

# PLANAR BESTIARY

MONSTERS FOR ALL YOUR  
PLANAR NEEDS

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OVER 120 UPDATED MONSTERS FOR D&D 5TH EDITION  
BY CHRIS "GOOBER" RAMSLEY





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# ACHAIERAI

Found almost exclusively in the layers of Avalas and Thuldadin on the plane of Acheron, achaierai have on occasion been spotted on the material plane, loitering in dark caverns and tunnels. They are carnivorous birds, though they supplement their diet with a considerable amount of iron.

**Viciously Organized.** A flock of Achaierai will attack in an organized manner, often attacking first those opponents they deem to be the most dangerous. But though they organize into small flocks and mating pairs, achaierai have no true society and will turn on each other in hard times, attacking weaker members of the flock and devouring them.



## ACHAIERAI

*Large monstrosity, lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	14 (+2)	11 (+0)	14 (+2)	13 (+1)

**Skills** Acrobatics +3, Athletics +6, Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Infernal

**Challenge** 3 (700 XP)

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

### ACTIONS

**Multiattack.** The achaierai makes three attacks: one with its beak and two with its claws.

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

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

**Black Cloud (Recharge 5-6).** The achaierai produces a cloud of dark gas in a 10-foot radius around itself that spreads around corners. The area is lightly obscured until the end of the achaierai's next turn or until dispersed by wind. Any creature other than an achaierai that enters the cloud or begins its turn there must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much on a successful one. A creature that fails this save is also affected as if by a *confusion* spell for 1 minute. An affected creature can repeat the save at the end of each of its turns, ending the *confusion* effect on itself on a successful save.



# ARCHONS

Archons are the lawful good guardians of the Sevens Heavens of Mount Celestia. They work tirelessly to protect their home, and root out chaos and evil throughout the multiverse.

**Accoutrements and Station.** Although you can guess an archon's station merely by its appearance, there's an equally simple way to judge it: by which metal accoutrements adorn the archon. This ornamentation serves a twofold purpose.

First, the items worn indicate what sort of archon it is: hound, warden, etc. Each individual entry describes what accoutrements an archon wears.

Second, the quality of the metal shows an archon's virtue within its station. From lowest to highest, the order is lead, tin, brass, bronze, silver, gold, and platinum. For example, platinum rather than brass accoutrements on a warden archon signify its greater obedience to the higher order – its virtue, if you will – and its greater willingness to serve Law and Good. Once it reaches a still higher stage of goodness, it will be transformed into a sword archon wearing lead appointments; it will start the process of advancement all over again in its new station. A visitor to Mount Celestia is likely to see any number of archons of a given station, each wearing different metals.

When an archon reaches the next state of goodness, it is not fitted with new metal accoutrements; rather, the metal simply transmogrifies into the next state. Because the metal is actually part of an archon's body and cannot be removed, it's unaffected by anything that might change normal metal – including metal-altering spells. The purpose of the metal appointments isn't to confine or hinder or even protect, but to remind the archon of its station so that it might strive to its next level.

All archons of a given station are equal, regardless of whether they have lead or gold accoutrements. The especially virtuous (those with precious metals) command just as many lower archons as do the new or less virtuous (those with base metals). There's no difference within a station except that a more virtuous member rises to the next rank (or metal) faster. There's also no jealousy among archons, and there's almost never been a recorded instance of one turning stag on its brethren in order to advance.

## HOUND ARCHON

*Medium celestial (archon), lawful good*

**Armor Class** 17 (splint)

**Hit Points** 52 (6d8 + 21)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

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

**Skills** Intimidation +3, Perception +3

**Damage Resistances** lightning, poison

**Condition Immunities** charmed, frightened

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

**Languages** Celestial

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

**Aura of Menace.** Creatures within 20 feet of the hound archon have disadvantage on attack rolls against it. A creature that hits the hound archon with an attack is immune to this effect for the next 24 hours. A creature that cannot be frightened is immune to this effect.

**Good Health.** The hound archon has advantage on saving throws against poison.

**Magical Resistance.** The hound archon has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The hound archon makes two attacks: one with its greatsword and one with its bite.

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

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

Hound archons are powerfully muscled humans who have canine heads. Their broad shoulders and large fists mark them as able hand-to-hand combatants. Likewise, their strong legs indicate that fleeing enemies might not get very far before being brought down. The hounds are the guardians of the first and second layers, and they command the lantern archons in the defense of Mount Celestia. They wear simple metal collars.

Guardians of the lanterns and of the first and second layers of Mount Celestia, hounds also serve as planar hosts. Much like the helpful lanterns, the hound archons welcome travelers to Mount Celestia.



## HOUND ARCHON HERO

Medium celestial (archon), lawful good

**Armor Class** 18 (plate)

**Hit Points** 82 (11d8 + 33)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	10 (+0)	13 (+1)	12 (+1)

**Saving Throws** Str +7, Wis +4

**Skills** Intimidation +4, Perception +4

**Damage Resistances** lightning, poison

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Celestial

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

**Aura of Menace.** Creatures within 20 feet of the hound archon hero have disadvantage on attack rolls against it. A creature that hits the hound archon hero with an attack is immune to this effect for the next 24 hours. A creature that cannot be frightened is immune to this effect.

**Divine Smite.** The hound archon hero's weapon attacks are magical and deal an additional 2d8 points of radiant damage (already factored in to its attacks).

**Good Health.** The hound archon hero has advantage on saving throws against poison.

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

### ACTIONS

**Multiattack.** The hound archon hero makes two attacks: one with its greatsword and one with its bite.

**Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 9 (2d8) radiant damage.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 9 (2d8) radiant damage.

This hound archon has left Celestia to become a champion of the people. It has given up its station and accoutrements, but it is no fallen archon; its cause is just, and though it may never return home, other archons it encounters have great respect for its sacrifice.



## LANTERN ARCHON

*Small celestial (archon), lawful good*

**Armor Class** 14 (natural armor)

**Hit Points** 13 (3d8)

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

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	10 (+0)	6 (-2)	15 (+2)	10 (+0)

**Skills** Perception +4

**Damage Resistances** lightning, poison

**Condition Immunities** charmed, frightened, prone

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Celestial

**Challenge** 1 (200 XP)

**Aura of Menace.** Creatures within 20 feet of the lantern archon have disadvantage on attack rolls against it. A creature that hits the lantern archon with an attack is immune to this effect for the next 24 hours. A creature that cannot be frightened is immune to this effect.

**Good Health.** The lantern archon has advantage on saving throws against poison.

**Illumination.** The lantern archon sheds bright light in a 20-foot radius and dim light in an additional 20 feet. It can suppress or resume this ability as a bonus action.

### ACTIONS

**Multiattack.** The lantern archon makes two light ray attacks.

**Light Ray.** *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. Hit: 6 (1d8 + 2) radiant damage.

Lanterns, lowest of archons, appear as floating balls of light. They are the equivalent of the infantry in prime-material armies. Newly arrived to Mount Celestia, these petitioners struggle to prove their worth in order to advance in station. However, their desire is not so much advancement as a longing to help those in need. Unlike the archons above them, they bear no metal appointments.

### VARIANT: LANTERN ARCHON FAMILIARS

Optionally, lantern archons are available as an additional option to a warlock that selects the Pact of the Chain. This is especially appropriate for a warlock that selects an [Archon Patron](#).

If you are using the [Companion Card System](#), a lantern archon familiar has the following abilities:

#### Lantern Archon

**Illumination.** The lantern archon can shed bright light in a 20-foot radius and dim light in an additional 20 feet. You have advantage on Wisdom (Perception) checks that rely on sight within the light. You can have the lantern archon suppress or resume this ability freely during your turn.

**Menace (1/Short Rest).** The lantern archon can cause an attack made against you to suffer disadvantage. This ability has no effect on an attack made by a creature that cannot be frightened, and you must be aware of the attack.



## OWL ARCHON

Medium celestial (archon), lawful good

**Armor Class** 16 (natural armor)

**Hit Points** 67 (9d8 + 29)

**Speed** 30 ft., fly 60 ft.

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

**Skills** History +6, Nature +6, Perception +6, Religion +6

**Damage Resistances** lightning, poison

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Celestial

**Challenge** 5 (1,800 XP)

**Aura of Menace.** Creatures within 20 feet of the owl archon have disadvantage on attack rolls against it. A creature that hits the owl archon with an attack is immune to this effect for the next 24 hours. A creature that cannot be frightened is immune to this effect.

**Good Health.** The owl archon has advantage on saving throws against poison.

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

### ACTIONS

**Multiattack.** The owl archon makes three attacks: one with its beak and two with its claws. Alternatively, it can use Light Ray twice.

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

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

**Light Ray.** *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. Hit: 12 (2d8 + 3) radiant damage.

Owl archons appear much like normal owls, though they stand over 9 feet tall, and they wear metal-buckled harnesses. They have a mixture of snow-white and charcoal-gray feathers, and their wicked talons, sharp beaks, and wide eyes all possess a silvery gleam.

Owl archons serve primarily as messengers, scouts, and spies, but also as guardians of the lesser creatures of the upper planes, such as celestial animals.

## SWORD ARCHON

Medium celestial (archon), lawful good

**Armor Class** 17 (natural armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	12 (+1)	14 (+2)	17 (+3)

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

**Skills** Insight +6, Investigation +5, Perception +6

**Damage Resistances** lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 16

**Languages** Common, Celestial

**Challenge** 9 (5,000 XP)

**Aura of Menace.** Creatures within 20 feet of the sword archon have disadvantage on attack rolls against it. A creature that hits the sword archon with an attack is immune to this effect for the next 24 hours. A creature that cannot be frightened is immune to this effect.

**Discorporating Dive (1/Turn).** If the sword archon flies at least 20 feet straight toward a target and then hits it with an arm blade attack on the same turn, the target takes an extra 28 (8d6) force damage. A creature reduced to 0 hit points by this attack is disintegrated.

**Divine Wrath.** The sword archon's weapon attacks are magical and deal an additional 3d8 points of fire damage (already factored in to its attacks).

**Good Health.** The sword archon has advantage on saving throws against poison.

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

### ACTIONS

**Multiattack.** The sword archon makes two wing blade attacks.

**Wing Blade.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 13 (3d8) fire damage.

Sword archons appear as mostly ordinary humans – except most ordinary humans don't have bladed wings in place of arms. Their hair is silvery, and their eyes glow with inner light. They wear collars, leg greaves, and breastplates.



## THRONE ARCHON

*Large celestial (archon), lawful good*

**Armor Class** 19 (natural armor)

**Hit Points** 230 (20d10 + 120)

**Speed** 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	22 (+6)	20 (+5)	24 (+7)	24 (+7)

**Saving Throws** Con +12, Wis +13, Cha +13

**Skills** Insight +13, Intimidation +13, Perception +13, Religion +11

**Damage Resistances** lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 23

**Languages** Celestial, telepathy 120 ft.

**Challenge** 17 (13,000 XP)

**Aura of Menace.** Creatures within 20 feet of the throne archon have disadvantage on attack rolls against it. A creature that hits the throne archon with an attack is immune to this effect for the next 24 hours. A creature that cannot be frightened is immune to this effect.

**Divine Power.** The throne archon's weapon attacks are magical and deal an additional 2d8 points of fire damage and 2d8 points of radiant damage (already factored in to its attacks).

**Good Health.** The throne archon has advantage on saving throws against poison.

**Innate Spellcasting.** The throne archon's innate spellcasting ability is Wisdom (save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *command, daylight, detect evil and good, flame strike, message*

3/day each: *divine word*

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

### ACTIONS

**Multiattack.** The throne archon makes two greatsword attacks.

**Greatsword. Melee Weapon Attack:** +13 to hit, reach 5 ft., one target. Hit: 21 (4d6 + 7) slashing damage plus 9 (2d8) fire damage and 9 (2d8) radiant damage.

**Teleport.** The throne archon magically teleports, along with any equipment it is holding or carrying, to an unoccupied space within 120 feet.

A metal-clad human, with golden skin and fair hair, best describes the appearance of a typical throne archon. These archons wear helmets and carry swords, and they are protected by breastplates that radiate light.

These archons rule the cities and realms of Mount Celestia; as such, they've got considerable influence, both spiritual and temporal. Indeed, they are said to be the true rulers of the archons, though the tome archons technically rule over more area as each is assigned to a single layer. However, the thrones are more involved with the day-to-day cares of a lawful reign, mediating disputes, resolving conflicts, and exemplifying goodness. Thrones do not politically squabble, instead gathering peacefully to negotiate differences. They can command any archon who falls into their purview.



## TRUMPET ARCHON

Medium celestial (archon), lawful good

**Armor Class** 18 (natural armor)

**Hit Points** 123 (13d8 + 65)

**Speed** 30 ft., fly 90 ft.

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

**Saving Throws** Wis +10, Cha +8

**Skills** Intimidation +8, Perception +10, Religion +8

**Damage Resistances** lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 20

**Languages** Celestial, telepathy 120 ft.

**Challenge** 12 (8,400 XP)

**Aura of Menace.** Creatures within 20 feet of the trumpet archon have disadvantage on attack rolls against it. A creature that hits the trumpet archon with an attack is immune to this effect for the next 24 hours. A creature that cannot be frightened is immune to this effect.

**Good Health.** The trumpet archon has advantage on saving throws against poison.

**Innate Spellcasting.** The trumpet archon's innate spellcasting ability is Wisdom (save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *command*, *daylight*, *detect evil and good*, *message*

3/day each: *flame strike*

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

**Trumpet Sword.** The trumpet archon can transform its trumpet into a greatsword. Attacks with this greatsword are magical, add +1 to attack and damage, and deal an additional 4d8 radiant damage (all factored in below).

### ACTIONS

**Multiattack.** The trumpet archon makes two greatsword attacks.

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

**Trumpet (Recharge 6).** The trumpet archon lets out a blast from its trumpet. Enemies that hear the trumpet must make a DC 18 Constitution saving throw or be stunned for 1 minute. An affected creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Trumpet archons look much like winged elves, save that trumpets are even more fair. Each archon of this type wears a collar and breastplate. Each also carries a single silver trumpet, which it blows to announce its arrival upon reaching any destination and upon its return to Mount Celestia. The sound emitted from this trumpet is one of utter clarity and piercing beauty.

Trumpet archons serve as the messengers of higher archons, but they also have a far more dangerous duty: They escort the spirit of a newly dead being back to its body if it's resurrected or raised.

Interestingly, trumpets are the only archon group in which one rules over others of the same station. Israfel, a trumpet, is known as the Lord of Heralds. He assigns the other trumpets to their duties.



## WARDEN ARCHON

*Medium celestial (archon), lawful good*

**Armor Class** 16 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	17 (+3)	16 (+3)	14 (+2)	12 (+1)

**Saving Throws** Int +6, Wis +5

**Skills** Intimidation +4, Perception +5

**Damage Resistances** lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** charmed, frightened

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

**Languages** telepathy 120 ft.

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

**Alert.** The warden archon has advantage on initiative checks and cannot be surprised.

**Aura of Menace.** Creatures within 20 feet of the warden archon have disadvantage on attack rolls against it. A creature that hits the warden archon with an attack is immune to this effect for the next 24 hours. A creature that cannot be frightened is immune to this effect.

**Good Health.** The warden archon has advantage on saving throws against poison.

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

At will: *clairvoyance, locate creature, locate object, scrying*

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

**Speak With Bears.** The warden archon can speak with ursine creatures as if they shared a language.

### ACTIONS

**Multiattack.** The warden archon makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage.

Wardens are best described as hulking humans with grizzly-bear heads. Their hands, though human-shaped, end in claws. Their eyes, tiny and bright like a bear's, reflect extreme intelligence. They have the great strength and acute senses of a grizzly bear, though not its unpredictable nature. Wardens converse via telepathy, though they can (and often do) communicate vocally with ursine animals. They wear collars and arm bracers.



# BARIAUR

Bariaurs, probably a hardy relative of the centaur, have the body of a large ram or ewe, the torso of a muscular human, and a human-like head that sports ram horns.

**Life in Flocks.** Like most natives of Ysgard, bariaurs are carefree and wild. Their powerful wanderlust keeps the entire flock constantly on the move.

Bariaurs are herbivores, feeding on berries, nuts, leaves and other foods gathered in the forests. They do not usually travel from one layer of Ysgard to another, but do so if the food supply in an area warrants a move.

A flock of bariaurs follows a single leader, stronger or more charismatic than others in the flock. A leader's rule is absolute, but younger bariaurs who think themselves ready for leadership may challenge them. Such challenges, though, are formal and ritualized, never reckless; bariaurs' chaotic nature is directed outside of the flock, rather than within it. The loss of a duel or challenge brings no disgrace nor dishonor.

**Intense Playfulness.** An under-reported aspect of bariaur life is their robust playfulness. They believe that that the two great goods are the advancing of their strong sense of honor and the need to have a good time. The bariaur often meet in shows of friendly rivalry on the great grassy plains of Ysgard. At these festivals they stage singing contests, tell tales, and play an intricate game not unlike polo. Human observers often mistake the rivalry for pride or pettiness, and are often completely flabbergasted when, at the end of a festival, the bariaur depart on the friendliest terms.

Even bariaur adventurers on a hard quest may arrange simple contests to remind them of the joy of life. It is a magical moment when a grimly determined bariaur happens on one of his fellows and puts aside his honor-driven quest for a few minutes (or hours) of race and sport. Such events often do them as much good as a night's sleep. Then they return to their quests.

Nothing saddens a bariaur like learning that a companion is sad. These brave ones fear neither death nor the most monstrous manifestation of the powers of darkness; yet they have been known to journey across the most dangerous planar barriers to visit the sickbed of a valued friend.

**Giant Enemies.** Bariaurs have few natural enemies in Ysgard, although they battle the giants there. Flocks even attack giant lairs all-out, trying to wipe out the beasts.

## BARIAUR

*Medium humanoid, chaotic good*

**Armor Class** 15 (scale mail barding)

**Hit Points** 16 (3d8 + 3)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	12 (+1)	9 (-1)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** Common, Celestial

**Challenge** 1/2 (100 XP)

**Powerful Charge.** If the bariaur moves at least 10 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

### ACTIONS

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

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if wielded in two hands.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



## BARIAUR RANGER

Medium humanoid, chaotic good

**Armor Class** 16 (scale mail barding)

**Hit Points** 39 (6d8 + 12)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	10 (+0)	15 (+2)	9 (-1)

**Skills** Nature +2, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common, Celestial, Sylvan

**Challenge** 2 (450 XP)

**Powerful Charge.** If the bariaur ranger moves at least 10 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Spellcasting.** The bariaur ranger is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It knows the following ranger spells:

1st level (3 slots): *beast bond*, *ensnaring strike*, *hunter's mark*

### ACTIONS

**Multiattack.** The bariaur ranger makes two weapon attacks, only one of which can be a ram attack.

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

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

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

This bariaur is an expert tracker and warrior. It might be the right hand of a flock leader, or maybe it leads its own flock. Or it could be an outcast or hermit living on its own in the wilderness.



# BLADELINGS

## BLADELING

Medium humanoid, lawful neutral

**Armor Class** 16 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	9 (-1)

**Skills** Athletics +4

**Damage Resistances** acid

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

**Languages** Common, Infernal

**Challenge** 1/2 (100 XP)

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if wielded in two hands.

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

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Razor Storm (Recharge 5-6).** The bladeling expels shrapnel in a 15-foot cone. Each creature in the area must make a DC 11 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much on a successful one. The bladeling's Armor Class is then reduced by 2 until this ability recharged.

### REACTIONS

**Spines.** If a creature misses it with a melee attack while within 5 feet of it, the bladeling can use its reaction to make a Spine attack against that creature.

Bladelings were once rumored to be tieflings, the spawn of fiends and humanoids. Unlike the other castoffs of the Lower Planes, however, bladelings are a distinct race unto themselves.

Human-shaped, the average bladeling stands about 6 feet tall. The resemblance to humankind ends there. Bladeling eyes glow like translucent chips of glacial ice tinged with purple. Skin and bones protrude in the form of sharp blades of wood and ice and steel, jutting out at all angles; bladelings have no soft flesh. They have blood the color and consistency of oil.

**Xenophobia.** Not much is known about the bladelings, for they discourage any investigation into

their lives – harshly. They are highly superstitious, and most are exceedingly xenophobic. Though they are courteous to strangers encountered outside their home, they tend to administer swift death to those who invade their territory.

**Acheron “Natives.”** Though not originally from Acheron, bladelings have established themselves on the plane and are now considered native. Most live in Ocanthus, the fourth layer of Acheron, amidst the whirling blades of ice and iron. Their city, Zoronor, lies in the Blood Forest. This pulpy mass of wood (and other less savory, unidentifiable material) protects the residents from the whirling blades that are the main feature of this layer.

Zoronor is the only known bladeling city. Here, bladelings obey their priest-king fanatically, having followed his tenets and gained some measure of security, which they will defend with their lives. The city itself yields little except assassins and travelers.

Life in Ocanthus is difficult at best. For this reason, bladelings learn to trust in their neighbors and to protect them as well. Though they are prone to internal strife, bladelings pull together quickly when faced with outside threats.





## BLADELING CAPTAIN

Medium humanoid, lawful neutral

**Armor Class** 18 (natural armor, shield)  
**Hit Points** 45 (7d8 + 14)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	12 (+1)	15 (+2)	11 (+0)

**Skills** Athletics +7, Intimidation +5  
**Damage Resistances** acid  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Abyssal  
**Challenge** 3 (700 XP)

### ACTIONS

**Multiattack.** The bladeling captain makes two weapon attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded in two hands.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Spine.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

**Razor Storm (Recharge 5-6).** The bladeling captain expels shrapnel in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much on a successful one. The bladeling captain's Armor Class is then reduced by 2 until this ability recharged.

### REACTIONS

**Spines.** If a creature misses it with a melee attack while within 5 feet of it, the bladeling captain can use its reaction to make a Spine attack against that creature.

A military commander of middling rank, this captain organizes and protects their underlings with great skill.

## BLADELING SLAVEDRIVER

Medium humanoid, lawful evil

**Armor Class** 18 (natural armor, shield)  
**Hit Points** 90 (12d8 + 36)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	10 (+0)	13 (+1)	14 (+2)

**Skills** Athletics +7, Intimidation +5  
**Damage Resistances** acid  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Infernal  
**Challenge** 5 (1,800 XP)

**Sneak Attack (1/Turn).** The bladeling slavedriver deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and the bladeling slavemaster doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The bladeling slavedriver makes two attacks with its razor lash.

**Razor Lash.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

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

**Razor Storm (Recharge 5-6).** The bladeling slavedriver expels shrapnel in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much on a successful one. The slavedriver's Armor Class is then reduced by 2 until this ability recharged.

### REACTIONS

**Spines.** If a creature misses it with a melee attack while within 5 feet of it, the slavedriver can use its reaction to make a Spine attack against that creature.

Having left its people, this bladeling whips the troops of mercenary armies into shape as they march aimlessly across Acheron.



# DABUS

Tall, slender, and looking like the riddles they speak, the dabus are feared by some to be the true masters of Sigil. For others they are nothing but slaves that maintain Sigil's mighty engines. Their thoughts literally fill the air when they pass, for the dabus's speech is illusion shaped into pictures that mortals can then reshape into sounds – the dabus communicate not by word, but by the complicated structures of the rebus. These are the ultimate in thought-pictures, where symbols are chosen for the sounds made in a language, and the sounds are strung together to form words.

**Workers of Sigil.** Sigil is the sole habitat of the dabus, which they constantly build, cannibalizing one part to construct another. It is known their homes are in substructures far beneath the city, but few have seen them. They don't care for visitors in their cramped workshops, and they mislead those who try to follow them home without permission.

The dabus claim to be organized into cells (if their rebuses are read correctly). Each cell has a duty in the city, though it is not tied to one place or skill. One day a member of a cell gathers the trash that blows out of the Great Bazaar. The next, it might be resetting cobbles near the Hive. Whatever guides them in their tasks, the dabus seem to always know what is expected of them. Each cell has 2d6 members.

**Sexless.** All dabus are of the same sex, for the race appears to have no sex at all. There are no dabus young, yet they do seem to be able to replace those lost to accident or misadventure. No one is sure how they do so, but the best guess is that a new member is constructed from the merged illusions of the others, that the word-pictures take on real form, that what is written/spoken has reality for these creatures that translates into reality for others.

**The Rebus.** That leads to their strange speech, the most puzzling aspect of the dabus race. They have mouths and seem perfectly capable of speaking, but they never do. Instead, should they desire to communicate with someone not of their race, images of appear in the air. The images are the picture equivalents of sounds that match whatever language the onlooker speaks. When a dabus is excited, the rebuses can flicker by with dazzling speed.

Why do they not speak? Have they surrendered speech, cutting away the abstractions that bind the flesh to a false image of the world, or is language a mystery to them, an art they haven't learned? Are they a race unable to seize upon words and letters? Perhaps they are like some idiot savant, brilliant at their own chores but blind to the talents common to others.

There is no doubt the dabus have a role in Sigil. They are its cells, constantly repairing the body of the city. It is hard to imagine what would happen to Sigil without them, for no one really knows the full extent and workings of Sigil's streets and furnaces.

## DABUS

*Medium humanoid, neutral*

**Armor Class** 13

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	12 (+1)

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

**Languages** understands all, but speaks only in images

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

**Hovering Movement.** The dabus does not fly, but it is immune to any effect that requires it to be touching the ground, and it ignores the first 10 points of falling damage that it would take each time it falls.

**Rebus.** The dabus speaks in illusionary pictograms called rebus. It can also cast the *minor illusion* spell at will, but the effect is always obviously illusory.

### ACTIONS

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



# DEMONS

In addition to the demons found in the Monster Manual, these additional types of demon can be found spilling forth from the Abyss.

## ARMANITE

*Large fiend (demon), chaotic evil*

**Armor Class** 17 (half plate barding)

**Hit Points** 114 (12d10 + 48)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	8 (-1)	12 (+1)	13 (+1)

**Saving Throw** Str +7, Wis +4, Cha +4

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

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

**Cavalry Charge (1/Turn).** If the armanite moves at least 10 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 13 (2d12) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

### ACTIONS

**Multiattack.** The armanite makes two lance attacks.

**Lance.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) piercing damage.

**Sparkbolt Longbow.** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 18 (4d8) lightning damage.

Armanites resemble pale, undead centaurs with the horns of rams or bulls. They wear the full armor of knights. Their tails and the manes down their spines are stiff bristles, and the flesh on their bellies sags so much that older armanites sometimes look like gutted half-horses, dragging their entrails beneath them.

Armanites are the mercenaries and scavengers of the Blood War, living by devouring the flesh and spirits of the fallen. They serve their masters well but expect plunder in return; failure to provide it results in desertion or rebellion, even on the eve of battle. Most herds of armanites specialize in a particular battlefield duty, such as scouting, foraging for quartermasters, skirmishing, archery, or the like.

Each armanite troupe carries an individual troupe banner and the banner of their current master or mistress, such as Graz'zt's diagonal black-and-white slash or Pazuzu's golden talon on dark red. If the banner is lost in battle, the troupe disbands to take up service in the household of one of the lords of the Plain of Infinite Portals or attempt to join another troupe. The banner is the symbol and unifying principle of each warband; without it, the armanites feud among themselves and soon their group falls apart.

Because they operate well as independent groups, armanites are often selected to undertake special missions for the Abyssal lords. They are called the Dark Horsemen or the Dark Riders in the Upper Planes and are feared there. They are a common sight in Sigil as well, where they sometimes serve as bloodthirsty bodyguards.

### VARIANT: DEMON SUMMONING

Some demons can have an action option that allows them to summon other demons.

**Summon Demon (1/Day).** The demon chooses what to summon and attempts a magical summoning.

- An armanite has a 30% chance of summoning a 1d10 dretches or another armanite.
- A babau has a 40% chance to summon another babau.
- A bulezau has a 50% chance to summon 2d6 dretches or 1d6 rutterkin.
- A jovoc has a 25% chance of summoning another jovoc.
- A mature nabassu has a 30% chance of summoning a 1d4 hezrous or 1 glabrezu.
- A molydeus has a 35% chance of summoning another molydeus, 1d3 chasmes, or 1d4 babaus.
- A rutterkin has a 10% chance of summoning a chasme.
- An urdezu has a 40% chance of summoning another urdezu.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.





