to occur. The horde zombie starts to look around and speak coherently. The most disturbing change is the horde zombie's eyes. When a horde zombie's eyes focus on a victim, all the victim can see is madness.

**Natural Evolution.** The first horde zombie's weren't created by a necromancer or angry god, they evolved. As hordes of zombies came together they began to form primitive hive minds. The first horde zombies became the focus for those hive minds. Necromancers have since learned how to create horde zombies, but the thought of zombies evolving on their own has sent more than one scholar of undeath out of the window of a tall tower.

## CHAOS ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 128 (15d8 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	19 (+4)	6 (-2)	8 (-1)	13 (+1)

**Saving Throws** Wis +2, Cha +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** all, telepathy 120 ft.

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

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

**Wellspring of Chaos.** The chaos zombie is a font of chaos energy. The chaos zombie is constantly growing new limbs, sparking with the raw energy of creation, or questioning its place in the universe. At the start of the chaos zombie's turn roll 1d4 and consult this list.

1. Necrotic
2. Radiant
3. Psychic
4. Force

The chaos zombie becomes immune to the damage type rolled. In addition, the chaos zombie's slam attacks deal extra damage of that damage type. See the slam attack below for details.

After determining the type of energy coursing through the chaos zombie. Roll 1d8 and consult the following list at the start of the chaos zombie's turn to determine the effects of the raw chaos that created the zombie. This effect lasts until the start of the zombie's next turn.

1. The chaos zombie's Intelligence, Wisdom and Charisma all increase to 30. For this turn the zombie can speak and read every language. The zombie will be willing to talk to anyone nearby and is deeply philosophical about its place in the universe.
2. The chaos zombie's AC increases by 5.
3. The chaos zombie is hasted (as the spell).
4. The reach of the chaos zombie's slam attack is increased by 5 ft.
5. The chaos zombie regenerates 10 hit points.
6. The chaos zombie is immune to critical hits and its slam attack deals double damage.
7. The chaos zombie can use its reaction to move up to half its movement.
8. The chaos zombie speaks a single word of raw creation. Every creature within 100 feet of the chaos zombie, including the chaos zombie, must make a DC 15 Wisdom saving throw. Creatures that fail the save are incapacitated until the end of the chaos zombie's next turn.

### ACTIONS

**Multiattack.** The chaos zombie makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 14 (4d6) damage of the type of damage rolled above.







## HIVE ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 68 (8d8 + 32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	18 (+4)	7 (-2)	8 (-1)	6 (-2)

**Saving Throws** Wis +1

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

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

**The Swarm.** Hive Zombies are home to swarms of enormous biting flies. The flies are constantly buzzing around the hive zombie and swarming all over any living creatures nearby. The zombie has three quarters cover against attacks from more than 5 feet away. Any creature that starts its turn, or moves to within 5 feet of the hive zombie must make a DC 13 Dexterity save. Creatures take 10 (4d4) piercing damage on a failed save and half as much on a successful one.

### ACTIONS

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

**Unleash the Swarm.** The hive zombie chooses a space within 20 feet and a swarm of insects (see Monster Manual page 338) flies to that square and attacks a creature in that square. The swarm stays for 1 minute and is friendly to the zombie and will attempt to defend them.

### REACTIONS

**Defend the Hive.** If the hive zombie takes more than 10 points of piercing or slashing damage from a single attack, the hive zombie can force its attacker to make a DC 13 Dexterity saving throw. Creatures that fail 10 (4d4) piercing damage and a swarm of insects (see Monster Manual page 338) appears in their space. Creatures that succeed take half damage and a swarm appears in an adjacent space. The swarm will remain for 1 minute and is friendly towards the hive zombie and will attempt to defend them.

## HORDE ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 98 (13d8 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-2)	16 (+3)	11 (+0)	12 (+1)	9 (-1)

**Saving Throws** Int +2

**Skills** Perception +3

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Common plus any it knew in life

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

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

**Strength in Numbers.** Horde zombies draw strength from other zombies nearby. As more zombies join the horde the horde zombies feast on the necrotic energy and grow stronger. For every three zombies within 50ft of the horde zombie apply the following adjustments.

- Increase the horde zombie's Strength and Intelligence scores by 1
- Increase the horde zombie's AC by 1
- The horde zombie gets +1 to their saving throws and ability checks.

For every 5 zombies within 50ft of the horde zombie the horde zombie may make one more slam attack with the multiattack action.

If there are 10 or more zombies within 50ft of the horde zombie it can use the cerebral gnaw action below.