## BABAU

Medium fiend (demon), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	14 (+2)	13 (+1)	16 (+3)

**Saving Throw** Dex +4, Wis +4

**Skills** Perception +4, Stealth +4

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

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 5 (1,800 XP)

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

**Protective Slime.** A creature that touches the babau or hits it with a melee attack while within 5 feet of it takes 5 (1d10) acid damage.

### ACTIONS

**Multiattack.** The babau makes three attacks: two with its claws, and one with its bite.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, plus 3 (1d6) acid damage.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage, plus 3 (1d6) acid damage.



Babau look like tall skeletons covered with dark, form-fitting leather and dripping with vicious fluid. A great horn protrudes from the back of their skulls. Babaus have long, wicked claws covered with dirt, blood, and decaying flesh. Their movements are very quick, sharp, and mechanical, emphasizing their alien nature.

Other tanar'ri hate babaus because they roam around recruiting for the vast Abyssal armies, forcing lesser demons into service in the Blood War. To escape service, numbers of lesser tanar'ri sometimes gang up on a pursuing babau and try to kill it. However, the babau defend themselves well.



## BEBILITH

Huge fiend (demon), chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 187 (15d12 + 90)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	11 (+0)	13 (+1)	13 (+1)

**Saving Throw** Str +11, Con +10, Wis +5

**Skills** Perception +5, Stealth +8

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

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** understands Abyssal, but cannot speak; telepathy 120 ft.

**Challenge** 12 (8,400 XP)

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

**Web Sense.** While in contact with a web, the bebilith knows the exact location of any other creature in contact with the same web.

**Web Walker.** The bebilith ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack.** The bebilith makes three attacks: two with its claws, and one with either its bite or its web.

**Bite. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much on a successful one. The body of a creature killed by this attack bursts into flames and disintegrates one round after death.

**Claw. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage. If the bebilith has already hit the target with a claw attack this turn, and the target is wearing nonmagical armor, the target's armor is damaged and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

**Web (Recharge 5-6). Ranged Weapon Attack:** +7 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 17 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 10 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

**Plane Shift.** The bebilith casts the *plane shift* spell, with no need for a material component, but can travel only to the Astral plane, or back to the layer of the Abyss it was last on.

Also known as *creepers of the Abyss* and *barbed horrors*, bebiliths are huge arachnids that roam the Abyss, preying on the tanar'ri. Though native to the Abyss, and thus classified as demons, bebiliths are not of the tanar'ri race.

Cruel, unwavering harbingers of death and torture, bebiliths are hideous, misshapen spiders with hard, chitinous shells. Their two forelegs each end in a brutal barb, and their mouths are filled with fangs that drip poisonous liquid.

Bebiliths prey on, or by some accounts punish, the tanar'ri of the Abyss. They seem to select, by unknown means, certain groups of the major tanar'ri and exterminate them completely, in brief but horrible wars of annihilation. Of equal mystery is the precise way a tanar'ri, one of the cruelest and most chaotic creatures in existence, incurs the wrath of these assassins.

Although creatures roam the Abyss that could destroy a bebilith as a matter of course, nothing ever

does. The bebiliths have developed an uncanny mystique, and among the denizens of the Abyss, destroying one is taboo. Some visitors to the Abyss report constructive use of this taboo, such as by entering a bebilith's vicinity to escape pursuing tanar'ri. Of course, the clever escapees then must escape the bebilith. Conjuring an illusory bebilith would seem a natural idea for the resourceful traveler, but recorded accounts show mixed results. Apparently even the tanar'ri that lack truesight recognize bebiliths not only by sight and sound, but by odor and perhaps spiritual aura. These qualities test the capacity of most illusionists.

Scholars proposed the spiritual aura idea because those who have been in the vicinity of the bebilith report a general malaise and sense of futility. However, given the creature's power, this feeling could be just as easily attributed to sheer terror.



## BULEZAU

Large fiend (demon), chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 137 (11d10 + 77)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	24 (+7)	6 (-2)	12 (+1)	10 (+0)

**Saving Throw** Str +10, Dex +6, Wis +5

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 9 (5,000 XP)

**Charge.** If the bulezau moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 21 (6d6) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

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

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

### ACTIONS

**Multiattack.** The bulezau makes three attacks: one with its core, one with its pike, and one with its tail.

**Gore.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

**Pike.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. Hit: 19 (2d12 + 6) piercing damage.

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

Bulezau tanar'ri are born and bred to fight in the Blood War. Bulezau are used as heavy infantry, assault leaders, and personal guards; they lack the mobility of a similar band of vrocks, but they're strong and fearless creatures who're too stubborn and stupid to ever give up.

A bulezau resembles a minotaur, but it's gaunt and skeletal, and its flesh is filthy and diseased. The creature isn't covered with fur, but instead with patches of wiry bristles over battered, boil-covered skin. Its feet are clawed, not hooved, and it has a long, serpentine tail with a clump of iron-hard spines at its end. The bulezau's horns and head are more ramlike than bull-like, and its mouth is filled with small, needle-sharp fangs.

Bulezau are quarrelsome, bullying creature that often fall into lethal disagreements with each other. Only the authority of a more powerful demon can keep them from each other's throats, and even then only if the promise of battle is near. Bulezau live for combat, and regard all other activities as a waste of time. They make poor pickets, sentries, or scouts since they've got no patience for waiting around or attempts at stealth – if a bulezau sees an enemy, it charges, and if it doesn't see an enemy, it goes looking for one.

Bulezau may be difficult troops to keep control of, but they're very good at what they do. Once committed to a battle, they hold nothing back and plunge into the thick of the fight with reckless abandon. For a tanar'ri commander, the bulezau are a slaving band of maniacs that'll attempt any attack and never retreat, no matter how long the odds are. Loyalty of that kind is hard to find in the Abyss, even if it's uncontrollable bloodlust instead of iron discipline.

Tanar'ri commanders've long recognized that it's a good idea to keep bulezau near the war front. They're just too stupid and aggressive to remain in a noncombat situation for long.

With a strong and charismatic commander, bulezau can hold themselves in check – just barely. High-ups in the Abyss sometimes create a ruthless and fanatical guard of bulezau, deciding that it's worth the headaches to have such capable and loyal (for tanar'ri) fighters at their back and call.





## JOVOC

*Small fiend (demon), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 45 (7d6 + 21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, telepathy 60 ft.

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

**Aura of Retribution.** Whenever the jovoc takes damage, each non-demon creature within 30 feet of it must make a DC 13 Constitution saving throw, taking an amount of necrotic damage equal to the total damage the jovoc took on a failed save, or half as much on a successful one.

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

**Regeneration.** The jovoc regains 5 hit points at the start of its turn if it has at least 1 hit point.

### ACTIONS

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

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

Vicious little black-hearted fiends, the jovocs were born to cause strife. Their ability to inflict the damage they take on others makes them invaluable in the front lines of tanar'ri armies.

A jovoc is a 4-foot tall, bloated, hairless creature of humanoid shape. It resembles the bruised and battered corpse of a gnome left too long to decay in the heat of summer, and the stench that emanates from its rough skin lends credence to this impression. Its skin is dark blue or black, and its eyes are vacant, black pools. Each of the creature's long arms ends in a three-fingered hand with long red fingernails, forever stained the color of blood.

Jovocs are not especially intelligent, but they are quick and experienced ambushers, and years of training and experience have taught them how to take advantage of their aura of retribution and regeneration. They often adopt a hit-and-run strategy, jumping into a group of enemies to do as much damage as possible, then dashing off to heal.

Alternatively, groups of two or three jovocs might lurk just out of reach of their enemies, where they repeatedly strike each other, wait to regenerate, then repeat the process.





## MOLYDEUS

Large fiend (demon), chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 252 (25d10 + 125)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	20 (+5)	15 (+2)	14 (+2)	20 (+5)

**Saving Throw** Dex +8, Con +11, Wis +6, Cha +11

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 12

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 18 (20,000 XP)

**Innate Spellcasting.** The molydeus's innate spellcasting ability is Charisma (save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *blindness/deafness*, *charm monster*, *lightning bolt*, *polymorph*, *suggestion*

3/day each: *Evard's black tentacles*

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

**Magic Weapons.** The molydeus's weapon attacks are magical.

### ACTIONS

**Multiattack.** The molydeus makes three attacks: one with its greataxe, its bite, one with its viper bite.

**Greataxe.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 21 (2d12 + 8) slashing damage.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 17 (2d8 + 8) piercing damage.

**Viper Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 12 (1d8 + 8) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much on a successful one. A creature brought to 0 hit points by this attack is transformed into a manes. Only a *wish* spell can reverse this transformation.

**Teleport.** The molydeus magically teleports, along with any equipment it is holding or carrying, to an unoccupied space within 120 feet.

Molydei are powerful, muscular humanoid with dark red skin. They could be mistaken for giant red men, except for their two grotesque heads. One is a snarling dog's head that misses nothing in front of it. The other, a long prehensile snake head, observes everything that happens behind it. These creatures carry ornate twin-bladed battleaxes.

The molydei are the greatest enigma in the Abyss. These powerful police wander the layers of the Abyss and search for tanar'ri that stray from the cause of the Blood War. They report directly to the balors, but even balors are not above reproach, and the molydei would turn against one that strays.

By enforcing the loyalty of the true tanar'ri, the molydei play an important role in the Blood War. These creatures exist only to serve the cause. They have no loyalty towards any tanar'ri and will try to destroy any of them at the slightest sign of infidelity.





## NABASSU, JUVENILE

Medium fiend (demon), chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 40 ft., fly 60 ft.

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

**Skills** Stealth +6

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, telepathy 60 ft.

**Challenge** 3 (700 XP)

**Sneak Attack (1/Turn).** The juvenile nabassu deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and the juvenile nabassu doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The juvenile nabassu makes two attacks: one with its claws and one with its bite.

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

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

**Feed.** The juvenile nabassu consumes the life energy of an incapacitated but living humanoid adjacent to it. The humanoid is immediately slain, feeding the power of the juvenile nabassu.

For every five humanoids the juvenile nabassu feeds upon in this way, it permanently and cumulatively gains 5 maximum hit points, as well as a +1 bonus to all attack rolls, saving throws ability checks, and damage rolls, as well as a +1 bonus to its Armor Class.

Once the juvenile nabassu has consumed 15 humanoids in this way, its Challenge become 4 (1,100 XP). Once it has consumed 30 humanoids, it loses the above benefits and instead transforms into a mature nabassu.

Nabassu are creatures spawned in the Abyss but nurtured on other planes, where they grow and gain power by slaying and devouring humanoids.

Unlike other tanar'ri, nabassu seem to have no place in the Blood War. What role these monsters play is unknown. Perhaps the slaying of humans and spilling of innocent blood somehow bring the tanar'ri power.

## NABASSU, MATURE

Medium fiend (demon), chaotic evil

**Armor Class** 20 (natural armor)

**Hit Points** 142 (15d8 + 75)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	21 (+5)	18 (+4)	17 (+3)	19 (+4)

**Saving Throw** Dex +5, Con +9, Wis +7, Cha +8

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Abyssal, telepathy 120 ft.

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

**Death-Stealing Gaze.** If a humanoid dies while it can see the mature nabassu, or if it is killed by the nabassu's Feed ability, the humanoid immediately rises as ghoul under the nabassu's command.

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

### ACTIONS

**Multiattack.** The mature nabassu makes three attacks: two with its claws and one with its bite.

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

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

**Feed.** The mature nabassu consumes the life energy of an incapacitated but living humanoid adjacent to it. The humanoid is immediately slain, and the mature nabassu gains 30 temporary hit points.





## RUTTERKIN

Medium fiend (demon), chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	9 (-1)	12 (+1)	5 (-3)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, telepathy 60 ft.

**Challenge** 1/2 (100 XP)

### ACTIONS

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

**Snap-Tong.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, and the target is grappled (escape DC 12). The rutterkin cannot make snap-tong attacks against any other target until this grapple ends.

**Three-Armed Blade.** *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. Hit: 5 (1d6 + 2) slashing damage.



The rutterkin are pathetic, malformed tanar'ri. They wander the planes of the Abyss, outcasts in their own deranged society. Rutterkin resemble terribly ugly humans. They are hairless or nearly so, with pointed skulls, distorted features, and backward-pointing ears.

Rutterkin are tanar'ri mutated by energies unknown. They are complete outcasts, not even cannon fodder in the Blood War.

However, rutterkin do unwittingly serve the tanar'ri. Rutterkin so hate their position that they wander the Abyss in solitude. There, they do not attack any but the weakest demons. However, they savagely attack non-demon they see. Although the rutterkin are usually far too weak to stop intruders, these pathetic creatures can at least raise the alarm.



## URIDEZU

Medium fiend (demon), chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	8 (-1)	14 (+2)	9 (-1)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, telepathy 60 ft.

**Challenge** 1 (200 XP)

**Rat Master.** The uridezu can speak to rats as if they shared a language. Rats with an intelligence score of 5 or lower obey the uridezu's commands, even if they are suicidal.

### ACTIONS

**Multiattack.** The uridezu makes two attacks: one with its bite and one with its whip tail.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Whip Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage and if the target is a creature, it must make a DC 11 Strength saving throw or be knocked prone.

Uridezu, also called rat-fiends are hulking, man-sized creatures resembling leprous, muscular hunch-backed rodents walking on two short legs. They inhabit the Abyss, where they serve the various tanar'ri. Rat-fiends are often sent on errands by powerful tanar'ri. Their services may also be awarded to favored allies on other planes, or they may be compelled to service by powerful wizards. On occasion, they are stranded on the Material Plane, where they can terrorize entire communities.

Rat-fiends serve higher-level tanar'ri such as balors and glabrezu as slaves, servitors, messengers, and assassins. They are very low on the Abyss's social ladder, abused and tormented by other tanar'ri. Particularly accomplished rat-fiends are treated well by powerful tanar'ri lords as long as they continue to be useful. Old or unsuccessful rat-fiends often find themselves served up as dinner by their masters.

Because they are so ill-treated on their home plane, rat-fiends prefer traveling to other locales such as the Material Plane, where they are sometimes found as familiars or servants of powerful spellcasters. Tanar'ri sometimes loan rat-fiends to mortal servants or allies, but such individuals are often incompetent or quarrelsome.

Rat-fiends are unnatural creatures, and act as predators or scavengers when on the Material Plane, sometimes setting up lairs in urban areas and preying on local animals and unfortunate inhabitants. In such cases, they usually dwell in ruins, cellars, slums, or other regions with large numbers of rats, using their rodent-control abilities to command local creatures to do their bidding. Such rats act as scouts and bodyguards for their masters, scavenging for their own food.

In the Abyss, rat-fiends who do not serve other tanar'ri are scavengers by nature, filling a niche similar to that of ordinary rats on the Material Plane. They are a constant nuisance, lurking in shadows, grabbing scraps of food and attacking rutterkin, dretches, and other low-level tanar'ri.



# DEVILS

In addition to those in the Monster Manual, the following baatezu can also be found among the armies of Hell.

## VARIANT: DEVIL SUMMONING

Some devils can have an action option that allows them to summon other devils.

**Summon Devil (1/Day).** The devil chooses what to summon and attempts a magical summoning.

- An abishai of any color has a 20% chance of summoning an abishai of a random color.
- A cavalry devil has a 30% chance of summoning 1d4 spined devils or another cavalry devil.
- A xerfilstyx has a 50% change of summoning another xerfilstyx.

A summoned devil appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other devils. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Abishai are common to the first and second layers of Baator, and are usually in the service of Tiamat, goddess of evil dragons. They look like gothic gargoyles, thin and reptilian, with long, prehensile tails and large wings. The five varieties of abishai have different skin colors – in ascending order of station, white, black, green, blue, and red. All have a vinegary smell and rasping voices. The air seems to warm perceptibly in their presence.

The abishai make up large, evil armies that fight the tanar'ri and intruders into Baator. In some cases, a red abishai may prove worthy enough to command a force of lemures. If successful, the red abishai may be promoted to a higher form of baatezu.

## ABISHAI, BLACK

*Medium fiend (devil), lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Infernal, telepathy 120 ft.

**Challenge** 3 (700 XP)

**Devil's Sight.** Magical darkness doesn't impede the black abishai's darkvision.

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

## ACTIONS

**Multiattack.** The black abishai makes two attacks: one with its claws and one with its tail.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) acid damage.



## ABISHAI, BLUE

Medium fiend (devil), lawful evil

**Armor Class** 17 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	11 (+0)	13 (+1)	15 (+2)

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Infernal, telepathy 120 ft.

**Challenge** 5 (1,800 XP)

**Devil's Sight.** Magical darkness doesn't impede the blue abishai's darkvision.

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

### ACTIONS

**Multiattack.** The blue abishai makes two attacks: one with its claws and one with its tail.

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

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage plus 14 (4d6) lightning damage.

## ABISHAI, GREEN

Medium fiend (devil), lawful evil

**Armor Class** 16 (natural armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft., fly 40 ft.

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

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Infernal, telepathy 120 ft.

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

**Devil's Sight.** Magical darkness doesn't impede the green abishai's darkvision.

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

### ACTIONS

**Multiattack.** The green abishai makes two attacks: one with its claws and one with its tail.

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

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 10 (3d6) poison damage.



## ABISHAI, RED

Medium fiend (devil), lawful evil

**Armor Class** 18 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	12 (+1)	14 (+2)	16 (+3)

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Infernal, telepathy 120 ft.

**Challenge** 6 (1,800 XP)

**Devil's Sight.** Magical darkness doesn't impede the red abishai's darkvision.

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

### ACTIONS

**Multiattack.** The red abishai makes two attacks: one with its claws and one with its tail.

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

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 17 (5d6) fire damage.

## ABISHAI, WHITE

Medium fiend (devil), lawful evil

**Armor Class** 14 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft., fly 40 ft.

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

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Infernal, telepathy 120 ft.

**Challenge** 2 (450 XP)

**Devil's Sight.** Magical darkness doesn't impede the white abishai's darkvision.

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

### ACTIONS

**Multiattack.** The white abishai makes two attacks: one with its claws and one with its tail.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 3 (1d6) cold damage.



## AYEROBOS SWARM

Medium swarm of Tiny fiends (devil), lawful evil

**Armor Class** 14

**Hit Points** 78 (12d8 + 24)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	8 (-1)	15 (+2)	13 (+1)

**Damage Resistances** bludgeoning, cold, piercing, slashing

**Damage Immunities** fire, poison

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

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Infernal, telepathy 120 ft.

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

**Devil's Sight.** Magical darkness doesn't impede the ayperobos swarm's darkvision.

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

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

## ACTIONS

**Multiattack.** The ayperobos swarm makes two attacks with its bites.

**Bites.** *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. Hit: 34 (8d6) piercing damage, or 14 (4d6) piercing damage if the swarm has half its hit points or fewer.

**Control Body (Recharge 6).** One creature in the ayperobos's space must make a DC 15 Constitution saving throw or the swarm magically burrows into it. The swarm disappears, and the target is incapacitated and loses control of its body. The swarm now controls the body but doesn't deprive the target of awareness. The swarm can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The effect lasts until the body drops to 0 hit points, the swarm ends it as a bonus action, or the swarm is forced out by an effect like the *dispel evil and good* spell. When the effect ends, the swarm reappears in an unoccupied space within 5 feet of the host. The target is immune to this swarm's Control Body for 24 hours after succeeding on the saving throw or after the effect ends.

Ayperobos are tiny, hateful devils that work together to bring down larger foes. Ayperobos look like minuscule fat hairy humanoids with crimson skin, horns, and disproportionately large mouths. They flutter on sparrow wings, moving together in unison, as if they were one creature.

Products of Baalzebul's foul imagination, ayperobos swarms are akin to clouds of mosquitoes found in the swamps and mires on the Material Plane. They prowl the misty reaches of the plane, setting upon anyone or anything less powerful. They are especially fond of lemures and nupperibos, and they tear apart these wretches with relish.

On some layers, the tiny devils are considered delicacies by larger fiends – popular for their squeals and the sudden rush of blood when crunched between teeth.

Though individually quite small and harmless, when gathered into a swarm, ayperobos are tenacious opponents with the ability to burrow into their prey's flesh and force it to do as the swarm wills, attacking its comrades or simply looking like a fool.



## CAVALRY DEVIL (NARZUGON)

Medium fiend (devil), lawful evil

**Armor Class** 20 (plate, shield)

**Hit Points** 104 (16d8 + 32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	12 (+1)	13 (+1)	19 (+4)

**Saving Throw** Str +7, Con +5, Wis +4

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Infernal, telepathy 120 ft.

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

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

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

**Mounted Combat.** The cavalry devil has advantage on melee weapon attack rolls made against creatures smaller than its mount. In addition, the cavalry devil can force any attack made against its mount to target the cavalry devil instead.

### ACTIONS

**Multiattack.** The cavalry devil makes three lance attacks.

**Lance.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 10 (1d12 + 4) piercing damage.

**Armor Spike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

**Baleful Gaze.** The cavalry devil raises its visor in order to cast the *phantasmal killer* spell with a save DC of 15, but the target must be able to see the cavalry devil.

### REACTIONS

**Spiked Plate.** If a creature misses it with a melee attack while within 5 feet of it, the cavalry devil can use its reaction to make an armor spike attack against that creature.

Cavalry devils, also known as narzugons, are human-sized and shaped, but are always entirely encased within spiked plate armor. Narzugon are the elite cavalry of the baatezu, and they are usually found sitting astride a powerful mount, most commonly a **nightmare**. They ride across the planes on errands of evil.

Cavalry devils are attached to infernal companies. Many serve as standard bearers, but when organized into greater numbers, they sweep in to wreak havoc in the enemy lines.

A curious breed, narzugons are honorable warriors that prize forthright action and bravery over treacherous scheming. They are easily the most reliable troops in Hell's legions. A narzugon sworn to serve a lord of Hell honors its vow until death. Stories persist of narzugons that allows their enemies the opportunity to surrender, or that stand aside while a disarmed opponent retrieves their weapon.

Their honorable streak make cavalry devils valuable within the ranks of Hell. The staggering majority of them are sword to Asmodeus, and he attempts to prevent other devils from gathering these knights of Hell to their own banners.

Their reliability makes cavalry devils ideal agents to send to the Material Plane. Dispatched on unholy quests to recover evil items, destroy temples of good, and lead the legions of evil into battle, narzugons take on missions in a similar manner to adventurers. They are reliable enough to trust with long-term, important tasks far from Hell. A diabolical cult that receives a narzugon is favored indeed by a duke of Hell.



## LEGION DEVIL (MERREGON)

Medium fiend (devil), lawful evil

**Armor Class** 17 (scale mail, shield arm)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

**Damage Resistances** cold

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Infernal, telepathy 60 ft.

**Challenge** 1/4 (50 XP); special (see sidebar)

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

**Legion.** Legion devils typically form "legions." Legion devils in a legion share one hit point pool, which is a combination of all of their hit points put together. Damage dealt to any one of them is removed from this pool instead of their own hit points. Likewise, healing any devil in the legion receives is instead applied to the legion's hit point total. When the pool reaches 0, all of the legion devils in the legion die.

If a legion devil moves beyond 100 feet from all of the others in its legion, it keeps a share of the hit point

pool equal to the hit point pool's current hit points divided by the number of devil's in the legion, including it, rounded down. The legion loses an equal number of hit points. If this share is 0, the legion devil dies immediately.

**Legion's Defense.** If at least one legion devil in a legion succeeds on a saving throw against an effect, all of the devil's in the legion succeed.

**Legion's Mind.** If one or more legion devils in a legion receive a saving throw against being charmed, frightened, possessed, or otherwise compelled, all of the devils in the legion can make a saving throw. If any one of them succeeds, the targeted devil(s) succeed(s). If they all fail, all of the devils in the legion are affected, even if they were not all targeted.

**Legion's Tactics.** The legion devil has advantage on an attack roll against a creature if at least one other member of the devil's legion is within 5 feet of the creature and the other member isn't incapacitated.

### ACTIONS

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

**Legion's Advance.** The legion devil teleports to an unoccupied space within 5 feet of another devil in its legion.

Legion devils, also called merregons, are humanoid in shape, with deep red skin and sporting a vicious snarl that reveals sharp teeth. A merregon carries a weapon in one hand, but its other arm ends in a bloated, iron-studded forearm with a small, withered hand hanging from its end.

Individually, legion devils are some of the weakest soldiers of Hell. But when they serve in battle together, they are formidable opponents who can easily overwhelm powerful foes. While legion devils are dim-witted brutes, they seem to form a sort of group mind when gathered together for battle. They fight with uncanny cunning, coordination, and tactical insight.

On Avernus, the first layer of Baator, thousands of legion devil barracks stretch from horizon to horizon. At the first sight of an attack, or before a major incursion from Hell, the ranks of legion devils pour forth from their barracks in uncountable masses.

Legion devils are relentless in their duty and rarely stray from their encampments. If a legion devil isn't on guard duty, it is practicing its weapon skills, studying tactics, cleaning the barracks, or performing some other assignment.

### LEGION DEVIL CHALLENGE

Legions devils are special in that they share their hit point pool with others of their legion. This means that the normal rules for adjusting the difficulty of an encounter based on the number of enemies doesn't quite suffice, since none of them die until all of them do.

When multiplying difficulty based on the number of enemies, count each legion devil beyond the first twice. For example, in an encounter with only legion devils, the numbers would become:

1: x1  
2-3: x2  
4-5: x3  
6-7: x4  
8+: x5.

You may also want to continue multiplying as you add more: another x1 for every two devils beyond 8.



## NUPPERIBO

Medium fiend (devil), lawful evil

**Armor Class** 12 (natural armor)

**Hit Points** 26 (3d8 + 8)

**Speed** 30 ft.

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

**Damage Resistances** cold, thunder

**Damage Immunities** fire, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 8

**Languages** –

**Challenge** 1/2 (100 XP)

**Deaf.** The nupperibo automatically fails any Wisdom (Perception) check that relies on hearing, and is immune to any effect that requires it to hear.

**Fear Aura.** Any creature besides a devil that begins its turn within 10 feet of the nupperibo must make a DC 11 Wisdom saving throw or be frightened until the start of its next turn.

### ACTIONS

**Halberd.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

Nupperibos are tormented devils forced to take on pathetic, weak forms for their failures. They appear as waddling, enormously bloated humanoids, their eyes and mouths sown shut.

A common belief among baatezu is if a devil cannot perform its task to the satisfaction of its betters, a demotion best serves to hammer home the importance of duty. Some such devils are sent to the chain devils for instruction in the virtue of obedience. These torturers subject their victims to maddening torments, carving bits of flesh, sewing shut their eyes and mouths, sealing their ears with lead, filling their bodies with corruption, and essentially removing all evidence of their former form. The process of this transformation is complete once the chain devils extract the fiend's brain, drawing the organ out through its nostrils. The new creature is a shuddering wreck, a nearly mindless entity trapped in a hellish state of absolute horror.

Nupperibos have little independent will aside from an instinctual urge to hurt those around them. They respond to the telepathic commands of other devils, making them ideal soldiers for fighting in the Blood War. Most groups of nupperibos have a spined devil leader. But even when directed, nupperibo don't fight with finesse or any sense of strategy. They simply amble forward, lashing out blindly with whatever weapon they have in hand.

It is possible for a lucky nupperibo to regain its status, though it is rare. Few devils survive combat while being both blind and deaf, so most wind up lining the gullet of a rampaging demon. Still, a devil might hold a lieutenant that failed an important task – yet could still prove useful – in nupperibo form until such time as the master feels its minion could be productive again. Or a devil might steal the nupperibo form of a onetime advisor or general to an enemy. By reversing the process, the devil can extract useful intelligence or even find a willing ally.



## XERFILSTYX

Large fiend (devil), lawful evil

**Armor Class** 18 (natural armor)  
**Hit Points** 210 (20d10 + 100)  
**Speed** 40 ft., fly 50 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	21 (+5)	16 (+3)	11 (+0)	21 (+5)

**Saving Throws** Dex +6, In +8, Wis +5

**Skills** Athletics +11

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Infernal, Abyssal, telepathy 120 ft.

**Challenge** 15 (2,900 XP)

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

**Innate Spellcasting.** The xerfilstyx's innate spellcasting ability is Charisma (save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *confusion*, *modify memory*  
1/day each: *feblemind*

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

**Styxborn.** The xerfilstyx is immune to the effects of the River Styx.

### ACTIONS

**Multiattack.** The xerfilstyx makes three attacks, two with its gore and one with its tail. It can replace one of these attacks with a bite if able.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the xerfilstyx, incapacitated, or restrained. Hit: 10 (1d8 + 6) piercing damage plus 21 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the xerfilstyx regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Gore.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 19 (2d12 + 6) piercing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage and the target is grappled (escape DC 21). Until this grapple ends, the target is restrained, the xerfilstyx can automatically hit the target with its tail, and the xerfilstyx can't make tail attacks against other targets.

**Teleport.** The xerfilstyx magically teleports, along with any equipment it is holding or carrying, to an unoccupied space within 120 feet.

A xerfilstyx blends the form of a devil with that of a slug. It's human-like arms and torso are thick, rippling with powerful muscles. Its head is terrifying, equipped with a toothy maw and a pair of large horns that curl out and up from the skull, and from its back two massive leather wings spread wide. Its lower half is a pulsing sack of purple-blue flesh, similar in appearance and shape to that of a slug.

Xerfilstyxes live in the depths of the River Styx. They swim through the currents, sampling the frightened memory fragments leached from the souls exposed to the river's mind-numbing cold. They seem to care little for what happens in the world around them and exist only to snatch and destroy those they come across.

Though native to the Nine Hells of Baator, the Xerfilstyxes can be found anywhere the River Styx flows, even on other planes. Though comfortable at any depth, they tend to stay near the shore, ready to snatch the unwary and drag them into the river.

Constant exposure to the Styx has driven these devils insane. The memories of the lost bombard them whenever they swim through the river, something from which they derive great pleasure even though it dissolves their minds. In their madness, they believe all creatures should sample the water, and that it is their duty to help reveal this to those they meet.



## ELADRIN

The eladrin are the native race of Arborea, just as the devils are associated with Baator and the demons with the Abyss. Eladrin are wild and free beings who exult in their own existence and live a life of song and celebration. They aid all people of good hearts against the forces of evil, but seek to do so with individual acts of kindness or heroism.

In Arborea, the eladrin move from place to place constantly, reveling in the natural beauty of the plane and seeking adventure. They act as defenders of goodness and freedom wherever it is threatened, and seek to counter the influences of fiends among mortals. To the eladrin, mortals should be free to choose their own destinies without fiendish interference; many of

the more powerful eladrin constantly roam the planes and Material Plane, working against the extraplanar evils that seek to dominate these realms.

The magical and mysterious heart of the eladrin lies in the Court of Stars, where the beautiful Queen Morwel reigns over her people. Morwel is sometimes called the Faerie Queen, the Lady of the Lake, or the Lady of Stars, and she's surrounded by the brightest and most gracious of the eladrin. The Court moves from place to place throughout Arborea, existing only where night falls over the realm. The Court of Stars isn't really the government of the eladrin as much as it is the heart or spirit of the race.

## BRALANI

*Medium celestial (eladrin, shapeshifter), chaotic good*

**Armor Class** 16 (studded leather)

**Hit Points** 82 (11d8 + 33)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	13 (+1)	14 (+2)	16 (+3)

**Saving Throws** Dex +7

**Skills** Acrobatics +7, Nature +4, Perception +5, Survival +5

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** lightning

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

**Languages** Celestial, Sylvan

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

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

At will: *dancing lights*, *gust of wind*  
1/day each: *lightning bolt*, *wind wall*

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

**Magic Weapons.** The bralani's weapon attacks are magical.

### ACTIONS

**Multiattack (True Form Only).** The bralani makes three weapon attacks.

**Scimitar (True Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

**Longbow (True Form Only).** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

**Change Shape.** The bralani magically polymorphs into an air elemental or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the bralani's choice). In air elemental form, the bralani retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

The snowy, sandy wastes of Mithardir are home to the bralani eladrin. They're the wildest and most feral of their kind, existing from heartbeat to heartbeat in a glorious, never-ending passion. No eladrin can match the fury of an angry bralani, or the keening depths of her grief or sorrow, or the blissful heights of her joy. Bralani are tied to the plains of Pelion, but may occasionally be found dancing in the desert winds or arctic wastes of other realms, exulting in their freedom and the beauty of the open land.

Bralani resemble short, stocky elves, broad in the shoulders but graceful nonetheless. Their hair is usually a bright silvery-white, and their eyes are an ever-changing rainbow of hues that flicker and shift with the

vagaries of the bralani's mood. Bralani can also take the shape of a whirlwind of dust, sand, or snow, racing across their beloved plains like living zephyrs.

Bralani are the most distant and fey of the eladrin, dangerous to approach and fickle in temperament. Strangers might be greeted with wild celebration or attacked in a towering rage. Although the bralani's purpose seems to be to dance and race about in the wastes, they'll drop their endless dance in a moment if they come across evil in their domain. A few rare and unusual bralani sojourning in other worlds ally themselves with the local forces of good, siding with a tribe of noble desert savages or aiding a group of northern herdsmen.



## COURE

*Tiny celestial (eladrin, shapechanger), chaotic good*

**Armor Class** 14 (natural armor)

**Hit Points** 17 (5d4 + 5)

**Speed** 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	12 (+1)	10 (+0)	14 (+2)

**Skills** Nature +3, Survival +2

**Damage Immunities** lightning

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

**Languages** Celestial, Sylvan

**Challenge** 1/2 (100 XP)

**Dancing Lights.** The coure can cast the *dancing lights* spell at will, requiring no material components.

**Silvered Weapons.** The coure's weapon attacks are silvered.

### ACTIONS

**Dagger (True Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

**Tiny Bow (True Form Only).** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

**Magic Dart (3/Long Rest).** The coure casts the *magic missile* spell, but fires only one missile.

**Change Shape.** The coure magically polymorphs into a floating globe of light or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed by the new form. In globe form, the coure retains its game statistics, but its flying speed becomes 60 feet, it can hover, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet, and it cannot be knocked prone.

The smallest eladrin are the coures, tiny, sprite-like creatures who can be found throughout Arborea. They are messengers, scouts, pranksters, and mischief-makers who pester and annoy any travelers or more serious eladrin they run across. The coures' jests are not meant maliciously; in fact, it's hard for even the most dour traveler to hang on to a frown when a flock of coure is dancing around their head.

Despite their senses of humor and boundless energy for song, dance, and jest, coure take a definite turn for the serious when confronting evil creatures. Harmless pranks develop into skilled guerilla tactics of hit-and-run nuisance attacks while messengers are sent to summon more suitable opposition to the threat.

Coure eladrin resemble tiny, slender elves with long gossamer wings trailing from their shoulders. They appear in a variety of improbable colors and are fond of wearing bright apparel of questionable taste. A coure can also assume the shape of a tiny ball of faerie-light.



### VARIANT: COURE FAMILIARS

Optionally, coure are available as an additional option to a warlock that selects the Pact of the Chain. This is especially appropriate for a warlock that selects an Archfey patron.

If you are using the [Companion Card System](#), a coure familiar has the following abilities:

#### Coure

**Dancing Lights.** The coure can cast *dancing lights* at will.

**Light Globe.** The coure can become a ball of light, or return to its normal form. In globe form, it sheds bright light in a 20-foot radius and dim light in an additional 20 feet. You have advantage on Wisdom (Perception) checks that rely on sight within the light.

**Magic Dart (1/Short Rest).** The coure casts *magic missile*, but fires only one missile.



## FIRRE

Medium celestial (eladrin, shapechanger), chaotic good

**Armor Class** 18 (natural armor)

**Hit Points** 130 (20d8 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	17 (+3)	16 (+3)	18 (+4)

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

**Skills** Nature +7, Perception +7, Performance +8, Survival +7

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** fire, lightning

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Celestial, Sylvan

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

**Gaze (True Form Only).** An enemy that begins its turn within 30 feet of the firre that can see it must make a DC 16 Wisdom saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the ghaele until the start of its next turn, when it can avert its eyes again. If the creature looks at the firre in the meantime, it must immediately make the save.

**Innate Spellcasting.** The firre's innate spellcasting ability is Charisma (save DC 16, +8 to hit with spell attacks). It

can innately cast the following spells, requiring no material components.

At will: *charm person, dancing lights, flaming sphere, hold person, produce flame, sleep, suggestion*

3/day each: *fireball*

1/day each: *major image, wall of fire*

**Flaming Weapons.** The firre's weapon attacks are magical and inflict an additional 4d6 fire damage (already factored into the attacks).

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

### ACTIONS

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

**Greatsword (True Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 5) slashing damage plus 14 (4d6) fire damage.

**Javelin (True Form Only).** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 14 (4d6) fire damage.

**Change Shape.** The firre magically polymorphs into a fire elemental or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the firre's choice). In fire elemental form, the firre retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

It shouldn't be any surprise that there are eladrin who devote themselves to art, music, and magic. The firres (pronounced *feers*) are creatures who live for beauty; their lives are consumed by a fiery passion for art of any kind, and they strive to make their own existence a living image of wonder and delight.

The firres live as wandering minstrels and bards in Arborea, attending the courts of more powerful eladrin or tarrying to entertain a circle of coures in a forgotten dell. Their pursuit of beauty leads them to any place where art, skill, or grace is held in high esteem. A body could run across a firre traveling the Outlands or visiting

the palaces of neutral-aligned powers just as easily as they would find one in Arborea. Firres have a deep love and appreciation of mortal art, and often embark on lengthy sojourns on the Material Plane to seek out works of excellence.

In their natural form, firre eladrin resemble stocky elves with brilliant red hair and fiery red eyes. At first glance, a firre might be taken for a half-elf, but their eyes give them away; they have no iris or pupil, and glow brightly with the firre's inner flame. Firres can also transform themselves into man-size pillars or balls of fire.



## GHAELE

Medium celestial (eladrin, shapechanger), chaotic good

**Armor Class** 17 (half plate)

**Hit Points** 165 (22d8 + 66)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	17 (+3)	16 (+3)	16 (+3)	19 (+4)

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

**Skills** Acrobatics +7, Nature +8, Perception +8, Survival +8

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** lightning

**Senses** truesight 120 ft., passive Perception 18

**Languages** Celestial, Sylvan, telepathy 120 ft.

**Challenge** 13 (10,000 XP)

**Gaze (True Form Only).** An enemy that begins its turn within 30 feet of the ghaele that can see it must make a DC 16 Wisdom saving throw or be frightened until the start of its next turn. If the creature is a fiend or undead with 25 or fewer hit points and fails the saving throw, it is instead destroyed.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the ghaele until the start of its next turn, when it can avert its eyes again. If the creature looks at the ghaele in the meantime, it must immediately make the save.

**Holy Weapons.** The ghaele's weapon attacks are magical and deal an additional 2d8 radiant damage (already factor into its attacks).

**Innate Spellcasting.** The ghaele's innate spellcasting ability is Charisma (save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *change self*, *charm monster*, *dancing lights*

3/day each: *lesser restoration*

1/day each: *chain lightning*, *conjure animals*

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

### ACTIONS

**Multiattack.** The ghaele makes either three greatsword attacks or two light ray attacks.

**Greatsword (True Form Only).** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 9 (2d8) radiant damage.

**Light Ray (Globe Form Only).** *Ranged Spell Attack:* +9 to hit, range 100 ft., one target. Hit: 26 (5d8 + 4) radiant damage.

**Change Shape.** The ghaele magically polymorphs into a floating globe of light or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed by the new form. In globe form, the ghaele retains its game statistics, but it gains a flying speed of 90 feet and can hover, it sheds bright light in a 20-foot radius, and dim light for an additional 20 feet, and it cannot be knocked prone.

The ghaeles are the knights errant of the eladrin. Wherever evil and tyranny raise their ugly heads, the ghaeles respond. Working behind the scenes, they quietly muster resistance and offer guidance to any creatures of good heart with the courage to stand against their oppressors. More than any other eladrin, the ghaeles are accustomed to working from behind the veil.

Ghaeles resemble tall, athletic high elves. They might easily be taken noble elves if not for their pearly, opalescent eyes and radiant aura. Of course, a ghaele might be wearing any manner of mortal guise when

encountered away from Arborea. Ghaele eladrin can also take the form of an incorporeal globe of eldritch colors.

The ghaeles are advisers and counselors to the great tulani eladrin, lords of the eladrin courts. It is quite rare to find two or more ghaeles gathered together, but on rare occasions several may be in the service of one tulani. A ghaele is kind-hearted and compassionate, but its mission against evil weighs on its mind; even in blissful Arborea. Their frequent work with mortals and use of mortal veils makes ghaeles the most serious and heavy-hearted of the eladrin. Better than any others of their kind, they know how hard it is to be human.



## NOVIERE

Medium celestial (eladrin, shapechanger), chaotic good

**Armor Class** 15 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft., swim 30 ft.

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

**Skills** Nature +3, Survival +2

**Damage Immunities** lightning

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

**Languages** Celestial, Sylvan

**Challenge** 3 (700 XP)

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

At will: *charm person*, *dancing lights*, *water breathing*  
1/day each: *phantasmal force*, *mirror image*

**Magic Weapons.** The noviere's weapon attacks are magical.

## ACTIONS

**Multiattack.** The noviere makes two weapon attacks, only one of which can be a net attack.

**Trident (True Form Only).** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if wielded in two hands to make a melee attack.

**Net (True Form Only).** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 15 ft., one Large or smaller creature. *Hit:* The creature is restrained until freed. 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.

**Slam (Dolphin Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

**Change Shape.** The noviere magically polymorphs into a golden dolphin or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed by the new form. In dolphin form, the noviere retains its game statistics, but its size becomes large and its swimming speed becomes 60 feet.

The seas and islands of Aquallor, the second layer of Arborea, are the home of the noviere eladrin. Like the bralani, the novieres are a people who celebrate the beauty of the lands and emerald waters around them. They're the most straightforward and approachable of the eladrin. The shieres are blocks of ice to the typical mortal traveling in Arborea, the bralani are fickle and flighty, and trying to talk seriously to a coure can drive you mad – but the novieres are willing to take a person at their word and deal with them reasonably.

The novieres appear to be aquatic elves or nixies. Their skins are greenish, blue, or golden in hue, and their hair ranges from deep blue-green to pale blond. They're equally at home in the water or on land. The novieres are

somewhat more human in appearance than a full-blooded aquatic elf; they're stockier, and have no prominent gills or webbing in their fingers. Their eyes mirror the color of the seas around them. Novieres can also take on the shape of golden dolphins made entirely of shimmering water.

Novieres prefer to remain in the seas of Aquallor, but sometimes journey to other planes or the Material Plane to visit with ocean nymphs or merfolk. They love exploring a new coastline or listening to the sound of the surf on a strange shore. Of all eladrin, the novieres are most likely to be interested in trade or material things; they're fascinated by gemstones and jewelry.



## SHIERE

Medium celestial (eladrin, shapchanger), chaotic good

**Armor Class** 20 (plate, shield)

**Hit Points** 90 (12d8 + 36)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	14 (+2)	16 (+3)	17 (+3)

**Saving Throws** Dex +4, Wis +6

**Skills** Athletics +9, Nature +5, Perception +6, Survival +6

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** lightning

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Celestial, Sylvan

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

**Flying Mount.** So long as the sun is not in the sky, any mount the shiere rides gains a flying speed of 60 feet and can hover.

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

At will: *charm monster, dancing lights*  
1/day each: *cone of cold, lesser restoration*

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

**Magic Weapons.** The shiere's weapon attacks are magical.

**Mounted Combat.** The shiere has advantage on melee weapon attack rolls made against creatures smaller than its mount. In addition, the shiere can force any attack made against its mount to target the shiere instead.

### ACTIONS

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

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

**Javelin (True Form Only).** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

**Change Shape.** The shiere magically polymorphs into a floating globe of light or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed by the new form. In globe form, the shiere retains its game statistics, but it gains a flying speed of 60 feet, it can hover, and it cannot be knocked prone.

The warriors of Arborea are the shieres, graceful eladrin knights who fight with skill, strength, and honor. They are the defenders of the eladrin courts, a shining host that seeks out evil intruders and ensures that no darkness will trouble the Queen of Stars or her people. By night the shieres gather together in bright companies to ride the wilds of Arvandor and drive away any who would do the folk of Arborea harm.

The shieres appear to be exceptionally tall high elves of some kind. They're long-limbed and slender, with lanky frames and long, narrow faces and hands. A shiere's as strong as the mightiest mortal warrior despite his slender build. All shieres are very fair-skinned, with pale golden or silver hair and piercing eyes of blue, green, or violet.

Unlike the other eladrin, shieres are bound more permanently into their humanoid form and can change shape only into a harmless ball of faerie-light.

The shieres are the most numerous eladrin that regularly inhabit the tulani courts. Shieres of unusual wisdom or experience are often acknowledged as hunt leaders or captains in the service of a tulani lord, but when the battle is over all shiere companies share the same rank. Shieres are exceptionally honorable and courageous creatures who celebrate similar qualities in others, though they can be cold as ice when dealing with those who don't measure up to their own high standards of behavior.



## SHIRADI

*Large celestial (eladrin, shapechanger), chaotic good*

**Armor Class** 18 (natural armor)

**Hit Points** 178 (17d10 + 85)

**Speed** 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	16 (+3)	16 (+3)	22 (+6)

**Saving Throws** Dex +8, Wis +8

**Skills** Athletics +12, Nature +8, Perception +8, Survival +8

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** lightning

**Senses** truesight 120 ft., passive Perception 18

**Languages** Celestial, Sylvan, telepathy 120 ft.

**Challenge** 15 (13,000 XP)

**Holy Weapons.** The shiradi's weapon attacks are magical and deal an additional 2d8 radiant damage (already factor into its attacks).

**Innate Spellcasting.** The shiradi's innate spellcasting ability is Charisma (save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *charm monster, dancing lights, lesser restoration*  
3/day each: *conjure animals, destructive wave* (radiant only), *greater restoration*  
1/day each: *chain lightning, heal*

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

### ACTIONS

**Multiattack.** The shiradi makes either three spiked chain attacks or two light shard attacks.

**Spiked Chain (True Form Only).** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 12 (2d4 + 7) slashing damage plus 9 (2d8) radiant damage.

**Light Shard (Light Shard Form Only).** *Melee Spell Attack:* +11 to hit, reach 20 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 17 (4d8) radiant damage, and the target is affected as if by a *dispel magic* spell (casting ability modifier +6).

**Change Shape.** The shiradi magically polymorphs into a cloud of floating shards of light or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed by the new form. In light shard form, the shiradi retains its game statistics, but it gains a flying speed of 90 feet and can hover, it sheds bright light in a 20-foot radius, and dim light for an additional 20 feet, and it cannot be knocked prone.

Shiradi eladrin battle for freedom across the planes, helping the oppressed, deceived, and less fortunate wherever they travel. They in some ways the most morally flexible of all celestials, believing that all creatures are free to act as they see fit so long as their actions do not infringe on the freedoms of others. Still, shiradis fight tirelessly on the side of good, seeking out those conflicts and areas where good creatures cannot act or think freely.

Standing 11 feet tall, shiradis are heavily muscled, with statuesque forms, bronze skin, wild black hair that seemingly moves of its own accord, pointed ears, and piercing black eyes. Their features are bold and striking, and their twin bronze wings shine brightly even in faint light.



## TULANI

Medium celestial (eladrin, shapeshifter), chaotic good

**Armor Class** 20 (natural armor)

**Hit Points** 187 (18d8 + 108)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+8)	22 (+6)	21 (+5)	23 (+6)	27 (+8)

**Saving Throws** Dex +14, Con +12, Wis +12

**Skills** Acrobatics +14, Nature +11, Perception +12, Survival +12

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** lightning

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

**Languages** Celestial, Sylvan, telepathy 120 ft.

**Challenge** 19 (22,000 XP)

**Fairy Weapons.** The tulani can conjure any weapon it desires, which disappears as they leave the tulani's grip. Its weapon attacks are magical and deal an additional 3d8 radiant damage (already factored into its attacks).

**Gaze (True Form Only).** An enemy that begins its turn within 30 feet of the tulani that can see it must make a DC 22 Wisdom saving throw or be blinded until the start of its next turn. If the creature is a fiend or undead with 50 or fewer hit points and fails the saving throw, it is instead destroyed.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the tulani until the start of its next turn, when it can avert its eyes again. If the creature looks at the tulani in the meantime, it must immediately make the save.

**Innate Spellcasting.** The tulani's innate spellcasting ability is Charisma (save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *charm monster, conjure animals, dancing lights, invisibility* (self only), *lesser restoration, major image, polymorph*

3/day each: *chain lightning, greater restoration*

1/day each: *heal, power word stun*

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

### ACTIONS

**Multiattack (True Form Only).** The tulani makes three weapon attacks.

**Rapier (True Form Only).** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 12 (1d8 + 8) piercing damage plus 13 (3d8) radiant damage.

**Longbow (True Form Only).** *Ranged Weapon Attack:* +14 to hit, range 150/600 ft., one target. Hit: 12 (1d8 + 8) piercing damage plus 13 (3d8) radiant damage.

**Change Shape.** The tulani magically polymorphs into an elder elemental or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed by the new form. In this new form, the tulani retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, lair actions, and legendary resistance; it gains their legendary actions, however) that the new form has but that it lacks.

The greatest of the eladrin are the tulani, or faerie lords. Their courts are scattered throughout Arvandor, never staying in the same place more than one night. The tulani are peaceful in nature and take up arms only when Arborea itself is threatened or the direst of emergencies requires their attention.

Tulani are creatures of unearthly beauty and grace; their voices are living music, and their faces shine so brightly that mortals find it difficult to look at them. In form they're tall, stately elven lords dressed in shimmering robes of shifting color.

Visitors to Arborea who seek out the tulani courts soon find out that the eladrin aren't easy to find when they want to avoid someone. When a cutter finally gets to meet with a tulani, he's wise to keep his bone-box

shut and mind his manners. The tulani don't tolerate insolence or disrespect from mortals, but are gracious hosts when their guests behave themselves.

As rulers over the lesser eladrin, tulani are rarely encountered. The tulani watch over Arborea and act as stewards over the realms of the eladrin. Typically, a tulani will have a host of shiere warriors, several ghaeles and firres, and uncounted numbers of coures in its domain.

The tulani answer only to the Queen of Stars, who shares Arborea with them. Within their own realms, tulani are free to rule as they see fit; generally, they're compassionate but distant overlords who allow their subjects to do as they please.



# ELDER ELEMENTALS

Though powerful and wise, elder elementals do not rule over their lesser kin in any greater capacity than larger or smarter animals rule over the woodlands.

**Elemental Nature.** Elder elementals do not require air, food, drink, or sleep.

## ELDER AIR ELEMENTAL

*Huge elemental, neutral*

**Armor Class** 18

**Hit Points** 168 (16d12 + 64)

**Speed** 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	18 (+4)	11 (+0)	15 (+2)	11 (+0)

**Saving Throws** Dex +13, Wis +7, Cha +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 12

**Languages** Auran

**Challenge** 13 (10,000 XP)

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

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

### ACTIONS

**Multiattack.** The elder air elemental makes two slam attacks then uses its Whirlwind ability if able.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 26 (4d8 + 8) bludgeoning damage.

**Whirlwind (Recharge 4-6).** Each creature in the elder air elemental's space must make a DC 18 Strength saving throw. On a failure, a target takes 32 (6d8 + 5) bludgeoning damage and is flung up to 50 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 18 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.

### LEGENDARY ACTIONS

The elder air elemental 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 elemental regains spent legendary actions at the start of its turn.

**As The Wind.** The elder air elemental flies up to 60 feet. This movement does not provoke opportunity attacks.

**Gust.** One creature within 10 feet of the elder air elemental must make a DC 18 Strength saving throw or take 9 (2d8) bludgeoning damage and be pushed away from the elemental 20 feet and knocked prone.

**Slam (Costs 2 Actions).** The elder air elemental makes a slam attack.



## ELDER EARTH ELEMENTAL

Huge elemental, neutral

**Armor Class** 20 (natural armor)

**Hit Points** 216 (16d12 + 112)

**Speed** 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	11 (+0)	15 (+2)	11 (+0)

**Saving Throws** Str +13, Wis +7, Cha +5

**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., passive Perception 12

**Languages** Terran

**Challenge** 13 (10,000 XP)

**Brittle.** If the elder earth elemental takes at least 20 points of thunder damage during a single turn, its Armor Class is reduced by 2 until the end of its next turn. Additional thunder damage before the end of the elemental's next turn does not reduce its Armor Class further.

**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.

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

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

### ACTIONS

**Multiattack.** The elder earth elemental uses its Tremor ability if able then makes two slam attacks.

**Slam. Melee Weapon Attack:** +13 to hit, reach 10 ft., one target. Hit: 35 (6d8 + 8) bludgeoning damage.

**Tremor (Recharge 4-6).** Each creature touching the ground within 120 feet of the elder earth elemental must make a DC 21 Strength saving throw or take 35 (6d8 + 8) bludgeoning damage and be knocked prone.

### LEGENDARY ACTIONS

The elder earth elemental 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 elemental regains spent legendary actions at the start of its turn.

**Aftershock.** Each creature within 10 feet of the elder earth elemental must make a DC 21 Strength saving throw or take 9 (2d8) bludgeoning damage and be knocked prone.

**Slam (Costs 2 Actions).** The elder earth elemental makes a slam attack.

**Stone's Throw (Costs 2 Actions).** The elder earth elemental launches a stone at a creature within 120 feet. Treat this as a slam attack, but it is a ranged weapon attack.



## ELDER FIRE ELEMENTAL

Huge elemental, neutral

**Armor Class** 17

**Hit Points** 184 (16d12 + 80)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	20 (+5)	11 (+0)	15 (+2)	11 (+0)

**Saving Throws** Dex +12, Wis +7, Cha +5

**Damage Resistances** 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 12

**Languages** Ignan

**Challenge** 13 (10,000 XP)

**Fire Form.** The elder fire elemental 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 5 (1d10) fire damage. In addition, the elder fire 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.

**Illumination.** The elder fire elemental sheds bright light in a 40-foot radius and dim light for an additional 40 feet.

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

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

### ACTIONS

**Multiattack.** The elder fire elemental makes two touch attacks and uses its Combust ability if able.

**Touch. Melee Weapon Attack:** +12 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) 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 creature takes 5 (1d10) fire damage at the start of each of its turns.

**Combust (Recharge 6).** The elder fire elemental releases a massive burst of fire in a 20-foot radius centered on it. Each creature in the burst must make a DC 20 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The elder fire elemental 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 elemental regains spent legendary actions at the start of its turn.

**Spread.** The elder fire elemental moves up to 20 feet. This movement does not provoke opportunity attacks.

**Touch (Costs 2 Actions).** The elder fire elemental makes a touch attack.

**Rekindle (Costs 2 Actions).** The elder fire elemental's Combust ability recharges.



## ELDER WATER ELEMENTAL

*Huge elemental, neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	11 (+0)	15 (+2)	11 (+0)

**Saving Throws** Con +11, Wis +7, Cha +5

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

**Damage Immunities:** poison

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

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

**Languages** Aquan

**Challenge** 13 (10,000 XP)

**Water Form.** The elder water 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.

**Freeze.** If the elder water elemental takes at least 20 points of cold damage during a single turn, it partially freezes; its speed is reduced by 20 feet until the end of its next turn. Additional cold damage before the end of the elemental's next turn does not reduce its speed further.

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

### ACTIONS

**Multiattack.** The elder water elemental uses its *Whelm* ability if able and then makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 26 (4d8 + 8) bludgeoning damage.

**Whelm (Recharge 4-6).** Each creature in the elder water elemental's space must make a DC 20 Strength saving throw. On a failure, a target takes 34 (6d8 + 7) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 20). 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 elder water elemental can grapple one Huge creature, or up to two Large creatures, or up to eight Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 34 (6d8 + 7) 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 20 Strength check and succeeding.

### LEGENDARY ACTIONS

The elder water elemental 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 elemental regains spent legendary actions at the start of its turn.

**Crashing Wave.** The elder water elemental moves up to 20 feet. This movement does not provoke opportunity attacks. Each creature whose space the elemental passes through must make a DC 20 Strength saving throw or be knocked prone.

**Slam (Costs 2 Actions).** The elder water elemental makes a slam attack.

**Drown (Costs 3 Actions).** One creature that the elder water elemental is grappling that cannot breathe water must make a DC 20 Constitution save or it runs out of breath.



# ELEMENTAL GRUES

Elemental grues are loosely connected species of elemental, each hailing from a different elemental plane.

## CHAGGRIN (EARTH GRUE)

*Small elemental, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	8 (-1)	12 (+1)	8 (-1)

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Terran

**Challenge** 2 (450 XP)

**Earth Glide.** The chaggrin can burrow through non magical, unworked earth. While doing so, the chaggrin doesn't disturb the material it moves through. It can also burrow through stone, but at half speed, and it leaves a tunnel large enough for a small creature behind when it does so.