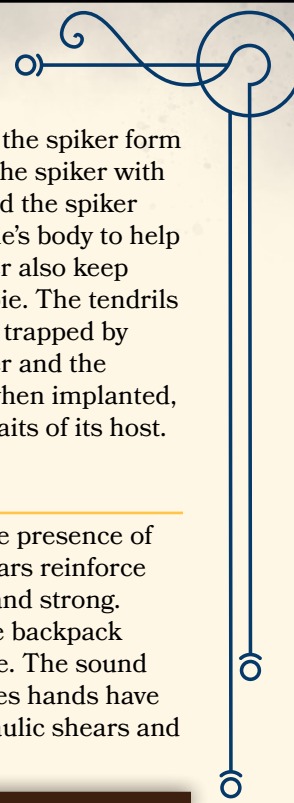
As the number of zombies with 50ft decreases, the horde zombie loses the benefits.

### ACTIONS

**Multiattack.** The horde zombie makes two slam attacks. If the horde zombie can use the cerebral gnaw action, then it may make two slam attacks and one cerebral gnaw attack.

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

**Cerebral Gnaw.** *Ranged Weapon Attack:* +2 to hit, range 150ft., one target. *Hit:* 18 (4d8) plus the horde zombie's Intelligence modifier's psychic damage. The horde zombie also adds their intelligence modifier to to hit rolls with this ability. Creatures damaged by this ability must make a DC 14 Wisdom saving throw. Creatures that fail take psychic damage equal to half the damage they took this round at the start of the horde zombie's next turn.



## PAIN SPEAKER ZOMBIE

Some secrets are just best left alone. Painspeakers are created as a punishment for some unknown transgression against a forgotten god or demon. Some sages claim Orcus creates these abominations, but his priests claim he has nothing to do with it. Painspeakers' heads are their most noticeable feature. Their mouth stretches from one temple to the next forming a massive, beyond disturbing smile. Painspeakers constantly whisper their insanity.

**Whispers in the Darkness.** Painspeakers seem to be aware of their effect on others. Two or more of them will work together to corner a victim between them. Then the painspeakers will just stand near their victim whispering. As the victim slowly succumbs to insanity, the painspeaker leans in closer. In the victim's last moments the painspeakers' mouths will be right next to their victim's ears as they whisper. And whisper. And whisper.

## PYRE ZOMBIES

Pyre zombies look like regular zombies from a distance. Its only once they get close that pyre zombies start to look odd. Their skin constantly smokes and blisters. Their eyes are bright red, and wide as if they are trying to scream but cannot. Nicks and tears in the skin weep a thick tar-like liquid that sizzles when it hits the ground.

**Born of Fire.** A pyre zombie's most devastating weapon is itself. As it closes with its prey it can burst into flame. The pyre zombies are not immune to the flames, and they scream with pain as they charge into the midst of their enemies. The worst is yet to come, as the flames consume the pyre zombies completely, vast internal reservoirs of flammable goo ignite. Spreading destruction far and wide. Several pyre zombies attacking near each other may detonate one after another, causing unparalleled destruction.

**Necroartifice.** Pyre zombies are a new invention of a group of artificers dedicated to combining the necromantic and artificer's arts. Necroartificers think necromancy as weak and artificers as cowards. By combining the two necroartificers are moving beyond walking corpses and chattering skeletons. They are mastering undeath and creating weapons that can challenge the gods.

## SPIKE ZOMBIE

Spike zombies aren't one terrifying abomination, they're two. Spike zombies have had their stomach and chest cavity emptied and replaced with a creature, commonly called a spiker, from the Far Realm. The creature isn't very intelligent but seems to quickly realize the value of its new home. The creature resembles a cross between a roper and beholder in many ways. Long slender eyestalks and tendrils surround a central maw. The central maw can open obscenely wide, and is full of

surprisingly sharp teeth.

**Symbiotic Partners.** The zombie and the spiker form an effective team. The zombie provides the spiker with a ready source of food and protection and the spiker threads its many eyes through the zombie's body to help look for danger. The tendrils of the spiker also keep faster creatures from escaping the zombie. The tendrils are thin but incredibly strong. Creatures trapped by them quickly become lunch for the spiker and the zombie. The spiker is a living creature when implanted, but soon takes on some of the undead traits of its host.

## STEAMWORK ZOMBIE

Heavy, plodding foot falls announce the presence of a steamwork zombie. Copper and iron bars reinforce its body, making the zombie very tough and strong. The most noticeable feature is a massive backpack that constantly belches steam and smoke. The sound of whirring gears fills the air. The zombie's hands have been replaced by a pair of massive hydraulic shears and slowly grind closed.