**Earth Negation.** Magically created earth or stone, or effects that move earth, within 40 feet of the chaggrin are immediately and automatically dispelled, as with the *dispel magic* spell. A spell with an instantaneous duration that creates or moves earth or stone has no effect within the same radius.

### ACTIONS

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

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

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

The chaggrin, or *soil beast*, is a creature from the elemental plane of Earth. It looks like a yellowish hedgehog, although its skull-like head readily distinguishes it from a normal animal of that sort. Although only 2 or 3 feet long, a chaggrin weighs over 140 pounds, with some reaching as much as 210 pounds.

## HARGINN (FIRE GRUE)

*Small elemental, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Ignan

**Challenge** 2 (450 XP)

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

**Heated Weapons.** When the harginn hits with a weapon, it deals an extra 3 (1d6) fire damage (included in its attacks).

**Illumination.** The harginn sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**Fire Negation.** Magically created fire within 20 feet of the harginn is immediately and automatically dispelled, as with the *dispel magic* spell. A spell with an instantaneous duration that creates fire has no effect within the same radius.

### ACTIONS

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

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, plus 3 (1d6) fire damage.

The harginn, or *flame horror*, is a creature from the elemental plane of Fire. It appears in the form of a human with flames where its lower torso and legs would be. Harginn express leering evil and great cruelty. Their eyes are glowing black, and their body colors are typically combinations of fiery hues such as scarlet and orange, crimson and purple-blue, or yellow and orange.



## ILDRISS (AIR GRUE)

*Small elemental, neutral evil*

**Armor Class** 18 (natural armor)

**Hit Points** 26 (4d8 + 8)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	9 (-1)	12 (+1)	8 (-1)

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Auran

**Challenge** 2 (450 XP)

**Air Negation.** Magically created air, or effects that move air, within 50 feet of the ildriss are immediately and automatically dispelled, as with the *dispel magic* spell. A spell with an instantaneous duration that creates or moves air has no effect within the same radius.

### ACTIONS

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

**Invisibility.** The ildriss turns invisible until it attacks or casts a spell.

The ildriss, or *wind terror*, is a creature from the elemental plane of Air. An ildriss is either as invisible as the wind or it is seen as a fog-like cloud with vaporous tentacles and three faintly gleaming red eyes.

## VARRDIG (WATER GRUE)

*Small elemental, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 20 ft., swim 60 ft.

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

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Aquan

**Challenge** 2 (450 XP)

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

**Water Negation.** Magically created water, or effects that move water, within 30 feet of the varrdig are immediately and automatically dispelled, as with the *dispel magic* spell. A spell with an instantaneous duration that creates or moves water has no effect within the same radius.

### ACTIONS

**Multiattack.** The varrdig makes two slam attacks. It can only take this action while in the water.

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

**Water Jet.** *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target that is outside of the water. Hit: 9 (2d6 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw or be blinded until the end of its next turn.

The varrdig, or *fluid brute*, is a creature from the elemental plane of Water. A varrdig is a globular, jelly-like blob. It is translucent, with a lower fringe of small, clawed legs and pipe-like protrusions radiating from its middle. These flexible hoses provide propulsion by jetting water when the creature is in its element.



# ENERGONS

Energons are faintly glowing coalescences of energy inhabited by alien intelligence. Native to the Energy Planes, they wander elsewhere to satisfy curiosity or fulfill some unknown plan.

Xag-yas hail from the Positive Energy Plane, while xeg-yis come from the Negative Energy Plane. Either type of energon is a translucent globe about 2 feet across that floats and shimmers in the air, giving off a warm (xag-ya) or cold (xeg-yi) glow. Emerging from the lower hemisphere of the globe are six to twelve tentacles. The only other feature is a pair of spots on the upper hemisphere that suggest eyes.

## XAG-YA (POSITIVE ENERGO)

*Small elemental, neutral*

**Armor Class** 12

**Hit Points** 67 (9d8 + 27)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	16 (+3)

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** poison, radiant

**Condition Immunities** blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** passive Perception 12

**Languages** –

**Challenge** 3 (700 XP)

**Explosion.** If a Xag-Ya and a Xeg-Yi touch, they are both destroyed in an explosion. Each creature within 30 feet of either must make a DC 13 Dexterity saving throw, taking 9 (2d8) radiant and 9 (2d8) necrotic damage on a failed save, or half as much on a successful one.

**Illumination.** The xag-ya sheds bright light in a 20-foot radius and dim light in an additional 20 feet.

**Incorporeal Movement.** The xag-ya can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Light Adaptation.** The xag-ya's vision cannot be impaired by bright light, such as that found on the positive energy plane.

### ACTIONS

**Positive Shock.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. Hit: 21 (4d8 + 3) radiant damage.

**Positive Touch (3/Long Rest).** A living creature the xag-ya touches heals 12 (2d8 + 3) hit points.

Incorporeal creatures, xag-yas and xeg-yis take no notice of features such as doors, walls, and furniture, silently gliding from place to place on unknowable errands. They often pause to observe other creatures, tending to favor places where birth or death is occurring. Energons rarely start fights, but their mere touch is dangerous, so many creatures consider them a threat and try to drive them off.

Some powerful necromancers and clerics capture energons, using them to guard a location, assist in a ritual, or strengthen undead minions. When freed, xag-yas and xeg-yis express gratitude by healing their rescuers or fighting on their behalf.

Xag-yas and xeg-yis do not speak, even among themselves. Their feeding and reproductive habits remain unknown.

**Elemental Nature.** Energons do not require air, food, drink, or sleep.

## XEG-YI (NEGATIVE ENERGO)

*Small elemental, neutral*

**Armor Class** 12

**Hit Points** 67 (9d8 + 27)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	16 (+3)

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** Darkvision 120 ft., passive Perception 12

**Languages** –

**Challenge** 3 (700 XP)

**Explosion.** If a Xag-Ya and a Xeg-Yi touch, they are both destroyed in an explosion. Each creature within 30 feet of either must make a DC 13 Dexterity saving throw, taking 9 (2d8) radiant and 9 (2d8) necrotic damage on a failed save, or half as much on a successful one.

**Incorporeal Movement.** The xeg-yi can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**Negative Shock.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. Hit: 21 (4d8 + 3) necrotic damage.

**Negative Touch (3/Long Rest).** An undead or other xeg-yi the xeg-yi touches heals 12 (2d8 + 3) hit points



# FALLEN CELESTIALS

Sometimes, celestials grow tired of their station, or they become obsessed with one aspect of their duty. Other times, they become corrupted or mad due to exposure to a great deal of evil, or after suffering a terrible trauma.

Whatever the case, these celestials “fall.” In the case of angels, this fall is quite literal; as they are cast from the heavenly hosts, their wings are burned, leaving behind either nothing but small stumps, or useless bone protrusions.

Other celestials usually fall in a more subdued manner, though they’re nature does still experience a

sudden snap when their form can no longer accommodate the evil within. They may be banished or attacked when they display their corruption, or they might simply leave their former stations quietly in the night.

Some fallen celestials join forces with fiends to fight against the forces of good, some pursue their wickedness alone, and still others, though wholly corrupt, still combat their ancient enemies, now with unrelenting hatred rather than noble justice.

## FALLEN BRALANI

*Medium celestial (eladrin, shapechanger), chaotic evil*

**Armor Class** 16 (studded leather)

**Hit Points** 82 (11d8 + 33)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	13 (+1)	14 (+2)	16 (+3)

**Saving Throws** Dex +7

**Skills** Acrobatics +7, Nature +4, Perception +5, Survival +5

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** lightning, poison

**Condition Immunities** poisoned

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

**Languages** Celestial, Sylvan, Abyssal

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

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

At will: *gust of wind*, *poison spray*  
1/day each: *stinking cloud*, *wind wall*

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

**Magic Weapons.** The fallen bralani’s weapon attacks are magical.

**Poison Wind (Air Elemental Form Only).** The fallen bralani deals poison damage rather than bludgeoning, piercing, or slashing damage with its weapon attacks.

### ACTIONS

**Multiattack (True Form Only).** The fallen bralani makes three weapon attacks.

**Scimitar (True Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

**Longbow (True Form Only).** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

**Change Shape.** The fallen bralani magically polymorphs into an air elemental or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the bralani’s choice). In a new form, the fallen bralani retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

This bralani eladrin has been tainted by fel winds while traveling the lower planes. It now takes on the form of poison mist rather than swirling dust or snow, and seeks to destroy all life it encounters.



## FALLEN DEVA

Medium celestial, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 136 (16d8 + 64)

**Speed** 30 ft.

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

**Saving Throws** Wis +9, Cha +9

**Skills** Insight +7, Perception +7

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive Perception 17

**Languages** all, telepathy 120 ft.

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

**Corrupt Weapons.** The fallen deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

**Innate Spellcasting.** The fallen deva's innate spellcasting ability is Charisma (save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect evil and good*

1/day each: *contagion, create undead*

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

### ACTIONS

**Multiattack.** The fallen deva makes two melee attacks, only one of which can be a harming touch.

**Mace. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) necrotic damage.

**Harming Touch (3/Long Rest). Melee Spell Attack:** +9 to hit, reach 5 ft., one target. Hit: 38 (8d8 + 2) necrotic damage.

**Change Shape.** The fallen deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice). In a new form, the fallen deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

This deva has lost faith in the gods that it once served. It now serves no master but its own desires. It subjugates mortals and forces them to worship it, in the hopes of becoming unto a god itself.

**Immortal Nature.** The fallen deva does not require food, drink, or sleep.



## FALLEN LILLEND

Medium celestial, chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft., fly 60 ft.

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

**Skills** Deception +6

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

**Languages** Common, Celestial, Abyssal

**Challenge** 3 (700 XP)

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

At will: *acid splash*, *minor illusion*

3/day each: *inflict wounds*

1/day each: *hold person*, *sleep*

### ACTIONS

**Multiattack.** The fallen lillend makes two attacks, one with its shortsword and one with its tail.

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

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, the target is grappled (escape DC 13), and the fallen lillend can't make tail attacks against any other creature until the grapple ends.

This lillend has become obsessed with the creative power of lies, and the beauty of destruction. It now spreads as much deceit as possible, always trying to one-up its own lies, seeking to find a perfect deception that will be its greatest masterpiece.

## FALLEN MUSTEVAL

Tiny celestial (guardinal), neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 28 (8d4 + 8)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	11 (+0)

**Skills** Perception +3, Persuasion +2, Stealth +5

**Damage Resistances** lightning, cold

**Condition Immunities** petrified

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

**Languages** Celestial, Undercommon

**Challenge** 2 (450 XP)

**Innate Spellcasting.** The fallen musteval's innate spellcasting ability is Intelligence (save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect magic*, *darkness*, *disguise self*, *magic missile* (one missile)

2/day each: *invisibility* (self only)

**Unnatural Aura.** Beasts within 10 feet of the fallen musteval are frightened until they are no longer within 10 feet of it.

### ACTIONS

**Multiattack.** The fallen musteval makes one bite attack and either uses its Harming Touch ability or casts a spell.

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

**Harming Touch (1/Long Rest).** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) necrotic damage.

This musteval guardinal has spent too much time in the shadows, waiting and watching as a distant observer. Consumed by utter detachment, it now preys upon the weak under cover of night.



## FALLEN PLANETAR

*Large celestial, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 200 (16d10 + 112)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

**Saving Throws** Con +12, Wis +11, Cha +12

**Skills** Perception +11

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** truesight 120 ft., passive Perception 21

**Languages** all, telepathy 120 ft.

**Challenge** 16 (15,000 XP)

**Corrupt Weapons.** The fallen planetar's weapon attacks are magical. When the planetar hits with any weapon, the weapon deals an extra 5d8 necrotic damage (included in the attack).

**Divine Awareness.** The fallen planetar knows if it hears a lie.

**Innate Spellcasting.** The fallen planetar's innate spellcasting ability is Charisma (save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect evil and good, invisibility* (self only)  
3/day each: *blade barrier, blight, create undead, dispel evil and good*

1/day each: *circle of death, control weather, insect plague*

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

### ACTIONS

**Multiattack.** The fallen planetar makes two melee attacks, only one of which can be a harming touch.

**Greatsword.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 21 (4d6 + 7) slashing damage plus 22 (5d8) necrotic damage.

**Harming Touch (4/Long Rest).** *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. Hit: 56 (12d8 + 2) necrotic damage.

This planetar has seen too much, and become filled with a desire for self-destruction. It cannot bring itself to end its own existence, though, and instead rampages about, hoping one of the creatures it attacks will eventually slay it.

**Immortal Nature.** The fallen planetar does not require food, drink, or sleep.



## FALLEN SOLAR

*Large celestial, chaotic evil*

**Armor Class** 21 (natural armor)

**Hit Points** 243 (18d10 + 144)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	24 (+7)	30 (+10)

**Saving Throws** Int +14, Wis +14, Cha +17

**Skills** Perception +14

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** radiant, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

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

**Languages** all, telepathy 120 ft.

**Challenge** 21 (33,000 XP)

**Corrupt Weapons.** The fallen solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 necrotic damage (included in the attack).

**Divine Awareness.** The fallen solar knows if it hears a lie.

**Innate Spellcasting.** The fallen solar's innate spellcasting ability is Charisma (save DC 25, +17 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect evil and good*, *invisibility* (self only)  
3/day each: *blade barrier*, *blight*, *create undead* (7th level spell slot), *dispel evil and good*  
1/day each: *circle of death*, *control weather*

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

### ACTIONS

**Multiattack.** The fallen solar makes two melee attacks, only one of which can be a harming touch.

**Greatsword.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) slashing damage plus 27 (6d8) necrotic damage.

**Harming Touch (4/Long Rest).** *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. Hit: 65 (14d8 + 2) necrotic damage.

**Slaying Longbow** *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 27 (6d8) necrotic damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

**Flying Sword.** The fallen solar releases its greatsword to hover magically in an unoccupied space within 5 feet of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to the fallen solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

### LEGENDARY ACTIONS

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

**Teleport.** The fallen solar magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

**Unholy Burst (Costs 2 Actions).** The fallen solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

**Blinding Gaze (Costs 3 Actions).** The fallen solar targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

This solar has seen the darkest corners of the multiverse and the greatest atrocities mortal and immortal alike are capable of. It has decided that it all has to go. It will do everything in its power to ensure the complete destruction of all reality. All gods, all mortals, and everything in between.

**Immortal Nature.** The fallen solar does not require food, drink, or sleep.



## FALLEN TRUMPET ARCHON

*Medium celestial (archon), lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 123 (13d8 + 65)

**Speed** 30 ft., fly 90 ft.

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

**Saving Throws** Wis +10, Cha +8

**Skills** Intimidation +8, Perception +9, Religion +8

**Damage Resistances** lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 20

**Languages** Celestial, Infernal, telepathy 120 ft.

**Challenge** 12 (8,400 XP)

**Aura of Menace.** Creatures within 20 feet of the fallen trumpet archon have disadvantage on attack rolls against it. A creature that hits the archon with an attack is immune to this effect for the next 24 hours.

**Good Health.** The fallen trumpet archon has advantage on saving throws against poison.

**Innate Spellcasting.** The fallen trumpet archon's innate spellcasting ability is Wisdom (save DC 19, +10 to hit

with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *command*, *darkness*, *detect evil and good*, *message*

3/day each: *blight*

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

**Trumpet Sword.** The fallen trumpet archon can transform its trumpet into a greatsword. Attacks with this greatsword are magical, add +1 to attack and damage, and deal an additional 4d8 necrotic damage (all factored in below).

### ACTIONS

**Multiattack.** The fallen trumpet archon makes two greatsword attacks.

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

**Trumpet (Recharge 6).** The fallen trumpet archon lets out a blast from its trumpet. Enemies that hear the trumpet must make a DC 18 Constitution saving throw or be stunned for 1 minute. An affected creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

This trumpet archon has become obsessed with the destruction of chaos, going so far as to ignore the conflict between good and evil. In punishment, it was stripped of its station and power, but a powerful devil has restored its power in exchange for eternal service.



# FORMIANS

Native to Arcadia, formians are also called centaur ants. As their moniker indicates, they appear to be upright-walking ants, but their sentience is that of warm-blooded creatures as opposed to insects.

**Arcadian Expansionists.** Some of the most magnificent cities in Arcadia are the constructions of the centaur ants. Many of these metropolises can house more than 10,000 formians. Though they appear to be normal (that is, “human”) cities with structures and walls above ground, they extend far underground for many miles. The architecture underneath the ground is truly extraordinary – the formian buildings are said to rival that of Sigil.

Though they’ve always inhabited Arcadia, and sages say they always will, formians are also found on other planes, especially Mechanus and Acheron, where they make war on all they encounter, constantly seeking to expand. And while Arcadian formians of different hives have learned to live together peaceably, those on other planes constantly war even with other hives.

**Flexible Tool-Users.** Unlike ants, formians’ waists are flexible; thus, they often move with only four legs, their heads and thoraces raised. Their forelegs are jointed at the wrist and have three opposing claws, which they can use to manipulate objects and to attack. Formians come in various subdued colors, which serve no function other than to indicate their cities of origin.

**Castes.** There are four normal castes of formians: the worker, the warrior, the myrmarch, and the queen. There also exist taskmasters as part of hives outside of Arcadia. Taskmasters are charged with subduing native species and forcing them to work in their hive cities. They are of equal caste to warriors, though they rarely give orders to workers, preferring to use their dominated slaves.

Formians are born into their station, and that station never changes. There’s never been a revolution in the annals of formian history. It seems the formians, like the modrons, have no conception of aspiring to higher stations. They simply are the way they are.

**Hive Minded.** Formians are always connected to others of their hive that are nearby. Though they can receive messages from their queen, they are capable of acting independently of the queen if need be. However, formians of lower castes automatically respond to the direct commands of their superiors. Thus, a worker responds to the warrior, the myrmarch, and the queen, while a myrmarch can only be commanded by the queen.

## FORMIAN MYRMARCH

*Large monstrosity, lawful neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 161 (17d10 + 68)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	16 (+3)	16 (+3)	17 (+3)

**Skills** Athletics +9, Insight +7, Perception +7, Persuasion +7

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

**Damage Immunities** poison

**Condition Immunities** petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Celestial, telepathy 120 ft.

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

**Hive Mind.** The formian myrmarch can communicate telepathically with any other formian in its hive within 1 mile. If one such formian is aware of a creature, the formian myrmarch is also aware of it.

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

### ACTIONS

**Multiattack.** The formian myrmarch makes three attacks: two with its claws and one with its stinger.

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

**Stinger. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much on a successful one.

**Teleport.** The formian myrmarch magically teleports, along with any equipment it is holding or carrying, to an unoccupied space within 120 feet.

The myrmarch is the size of a horse. Its claws are capable of finer manipulation than that of human hands.



## FORMIAN QUEEN

*Huge monstrosity, lawful neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 195 (17d12 + 85)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	20 (+5)	20 (+5)	20 (+5)	21 (+5)

**Saving Throws** Con +10, Wis +10, Cha +10

**Skills** Insight +7, Persuasion +7

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

**Damage Immunities** poison

**Condition Immunities** petrified, poisoned

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

**Languages** Celestial, telepathy 120 ft.

**Challenge** 14 (11,500 XP)

**Hive Mind.** The formian queen can communicate telepathically with any other formian in its hive within 1 mile. If one such formian is aware of a creature, the formian queen is also aware of it.

**Immobile.** The formian queen cannot benefit from increases to her movement speed. When an effect would move her, reduce the distance by 10 feet.

**Legendary Resistance (3/Day).** If the formian queen fails a saving throw, she can choose to instead succeed.

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

**Spellcasting.** The formian queen is a 15th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips: *acid splash, dancing lights, mage hand, minor illusion, poison spray, ray of frost*

1st level (4 slots): *detect magic, magic missile*

2nd level (3 slots): *misty step, scorching ray*

3rd level (3 slots): *counterspell, tongues*

4th level (3 slots): *banishment, ice storm*

5th level (2 slots): *insect plague, telekinesis*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *prismatic spray, teleport*

8th level (1 slot): *dominate monster*

### LEGENDARY ACTIONS

The formian queen 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 queen regains spent legendary actions at the start of her turn.

**Command.** One creature that is part of the formian queen's hive mind within 100 feet can spend its reaction to take any action.

**Cast a Spell (Costs 3 Actions).** The formian queen casts a spell from its list of known spells with a casting time of 1 action, using a spell slot as normal.

The queen is half again as large as a myrmarch. She is in charge of administering her hive city and never leaves the central hive. Her legs cannot bear her enormous weight, so she moves only with magic.



## FORMIAN WARRIOR

Medium monstrosity, lawful neutral

**Armor Class** 16 (natural armor)  
**Hit Points** 45 (7d8 + 14)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

**Skills** Athletics +5, Perception +3  
**Damage Resistances** cold  
**Damage Immunities** poison  
**Condition Immunities** petrified, poisoned  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** Celestial  
**Challenge** 3 (700 XP)

**Hive Mind.** The formian warrior can communicate telepathically with any other formian in its hive within 1 mile. If one such formian is aware of a creature, the formian warrior is also aware of it.

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

### ACTIONS

**Multiattack.** The formian warrior makes two attacks: one with its claws or spear and one with its stinger.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if wielded in two hands to make a melee attack.

**Stinger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much on a successful one.

The warrior is the size of a pony. Its claws are indicative of its capability to defend the hive, but it tends to use a spear rather than resort to its claws if able.

## FORMIAN WORKER

Small monstrosity, lawful neutral

**Armor Class** 16 (natural armor)  
**Hit Points** 18 (4d6 + 4)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	9 (-1)

**Skills** Athletics +3, Stealth +4  
**Damage Resistances** cold  
**Damage Immunities** poison  
**Condition Immunities** petrified, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** understands Celestial, but cannot speak  
**Challenge** 1/2 (100 XP)

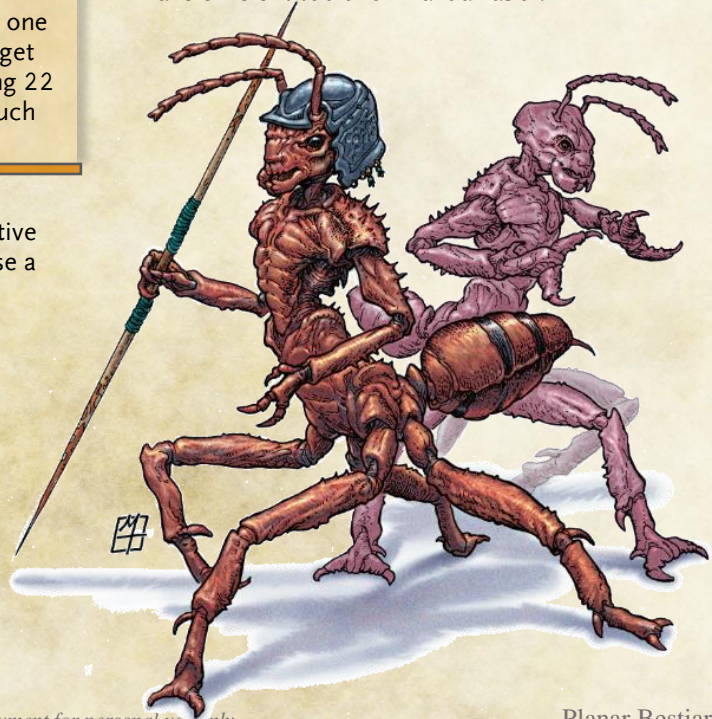
**Hive Mind.** The formian worker can communicate telepathically with any other formian in its hive within 1 mile. If one such formian is aware of a creature, the formian worker is also aware of it.

### ACTIONS

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

**Repair (1/Short Rest).** If eight workers take this action together, they heal an adjacent creature 15 (3d8 + 2) hit points, or completely repair a mundane object weighing up to 500 pounds.

The worker, the smallest of the four formian types, is also the most commonly encountered. It's about the size of a large dog. Its claws are somewhat clumsy, though they make efficient tools for manual labor.





## FORMIAN TASKMASTER

*Medium monstrosity, lawful neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 40 ft.

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

**Skills** Insight +6

**Damage Resistances** cold

**Damage Immunities** poison

**Condition Immunities** petrified, poisoned

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

**Languages** telepathy 120 ft.

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

**Hive Mind.** The formian taskmaster can communicate telepathically with any other formian in its hive within 1 mile. If one such formian is aware of a creature, the formian taskmaster is also aware of it.

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

### ACTIONS

**Multiattack.** The formian taskmaster makes three attacks: two its claws and one with its stinger.

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

**Stinger.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 27 (5d10) poison damage on a failed save, or half as much on a successful one.

**Dominate (1/Short Rest).** The formian taskmaster casts the *dominate monster* spell, with a save DC of 15, and a permanent duration. The target does not have advantage on the saving throw for being in combat with the taskmaster or its allies. The taskmaster can concentrate on up to four such spells at a time, and can do so even while sleeping, but not if knocked unconscious in any other way.

Taskmasters look much like warriors, but never carry weapons. Instead, they use their slightly larger claws, and a cadre of mentally enslaved guards, in addition to their stingers, to defend themselves.



## GEHRELETHS (DEMODANDS)

Few societies on the Lower Planes are stranger than that of the gehreleths. These enigmatic fiends fight without mercy against intruders, but have never been known to attack one another. Explanations for this puzzle range from instinct to intra-species empathy; no explanation yet advanced answers all the facts.

Gehreleths inhabit Carceri, part of the killing grounds in the eternal Blood War. However, these fiends take no part in the conflict, instead roaming Carceri as random agents of destruction. Gehreleths look disgusting and unsightly.

Gehreleths are spawned from the decaying bodies of beings that have traveled to the Lower Planes and died there. Some unidentified evil power gives them life and motivates them to destroy. They produce nothing of value and serve no purpose to anything around them.

**Fiendish Classes.** Freshly transformed cadavers always become farastu. If a greater gehreleth is destroyed, an existing lesser rises in status and take its place; the lesser farastu ranks are replenished from new corpses.

Despite their chaotic nature, the gehreleths pragmatically observe their class system based on raw power. The farastu are the lower class and sometimes servants. Kelubar form the middle class, shators the upper class and commanders.

Normally there are 3,333 of each variety of gehreleth. When the Blood War on the lower planes rages its strongest, the gehreleths increase their numbers to twice normal. Because they never take part in the war and are independent of the baatezu and tanar'ri, presumably this population increase protects them from both sides.

**The Three-Sided One.** The Gehreleth are known to worship or honor a patron deity they call Apomps, the Three-sided One. This entity is supposed to be the father of all Gehreleth, and presents each of the Gehreleth an obsidian triangle, which is considered the personal link they have with Him. This is their only loyalty. Should the triangle for any reason be taken from them, they will do much to retrieve it.

Possession of the triangle allows each Gehreleth to possess the memories of the whole race to a limited extent. They know who has summoned others of their kind, and their plans of revenge can span the lives of many individuals.

### VARIANT: GEHRELETH SUMMONING

Some gehreleths can have an action option that allows them to summon other gehreleths.

**Summon Gehreleth (1/Day).** The gehreleth chooses what to summon and attempts a magical summoning.

- A farastu has a 30% chance of summoning another farastu.
- A kelubar has a 50% chance of summoning a farastu.
- A shator has a 50% of summoning a kelubar or 1d3 farastu.

A summoned gehreleth appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other gehreleths. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.



## FARASTU

Medium fiend (*gehreleth, shapechanger*), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 104 (11d8 + 55)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	8 (-1)	12 (+1)	14 (+2)

**Saving Throws** Con +8, Cha +5

**Skills** Intimidation +5, Stealth +4

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

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

**Languages** all

**Challenge** 5 (1,800 XP)

**Adhesive.** When a creature misses the farastu with a melee weapon attack, the attacker must succeed on a DC 16 Strength saving throw, or the weapon becomes stuck to the farastu. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 16 Strength check and succeeding.

In addition, creatures have disadvantage on attempts to break free of the farastu's grapples.

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

**Reckless.** At the start of its turn, the farastu can gain advantage on all of its attack rolls that turn, but attacks against it have advantage until the start of its next turn.

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

At will: *detect magic*, *freedom of movement*  
1/day each: *dispel magic*, *invisibility* (self only)

### ACTIONS

**Multiattack.** The farastu makes three attacks; two with its claws and one with its bite.

**Claw. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. The farastu can forgo dealing damage and instead grapple the target (escape DC 14, but see Adhesive).

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

**Liquefy.** The farastu assumes the form of a thick, tarry substance. In this liquid form the farastu can take no action except to return to its original form, its speed is reduced to 5 feet, its size becomes tiny, and it cannot be knocked prone.

Farastu are often stored away in bottles or small containers in this liquid form to be used as an 'instant army.'

The commoners of Carceri, the farastu are tall, slender humanoids with long arms and heads.

Farastu delight in setting themselves up as kings of stupid, easily bullied inhabitants of the Material Plane. They pursue this promotion as compensation for the servility they must observe in the Lower Planes. It is believed that the Three-sided One promotes this practice, as it permits him to know of the goings-on on other planes, though Apomps seldom promotes a Farastu on any plane save for Carceri.



## KELUBAR

Large fiend (gehreleth), chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 168 (16d10 + 80)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	14 (+2)	15 (+2)	18 (+4)

**Saving Throws** Dex +5, Con +9, Wis +6, Cha +8

**Skills** Athletics +10, Insight +6, Intimidation +8, Stealth +5

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

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

**Languages** all

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

**Acidic Slime.** The kelubar adds 2d6 acid damage to the damage of its melee attacks (already added below). A creature grappling or grappled by the kelubar takes 2d6 acid damage at the start of the creature's turn.

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

**Stench.** Any creature other than a gehreleth that starts its turn within 5 feet of the kelubar must succeed on a DC 18 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all kelubar for 1 hour.

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

At will: *detect magic*, *freedom of movement*  
2/day each: *dispel magic*, *invisibility* (self only)

### ACTIONS

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

**Claw. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 7 (2d6) acid damage.

**Bite. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 7 (2d6) acid damage.

**Liquefy.** The kelubar assumes the form of a thick, tarry substance. In this liquid form the kelubar can take no action except to return to its original form, its speed is reduced to 5 feet, its size becomes small, and it cannot be knocked prone.

The middle class of Carceri, Kelubar are slimy, ebon humanoids, bulbous especially in the lower torso and limbs. Their hands are large and their huge heads oval: the horizontal axis is longest.

The Kelubar are mad for wands and other small handheld magical items. By sneaking such easily concealed magical items back to the Lower Planes after being summoned, the Kelubar can gain an important edge in the power struggles that characterize Gehreleth society.



## SHATOR

*Large fiend (gehreleth), chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 207 (18d10 + 108)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	22 (+6)	16 (+3)	16 (+3)	21 (+5)

**Saving Throws** Con +11, Wis +8, Cha +10

**Skills** Insight +7, Intimidation +9, Stealth +7

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** acid, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 13

**Languages** all

**Challenge** 16 (15,000 XP)

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

**Innate Spellcasting.** The shator's innate spellcasting ability is Charisma (save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect magic, freedom of movement, vitriolic sphere\**, *invisibility* (self only)

1/day each: *cloudkill, confusion, mass suggestion*

3/day each: *dispel magic*

\*See Elemental Evil Player's Companion

### ACTIONS

**Multiattack.** The shator makes three attacks: two with its polearm and one with its bite.

**Polearm.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) slashing damage.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) piercing damage and the target must make a DC 19 Constitution saving throw. On a failed save, the target is paralyzed for one minute. It can repeat the save at the end of each of its turns, ending the effect for itself on a successful save.

The nobility of Carceri, Shator are huge, squat and broad, draped in shaggy skins. Their huge heads are mostly mouth, with jaws like a giant bulldog.

The Shator often travel to other planes for their favorite occupation – writing. Shator works are of two categories: magical texts on how to summon creatures from the Lower Planes other than Gehreleth (usually named creatures that the Gehreleth have some particular hatred for), and philosophical texts that promote ideas of futility and cosmic angst. When dwelling in the Prime Material Plane, the Shator hide behind a human whom they set up a philosopher or poet. These men and women come to bad ends when the Shator has decided that its mission is done.

When dwelling on other planes, the Shators' favorite pets are chimerae. Oddly, they sometimes show concern for these beings, treating them like a human treats a kitten.



# GUARDINALS

The guardinals are the people of Elysium, just as the eladrin are the folk of Arborea or the demons are natives of the Abyss. Most resemble beautiful, muscular humans with noticeable animal traits – a thick, lion-like mane for hair, a flat muzzle-like nose and mouth, or paw-like hands. The degree of animalistic features varies between individuals, but guardinals frequenting the Beastlands appear most beastlike of all.

Guardinals are creatures of exceptional honor and integrity, and do not lie, cheat, or attack needlessly unless the cause at hand is in the direst jeopardy.

**Few In Number.** The guardinals aren't a numerous race, even compared to the eladrin or the archons. In Elysium they live in small groups, watching the upper layers for any signs of trouble, or roaming the magnificent landscapes in nomadic bands. Guardinals are quick to laugh and slow to anger on Elysium; they're living embodiments of the peacefulness of the plane, and don't lightly disturb it.

**Peace And War.** While guardinals are peaceful enough in their home, they show a different face away from Elysium. They've got no tolerance for evil of any type and often journey into the Great Ring or the Outlands to seek out evil and confront it. Guardinals have even been known to mount lightning raids into the first layers of the Gray Waste, Carceri, or Gehenna just to strike at the evil fiends living there. Unlike the eladrin, who respect mortals' freedom of choice as much as their right to live untroubled by evil, guardinals make no secret of who or what they are and take whatever steps are necessary to defeat evil wherever they find it.

**Disorganized Order.** Guardinals are basically unorganized; in Elysium there's little need for laws or

orderly societies. A mortal traveling across Elysium won't find guardinal cities or fortresses scattered across the landscape. Instead, they'll find guardinals living wherever they feel comfortable – some can be found in the peaceful towns of Amoria, others prefer the solitude and beauty of Eronia or Belierin. Guardinals of any type tend to be solitary, introspective creatures who like being left to their own devices when the land's at peace. On the other hand, they're also capable of banding together with military discipline when evil threatens.

Although the guardinals don't have any real hierarchy or structure, they're led by the mighty leonals. These noble creatures are the most vigilant and powerful of the guardinals and act as gathering points for guardinal causes. A typical cause might be the defeat of a powerful evil empire on the Material Plane, the recovery of a good artifact stolen from its rightful place by fiends, or the monitoring of a powerful organization that might begin to lean toward evil activities. The guardinals associated with a cause rarely abandon it, although they might temporarily turn aside to attend to a more immediate issue.

**Talisid and the Five Companions.** The mightiest guardinal is the leonal prince Talisid, a wise and ancient being who has survived uncounted confrontations with evil. He is accompanied by his Five Companions - the strongest and wisest of the avorals, the equinals, the lupinals, the cervidals, and the ursinals; the mustevals have yet to produce a warrior mighty enough to join. His companions have powers far beyond those typical of their type, and many songs are sung about their deeds in battle or their wisdom in peacetime.



## AVORAL

Medium celestial (guardinal), neutral good

**Armor Class** 16 (natural armor)

**Hit Points** 114 (12d8 + 60)

**Speed** 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	20 (+5)	16 (+3)	16 (+3)	15 (+2)

**Saving Throws** Dex +9, Wis +7

**Skills** Perception +7, Persuasion +6, Survival +7

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

**Condition Immunities** petrified

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Celestial

**Challenge** 9 (5,000 XP)

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

At will: *blur*, *light*, *magic missile*  
1/day each: *lightning bolt*

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

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

**Speak With Beasts.** The avoral can communicate with beasts as if they shared a language.

### ACTIONS

**Multiattack.** The avoral makes two claw attacks and either uses its Screech ability, uses its Healing Touch ability, or casts a spell.

**Claw. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

**Screech.** Each non-guardinal creature that is within 60 feet of the avoral must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the avoral's Screech ability for the next 24 hours.

**Healing Touch (3/Long Rest).** The avoral touches another creature. The target magically regains 15 (3d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Avorals are guardinals with the wings of mighty eagles. They're the scouts and skirmishers of their race, keeping watch over the peaceful skies of Amoria. No other guardinals can fly, so aerial vigilance falls to the avorals who confront any invaders who try that avenue. Avorals are born with a deep-rooted wanderlust that can take them on fantastic journeys through hundreds of worlds. Some leave Elysium and never return because they've just got to see what lies over the next hill or beyond the next sea.

Avorals have the bodies of tall, muscular humans, but their arms are long, powerful wings and their lower legs feature strong talons and feathery vanes to act as a tail in flight. Their faces are more human than avian, but their hair seems to be a feathery cowl around their heads, and their eyes are bright and golden. Avorals' chests are exceptionally deep and powerful, anchoring their wing muscles; their bones are strong but hollow,

so even the largest avorals weigh no more than 120 pounds despite their appearance.

An avoral's wings feature small hands at the midpoints. When its wings are folded beside its body, these wing-hands are carried about where a human's would be, and can do just about anything a human hand could do.

Like most guardinals, avorals don't often gather together. They prefer to spend their time soaring on the winds of Elysium. Eronia and Belierin are their favorite layers, since they're particularly fond of the isolation of these wild places. On rare occasions, a family group may be encountered in a temporary aerie on some spectacular mountain peak.

Avorals are excellent hunters that enjoy stalking small game. They don't kill needlessly or just for sport, however, and prefer their dinners prepared in a civilized fashion.



## CERVIDAL

Medium celestial (guardinal), neutral good

**Armor Class** 14 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 35 ft.

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

**Skills** Perception +3, Persuasion +3

**Damage Resistances** lightning, cold

**Condition Immunities** petrified

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

**Languages** Celestial

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

**Anti-Illusion Horns.** If the cervidal's horns come in contact with an illusion, it is automatically dispelled.

**Charge.** If the cervidal moves at least 10 feet straight toward a creature and then hits it with a horns attack on the same turn, the must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the cervidal can make one attack with its hooves against it as a bonus action.

**Innate Spellcasting.** The cervidal's innate spellcasting ability is Intelligence (save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect poison*, *light*, *magic missile* (two missiles), *purify food and drink*  
1/day each: *bles*

**Speak With Beasts.** The cervidal can communicate with beasts as if they shared a language.

### ACTIONS

**Multiattack.** The cervidal makes an attack with its horns and either uses its uses its Healing Touch ability or casts a spell.

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

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

**Healing Touch (2/Long Rest).** The cervidal touches another creature. The target magically regains 6 (1d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Cervidals are the most common of the guardinals. They're the people of Amoria, the uppermost layer of Elysium. In times of war, cervidals and equinals form the backbone of any guardinal army; one-on-one, they're more than a match for the typical rank-and-file of a baatezu or tanar'ri force, even if they can't rival the numbers of a fiendish horde. Cervidals are the most peaceful of the guardinals and the last to join a fight, seeking physical violence only when no other solutions present themselves. However, once they're committed, cervidals won't be the first to walk away.

Cervidals bear a passing resemblance to a faun or satyr, but are more regal in appearance. They're slim but strong, and their bodies are covered in short, reddish-brown fur. Over their chests, faces, and upper arms the fur thins enough to reveal smooth, golden skin. A cervidal's head is crowned with magnificent horns or

antlers, and its feet are small, hard hooves. The hands of a cervidal are backed by hoof-like material, and make for effective bludgeons when closed in a fist, but their preferred weapons are their antlers.

Cervidals gather in small family bands in the forests and woodlands of Elysium. They typically select one area as their home and remain there, rarely moving or wandering away. Most cervidals remain with the same family group for their entire lives, leaving only to find a mate or to enlist in a leonal's cause.

Along with equinals and mustevals, cervidals are the commoners of Elysium, but they're much shyer and more reclusive than their boisterous equinal kin. They prefer to keep their own company and don't welcome strangers. In times of war, cervidals are light infantry, skirmishers, and auxiliaries. They'd rather fight a war of maneuver and skill than participate in a bloody slugfest.



## EQUINAL

Large celestial (guardinal), neutral good

**Armor Class** 16 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	15 (+2)	13 (+1)	15 (+2)

**Saving Throws** Str +7, Con +6

**Skills** Perception +4, Persuasion +5

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

**Condition Immunities** petrified

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Celestial

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

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

At will: *fog cloud*, *light*, *magic missile*

1/day each: *slow*

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

**Speak With Beasts.** The equinal can communicate with beasts as if they shared a language.

### ACTIONS

**Multiattack.** The equinal makes one slam attack and either uses its Whiney ability, uses its Healing Touch ability or casts a spell.

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

**Whiney.** Each non-guardinal creature within 20 feet of the equinal must succeed on a DC 15 Wisdom saving throw or be stunned until the end of the equinal's next turn. Whether the save succeeds or fails, the creature is immune to the avoral's Whiney ability for the next 24 hours.

**Healing Touch (3/Long Rest).** The equinal touches another creature. The target magically regains 11 (2d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Equinals are one of the two most common types of guardinals. They resemble huge humans with some of the qualities of a draft horse. Their chests and shoulders are of truly heroic proportions, and their long arms end in thick, iron-hard fingers that make a creditable hoof when curled in a fist. The equinal's legs are even more horse-like, with a reversed knee and true horse's hooves for feet. Its lower limbs are covered with short, bristly horsehair, and its face is long and narrow. A long, wild mane runs from the crest of their head down to the center of their backs.

Equinals enjoy each other's company and are more likely to be found together than other kinds of guardinals. Their home is the open fields and farmlands of Amoria, and they like to gather in small bands. (Call a group of equinals a "herd", and a body's likely to wake up with hoof prints where his nose used to be.) Equinals enthusiastically embrace any cause that allows them stand hoof-to-toe with evil and beat it senseless.

Equinals often settle down in a favorite meadow or glen, living there for months at a time before moving on. They're fond of athletic contests and games of skill, and while away many hours in such pastimes. They're good-natured creatures who welcome travelers, but they're often a little too boisterous and a mortal ought to be careful about joining in equinal games. Equinals love a good brawl, and never back down from a fight – not even when anyone can clearly see the equinal's outmatched.

In times of war, equinals are the heavy foot troops of Elysium. They're tough, tenacious, and courageous; once a number of equinals have it in their heads to do something, they'll make herculean efforts to achieve their objective. This can be a fault when equinals disregard new commands to doggedly pursue old ones to their conclusion.



## LEONAL

Medium celestial (guardinal), neutral good

**Armor Class** 18 (natural armor)

**Hit Points** 210 (20d8 + 120)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+7)	17 (+3)	23 (+6)	21 (+5)	18 (+4)	23 (+6)

**Saving Throws** Dex +8, Con +10, Int +10, Wis +9

**Skills** Perception +9, Persuasion +11, Survival +9

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

**Condition Immunities** petrified

**Senses** truesight 120 ft., passive Perception 19

**Languages** Celestial, telepathy 120 ft.

**Challenge** 16 (15,000 XP)

**Innate Spellcasting.** The leonal's innate spellcasting ability is Intelligence (save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *blur*, *fireball*, *light*, *magic missile* (3rd level slot), *polymorph*

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

**Speak With Beasts.** The leonal can communicate with beasts as if they shared a language.

### ACTIONS

**Multiattack.** The leonal makes two claw attacks and either uses its Roar ability, uses its Healing Touch ability, or casts a spell.

**Claw. Melee Weapon Attack:** +12 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) slashing damage. If the leonal has already hit the target with a claw attack this turn, the attack deals an additional 14 (4d6) slashing damage.

**Roar (Recharge 5-6).** Each creature in a 60-foot cone must make a DC 18 Constitution saving throw, taking 54 (12d8) thunder damage on a failed save, or half as much on a successful one. A creature that fails this saving throw also suffers an additional effect based on its current hit points after taking this damage:

- 50 hit points or fewer: deafened for 1 minute
- 40 hit points or fewer: deafened and blinded for 10 minutes
- 30 hit points or fewer: blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer: killed instantly

**Healing Touch (3/Long Rest).** The leonal touches another creature. The target magically regains 29 (6d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Leonals are the wisest and most powerful of the guardinals. They're chieftains and leaders when guardinals gather, but a leonal prefers to keep to itself when the forces of good allow it to rest. A leonal resembles a tall, muscular human with short, tawny-golden fur covering its body and a great red mane for hair. Its lower legs are formed like a great cat's, and its arms conceal steal-hard talons. The leonal's face is noble and terrifying at the same time: its mouth and nose meet in a subtle, flattened, lion-like muzzle, and a yawn reveals long, sharp fangs.

Leonals are at home in the wilds of Eronia, but they travel widely throughout Elysium. When they're not marshalling the guardinals against the threat of evil,

they're often busy on some important mission or task. At rest, a leonal's a patient and regal creature; but when it confronts the forces of darkness, it's a remorseless and tireless warrior of good.

Even in peaceful Elysium, leonals are loners. They keep to themselves, roaming the forests and mountains of the more remote areas of the plane. Among other guardinals, leonals are considered to be nobility or royalty; at their command, other guardinals embark on missions or organize armies. The leonals use their authority carefully and only when they feel that a matter can't be attended to personally.

Leonals travel the planes extensively, keeping an eye open for trouble and dealing with it whenever they can.



## LUPINAL

Medium celestial (guardinal), neutral good

**Armor Class** 17 (natural armor)

**Hit Points** 152 (16d8 + 80)

**Speed** 50 ft.

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

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

**Skills** Perception +8, Persuasion +7, Survival +8, Stealth +8

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

**Condition Immunities** petrified

**Senses** truesight 120 ft., passive Perception 18

**Languages** Celestial, telepathy 120 ft.

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

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

At will: *blur*, *light*, *magic missile* (2nd level slot)  
2/day each: *cone of cold*

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

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

**Speak With Beasts.** The lupinal can communicate with beasts as if they shared a language.

### ACTIONS

**Multiattack.** The lupinal makes two bite attacks and either uses its Howl ability, uses its Healing Touch ability, or casts a spell.

**Bite. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage and the target must make a DC 17 Strength saving throw or fall prone.

**Howl.** Each non-guardinal creature within 60 feet of the lupinal must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the lupinal's Howl ability for the next 24 hours.

**Healing Touch (3/Long Rest).** The lupinal touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

The lupinals are the front-line troops of Elysium. Packs of them roam all over the plane, and often into the Outlands, Bytopia, or the Beastlands, searching aggressively for any hint of evil intrusion. While the other guardinals take their rest in Elysium, the lupinals hold themselves ready for battle at a moment's notice. Their organization and outlook are distinctly lawful at times, far more so than those of the other guardinals.

Lupinals are half-man and half-wolf. Their bodies are long, lean, and rangy. Their rear legs are bent like a wolf's, and they have long, pronounced muzzles with rows of sharp teeth. Lupinals are covered in short, fine, silvery-gray fur. At a distance, a lupinal could be taken for a werewolf in its hybrid form, but on closer inspection the lupinal is far less bestial and has a much more intelligent and expressive face - until it finds an evil quarry encroaching on its hunting grounds.

Like the equinals, lupinals are social creatures who often gather in small packs that hunt, play, and fight together. However, they're also comfortable being alone, and many lupinals prefer to keep their own company.

Lupinals like to run in packs, but have little loyalty to any particular group. A lupinal might run with three different groups on three consecutive nights, or stay with the same band for months or years at a time. The most intelligent or wisest lupinal is always recognized as the pack leader, and the others obey them without reservation.

Lupinals are naturally suspicious of strangers and evaluate almost any creature they meet in terms of threat potential. They're wary of humans and the like, since they regard any mortal adventurer as a disaster waiting to happen. However, once the friendship of a lupinal is won, you couldn't have a more loyal or steadfast companion.

Lupinals celebrate the hunt as a social gathering and bonding ritual. They never take sentient prey, but love the challenge and excitement of tracking a quarry that's trying to evade them. Lupinal packs are Elysium's first line of defense against invasion, and they take their responsibilities seriously.



## MUSTEVAL

*Tiny celestial (guardinal), neutral good*

**Armor Class** 16 (natural armor)

**Hit Points** 28 (8d4 + 8)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	11 (+0)

**Skills** Perception +3, Persuasion +2, Stealth +5

**Damage Resistances** lightning, cold

**Condition Immunities** petrified

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

**Languages** Celestial

**Challenge** 2 (450 XP)

**Innate Spellcasting.** The musteval's innate spellcasting ability is Intelligence (save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect magic*, *disguise self*, *light*, *magic missile* (one missile)

2/day each: *invisibility* (self only)

**Speak With Beasts.** The musteval can communicate with beasts as if they shared a language.

### ACTIONS

**Multiattack.** The musteval makes one bite attack and either uses its Healing Touch ability or casts a spell.

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

**Healing Touch (1/Long Rest).** The musteval touches another creature. The target magically regains 6 (1d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Although the least powerful of the guardinals, mustevals nevertheless are unstinting foes against evil. They serve more powerful guardinals as spies and messengers, and they often aid mortal heroes by delivering information about powerful evils. They are also the only guardinal variety not represented among the Five Companions of Talisid. Some harbor resentment over this fact, but most simply strive for greatness, in order to achieve the honor of being the first of their kind to join the Companions.

Mustevals are slim humanoids, standing roughly 2 feet tall, with the elongated snouts, tufted ears, and furtive eyes of a ferret. They have slender limbs, white fur covering their bodies, and pink eyes.

Mustevals are agile and seldom remain still for long. Clever use of illusions usually keep their animalistic features concealed when dealing with outsiders, or while traveling the planes.



## URSINAL

Large celestial (guardinal), neutral good

**Armor Class** 18 (natural armor)  
**Hit Points** 199 (19d10 + 95)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	20 (+5)	18 (+4)	17 (+3)

**Saving Throws** Con +10, Int +10, Wis +9  
**Skills** Arcana +10, History +10, Perception +8, Persuasion +7, Survival +9  
**Damage Resistances** lightning, cold; bludgeoning, piercing, and slashing damage from nonmagical attacks  
**Condition Immunities** petrified  
**Senses** truesight 120 ft., passive Perception 18  
**Languages** Celestial, telepathy 120 ft.  
**Challenge** 14 (11,500 XP)

**Innate Spellcasting.** The ursinal's innate spellcasting ability is Intelligence (save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *charm person*, *blur*, *light*, *magic missile* (2nd level slot), *sleep* (4th level slot)  
3/day each: *confusion*, *fireball*, *polymorph*

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

**Speak With Beasts.** The ursinal can communicate with beasts as if they shared a language.

### ACTIONS

**Multiattack.** The ursinal makes two claw attacks and either uses its Healing Touch ability or casts a spell.

**Claw. Melee Weapon Attack:** +12 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. If the ursinal has already hit the target with a claw attack this turn, the attack deals an additional 9 (2d8) bludgeoning damage.

**Healing Touch (3/Long Rest).** The ursinal touches another creature. The target magically regains 24 (5d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

The scholars and philosophers of the guardinals are the ursinals, benevolent beings who resemble huge humanoids with distinctive bearlike attributes. They're advisers to the leonals, and the record-keepers of their race. Ursinals are open with their knowledge but love to digress endlessly and often free-associate through many iterations until they're holding forth on a subject with no relation to the original topic.

Ursinals stand 8 feet tall, with thick-set bodies. They're covered with light golden, red, or golden-brown fur that's long on their forearms, backs, and lower legs and too fine to see on their torsos and faces. An ursinal's face has a pronounced muzzle and high ear-tufts, but its expression is kindly. It's very difficult to move an ursinal to anger, but the powers pity the poor sod who manages the trick – it's said that a fighting-

mad ursinal can tear its way through any three gehreleths.

The advice of an ursinal is a much sought-after commodity. As librarians, scholars, and record-keepers, they carefully catalogue and sort all manner of information. They're especially knowledgeable about magical matters and also have a keen interest in prime-material histories and linguistics. In Elysium it's said that if an ursinal doesn't know something, it knows where to go to find out.

Ursinals are solitary creatures, but almost all are linked by constant correspondence and magical communications. They're also fond of the company of lesser guardinals or petitioners who can "benefit" from the ursinal's wisdom. Some view ursinals as intrusive busybodies, but most of their advice is strikingly accurate and always well intended.



# HORDLINGS

Hordlings are the uncounted hordes of the Gray Wastes, and they form the majority of the population of that plane. They vary widely in size and appearance. Some are large, some small; some humanoid, some animal-like, some amorphous; some have wings or tentacles. No two look exactly alike, and they have no standard means of communication.

## HORDLING, SMALL

*Small fiend, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 33 (6d6 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

**Skills** one random skill: 1. Acrobatics +2, 2. Animal Handling +2, 3. Athletics +4, 4. Deception +0, 5. Insight +2, 6. Intimidation +0, 7. Investigation +0, 8. Perception +2, 9. Persuasion +0, 10. Sleight of Hand +2, 11. Stealth +2, 12. Survival +2

**Senses** darkvision 120 ft., passive Perception 10 or 12 if the hordling is proficient in Perception

**Languages** one random language: 1. Abyssal, 2.

Common, 3. Infernal, 4. Modron, 5. Slaad, 6. Sylvan

**Challenge** 1 (200 XP)

**Varied Abilities.** The hordling has one of the following abilities, at random:

1. *Acid Spit (Recharge 6).* As an action, the hordling can spit acid at a creature within 30 feet that it can see. That creature must make a DC 12 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save.

2. *Breath (Recharge 6).* As a bonus action, the hordling can breathe noxious fumes in a 15-foot cone. Each non-hordling creature in the area must make a DC 12 Constitution saving throw or be poisoned until the end of the hordling's next turn.

3. *Confuse (Recharge 6).* As a bonus action, the hordling can magically babble at a creature within 30 feet that it can see. That creature must make a DC 10 Wisdom saving throw or act as if under the *confusion* spell until the end of its next turn.

4. *Gaze (Recharge 6).* As a bonus action, the hordling can gaze at a creature it can see, and that can see it, within 30 feet. That creature must make a DC 10 Constitution saving throw or it deals only half damage with weapon attacks that use Strength until the end of its next turn.

5. *Psychic.* The hordling has telepathy with a range of 60 feet and adds 1 psychic damage to the damage of all of its weapon attacks.

6. *Quickness (Recharge 6).* The hordling can make a weapon attack as a bonus action.

7. *Trip (1/Turn).* When the hordling hits a creature with a weapon attack, that creature must make a DC 12 Strength saving throw or fall prone.

8. *Wings.* The hordling has a flying speed of 40 ft.

**Varied Defenses.** The hordling has one of the following special defenses, at random:

1. Resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

2. Immunity to acid and fire damage.

3. Immunity to cold damage and poison.

4. Immunity to lightning damage and *magic missile*.

5. Cannot be charmed or frightened.

6. The hordling heals 5 hit points at the start of each of its turns as long as it has at least 1 hit point.

**Varied Weakness.** The hordling has one of the following weaknesses, at random:

1. The hordling's speed is halved.

2. The hordling has disadvantage on Dexterity checks and saving throws.

3. If the hordling takes fire damage, it bursts into flames, taking 3 (1d6) fire damage at the start of each of its turns. It or another creature can douse the flames as an action. Reroll if the hordling is immune to fire.

4. If the hordling takes psychic damage, it also becomes confused, as the *confusion* spell, until the end of its next turn.

5. If the hordling takes radiant damage, it is also blinded until the end of its next turn.

6. If the hordling takes acid damage, its Armor Class is also reduced by 1, to a minimum of 10, until it takes a short or long rest. Reroll if the hordling is immune to acid.

## ACTIONS

**Multiattack.** The hordling makes two weapon attacks, each with a different weapon if able.

**Varied Weapons.** The hordling has two of the following weapon attacks, chosen at random (it has only one such attack if you roll the same result twice):

1. **Barb.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

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

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

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

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

6. **Tentacle.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage and the target is grappled (escape DC 12, or 14 if the hordling is proficient in Athletics).



## HORDLING, MEDIUM

Medium fiend, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

**Skills** one random skill: 1. Acrobatics +2, 2. Animal Handling +3, 3. Athletics +5, 4. Deception +0, 5. Insight +3, 6. Intimidation +0, 7. Investigation +0, 8. Perception +3, 9. Persuasion +0, 10. Sleight of Hand +2, 11. Stealth +2, 12. Survival +3

**Senses** darkvision 120 ft., passive Perception 10 or 13 if the hordling is proficient in Perception

**Languages** one random language: 1. Abyssal, 2. Common, 3. Infernal, 4. Modron, 5. Slaad, 6. Sylvan

**Challenge** 3 (700 XP)

**Varied Abilities.** The hordling has one of the following abilities, at random:

1. **Acid Spit (Recharge 6).** As an action, the hordling can spit acid at a creature within 30 feet that it can see. That creature must make a DC 12 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save.