### PAIN SPEAKER ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 77 (14d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	8 (-1)	12 (+1)	15 (+2)

**Damage Resistances** psychic

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** Common, Abyssal

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Utterance of Pain.** A painspeaker constantly whispers unholy truths from Pandemonium and the Far Realm. At the start of the painkiller's turn, each creature within 10 feet must succeed on a DC 12 Wisdom saving throw or else take 4 (1d8) psychic damage and have their hit point maximum reduced by the amount of damage taken. If a creature's hit point maximum is reduced to 0, it dies. A creature's hit point maximum returns to normal when it finishes a long rest.

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

### ACTIONS

**Slam.** *Melee Weapon Attack:* + to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. A creature hit by a painspeaker must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check (creature's choice), or else be grappled. Creatures grappled by the painspeaker have disadvantage on saving throws against the painspeaker's Utterance of Pain.





## PYRE ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 10 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	15 (+2)	3 (-4)	6 (-2)	5 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** Darkvision 60 ft., passive Perception 8

**Languages** Understands all languages it knew in life but cannot speak.

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Incinerate.** A fire zombie can use a bonus action to ignite the noxious goo that flows through what used to be its veins. The fire zombie inflicts plus 1d6 fire damage on its slam attacks (bonus included below). At the beginning of its turn the fire zombie takes 1d6 fire damage. The fire zombie cannot douse the flames on its own, but someone else may use an action to douse the flames.

**Inferno.** A fire zombie that is reduced to 0 hit points by fire damage explodes. Every creature within 10 feet of an exploding fire zombie must make a Dexterity saving throw (DC 15). They take 2d6 fire damage on a failed save, and half as much on a successful save. This damage may cause other fire zombies within range to explode.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage plus 3 (1d6) fire damage.

## SPIKE ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	9 (-1)	6 (-2)

**Saving Throws** Wis +2

**Damage Immunities** poison, psychic

**Condition Immunities** poisoned

**Senses** darkvision 60ft., passive Perception 9

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

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

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

**Parasite from Beyond.** The zombie's stomach cavity has been cleaned out and a parasite drawn from the Far Realm has been placed inside. The parasite and the zombie quickly establish a symbiotic relationship. The zombie takes the parasite to food and provides some protection, while the parasite brings prey into range of the zombie's slaver jaws. The parasite shares hit points with the zombie and sends dozens of eyestalks throughout the zombie's body. The parasite has the has +5 to Wisdom (Perception) checks and grants the zombie a passive Perception of 14.

### ACTIONS

**Mutiattack.** The spike zombie makes one slam attacks and two tendril attacks

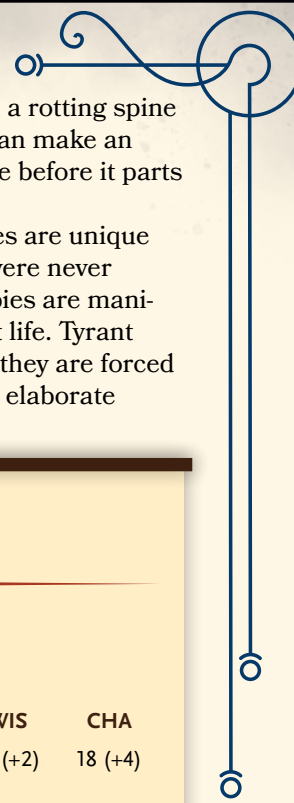
**Slam.** *Melee Weapon Attack:* +7 to hit., reach 5ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

**Tendrill.** *Melee Weapon Damage:* +7 to hit., reach 15ft., one target. *Hit:* 8 (1d8 = 4) bludgeoning damage and the target must make a DC 15 Strength saving throw. Creatures that fail are grappled.

**Gnaw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the spike zombie is attacking a creature it has grappled, it has advantage on attack rolls.

### REACTIONS

**Reel.** The spike zombie pulls a grappled creature 10 feet closer to it.



## MAGIC AND STEAM

The steamwork zombie is a combination of steam power and necromancy. The massive backpack powers the shears and allows the zombie to move. Enough damage to the backpack will destroy the delicate mechanisms inside, resulting in the bars running through the zombie's body to stop functioning freezing the zombie in its tracks. The zombie cannot move until the backpack is repaired.