2. **Breath (Recharge 6).** As a bonus action, the hordling can breathe noxious fumes in a 15-foot cone. Each non-hordling creature in the area must make a DC 12 Constitution saving throw or be poisoned until the end of the hordling's next turn.

3. **Confuse (Recharge 6).** As a bonus action, the hordling can magically babble at a creature within 30 feet that it can see. That creature must make a DC 11 Wisdom saving throw or act as if under the *confusion* spell until the end of its next turn.

4. **Gaze (Recharge 6).** As a bonus action, the hordling can gaze at a creature it can see, and that can see it, within 30 feet. That creature must make a DC 11 Constitution saving throw or it deals only half damage with weapon attacks that use Strength until the end of its next turn.

5. **Psychic.** The hordling has telepathy with a range of 60 feet and adds 1d4 psychic damage to the damage of all of its weapon attacks.

6. **Quickness (Recharge 6).** The hordling can make a weapon attack as a bonus action.

7. **Trip (1/Turn).** When the hordling hits a creature with a weapon attack, that creature must make a DC 13 Strength saving throw or fall prone.

8. **Wings.** The hordling has a flying speed of 40 ft.

**Varied Defenses.** The hordling has one of the following special defenses, at random:

1. Resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
2. Immunity to acid and fire damage.
3. Immunity to cold damage and poison.
4. Immunity to lightning damage and *magic missile*.
5. Cannot be charmed or frightened.
6. The hordling heals 5 hit points at the start of each of its turns as long as it has at least 1 hit point.

**Varied Weakness.** The hordling has one of the following weaknesses, at random:

1. The hordling's speed is halved.
2. The hordling has disadvantage on Dexterity checks and saving throws.
3. If the hordling takes fire damage, it bursts into flames, taking 3 (1d6) fire damage at the start of each of its turns. It or another creature can douse the flames as an action. Reroll if the hordling is immune to fire.
4. If the hordling takes psychic damage, it also becomes confused, as the *confusion* spell, until the end of its next turn.
5. If the hordling takes radiant damage, it is also blinded until the end of its next turn.
6. If the hordling takes acid damage, its Armor Class is also reduced by 1, to a minimum of 10, until it takes a short or long rest. Reroll if the hordling is immune to acid.

### ACTIONS

**Multiattack.** The hordling makes two weapon attacks, each with a different weapon if able.

**Varied Weapons.** The hordling has two of the following weapon attacks, chosen at random (it has only one such attack if you roll the same result twice):

1. **Barb. Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. Hit: 8 (2d4 + 3) piercing damage.
2. **Bite. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.
3. **Claw. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.
4. **Hoof. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) bludgeoning damage.
5. **Slam. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.
6. **Tentacle. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage and the target is grappled (escape DC 13, or 15 if the hordling is proficient in Athletics).



## HORDLING, LARGE

Large fiend, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	6 (-2)	14 (+2)	7 (-2)

**Skills** one random skill: 1. Acrobatics +3, 2. Animal Handling +5, 3. Athletics +7, 4. Deception +1, 5. Insight +5, 6. Intimidation +1, 7. Investigation +1, 8. Perception +5, 9. Persuasion +1, 10. Sleight of Hand +3, 11. Stealth +3, 12. Survival +5

**Senses** darkvision 120 ft., passive Perception 10 or 15 if the hordling is proficient in Perception

**Languages** one random language: 1. Abyssal, 2. Common, 3. Infernal, 4. Modron, 5. Slaad, 6. Sylvan

**Challenge** 5 (1,800 XP)

**Varied Abilities.** The hordling has one of the following abilities, at random:

1. *Acid Spit (Recharge 6).* As an action, the hordling can spit acid at a creature within 60 feet that it can see. That creature must make a DC 14 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save.

2. *Breath (Recharge 6).* As a bonus action, the hordling can breathe noxious fumes in a 15-foot cone. Each non-hordling creature in the area must make a DC 14 Constitution saving throw or be poisoned until the end of the hordling's next turn.

3. *Confuse (Recharge 6).* As a bonus action, the hordling can magically babble at a creature within 30 feet that it can see. That creature must make a DC 13 Wisdom saving throw or act as if under the *confusion* spell until the end of its next turn.

4. *Gaze (Recharge 6).* As a bonus action, the hordling can gaze at a creature it can see, and that can see it, within 30 feet. That creature must make a DC 13 Constitution saving throw or it deals only half damage with weapon attacks that use Strength until the end of its next turn.

5. *Psychic.* The hordling has telepathy with a range of 60 feet and adds 1d6 psychic damage to the damage of all of its weapon attacks.

6. *Quickness (Recharge 6).* The hordling can make a weapon attack as a bonus action.

7. *Trip (1/Turn).* When the hordling hits a creature with a weapon attack, that creature must make a DC 15 Strength saving throw or fall prone.

8. *Wings.* The hordling has a flying speed of 60 ft.

**Varied Defenses.** The hordling has one of the following special defenses, at random:

1. Resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

2. Immunity to acid and fire damage.

3. Immunity to cold damage and poison.

4. Immunity to lightning damage and *magic missile*.

5. Cannot be charmed or frightened.

6. The hordling heals 10 hit points at the start of each of its turns as long as it has at least 1 hit point.

**Varied Weakness.** The hordling has one of the following weaknesses, at random:

1. The hordling's speed is halved.

2. The hordling has disadvantage on Dexterity checks and saving throws.

3. If the hordling takes fire damage, it bursts into flames, taking 5 (1d10) fire damage at the start of each of its turns. It or another creature can douse the flames as an action. Reroll if the hordling is immune to fire.

4. If the hordling takes psychic damage, it also becomes confused, as the *confusion* spell, until the end of its next turn.

5. If the hordling takes radiant damage, it is also blinded until the end of its next turn.

6. If the hordling takes acid damage, its Armor Class is also reduced by 1, to a minimum of 10, until it takes a short or long rest. Reroll if the hordling is immune to acid.

### ACTIONS

**Multiattack.** The hordling makes two weapon attacks, each with a different weapon if able.

**Varied Weapons.** The hordling has two of the following weapon attacks, chosen at random (it has only one such attack if you roll the same result twice):

1. **Barb.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. Hit: 11 (3d4 + 4) piercing damage.

2. **Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) piercing damage.

3. **Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) slashing damage.

4. **Hoof.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage.

5. **Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage.

6. **Tentacle.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (3d4 + 4) bludgeoning damage and the target is grappled (escape DC 14, or 17 if the hordling is proficient in Athletics).



## HORDLING, HUGE

*Huge fiend, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 157 (15d12 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	6 (-2)	16 (+3)	7 (-2)

**Skills** one random skill: 1. Acrobatics +4, 2. Animal Handling +6, 3. Athletics +8, 4. Deception +1, 5. Insight +6, 6. Intimidation +1, 7. Investigation +1, 8. Perception +6, 9. Persuasion +1, 10. Sleight of Hand +3, 11. Stealth +3, 12. Survival +6

**Senses** darkvision 120 ft., passive Perception 10 or 16 if the hordling is proficient in Perception

**Languages** one random language: 1. Abyssal, 2. Common, 3. Infernal, 4. Modron, 5. Slaad, 6. Sylvan

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

**Varied Abilities.** The hordling has one of the following abilities, at random:

1. **Acid Spit (Recharge 6).** As an action, the hordling can spit acid at a creature within 60 feet that it can see. That creature must make a DC 15 Dexterity saving throw, taking 56 (16d6) acid damage on a failed save.

2. **Breath (Recharge 6).** As a bonus action, the hordling can breathe noxious fumes in a 15-foot cone. Each non-hordling creature in the area must make a DC 15 Constitution saving throw or be poisoned until the end of the hordling's next turn.

3. **Confuse (Recharge 6).** As a bonus action, the hordling can magically babble at a creature within 30 feet that it can see. That creature must make a DC 14 Wisdom saving throw or act as if under the *confusion* spell until the end of its next turn.

4. **Gaze (Recharge 6).** As a bonus action, the hordling can gaze at a creature it can see, and that can see it, within 30 feet. That creature must make a DC 14 Constitution saving throw or it deals only half damage with weapon attacks that use Strength until the end of its next turn.

5. **Psychic.** The hordling has telepathy with a range of 60 feet and adds 1d8 psychic damage to the damage of all of its weapon attacks.

6. **Quickness (Recharge 6).** The hordling can make a weapon attack as a bonus action.

7. **Trip (1/Turn).** When the hordling hits a creature with a weapon attack, that creature must make a DC 16 Strength saving throw or fall prone.

8. **Wings.** The hordling has a flying speed of 60 ft.

**Varied Defenses.** The hordling has one of the following special defenses, at random:

1. Resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

2. Immunity to acid and fire damage.

3. Immunity to cold damage and poison.

4. Immunity to lightning damage and *magic missile*.

5. Cannot be charmed or frightened.

6. The hordling heals 10 hit points at the start of each of its turns as long as it has at least 1 hit point.

**Varied Weakness.** The hordling has one of the following weaknesses, at random:

1. The hordling's speed is halved.

2. The hordling has disadvantage on Dexterity checks and saving throws.

3. If the hordling takes fire damage, it bursts into flames, taking 5 (1d10) fire damage at the start of each of its turns. It or another creature can douse the flames as an action. Reroll if the hordling is immune to fire.

4. If the hordling takes psychic damage, it also becomes confused, as the *confusion* spell, until the end of its next turn.

5. If the hordling takes radiant damage, it is also blinded until the end of its next turn.

6. If the hordling takes acid damage, its Armor Class is also reduced by 1, to a minimum of 10, until it takes a short or long rest. Reroll if the hordling is immune to acid.

### ACTIONS

**Multiattack.** The hordling makes two weapon attacks, each with a different weapon if able.

**Varied Weapons.** The hordling has two of the following weapon attacks, chosen at random (it has only one such attack if you roll the same result twice):

1. **Barb. Melee Weapon Attack:** +8 to hit, reach 20 ft., one target. Hit: 15 (4d4 + 5) piercing damage.

2. **Bite. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. Hit: 19 (4d6 + 5) piercing damage.

3. **Claw. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. Hit: 19 (4d6 + 5) slashing damage.

4. **Hoof. Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. Hit: 27 (4d10 + 5) bludgeoning damage.

5. **Slam. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. Hit: 19 (4d6 + 5) bludgeoning damage.

6. **Tentacle. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. Hit: 15 (4d4 + 5) bludgeoning damage and the target is grappled (escape DC 15, or 18 if the hordling is proficient in Athletics).



# INEVITABLES

Hailing from the lawful neutral plane of Mechanus, inevitables are constructs whose sole aim is to enforce the natural laws of the universe.

Their forms vary, but all inevitables are gold-and-silver clockwork creatures, with gears and pistons where muscles would be on flesh-and-blood creatures. Their eyes glow with a golden radiance.

**Everything In Its Place.** Each type of inevitable is designed to find and punish a particular kind of transgression, hunting down a person or group that has violated a fundamental principle, such as “the guilty should be punished,” “bargains should be kept,” or “everyone dies eventually.” When an inevitable is created, it receives its first mission, then finds the transgressors and metes out appropriate punishment. The sentence is usually death, although some inevitables insist on compensation to the wronged party instead. From its first step, an inevitable focuses totally on its target. It continues its efforts no matter how cold the trail or hopeless the task. If unable to cross an ocean any other way, inevitables have been known to walk into the waves, traversing the seabed to emerge on another continent months later.

**The Mission.** Inevitables are single-minded in pursuit of their quarry, but they are under orders to leave innocents alone. Accomplices to their prey are fair game, however, which sometimes creates conflicts

within their programming. Even the most effective inevitables are periodically recalled to Mechanus for reprogramming.

Inevitables gladly sacrifice themselves to complete a mission, but they aren't suicidal. Faced with impending defeat, they are likely to withdraw and seek a way to even the odds. They are determined but patient foes. They ally with others if that helps accomplish their mission, but they have a hard time keeping allies for long. It's apparent to anyone who spends much time with one that an inevitable would sacrifice an ally to fulfill its purpose without a second thought.

When an inevitable completes its task, it wanders the landscape and passively observes life around it. When it discerns another transgression of the principle it is dedicated to, it has a new mission. Inevitables tend to stick out in a crowd while they're in observation mode, but they seem oblivious to the attention. Those in the know who hear about a 12-foot-tall, golden-armored statue roaming the countryside might seek out the inevitable and present a case, hoping it will take on the alleged transgressor. The decision is based on the idiosyncrasies of the inevitable's programming, so there's no guarantee.

**Construct Nature.** Inevitables do not require air, food, drink, or sleep.



## KOLYARUT

Medium construct, lawful neutral

**Armor Class** 17 (splint)

**Hit Points** 102 (12d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	10 (+0)	18 (+4)	16 (+3)

**Skills** Investigation +3, Perception +7, Survival +7

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** poison, necrotic

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Abyssal, Celestial, Infernal

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

**Innate Spellcasting.** The kolyarut's innate spellcasting ability is Wisdom (save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *disguise self*, *zone of truth*

1/day each: *hold monster*

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

**Regeneration.** The kolyarut regains 10 hit points at the start of its turn if it has at least 1 hit point.

### ACTIONS

**Multiattack.** The kolyarut makes three attacks: two with its longsword and one with its vampiric touch.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

**Vampiric Touch.** *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. Hit: 18 (4d8) necrotic damage. The kolyarut heals an amount of hit points equal to the damage dealt.

**Enervation Ray.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. Hit: 36 (8d8) necrotic damage.

Kolyaruts look like red-skinned humanoids made up of mechanical parts. They dress in ornate golden armor and flowing golden robes.

Kolyaruts represent the ultimate enforcement clause in a contract—they mete out punishment to those who break bargains and oaths. Originally sent from Mechanus to avenge major betrayals, once on the Material Plane they hunt down everyone from unscrupulous merchants to army deserters. Anyone who reneges on a deal could draw the ire of a kolyarut, although the creature usually ignores inconsequential deals and rashly sworn oaths.

Before beginning a mission against a deal-breaker, a kolyarut learns as much about the contract or oath as possible. It's not interested in those who break deals accidentally or against their will—only those who willingly break contracts violate the principle that kolyaruts are created to uphold. If a written contract was broken, the kolyarut typically carries a copy of the contract with it.

Kolyaruts are the most talkative of the inevitables, making credible attempts at social niceties such as proper greetings before getting down to the matter at hand. They can use disguise self to appear as almost any kind of humanoid—useful if they need to go undercover to catch their quarry.



# MARUT

Large construct, lawful neutral

**Armor Class** 18 (natural armor)

**Hit Points** 157 (15d10 + 75)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	12 (+1)	20 (+5)	18 (+4)

**Saving Throws** Dex +6, Wis +10, Cha +9

**Skills** Investigation +6, Perception +10, Survival +10

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** poison, necrotic

**Condition Immunities** charmed, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 20

**Languages** Common, Abyssal, Celestial, Infernal

**Challenge** 14 (11,500 XP)

**Innate Spellcasting.** The marut's innate spellcasting ability is Wisdom (save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *command*, *dispel magic*, *locate creature*  
1/day each: *geas*, *hold monster*, *plane shift* (self only)

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

**Regeneration.** The marut regains 15 hit points at the start of its turn if it has at least 1 hit point.

## ACTIONS

**Multiattack.** The marut makes two attacks: one with its lightning fist and one with its thunder fist.

**Lightning Fist.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage plus 17 (5d6) lightning damage.

**Thunder Fist.** *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage plus 17 (5d6) thunder damage.

Maruts are commonly outfitted in golden armor over their onyx-colored bodies. They are humanoid in shape but much larger than a human and seem to be made of mechanical parts.

Maruts represent the inevitability of death. They confront those who would try to deny the grave itself.

Any who use unnatural means to extend their life span, such as a lich, could be targeted by a marut. Those who take extraordinary measures to cheat death in some other way, such as sacrificing hundreds of others to keep oneself safe from a plague, might be labeled transgressors as well. Those who use magic to reverse death – *raise dead* spells, for example – aren't worthy of a marut's attention unless they do so repeatedly or on a massive scale.

When a marut has identified its target, it walks surely and implacably toward the foe, never resting.

In his book *Magic and Mystery*, the scholar Vimalanda Rey tells a legend of the marut:

"In the Plague Year, the god Rudra visited death upon the once mighty city of Dharaputta.

"Prince Rajavahana claimed that with his wealth and power he could deny death, dismay Rudra, and lock out the plague. He locked himself in his high-domed palace. Guards kept away all sickness, and even the healthy who would see the Prince were bathed in strong smelling herbs and given magical treatments to ensure their health. The sages of Rajavahana warned him that he could not avoid the maruts, but he paid wizards vast amounts to set certain powerful seals upon his doors that would keep the onyx giants from entering his palace.

"As the plague reduced his great city to ruin, the prince amused himself by parties and dances. One day he organized a trip to the treasure room of his great-grandfather. There he found a statue of a marut. For a moment he felt afraid, but the oldest dwellers of the palace assured him that the statue had been there since his grandfather's time. He had the statue taken to his ballroom to show his victory over Rudra.

"During his next feast, with all his guests around, Prince Rajavahana stood in front of the figure and taunted it. To his horror, the statue spoke! 'Know, O Prince, that the decrees of fate are set aside by no man. Patiently I have waited since the time of your grandfather to bring you this.' Whereupon the marut breathed out a silvery breath.

"Coughing, the Prince cried, 'what of my guards? What of my spells?'

"'Spells and guards are as naught to fate.'

"In an instant all had died the Silvery Death, and the marut, unhampered by spells to prevent its leaving, returned to Mechanus."

Though the story is likely quite embellished (a marut cannot kill you with its breath, for instance), it speaks to the maruts' dedication and power.



## QUARUT

Medium construct, lawful neutral

**Armor Class** 19 (natural armor)

**Hit Points** 212 (25d8 + 100)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	18 (+4)	14 (+2)	20 (+5)	20 (+5)

**Saving Throws** Dex +13, Con +10, Wis +11, Cha +11

**Skills** Arcana +8, Perception +11

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** poison, necrotic

**Condition Immunities** charmed, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 21

**Languages** Common, Abyssal, Celestial, Infernal

**Challenge** 17 (18,000 XP)

**Accelerated Time Frame** The quarut does not roll for initiative, and cannot be surprised. Instead, it takes three turns during each round, at initiative counts 25, 15, and 5 (winning ties).

**Force Strikes.** The quarut deals an additional 22 (4d10) force damage when it hits with a weapon attack (already factored into its attacks).

**Innate Spellcasting.** The quarut's innate spellcasting ability is Wisdom (save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: command, *dispel magic*, *geas*, *hold monster*, *locate creature*

1/day each: *time stop*, *plane shift* (self only)

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

**Regeneration.** The quarut regains 5 hit points at the start of each of its turns if it has at least 1 hit point.

### ACTIONS

**Multiattack.** The quarut makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) bludgeoning damage, plus 22 (4d10) force damage, and the target must make a DC 19 Wisdom saving throw or be frozen in time until the end of its next turn. A frozen creature is incapacitated, automatically fails Strength and Dexterity saving throws, and attack rolls against it have advantage.

**Teleport.** The quarut magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Among the most powerful inevitables in existence, quaruts are tasked with protecting two of the most precious and tenuous things of all: time and space. They instinctively know when the time-space continuum has been damaged, and hunt down any who would disrupt it.

A quarut appears humanoid in form, but it has a clockwork body, complete with gears and pistons. Numerous small timepieces and hourglasses function within its body. A quarut's body is finely crafted metal, etched with various symbols involving time. In place of a head, it has a continually flowing hourglass. Sometimes the sand inside the hourglass seems to be flowing up; no quarut has ever explained why this is so.

Quaruts are concerned with large breaches in time and space. Though they are displeased with mortals that use spells like *time stop*, they have no qualms about using such magic themselves, and recognize its necessity if used responsibly. Abuses of magic like *wish* to change the past, or any ritual that alters or damages the flow of time, are their primary concerns.



## VARAKHUT

*Large construct, lawful neutral*

**Armor Class** 20 (natural armor)

**Hit Points** 250 (20d10 + 140)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	24 (+7)	19 (+4)	25 (+7)	22 (+6)

**Saving Throws** Dex +11, Con +13, Wis +13, Cha +12

**Skills** Insight +13, Perception +13, Religion +10

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** poison, necrotic

**Condition Immunities** charmed, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 23

**Languages** Common, Abyssal, Celestial, Infernal

**Challenge** 20 (25,000 XP)

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

At will: *command*, *dispel magic*, *geas*, *hold monster*, *locate creature*

3/day each: *plane shift* (self only)

1/day each: *forcecage*

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

**Regeneration.** The varakhut regains 20 hit points at the start of its turn if it has at least 1 hit point.

### ACTIONS

**Multiattack.** The varakhut makes two slam attacks or uses its Disintegration Ray twice.

**Slam. Melee Weapon Attack:** +13 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

**Disintegration Ray. Ranged Spell Attack:** +13 to hit, range 60 ft., one target. Hit: 42 (10d6 + 7) force damage. A creature reduced to 0 hit points by this attack is disintegrated.

**Teleport.** The varakhut magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Varakhuts are defenders of the gods. While inevitables themselves do not worship any entity, they understand the necessity of these beings and know that their demise would bring nothing but chaos to the universe. They hunt down those that attempt to usurp the power of the gods for themselves.

Varakhuts are abstract-looking beings roughly humanoid in form. Their bodies are blocky and made up of intricate clockwork. Small spheres resembling planet and galaxies can sometimes be glimpsed inside their metal framework.

Varakhuts do not act on behalf of any particular deity and have defended the entire spectrum of pantheons, moralities, and ethical outlooks.



## ZELEKHUT

*Large construct, lawful neutral*

**Armor Class** 16 (chain mail)

**Hit Points** 95 (10d10 + 50)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	10 (+0)	17 (+3)	15 (+2)

**Skills** Perception +6, Survival +6

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** poison, necrotic

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Abyssal, Celestial, Infernal

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

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

At will: *clairvoyance*, *locate creature*

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

**Regeneration.** The zelekhut regains 10 hit points at the start of its turn if it has at least 1 hit point.

### ACTIONS

**Multiattack.** The zelekhut makes two electrified chain attacks.

**Electrified Chain.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage plus 4 (1d8) lightning damage.

A zelekhut is a clockwork creature resembling a centaur in shape. It wears ornate golden armor over alabaster skin.

Zelekhts are charged with hunting down those who would deny justice – especially those who flee to escape punishment. Expert trackers, they use a combination of natural skill and magic to find fugitives wherever they may hide.

A zelekhut may initially appear rather nonthreatening, but when it is about to enter combat, it can cause two spiked chains to spring forth from its forearms. In similar fashion, it can cause a pair of golden metallic wings to emerge from its back.



# LAMMASU

Lammasus are noble creatures that are concerned with the welfare and safety of all good beings. This creature has the golden-brown body of a lion, the wings of a giant eagle, and the face of a human.

**Ancient Wisdom.** Outside of their home plane of Bytopia, these creatures dwell most often in old, abandoned temples and ruins located in remote areas, where they contemplate how best to combat the influence of evil in the world. Adventurers sometimes seek them out to gain the benefit of their wisdom and their knowledge of ancient mysteries.

The demeanor of a lammasu is noble and stern, but these creatures can be quite compassionate.

## LAMMASU

*Large celestial, lawful good*

**Armor Class** 17 (natural armor)  
**Hit Points** 85 (10d10 + 30)  
**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	17 (+3)	16 (+3)	17 (+3)	14 (+2)

**Skills** Perception +6, Persuasion +5  
**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks  
**Senses** darkvision 60 ft., passive Perception 16  
**Languages** Draconic, Celestial  
**Challenge** 5 (1,800 XP)

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

At will: *invisibility* (self only)  
3/day each: *enhance ability*  
1/day each: *bless*, *dimension door*, *remove curse*

### ACTIONS

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

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

**Fire Breath (Recharge 5-6).** The lammasu exhales fire in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

## LAMMASU GOLDEN PROTECTOR

*Large celestial, lawful good*

**Armor Class** 18 (natural armor)  
**Hit Points** 147 (14d10 + 70)  
**Speed** 40 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	21 (+5)	16 (+3)	18 (+4)	20 (+5)

**Saving Throws** Dex +5, Con +10, Wiz +8, Cha +9  
**Skills** Insight +9, Perception +9, Persuasion +10  
**Damage Resistances** fire; bludgeoning, piercing, and slashing damage from nonmagical attacks  
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 19  
**Languages** Draconic, Celestial  
**Challenge** 9 (5,000 XP)

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

At will: *invisibility* (self only)  
3/day each: *enhance ability*  
1/day each: *bless*, *dimension door*, *remove curse*

### ACTIONS

**Multiattack.** The golden protector makes two claw attacks.

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

**Breath Weapons (Recharge 5-6).** The golden protector uses one of the following breath weapons.

**Fire Breath.** The golden protector exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 49 (9d10) fire damage on a failed save, or half as much damage on a successful one.

**Weakening Breath.** The golden protector exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The child of a celestial lammasu and a gold dragon, this golden protector has combats evil across the multiverse.



# LILLENDI

The creature looks like a female human or elf with the lower torso of a multicolored serpent and huge, strikingly patterned wings like a bird's. Lillendi are mysterious visitors from the plane of Ysgard. Many are skilled in one or more forms of artistic expression.

**Art Lovers.** Lillendi are lovers of music and art. Gold, even food, means little to them, while a song, story, or piece of artwork holds great value. The destruction of art and the ill treatment of artists enrages them. They are infamous for holding grudges, and they are often encountered seeking violent retribution against enemies of their favorite arts.

**Nature Friends.** These beings sometimes form temporary alliances with rangers, druids, and bards to defend their favorite retreats against the encroachment of civilization. Sometimes a covey of lillendi adopts a tract of wilderness, using any means necessary to drive off despoilers.

## LILLEND

*Medium celestial, chaotic good*

**Armor Class** 16 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft., fly 60 ft.

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

**Skills** Performance +6

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

**Languages** Common, Celestial, plus any one more

**Challenge** 3 (700 XP)

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

At will: *dancing lights, mending*

3/day each: *charm person, cure wounds*

1/day each: *hold person, identify, sleep*

### ACTIONS

**Multiattack.** The lillend makes two attacks, one with its shortsword and one with its tail.

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

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, the target is grappled (escape DC 13), and the lillend can't make tail attacks against any other creature until the grapple ends.

## LILLEND MUSE

*Medium celestial, chaotic good*

**Armor Class** 17 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	14 (+2)	17 (+3)	20 (+5)

**Skills** Performance +8

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

**Languages** Common, Celestial, plus any three more

**Challenge** 5 (1,800 XP)

**Inspire.** As a bonus action, the lillend muse can inspire one ally that can see or hear it. That ally can add a d8 to one ability check, attack roll, or saving throw, after rolling but before determining the result, once before the start of the muse's next turn.

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

At will: *dancing lights, mending*

3/day each: *charm person, cure wounds*

1/day each: *hold person, identify, sleep*

**Spellcasting.** The lillend muse is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following bard spells:

Cantrips: *mage hand, minor illusion, vicious mockery*

1st level (4 slots): *detect magic, healing word, identify*

2nd level (3 slots): *calm emotions, enthrall*

3rd level (3 slots): *dispel magic, hypnotic pattern, speak with plants*

### ACTIONS

**Multiattack.** The lillend muse makes three attacks, two with its shortsword and one with its tail.

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

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage, the target is grappled (escape DC 15), and the lillend can't make tail attacks against any other creature until the grapple ends.



# MODRON HIERARCHS

Above the base modron drones, there exist many more varieties of modron: the hierarchs. While drones are ranked from 1 (mono) to 5 (penta), hierarchs are ranked from furthest to closest to the One and the Prime. Thus, the secundi, second to Primus, are the greatest of the hierarchs, while the decatons, tenth to Primus, are the least.

## DECATON

*Medium construct, lawful neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 88 (16d8 + 16)

**Speed** 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	16 (+3)	16 (+3)	14 (+2)

**Saving Throws** Con +4, Int +6

**Skills** Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Senses** truesight 120 ft., passive Perception 16

**Languages** Modron, telepathy 120 ft.

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

**Axiomatic Mind.** The decaton can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the decaton dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

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

### ACTIONS

**Multiattack.** The decaton makes five twin tentacles attacks.

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

**Repair.** One Modron the decaton touches magically heals 3d8 + 2 hit points. That Modron is also cured of any disease and of the blinded, deafened, poisoned, and paralyzed conditions.

The decatons are the lowest order of officials found in modron society. These creatures appear as 10-tentacled spheres on stumpy legs. They are the overseers of the physical welfare of the base modrons, the voice of the great power to the working class. One decaton is assigned to each of the 64 sectors of Mechanus, while the remaining 36 serve on the staffs of the 36 legions of the modron army.

The spherical decatons fly by generating a light gas within their bodies, rendering them lighter than air. Generally they only rise into the air in order to get an overview of the situation when commanding modron armies.



## NONATON

*Large construct, lawful neutral*

**Armor Class** 17 (natural armor)  
**Hit Points** 104 (16d10 + 16)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	17 (+3)	17 (+3)	14 (+2)

**Saving Throws** Con +4, Int +6  
**Skills** Perception +7  
**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks  
**Senses** truesight 120 ft., passive Perception 17  
**Languages** Modron, telepathy 120 ft.  
**Challenge** 7 (2,900 XP)

**Axiomatic Mind.** The nonaton can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the nonaton dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

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

At will: *detect thoughts, zone of truth*  
1/day each: *mirror image, slow, web*

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

### ACTIONS

**Multiattack.** The nonaton makes three triple tentacles attacks.

**Triple Tentacles.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (3d4 + 3) bludgeoning damage.

There are at least 81 nonaton posts identified in modron society, and there may be more. These cylindrical modrons act as commissars and chief inspectors of the modron universe. Nine nonatons carry the orders of the octons, 64 regulate the actions of the decatons on the 64 wheels of the realm, and eight monitor the loyalties of the decatons of the army. Each nonaton has ten decaton lieutenants, who in turn have five pentatons to serve them.

Nonatons usually head investigations of rogue modron units and handle small-party invasions from other planes. In the latter case, they first attempt to detect the invaders' intentions, then act accordingly.

## OCTON

*Large construct, lawful neutral*

**Armor Class** 17 (natural armor)  
**Hit Points** 135 (18d10 + 36)  
**Speed** 30 ft., fly 30 ft., swim 30 ft.

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

**Saving Throws** Dex +6, Con +6, Int +8  
**Skills** Perception +8  
**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks  
**Senses** truesight 120 ft., passive Perception 18  
**Languages** Modron, telepathy 120 ft.  
**Challenge** 8 (3,900 XP)

**Axiomatic Mind.** The octon can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the octon dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

**Innate Spellcasting.** The octon's innate spellcasting ability is Intelligence (save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *water walking* (self only), *telekinesis*  
1/day each: *haste*

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

### ACTIONS

**Multiattack.** The octon makes four twin tentacles attacks.

**Twin Tentacles.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

There are at least 64 octons, one in charge of each sector of the plane in the modron realm. These creatures govern the wheels and can command any armies stationed there. The lesser modrons of each cogwheel are considered wards of the octons, who guard their sectors quite rigidly and see that regulations are obeyed, routine is observed, and reports are invariably correct.

An octon moves through air and water by means of a circular collar at shoulder level which is part of the octon's body. It forces air or liquid through the collar, giving the creature lift, propulsion, and a high amount of maneuverability. Eight tentacle-arms are attached to the outside of this collar.



## SEPTON

Medium construct, lawful neutral

**Armor Class** 18 (natural armor)  
**Hit Points** 156 (24d8 + 48)  
**Speed** 30 ft., swim 30 ft.

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

**Saving Throws** Dex +6, Con +6, Int +8  
**Skills** Perception +8  
**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks  
**Senses** truesight 120 ft., passive Perception 18  
**Languages** Modron, telepathy 120 ft.  
**Challenge** 10 (5,900 XP)

**Axiomatic Mind.** The septon can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the septon dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

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

At will: *clairvoyance*, *locate creature*, *locate object*

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

**Seven Senses.** The septon is always under the effect of the *detect magic* and *detect thoughts* spells, with no need to concentrate. If one or both are dispelled, the septon can reactivate them as a bonus action.

### ACTIONS

**Multiattack.** The septon makes seven fist attacks.

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

Septons are officials who maintain order and see that all regulations have been obeyed. Seven of them serve each hexton assigned to the quintons. The septons travel from place to place as inspectors and examiners of work and records, and they are charged with transferal of information from outlying areas to the towers of the regions, quarters, and the capitol tower itself.

Septons appear as humanoids with large bald heads. They have shoulder collars similar to those of octons, although they are smaller and, while insufficient to propel them through the air, they provide excellent transport underwater.

## HEXTON

Large construct, lawful neutral

**Armor Class** 18 (natural armor)  
**Hit Points** 165 (22d10 + 44)  
**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	20 (+5)	20 (+5)	16 (+3)

**Saving Throws** Dex +7, Con +6, Int +9  
**Skills** Perception +9  
**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks  
**Senses** truesight 120 ft., passive Perception 19  
**Languages** Modron, telepathy 120 ft.  
**Challenge** 12 (8,400 XP)

**Axiomatic Mind.** The hexton can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the hexton dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

**Innate Spellcasting.** The hexton's innate spellcasting ability is Intelligence (save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *command*  
1/day each: *wall of force*

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

### ACTIONS

**Multiattack.** The hexton makes six attacks: two with its slam and four with its claws.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) slashing damage.

The hextons fulfill several roles in modron life. First, they are the generals of the 36 modron armies. Second, six are attached to each of the wheels of the realm, where they maintain the chain of command in modron life. Another six serve at the tower of Primus, although they are not aware of his existence. There are undoubtedly more hextons, although no one has ever logged all their posts.

Hextons appear as humanoids with six arms – two large human arms with six fingers and four tentacles tipped with sharp claws below. They have thin, fanlike folded wings, joined at the shoulders.



## QUINTON

*Large construct, lawful neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 180 (24d10 + 48)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	15 (+2)	21 (+5)	21 (+5)	16 (+3)

**Saving Throws** Dex +8, Con +7, Int +10, Wis +10

**Skills** Perception +10

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Senses** truesight 120 ft., passive Perception 20

**Languages** Modron, telepathy 120 ft.

**Challenge** 14 (8,400 XP)

**Axiomatic Mind.** The quinton can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the quinton dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

**Innate Spellcasting.** The quinton's innate spellcasting ability is Intelligence (save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect evil and good*, *legend lore*

1/day each: *wall of force*

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

### ACTIONS

**Multiattack.** The quinton makes five attacks: four with its slam and one with its tail.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

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

**Teleport.** The quinton magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Quintons are the major bureau chiefs and records keepers of Mechanus. Each has a sexton assistant, seven septons, and one octon as its staff. There are bureaus in each of the sectors and quarter towers, five main bureaus in Primus's tower at the capitol, and each of these bureaus is headed by a quinton.

Quintons look like tall, stocky humanoids with four flexible arms jutting out from the shoulders. Prehensile tails serve as the creatures' fifth arms. They have fanlike wings similar to those of the hextons. As a symbol of rank, the quintons have a diamond inscribed in their foreheads.



## QUARTON

*Large construct, lawful neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 204 (24d10 + 72)

**Speed** 50 ft., fly 90 ft.

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

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

**Skills** Perception +11

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Senses** truesight 120 ft., passive Perception 21

**Languages** Modron, telepathy 120 ft.

**Challenge** 16 (15,000 XP)

**Axiomatic Mind.** The quarton can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the quarton dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

**Innate Spellcasting.** The quarton's innate spellcasting ability is Intelligence (save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *animate objects*

1/day each: *globe of invulnerability*, *wall of force*

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

### ACTIONS

**Multiattack.** The quarton makes four slam attacks.

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

**Teleport.** The quarton magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Quartons administer the 16 sectors of the modron realm and oversee the operation of the bureau, sector governors, and army units attached to their regions. Each quarton has a personal staff of those hierarchs assigned to his command, plus 36 pentadrones that act as a guard unit. (These pentadrones can only be told to guard the object resembling the quarton, without ever understanding its role or purpose in their lives.)



## TERTIAN

*Large construct, lawful neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 255 (30d10 + 90)

**Speed** 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+5)	17 (+3)	16 (+3)	23 (+6)	23 (+6)	17 (+3)

**Saving Throws** Dex +9, Con +9, Int +12, Wis +12

**Skills** Perception +12

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

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

**Languages** Modron, telepathy 120 ft.

**Challenge** 18 (20,000 XP)

**Axiomatic Mind.** The tertian can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the tertian dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

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

At will: *zone of truth*

3/day each: *banishment*

1/day each: *globe of invulnerability*, *wall of force*

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

### ACTIONS

**Multiattack.** The tertian makes three attacks: two with its slam and one with its mace tail.

**Slam.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

**Mace Tail.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 27 (4d10 + 5) bludgeoning damage and the target must make a DC 20 Constitution saving throw or be stunned until the end of the tertian's next turn.

**Teleport.** The tertian magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Trial, judgement and sentencing of all creatures in the modron realm is the province of the nine tertians. They supervise the quartons and hear all crimes brought against the rigid orthodoxy of the realm. For the bulk of the modron population, the tertians are alien and unfamiliar, the ultimate impartial judges. If presented with a case against a duodrone, the base modron can only imagine (if it can imagine at all) the tertian to be some incomprehensible manifestation of the supreme logic – a “super-tridrone” so to speak; something akin to Primus itself.

Most judgments deal with modron rogues, i.e., any modron who strays from the proper order. In addition, the tertians pass on the orders of the secundi, to whom they all report.

Tertians look fairly human, except for their 12-foot height, the horns jutting from the sides of their bald heads, and their long prehensile tails that end in a mace-like ball.



## SECUNDUS

*Large construct, lawful neutral*

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**Armor Class** 19 (natural armor)  
**Hit Points** 340 (40d10 + 120)  
**Speed** 60 ft.

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STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	17 (+3)	24 (+7)	24 (+7)	18 (+4)

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**Saving Throws** Dex +10, Con +9, Int +13, Wis +13  
**Skills** Perception +13  
**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks  
**Senses** truesight 120 ft., passive Perception 23  
**Languages** Modron, telepathy 120 ft.  
**Challenge** 20 (25,000 XP)

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**Axiomatic Mind.** The secundus can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the secundus dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

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

At will: *geas*  
3/day each: *globe of invulnerability*, *hold monster*, *wall of force*  
1/day each: *forcecage*, *mass suggestion*

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

### ACTIONS

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**Multiattack.** The tertian makes two concussive blow attacks.

**Concussive Blow.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 39 (6d10 + 7) force damage and the target must make a DC 21 Constitution saving throw or be stunned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

**Teleport.** The secundus magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

The four secundi, viceroys of the quarters, are the virtual rulers of Mechanus, reporting only to Primus. Each secundus has a staff of two tertians, who in turn command other hierarchs.

The secundi appear as incredibly thin and tall humanoids with long, narrow faces and deep-set eyes.

The secundi live in great towered cities near the centers of their quarters. They always live in harmony with one another, except during those extremely rare times when a new Primus must be chosen.



# NOBLE SALAMANDERS

Enormous armies and huge kingdoms of salamanders serve the nobles of the race, as do most other creatures of heat and flame. Occasionally, however, these formidable creatures wander about alone, even traveling to other planes. Word is these plane-hoppers are really exiles, banished for their transgressions. Others believe that they simply search for means and methods of seizing more power and that the wandering salamander nobles are free to return to their home at any time. Both theories sound plausible.

**Lords of Fire.** Salamander nobles recognize no authority above their own. Some fiery creatures – including certain elementals, grues, azer, and mephits – look upon the nobles as masters. The efreet, as a rule, hate the salamander nobles but grudgingly respect their strength.

Despite all their underlings, these powerful bloods are true loners. Since they're not a race unto themselves, they don't take mates or raise young. Lesser salamanders fear them too much to give them anything but blind obedience. If life as a salamander noble has any drawbacks, it's that the tyrant has no confidants, companions, or real allies – only servants.

Most nobles live in fabulous fortresses or palaces on the Elemental Plane of Fire. Each is a unique individual with a very different dwelling and personality. But one thing you can count on is that all salamander nobles are cruel masters that spend a great deal of time and energy imposing order and organization upon their chaotic lessers.

## NOBLE SALAMANDER

*Large elemental, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	16 (+3)	13 (+1)	12 (+1)	16 (+3)

**Damage Vulnerabilities** cold

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

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

**Languages** Ignan

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

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

**Heated Weapons.** Any metal melee weapon the noble salamander wields deal an extra 1d6 fire damage on a hit (already included in its attacks).

**Innate Spellcasting.** The noble salamander's innate Spellcasting ability is Charisma (spell save DC 14, spell attack bonus +6). The noble salamander can cast the following spells:

At will: *firebolt* (3d10 damage)

3/day: *burning hands*

1/day: *fireball*

### ACTIONS

**Multiattack.** The noble salamander makes two attacks: one with its pike and one with its tail.

**Pike.** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 17 (2d10 + 6) piercing damage, plus 3 (1d6) fire damage.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 13 (2d6 + 6) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, the noble salamander can automatically hit the target with its tail, and the noble salamander can't make tail attacks against other targets.



## NOBLE SALAMANDER MAGE

*Large elemental, neutral evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 178 (17d10 + 85)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	18 (+4)	12 (+1)	16 (+3)

**Saving Throws** Dex +7, Wis +6, Cha +8  
**Damage Vulnerabilities** cold  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** fire  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Ignan, Undercommon  
**Challenge** 13 (10,000 XP)

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

**Heated Weapons.** Any metal melee weapon the noble salamander mage wields deal an extra 3d6 fire damage on a hit (already included in its attacks).

**Innate Spellcasting.** The noble salamander mage's innate Spellcasting ability is Charisma (spell save DC 16, spell attack bonus +8). The noble salamander can cast the following spells:

At will: *firebolt* (4d10 damage)  
3/day: *burning hands*  
1/day: *fireball*

**Spellcasting.** The noble salamander mage is a 9th level spellcaster. Its Spellcasting ability is Intelligence (spell save DC 17, spell attack bonus +9). It has the following wizard spells prepared:

Cantrips (at will): *mage hand, message, poison spray, prestidigitation*  
1st level (4 slots): *charm person, detect magic, magic missile, shield*  
2nd level (3 slots): *blur, ray of enfeeblement, suggestion*  
3rd level (3 slots): *counterspell, fly, haste,*  
4th level (3 slots): *fire shield, wall of fire*  
5th level (1 slots): *conjure elemental* (fire only)

### ACTIONS

**Multiattack.** The noble salamander mage makes two attacks: one with its pike and one with its tail.

**Pike.** *Melee or Ranged Weapon Attack:* +11 to hit, reach 10 ft., one creature. Hit: 17 (2d10 + 6) piercing damage plus 10 (3d6) fire damage.

**Tail.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. Hit: 13 (2d6 + 6) bludgeoning damage plus 10 (3d6) fire damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, the noble salamander mage can automatically hit the target with its tail, and the noble salamander mage can't make tail attacks against other targets.

In addition to being a salamander noble, this creature is an accomplished wizard.



# RATATOSK

Ratatosk are tree-dwelling gliders, able to leap wide chasms from branch to branch of Yggdrasil with sure-footed ease. Ratatosk serve the World Ash as a sort of messenger system, but they are also very antagonistic to anything they feel doesn't belong in their home tree.

Ratatosk look like humanoid flying squirrels, with furry membranes between their arms and legs and a large, flattened tail that they use to direct their gliding. They wear no clothing other than harnesses for gear and protective hats. Their fur is thick enough to keep them comfortable in all but the coldest winter freezes. Their color varies from black to gray to brown to red, though each pack has almost entirely the same coloring. Their tails are uniformly darker than the rest of their fur, usually matching the bark of the nearby trees.

**The Fireholders.** Each pack has a ruling male and female who are the absolute rulers of the pack, a mated pair called the fireholders. Any pack member can challenge the rulers, but those who lose a challenge are exiled or reduced to the lowest rung of the pack's social ladder. The two leaders are the only ratatosk who mate and bear litters.

The reaction of ratatosk packs to outsiders varies widely. Some packs are tricksters, others are very solemn – their personality is dependent on their leaders. All the ratatosk strive to be like their pack leaders, imitating their habits and behavior. Some pack leaders imitate powerful creatures that they meet, admire, and then “adopt”, and the poor adoptive parent is followed around for weeks or months by dozens of bright-eyed ratatosk that do whatever it does.

Ratatosk use fire sparingly, with only a single firepot held by the two leaders. Most food is eaten cold, and fire is used for light at night and for heat in winter. They fear the effects of fire on Yggdrasil and discourage others who use it. For them, burning Yggdrasil's wood is a sacred act, and others who casually toss a few logs on the fire often wake up to find their mounts are loose, their food is scattered, and their tent has collapsed around them.

**Home in the Tree.** The ratatosk can't seem to decide on where they like to live. A few packs of ratatosk are wanderers, nomads that range Yggdrasil from roots to crown. Each night, they weave tree nests from branches and leaves, as a way to avoid unwanted guests. The nests are built to just hold their weight, so that heavier creatures cannot reach them. When cold weather threatens, these ratatosk often migrate to Arborea for its mild winters.

Most ratatosk live in small lairs gnawed out of the wood of the World Ash or other impressively gigantic trees. Each burrow is large enough for a single adult and one young ratatosk. The entrance is sealed with the ratatosk's own tail when it is sleeping, simply but effectively camouflaging the entryway. If the pack grows large enough, these small burrows are expanded, but most packs are dispersed or kept small by predators and famine.

A few tribes of ratatosk live in large hollows and dens dug deep into the tree's living wood. In winter, the settlements are hibernation dens, small hollows that can hold the entire pack in tightly curled, dreamless slumber. Nearby, the ratatosk always hoard winter food in dozens of specially prepared nut storage caches.

**Riddlers.** The ratatosk love riddles and sometimes tease and taunt Yggdrasil's travelers with them until the squirrel-folk get an answer. Some folk have even gained the respect and aid of the ratatosk with riddles of their own.

## RATATOSK

*Small humanoid, chaotic good*

**Armor Class** 13

**Hit Points** 17 (5d6)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	11 (+0)	10 (+0)	13 (+1)	12 (+0)

**Skills** Acrobatics +5, Athletics +1

**Senses** passive Perception 11

**Languages** Common, Sylvan

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

**Glide.** While falling and not incapacitated, the ratatosk can slow its rate of descent to 60 feet per round and take no damage from a fall.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Sling.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.



# RETRIEVER

Retrievers are living constructs, creatures of nightmare manufactured by the tanar'ri lords to act as their emissaries and enforcers. They are bound to obey their demonic masters and relentlessly pursue their diabolical objectives until they've accomplished their master's commands or died in the attempt. This streak of loyalty and determination makes retrievers especially valuable to the Abyssal Lords. Retrievers are known by that name because they're commonly ordered to find enemies or misguided subordinates of the Abyssal Lord and bring them back to face the music.

A retriever resembles a huge spider the size of an elephant, with a black, chitinous exoskeleton and six insectile eyes. The creature's four rearmost limbs actually carry most of its weight; its front four limbs end in cleaver-like blades that aren't used for walking.

Despite the monster's bloated appearance and hideous bulk, it's frighteningly fast and nimble. The retriever can't speak, but it sometimes gives voice to insidious whisperings and clickings that can't quite be understood.

**Built to Serve.** Retrievers don't have an existence independent of their abyssal masters. It's extremely unusual to encounter one that isn't following some set of orders. When a retriever doesn't have orders to follow, it's probably waiting near the palace or fortress of its creator for a new set of instructions. Given the chance, a retriever will look for ways to introduce acts of petty malice or cruelty into the execution of its instructions, but above all it exists to do what it's told.

Not every Abyssal Lord has mastered the making of retrievers. It's thought that Demogorgon was the first tanar'ri to do so, modeling the retriever's design on the form of the bebilith, or "creeper of the Abyss." Graz'zt, Lolth, and Pazuzu are known to have retrievers in their service too, but it's impossible to say if they made the creatures themselves or were given retrievers by Demogorgon in exchange for some service or bargain.

**Construct Nature.** A retriever does not require air, food, drink, or sleep.

## RETRIEVER

*Huge construct, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 230 (20d12 + 100)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	4 (-3)	11 (+0)	4 (-3)

**Damage Immunities** poison, psychic

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

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

**Languages** understand Abyssal, but cannot speak

**Challenge** 15 (13,000 XP)

**Find Target.** When ordered to find an item or a creature, the retriever does so unerringly, as though guided by a *locate creature* or *locate object* spell, with no limit on the range. The being giving the order must have seen (or have an item belonging to) the creature to be found, or have touched the object to be located.

### ACTIONS

**Multiattack.** The retriever makes two claw attacks and uses its eye ray.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) slashing damage.

**Eye Ray.** The retriever shoots one of the following magical eye rays on a target it can see within 120 feet. If the retriever has been ordered to retrieve a creature alive, it will attempt to petrify it rather than kill it. Otherwise, without direct orders, it will use a random eye ray.

1. **Electricity Ray.** The targeted creature must make a DC 18 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save, and half as much on a successful one.

2. **Fire Ray.** The targeted creature must make a DC 18 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, and half as much on a successful one.

3. **Frost Ray.** The targeted creature must make a DC 18 Constitution saving throw, taking 42 (12d6) cold damage on a failed save, and half as much on a successful one.

4. **Petrification Ray.** The targeted creature must make a DC 18 Constitution saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.



## RILMANI

Each of the cornerstones of the Great Road's got its own bloods. Baator's home to the baatezu, the Abyss's the den of the tanar'ri, Mechanus is run by the modrons, and so on. Any berk knows that. But the rarest and most silent of all these planar races are the rilmani, the high-ups of the Outlands. They're the creatures of true neutrality, preserving its cause across the multiverse.

**Keeping The Balance.** Some bashers might have a hard time understanding how it is that creatures like the rilmani can find anything to do with themselves. After all, neutrality is the absence of any other viewpoint, right? So, how can a cutter support the cause that ain't a cause? The rilmani don't care about law or chaos, they stand in the middle of good and evil, so what do they care about? What makes them tick?

The rilmani'll answer that question straight-up, without their customary double-talk and deceitfulness. It's all about the Balance, they'll say. The universe exists because certain forces counteract each other. If there wasn't any darkness, how could a cutter know light? What if the light grew so bright that all darkness everywhere ceased to be? Then light'd cease as well, the rilmani say. It's the same with the Great Wheel. If one of the rim-planes were removed, there wouldn't be a Great Wheel anymore. It'd be broken, and it couldn't work.

As creatures of neutrality, the rilmani keep the Balance. Whenever one side or the other gets too strong, they start aiding the disadvantaged sods until things even out. Sometimes their aid is direct, but more often than not rilmani even things out by pointing cutters in the right direction and letting them solve their own problems. 'Course, the rilmani themselves aren't entirely decided on the best way to address these issues, but that's another story.

**Outlands Natives.** Most rilmani inhabit the regions of the Outlands that're closest to the Spire. They're found in the regions where most or all magic is negated, so the rilmani home regions can't be accessed via teleportation. The rilmani can be found farther away from the Spire, in the more heavily populated areas of the Outlands, but they're generally visitors there and don't stay long.

**The Concordanach.** Once every hundred years, the wisest and most powerful individuals of each type of rilmani travel to the spire in the center of the Outlands to discuss the state of the Balance. Each of the rilmani views is represented, so the argenach delegate argues for more covert support to threatened causes, while the cuprilach and ferrumach representatives designate powerful creatures of extreme alignment who require elimination. However, since neutrality is the most apathetic and reactive of all the planar alignments, the Concordanach initiates change only in response to the direst threats.

### VARIANT: RILMANI SUMMONING

Some rilmani can have an action option that allows them to summon other rilmani.

**Summon Rilmani (1/Day).** The rilmani chooses what to summon and attempts a magical summoning.

- An argenach has a 50% chance of summoning 1d4 ferrumachs or another argenach.
- An aurumach has a 50% chance of summoning 2d4 ferrumachs or 1d3 argenachs.
- A cuprilach has a 50% chance of summoning 1d3 ferrumachs.
- A ferrumach has a 30% chance of summoning another ferrumach.

A summoned rilmani appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other rilmani. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.



## ABIORACH

Medium monstrosity (rilmani), neutral

**Armor Class** 17 (half plate)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	14 (+2)	13 (+1)	14 (+2)

**Skills** Acrobatics +6, Perception +3

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Common, Undercommon, Rilmani, Primordial

**Challenge** 3 (700 XP)

**Elemental Attunement.** While on an elemental plane, the abiorach can attune itself to that plane, gaining benefits depending on the plane until it attunes to a different plane:

- Air: A flying speed of 60 feet.
- Earth: A burrowing speed of 30 feet.
- Fire: Immunity to fire damage.
- Water: A swimming speed of 60 feet and the ability to breath water in addition to air.

**Innate Spellcasting.** The abiorach's innate spellcasting ability is Charisma (save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *charm monster* (elementals only), *comprehend languages*, *feather fall*, *shocking grasp*

1/day each: *faerie fire*, *mirror image*; one of the following, depending on the elemental plane the abiorach is attuned to: *flaming sphere* (Fire), *earthbind* (Earth), *gust of wind* (Air), or *water walk* (Water)

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

**Magic Weapons.** The abiorach's weapon attacks are magical.

### ACTIONS

**Multiattack.** The abiorach makes two trident attacks.

**Trident.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if wielded in two hands to make a melee attack.

The Elemental Planes are a theater of conflict between the forces of good and evil, just as the Material Plane and the Outer Planes are. Malicious elementals such as dao or efreet pursue wars of expansion and aggression against the lawful or good residents of those planes. The creatures known as the princes of elemental evil seek to control all of their kind. The rilmani are as watchful over these arenas of conflict as they are of any others, and the abiorachs are their agents in the Elemental Planes.

Generally, abiorachs avoid conflict with the powerful denizens of the Elemental Planes. They're among the weakest of the rilmani and look for ways to solve problems through manipulation and trickery rather than open battle. Abiorachs aren't often called upon to intervene in the affairs of the Elemental Planes, since the elements have a natural inclination to neutrality, but there's always some blood who wants to change that, so the abiorachs rarely let down their guard.

Abiorachs bear a passing resemblance to adolescent humans, with slight builds and youthful features. However, their bodies gleam with a liquid, silver shine that flows and shifts with every movement. Their eyes are crystalline and tend to catch a rainbow of colors. Abiorachs are a little more open and carefree than most of their kind, but they can be temperamental and capricious creatures; they're used to looking at things from an elemental, not humanoid, viewpoint.

Abiorachs often travel the Elemental Planes in small bands, easily shifting from one to the other by using their elemental immunity. They rarely remain in one area for long. Normally, the most intelligent and experienced abiorach acts as informal captain for the group, directing its activities. On the Outlands, abiorachs are more subdued and reserved – being under the noses of the aurumachs and argemachs brings out their serious side.



## ARGENACH

Medium monstrosity (rilmani), neutral

**Armor Class** 18 (plate)

**Hit Points** 170 (20d8 + 80)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	18 (+4)	18 (+4)	20 (+5)	23 (+6)

**Saving Throws** Wis +10, Cha +11

**Skills** Deception +11, Insight +10, Perception +10, Stealth +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 20

**Languages** Common, Undercommon, Rilmani

**Challenge** 13 (10,000 XP)

**Balanced Weapons.** The argenach weapon attacks are magical and inflict an additional 4d10 force damage (already factored in below).

**Innate Spellcasting.** The argenach's innate spellcasting ability is Charisma (save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *charm person*, *alter self*, *comprehend languages*, *feather fall*, *fog cloud*

3/day each: *cure wounds*, *major image*, *slow*, *suggestion*

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

### ACTIONS

**Multiattack.** The argenach makes two longsword attacks or uses its Energy Ray twice.

**Longsword.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) slashing damage plus 22 (4d10) force damage.

**Energy Ray.** *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. Hit: 27 (6d6 + 6) force damage.

**Teleport.** The argenach magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Wherever the Balance is threatened, that's where the argenachs will be found. They're advisers and agitators, working to ensure that no one gains the upper hand for long in any part of the multiverse. Argenachs are the second-highest bloods among the rilmani, entrusted with the execution of the most delicate and subtle parts of the rilmani's grand purpose: the careful adjustment of the Balance in places where it's out of kilter and can't fix itself.

Argenachs are especially interested in the affairs of the Material Plane, since they believe that the war of good and evil, law and chaos, will be fought and won in the realms of mortals. Even now, they say, the powers that exemplify these causes squabble over the spirits of humankind. The Prime's the only theater that counts. Thus, argenachs spend a lot of time away from the Outlands, mired in endless struggles on the Material Plane.