## TYRANT ZOMBIE

Tyrant zombies are the size of ogres but their eyes gleam with malicious intelligence. Tyrant zombies aren't created by necromancers, but summoned from Thanatos, the domain of Orcus, demon prince of the undead. Tyrant zombies wear their rags with pride, demanding to be treated like visiting kings by the mortals that summon them. Tyrant zombies are perversely fond of the rotting wands they use as badges

### STEAMWORK ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 77 (9d8 + 36)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	5 (-3)	7 (-2)	6 (-2)

**Saving Throws** Wis +0

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60ft., passive Perception 8

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

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

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

**Experimental Technology.** The steamwork zombie is powered by a massive backpack that constantly belches steam and fills the air with whirs and clicks of its gears. The backpack powers the brass and copper tubing that runs through the steamwork zombie's body, giving the creature tremendous strength and resiliency. The steampunk zombie has disadvantage on all stealth checks. The backpack has an AC of 14 and 35 hit points. Reducing the backpack to 0 hit points means the backpack suffers a catastrophic failure of some kind. The zombie is incapacitated until the backpack can be repaired. Repairing the backpack requires proficiency with tinkers tools and a DC 18 Intelligence check.

#### ACTIONS

**Shears.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 23 (4d8 + 5) slashing damage. The steamwork zombie inflicts triple damage on a critical hit.

of office. The wand is nothing more than a rotting spine and skull, magically strengthened so it can make an effective club, but a tyrant zombie will die before it parts with one.

**Will of the Blood Lord.** Tyrant zombies are unique in that, although they are undead, they were never born on the Material Plane. Tyrant zombies are manifestations of Orcus' will given putrescent life. Tyrant zombies refuse to bow before anyone. If they are forced to submit they will spend years planning elaborate revenge.

### TYRANT ZOMBIE

*Large undead, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	19 (+4)	16 (+3)	14 (+2)	18 (+4)

**Saving Throws** Wis +6

**Skills** Intimidation +8, Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** blindsight 60ft., darkvision 120 ft., passive Perception 16

**Languages** Abyssal, Common, and any other languages it knew in life

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

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

**Lord of the Shambling Horde.** Undead within 30 feet of a tyrant zombie have advantage on saving throws against features that turn undead. Any zombie that comes near a tyrant zombie can become a slave to the tyrant zombie's powerful will. If a zombie starts in turn in, or moves within 30 feet of a tyrant zombie they must make a DC 16 Wisdom saving throw. Those that fail are charmed by the tyrant zombie. Charmed zombies may repeat the saving throw every hour, ending the effect with a success. If the zombie is controlled by another creature then that creature may make the saving throw in place of the zombie.

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

#### ACTIONS

**Multiaction.** A tyrant zombie makes three rotting scepter or two necrobolt attacks.

**Rotting Scepter.** *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 13 (3d8) necrotic damage.

**Necrobolt.** *Ranged Weapon Attack:* +3 to hit, ranged 50ft., one target. *Hit:* 13 (3d8) necrotic damage.

#### REACTIONS

**Succumb to My Will.** A tyrant zombie may use its reaction to command any zombie it has charmed within 30 feet to attack. That zombie must use its reaction to make an attack against a target the tyrant zombie chooses.





# APPENDIX: SPELLS

## REFERENCED

This book refers to some spells that are not found in the PHB or in this book. With the exception of optional class spell lists, those spells are reprinted here for your convenience.

### DANSE MACABRE

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S

**Duration:** Concentration, up to 1 hour

**Classes:** warlock, wizard

Threads of dark power leap from your fingers to pierce up to five Small or Medium corpses you can see within range. Each corpse immediately stands up and becomes undead. You decide whether it is a zombie or a skeleton (the statistics for zombies and skeletons are in the *Monster Manual*), and it gains a bonus to its attack and damage rolls equal to your spellcasting ability modifier.

You can use a bonus action to mentally command the creatures you make with this spell, issuing the same command to all of them. To receive the command, a creature must be within 60 feet of you. You decide what action the creatures will take and where they will move during their next turn, or you can issue a general command, such as to guard a chamber or passageway against your foes. If you issue no commands, the creatures do nothing except defend themselves against hostile creatures. Once given an order, the creatures continue to follow it until their task is complete.

The creatures are under your control until the spell ends, after which they become inanimate once more.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you animate up to two additional corpses for each slot level above 5th.

### DRAGON'S BREATH

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch (15 ft. cone)

**Components:** V, S, M (a hot pepper)

**Duration:** Concentration, up to 1 minute

**Classes:** sorcerer, wizard

You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

### MIND SLIVER

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V

**Duration:** Instantaneous

**Classes:** sorcerer, warlock, wizard

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

### PRIMAL SAVAGERY

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Classes:** druid

You channel primal magic to cause your teeth or fingernails to sharpen, ready to deliver a corrosive attack.

Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d10 acid damage. After you make the attack, your teeth or fingernails return to normal.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).