The argenachs' methods are subtle, but simple. They give advice and knowledge to whatever side's threatened, trying to even things out. Argenachs often conceal their true identity, since no one likes being played for a puppet. They'll be found masquerading as helpful sages who aid their protégés in a struggle against evil or chaos, or as cold-hearted bloods advising ambitious cutters on how to go about besting the forces of law or good. More often than not, argenachs will take a neutral role and just watch to see how things are turning out.

Argenachs are tall, slender creatures with a silvery sheen to their skins. They often dress in white, flowing robes on their home plane, but can take on any shape or dress in the performance of their mission. Argenachs favor great, wide-bladed broad swords and long-handled axes in combat.

Argenachs are the loners of rilmani society, which is fairly reclusive to begin with. They answer directly to the aurumachs and are usually given only broad guidelines instead of specific orders. For example, an argenach might be ordered into a struggle with no instruction more detailed than "There's trouble on Toril. Deal with it." Of course, an argenach's extremely intelligent and resourceful, and that's all the orders it'll need to get the job done.



## AURUMACH

Large monstrosity (rilmani), neutral

**Armor Class** 19 (natural armor)

**Hit Points** 207 (18d8 + 126)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	24 (+7)	23 (+6)	24 (+7)	26 (+8)

**Saving Throws** Dex +10, Wis +13, Cha +12

**Skills** Arcana +12, Insight +13, Persuasion +14, Perception +13

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** truesight 120 ft., passive Perception 23

**Languages** Common, Undercommon, Rilmani

**Challenge** 17 (18,000 XP)

**Balanced Weapons.** The aurumach's weapon attacks are magical and inflict an additional 6d10 force damage (already factored in below).

**Antithesis.** The aurumach is constantly under the effects of a *protection from evil and good* spell. If dispelled, the aurumach can resume the effect as a bonus action.

**Innate Spellcasting.** The aurumach's innate spellcasting ability is Charisma (save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *charm monster*, *comprehend languages*, *detect thoughts*, *feather fall*

3/day each: *fly*, *prismatic spray*

1/day each: *mass suggestion*

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

### ACTIONS

**Multiattack.** The aurumach makes two halberd attacks.

**Halberd.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) slashing damage plus 33 (6d10) force damage.

**Teleport.** The aurumach magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Very few non-rilmani have ever seen one of these creatures. The aurumachs are the leaders of the rilmani race, the high-ups who call the shots and pull the strings. It's said that even the powers don't know half the darks the aurumachs do. More than any other creatures in the entire multiverse, they stand aside from the path of things and objectively measure the state of the Balance, acting to correct it when it leans too far to one side or the other.

The aurumachs will almost never be found away from the Spire. As leaders and organizers, it's not their job to intervene personally, and only the most dangerous situations will make them change their policy. Aurumachs don't make any special effort to avoid visitors, but a traveler would have to be extremely lucky to find one – it's said that there's only a hundred aurumachs on all the Outlands.

Aurumachs are tall, athletic humanoids with beatific features and metallic golden skin. Their eyes are too bright to look at directly, and an aura of power and patience surrounds their form.

Aurumachs know no peer among the rilmani and are the equal of the most powerful fiends or celestials. The rilmani have no particular order, hierarchy, or system of government – aurumachs function as advisers and mentors to the entire race. Even though an aurumach isn't recognized as a king or an overlord, its suggestions are sufficient to make any lesser rilmani leap to do its bidding.

Aurumachs leave the Outlands only to deal with the gravest of threats to the balance of the universe. They are remorseless and coldly efficient when such a cause pulls them away from the Spire: anyone who meet them at these times would be wise not to get on the aurumach's bad side.



## CUPRILACH

Medium monstrosity (rilmani), neutral

**Armor Class** 14

**Hit Points** 90 (12d8 + 36)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	16 (+3)	15 (+2)	19 (+4)

**Skills** Acrobatics +8, Deception +7, Perception +6, Stealth +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Undercommon, Rilmani

**Challenge** 9 (5,000 XP)

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

At will: *comprehend languages*, *detect thoughts*, *disguise self*, *feather fall*, *knock*

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

**Magic Weapons.** The cuprilach's weapon attacks are magical.

**Sneak Attack (1/Turn).** The cuprilach deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and the cuprilach doesn't have disadvantage on the attack roll.

### ACTIONS

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

**Rapier.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

**Hand Crossbow.** *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Cuprilachs are the spies, assassins, and secret soldiers of the rilmani. The argenachs act as advisers, and the ferrumachs stand bravely on the field of battle, but the cuprilachs strike from the shadows using stealth and speed to accomplish their goals. Cuprilachs believe that the only way the Balance will ever be safe is by neutralizing high-up creatures of extreme alignment. They're easily the most dangerous rilmani, simply because they're the ones who are most likely to decide on the spot that a basher needs to be lost.

Cuprilachs appear as slight and wiry humans, with the easy grace and trim build of an elf or half-elf. Their features are human enough, except for the coppery sheen of their skins and their featureless, ruby-red eyes. There aren't many bloods in the Outlands who're as cocky or arrogant as a cuprilach, but their attitude stems from a professional pride – they're some of the best assassins on the planes, and they know it.

While cuprilachs make no secret of their calling or beliefs in the rilmani strongholds of the Spire, they're extremely capable and clever spies when they're about their business. They'll use their *disguise self* ability to great effect, and consider no ruse, charade, or dirty trick to be beneath them when there's work to be done. It's said that no one's ever spotted a cuprilach before it struck, but this is an exaggeration... probably.

Cuprilachs rank below argenachs and above the ferrumachs and abiorachs in the society of the Spire. They're hardly model citizens, though. Cuprilachs are hot-tempered, violent, and rebellious at the best of times. Despite this, they never refuse a target and serve to the best of their ability when an aurumach tells them to put someone under.

When cuprilachs aren't on the job, they're often pursuing rigorous training and driving themselves at a brutal pace, or tearing up the Spire in wild celebration. Other rilmani stay out of their way when cuprilachs get together and "relax."



## FERRUMACH

Medium monstrosity (rilmani), neutral

**Armor Class** 18 (plate)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	14 (+2)	13 (+1)	15 (+2)

**Skills** Athletics +8, Perception +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Undercommon, Rilmani

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

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

At will: *comprehend languages*, *feather fall*, *fear*

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

**Magic Weapons.** The ferrumach's weapon attacks are magical.

### ACTIONS

**Multiattack.** The ferrumach makes two maul attacks.

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

When the rilmani are moved to take direct action in the cause of neutrality, it's the ferrumachs who answer the call of duty. They're the soldiers of the Spire, the iron legions who wait to serve in battle whenever and wherever they're needed. Ferrumachs have got no existence or purpose beyond soldiering, and patiently await their next call to battle in misty halls on the slopes of the Spire.

Ferrumachs resemble tall, grim-faced humans. They are very powerfully muscled, with deep chests, wide shoulders, and thick arms. There's no hint of grace or agility about them; ferrumachs are walking slabs of stone. Their skin is a sooty gray – the color of bare iron, with an elusive gun-metal gleam when struck by the light.

As the soldiers of the rilmani, the ferrumachs hold themselves ready for action at any time. They don't mix with the other rilmani, living apart in gray fortresses and towers that watch over the Spire with unending vigilance. The ferrumachs are the most lawful of the rilmani, and obey the argenachs and aurumachs without hesitation. They're also on good terms with the cuprilachs, whom they regard as fellow fighters and professionals.

It's said that the ferrumachs are created from the spirits of warriors who died fighting in lost causes, but this isn't true. They're rilmani, just like the rest of their kind, and they've always been that way.



## PLUMACH

Medium monstrosity (rilmani), neutral

**Armor Class** 16 (scale mail)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	13 (+1)	12 (+1)	12 (+1)

**Skills** Athletics +5, Insight +3, Investigation +3

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Common, Undercommon, Rilmani

**Challenge** 1 (450 XP)

**Innate Spellcasting.** The plumach's innate spellcasting ability is Charisma (save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *comprehend languages*, *feather fall*  
1/day each: *fog cloud*, *hold person*

### ACTIONS

**Multiattack.** The plumach makes two hammer attacks.

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

The least powerful rilmani are the plumachs, the common citizens of the Spire. Their brand of neutrality is the simplest and most apathetic view held by the rilmani: don't get involved. The plumachs are staunch isolationists who stay out of other peoples' troubles, and they'll tell any berk who asks that they'd appreciate it if other people'd keep their troubles well clear of the Spire. "Who cares what those leatherheads think?" is a plumach proverb.

Although plumachs go to great lengths to mind their own business, they're involved in keeping an eye on things in the Outlands themselves. The other rilmani pay attention to the Balance in the realms of the Great Wheel, or out in the Prime or Elemental Planes, but the plumachs make sure things don't go awry at home. Plumach traders and emissaries are common throughout the Land, but the farther they are from the Spire, the less likely they are to take action.

Plumachs are short, stocky humanoids with dull, gray metallic skins. They're broad-shouldered and thick-waisted, with wide, stubby hands and heavy legs. Plumachs lack the grace or strength of their more powerful kin, but they're stubborn and tenacious opponents. Some cutters take plumachs for stupid, but that's a risky assumption: Plumachs have got a great store of practical wisdom and common sense. They believe in hard work, respect where respect's due, and the common courtesy of staying out of other people's business.

As the commoners of the Spire, plumachs are craftsmen, teamsters, and merchants. They carry out the day-to-day business of rilmani society. A plumach is the equal of the finest human craftsmen at its chosen trade. Since the rilmani as a race require no food, shelter, or clothing, the plumachs devote their time to creating devices of comfort and convenience or works of art.

In times of great need, plumach legions are mustered to defend the Balance. Plumachs aren't afraid of a scrap, and their natural strength and dense hides stand them in good stead against most low-level opponents. However, it takes the authority of an aurumach to convince the plumachs that a cause is worth fighting for.



# STEEL PREDATOR

## STEEL PREDATOR

Large construct, neutral

**Armor Class** 20 (natural armor)

**Hit Points** 152 (16d10 + 64)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	11 (+0)	16 (+3)	12 (+1)

**Skills** Athletics +9, Perception +7, Stealth +8

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** thunder

**Condition Immunities** deafened, exhaustion, paralyzed, petrified

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

**Languages** Terran

**Challenge** 12 (8,400 XP)

**Deaf.** The steel predator automatically fails any Wisdom (Perception) check that relies on hearing, and is immune to any effect that requires it to hear.

**Magic Sense.** The steel predator can sense the presence and location of all metallic magic items within 120 feet of it, even through barriers.

### ACTIONS

**Multiattack.** The steel predator makes two claw attacks and one bite attack.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 23 (4d8 + 5) piercing damage, and the steel predator destroys a nonmagical object the target is holding or wearing, or damages its nonmagical armor. Armor damaged in this way takes a permanent and cumulative -2 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

**Roar (Recharge 5-6).** The steel predator lets out a deafening roar. Creatures in a 30-foot cone must make a DC 16 Constitution saving throw, taking 56 (16d6) thunder damage on a failure, or half as much on a success. Crystalline or stone structures and object in the area take twice as much damage. A creature that fails its save is also deafened for 1 minute.

Steel predators wander the scarred metallic cubes of Acheron in search of fresh metal to consume; magic items made of metal are their favorite. Resembling iron-muscled great cats, these creatures share many characteristics with their terrestrial equivalents, including incredible strength and agility. Despite their deafness, their powers of scent are so great as to allow them to detect nearby creatures with ease.





# THOQUA

The thoqqua, also known as a *rockworm* or a *fireworm*, is a creature native to the border between the elemental planes of Earth and Fire, and can be found just as often on either plane. On the plane of Earth, it's a hated vermin, attacked on sight by most intelligent denizens of the plane, yet that's also where it's happiest. On the plane of Fire, a thoqqua is relatively ignored by the other inhabitants, but its existence is misery. And on Magma, it achieves a balance between the two but never finds true contentment.

**Dual Nature.** See, the thoqqua is a creature of heat and fire that loves stone. It eats minerals and lives within solid rock. This dual nature has led the beast to develop a choleric mood and a foul temper – a thoqqua is never satisfied with its situation. When it comes across another creature, it's as likely to attack it as anything else, just out of mean-spiritedness.

However, that's not due to evil intent. The thoqqua's limited intelligence focuses mainly on self-preservation and finding food. It spends its time burrowing through rock, which it does quite easily thanks to the great heat generated by its long, wormlike body. Rumor has it that even fire elementals themselves can't boast the heat produced in the heart of a thoqqua. Sure, that's probably just an exaggeration, but it's still true that the creature can melt stone and metal with ease.

**Not Larva.** The first mortals who ever ran across a rockworm thought it was the larval form of another creature, perhaps a salamander. Others believed that the thoqqua was a "young elemental," though no one could agree on whether it belonged to Earth or Fire. Of course, today it's known that thoqqas are full-grown creatures in their own right, unrelated to any other beasts.

Fireworms reproduce by budding, and thus are asexual. They feed on minerals and rocks of any kind, and they attack other creatures only out of belligerence or self-defense. Few beings prey on the fiery tunneler, though some of the dao and efreet look upon boiled rockworm as a delicacy.

## THOQUA

*Medium elemental, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

**Senses** tremor sense 60 ft., passive Perception 11

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Languages** Ignan, Terran

**Challenge** 1/2 (100 XP)

**Heated Body.** A creature that touches the thoqqua or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

**Tunneler.** The thoqqua can burrow through solid rock at half its burrowing speed and leaves a 2-foot diameter tunnel in its wake.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage, plus 3 (1d6) fire damage.



# WEMICS

Wemics are leonine counterparts to centaurs. A wemic's body consists of a leonine body with a humanoid torso extending from what would be a lion's neck. The typical wemic measures ten feet from head to rump. When standing erect in centaurian posture, the wemic stands 6 to 7 feet tall. Most of the body is covered in dusky golden fur. The tail is tipped by a brush of long, black hair. Adult males also have a mane of long black hair; the mane covers the top and back of the head and extends to the neck and shoulders. Male cubs develop this mane in their third year. The underbelly is covered in short, white fur. The nose may be black or russet. The eyes are gold with vertically slit pupils. The digits on all limbs end in claws. The claws on the forelegs are retractable.

Wemics live in groups called prides, and possess a Stone-age culture, using fire and possessing modest manufacturing skills with which they can create stone weaponry, pottery, and ornaments.

**Able Guides.** They are excellent trackers and guides, and may hire out their services in exchange for treasure and tools, such as weapons and magical items. They may also charge travelers a toll for safe passage through their nation's territory.

**The Pridelands.** Though natives of the Material Plane, many wemics make their home in the Pridelands, an area of Krigala, the first layer of the Beastlands.

## WEMIC

*Large monstrosity, neutral*

**Armor Class** 13

**Hit Points** 45 (6d10 + 12)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

**Skills** Athletics +5, Perception +3, Survival +3

**Senses** passive Perception 13

**Languages** Common, Wemic

**Challenge** 2 (450 XP)

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

**Pounce.** If the wemic moves at least 20 feet straight toward a creature and then hits it with a claws 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 lion can make one melee weapon attack against it as a bonus action.

**Running Leap.** With a 10-foot running start, the wemic can long jump up to 25 feet.

### ACTIONS

**Multiattack.** The wemic makes two attacks: one with its warhammer and one with its claws, or two with its longbow.

**Warhammer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage when wielded in two hands.

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

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.



## WEMIC PRIDE LEADER

*Large monstrosity, neutral*

**Armor Class** 14 (hide)

**Hit Points** 85 (10d10 + 30)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	13 (+1)	15 (+2)	17 (+3)

**Skills** Athletics +6, Intimidation +5, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common, Wemic

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

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

**Pounce.** If the wemic pride leader moves at least 20 feet straight toward a creature and then hits it with a claws attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the lion can make one melee weapon attack against it as a bonus action.

**Running Leap.** With a 10-foot running start, the wemic pride leader can long jump up to 25 feet.

### ACTIONS

**Multiattack.** The wemic pride leader uses its battle cry ability if able, then makes two attacks: one with its warhammer and one with its claws, or two with its longbow.

**Warhammer.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 10) bludgeoning damage when wielded in two hands.

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

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

**Battle Cry (Recharge 6).** The wemic pride leader lets out a battle cry, granting its allies within 60 feet a +5 bonus to weapon damage rolls until the end of the pride leader's next turn.

This wemic has learned to lead by example, and commands its allies respect as well as their action.



# XILL

The vaguely reptilian xill are natives of the Ethereal Plane. Four-armed, leathery-skinned humanoids brilliantly colored red, these beings are feared on all planes that border the Ethereal (in other words, the Material Plane and the Inner Planes). Some xill claim that these fears are unfounded, but many members of other races believe that even the so-called civilized xill harbor a dark secret.

All xill communicate telepathically – fact is, they have no spoken language – and they can travel back and forth from the Ethereal Plane as they wish.

**High and Low Clans.** Xill can be classified as members of the Lower Clans or the High Clans. Lower Clan xill rarely use weapons, preferring the strength of their claws, and they never create anything of their own. They seemingly live only to reproduce, and thus raid other planes looking for intelligent hosts for their eggs. Interestingly, the xill of the Lower Clans don't refer to themselves as "Lower Clans", don't even acknowledge the High Clans, and can't look upon any other race as anything more than prey.

High Clan xill lead more sophisticated lives, crafting tools, weapons, clothing, and other necessities for themselves. The High Clans rarely leave the Ethereal, but if they're encountered, they don't automatically size up the situation as predator/prey. In fact, many High Clan xill trade goods and information with travelers to the Misty Shore. Anyone looking for such xill can find them in the Deep Ethereal, dwelling in refined cities built on chunks of what's known as solid ether. Some High Clan xill can even be paid to serve as guides to the mysterious plane.

Rumor has it, however, that the High Clans xill still need to use intelligent creatures as hosts in which to hatch their young. According to these dark rumors, somewhere hidden in the Deep Ethereal is a vast hatchery/nursery where human slaves are bred and grown like cattle to serve as hosts for xill eggs. Most folk hope that this rumor isn't true and try not to think about it too much.



## XILL

*Medium aberration, lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 40 ft.

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

**Skills** Athletics +4, Acrobatics +5

**Senses** passive Perception 11

**Languages** telepathy 120 ft.

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

**Ethereal Jaunt.** As a bonus action, the xill can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

### ACTIONS

**Multiattack.** The xill makes three attacks: two with its short swords and one with its claws or bite. An unarmed xill can instead make two attacks with its claws, or one with its claws and one with its bite.

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

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage and the target is grappled (escape DC 14).

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature grappled by the xill. Hit: 7 (1d8 + 3) piercing damage. If the target is a living creature, it must succeed on a DC 12 Constitution saving throw or be infected with a disease – a batch of miniscule xill eggs.

A humanoid host can carry only one batch of xill eggs to term at a time. Over the next four days, the eggs gestate and grow into dozens of newborn xill. In the 12-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the xill devour the host from the inside, killing it almost instantly.

If the disease is cured before the xill emerge, the unborn xill are disintegrated.



# YETH HOUND

## YETH HOUND

*Medium fiend, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 40 ft., fly 60 ft. (hover)

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

**Skills** Perception +3, Stealth +5

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

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

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

**Challenge** 3 (700 XP)

**Keen Smell.** The yeth hound has advantage on Wisdom (Perception) checks that rely on smell.

**Shadow Blend.** The yeth hound can hide while lightly obscured by dim light.

**Sunlight Hypersensitivity.** The yeth hound takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

### ACTIONS

**Multiattack.** The yeth hound uses its Bay ability then makes a bite attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must make a DC 13 Strength saving throw or be knocked prone.

**Bay.** Each enemy within 60 feet of the yeth hound must make a DC 12 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature that fails this save by 5 or more is paralyzed while frightened in this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

A creature that makes a successful saving throw against this ability is immune to that particular yeth hound's bay for 24 hours.

These fearsome flying hounds, magical creatures of the night, hunt humanoids and faerie folk.

The yeth hound pack, with its baying bell-like cries, causes fear to any being. Even those who stand their ground know fear, and that fear returns to them in the night or in dark places. Indeed, some metaphysicians have theorized that the hounds embody fear itself.

Standing five feet at the shoulder, yeth hounds weigh around 400 pounds. Their short fur is dull, non-reflective black; in darkness only the cherry-red glow of their eyes is visible. Their heads are almost human, flat with protruding noses instead of muzzles. Their short pointed ears curve up and away from the head, making them look like short horns. They give off an odor like chilled smoke.

**Unnatural Flight.** Yeth hounds have the chilling ability to fly through the air, gliding silently through the night. However, their ghastly howl chills the blood up to a mile away. These unnatural creatures frequently run with evil huntsmen or other powerful evil forces.



# YUGOLOTHS

In addition to the yugoloths found in the Monster Manual, the following additional varieties can be found throughout the planes.

## VARIANT: YUGOLOTH SUMMONING

Some yugoloths can have an action option that allows them to summon other yugoloths, though baernaloths, guardian yugoloths, and yagnoloths never have such an action, and skeroloths are too weak.

**Summon Yugoloth (1/Day).** The yugoloth chooses what to summon and attempts a magical summoning.

- A canoloth has a 30% chance of summoning another canoloth.
- A dergholoth has a 20% chance of summoning a mezzoloth.
- A gacholoth has a 50% chance of summoning another gacholoth.
- A hydroloth has a 30% chance of summoning another hydroloth.
- A marraenoloth has a 60% chance of summoning a hydroloth.
- A pisoloth has a 40% chance of summoning 1d4 mezzoloths.

A summoned yugoloth appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other yugoloths. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.



## BAERNALOTH

Large fiend (yugoloth), neutral evil

**Armor Class** 19 (natural armor)

**Hit Points** 207 (18d10 + 108)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	22 (+6)	16 (+3)	19 (+4)	20 (+5)

**Skills** Arcana +8, History +8, Perception +9

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

**Damage Immunities** acid, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 19

**Languages** Abyssal, Infernal, telepathy 120 ft.

**Challenge** 16 (15,000 XP)

**Innate Spellcasting.** The baernaloth's innate spellcasting ability is Charisma (save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *darkness*, *dispel magic*, *fear*

3/day each: *cloudkill*, *contagion*

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

**Magic Weapons.** The baernaloth's weapon attacks are magical.

**Wound Control.** As a bonus action, the baernaloth can control the damage it has dealt to a creature it can see within 30 feet. It can choose one of the following options, but cannot affect the same creature again for 24 hours.

**Close Wound.** The creature is healed of all damage the baernaloth has dealt to it in the last 24 hours.

**Reopen Wound.** The creature takes necrotic damage equal to the damage the baernaloth has dealt to it in the last 24 hours.

### ACTIONS

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

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

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) piercing damage.

**Teleport.** The baernaloth magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Long, gangly limbs covered by purulent gray flesh; an over-sized, horned head with an obscene mouth comprising nothing but teeth and tongue; distant, glazed yellow eyes dripping fluid far more vile than tears – all these things are a baernaloth, yet it is more. The essence of the creature is callous detachment, never seeing the suffering and pain that it ceaselessly creates; an unending, insatiable need for misery and affliction; a monster that mechanically, methodically hurts, harms, foils, impairs, and hinders all other creatures.

In many ways, the baernaloths are the outcasts among the ranks of the yugoloths. They rarely associate with other yugoloths, and some people wonder it perhaps the baernaloths are not true yugoloths at all, but rather some older, even more primal creatures. If this is true, baernaloth and yugoloth alike are propagating some sort of intentional deception (not that such a thing is at all inconceivable).



## CANOLOTH

*Medium fiend (yugoloth), neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	5 (-3)	17 (+3)	12 (+1)

**Skills** Athletics +6, Perception +7

**Damage Resistances** cold, fire, lightning

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft. (blind beyond that radius)

passive Perception 17

**Languages** understands Abyssal and Infernal, but cannot speak; telepathy 60 ft.

**Challenge** 3 (700 XP)

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

**Magic Weapons.** The canoloth's weapon attacks are magical.

### ACTIONS

**Tongue.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage, and if the target is a creature, it must make a DC 12 Constitution saving throw or be paralyzed until the end of the canoloth's next turn.

Canoloths are specialized yugoloths who serve as scouts, skirmishers, and trackers for the yugoloth mercenary companies. They're not as common as the mezzoloths that make up the bulk of these units, but a couple of canoloths can greatly increase the effectiveness of a yugoloth company by providing the nycaloth commanders with excellent intelligence and reconnaissance reports.

Canoloths resemble great semi-insectile mastiffs, their hulking forms plated in chitinous armor. Their bodies have a distinctly bulldog-like shape to them, with massive jaws and short, squat, forelegs. Their mouths are made up of both a horizontal set of teeth and a vertical set of teeth just behind, and a vile barbed tongue often lolls out of the creature's mouth. The canoloth's nostrils are gaping wounds in the front of its skull, and it has no eyes – it relies on its uncanny senses of smell and hearing to find its quarry.

Although canoloths are among the weakest yugoloths, they're considered valuable by the leaders of the yugoloth armies. It's not uncommon for greater yugoloths to have several canoloths at their beck and call; canoloths make excellent guards, assassins or retrievers. Their lack of intelligence makes canoloths the most loyal of the race, and they'll follow the orders of their masters to the death – a rare trait among the lesser yugoloths.

Canoloths are well aware of their favored status and use it to bully and pester mezzoloths or hydroloths. When they're not employed with a mercenary company, canoloths spend their time bounding through the foul wastes of the Lower Planes in search of lesser creatures to torment and slay.



## DERGHOLOTH

Large fiend (yugoloth), neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 60 (8d10 + 16)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

**Skills** Athletics +5

**Damage Resistances** cold, fire, lightning

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, Infernal, telepathy 60 ft.

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

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

**Magic Weapons.** The dergholoth's weapon attacks are magical.

**Many Arms.** The dergholoth can take an extra reaction, which can be used only to make opportunity attacks or to use its Parry ability.

### ACTIONS

**Multiattack.** The dergholoth makes three claw attacks.

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

**Chitter (Recharge 5-6).** One creature within 30 feet of the dergholoth that can hear it must make a DC 12 Wisdom saving throw, or act as if under the *confusion* spell for one minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

**Teleport.** The dergholoth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

### REACTIONS

**Parry.** The dergholoth adds 2 to its AC against one melee attack that would hit it. To do so, the dergholoth must see the attacker.

Dergholoths, insect-like creature with round bodies, five arms, and three legs, serve as rank-and-file mercenaries in the Blood War; a cheaper, more expendable option compared to their more common mezzoloth brethren.

Dergholoths are treated poorly in yugoloth society. Not as powerful as many of the other types, they receive constant abuse from their betters. This makes the dergholoths mean, which in turn serves the yugoloths well.

Dergholoths make up many yugoloth mercenary companies, but despite their stupidity, they are stubborn and difficult to control. They fight only because more powerful yugoloths compel them. They do not understand the Blood War or know of the profits that higher yugoloths make from their fighting.





## GACHOLOTH

Large fiend (yugoloth), neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

**Skills** Deception +9, Intimidation +9, Perception +4, Stealth +7

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

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Infernal, telepathy 60 ft.

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

**Alert.** The gacholoth has advantage on initiative checks and cannot be surprised.

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

2/day each: *darkness*, *dispel magic*, *fear*

1/day each: *mirror image*

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

**Magic Weapons.** The gacholoth's weapon attacks are magical.

**Shock.** If the gacholoth hits a surprised creature with an attack, that creature must make a DC 14 Wisdom saving throw or be magically frightened for 1 minute. A frightened target is also paralyzed, but can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

### ACTIONS

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

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

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

**Teleport.** The gacholoth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Gacholoths are the infiltrators and terrorists of the Blood War, causing havoc and spreading panic behind enemy lines. They also might spend months, years, even centuries serving in the army of a temporary master with unquestioned loyalty, while secretly waiting for the best moment to reveal their true allegiance and begin a reign of slaughter and terror.

Gacholoths have a roughly humanoid appearance. Their bodies are an ebony black, and they have four long and powerful legs, each tipped with three sharp claws to aid in climbing. Their well-muscled torsos have two arms, each ending in a hand with four fingers that are tipped with savage, retractable claws. Gacholoth skulls are bony, their ears are triangular and flare back, and thick shocks of dark hair flows back from their receding hairlines. Sharp fangs thrust forward prominently, while their sunken eyes are cold and inhuman.

The gacholoths' fondness for deceit and terror make them favored troops in yugoloth conflicts, and many have risen to minor positions of power as a result.



## GUARDIAN YUGOLOTH, LEAST

*Small fiend (yugoloth), neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 45 (10d6 + 10)

**Speed** 30 ft.

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

**Damage Resistances** cold, fire, lightning

**Damage Immunities** acid, poison

**Condition Immunities** charmed, frightened, poisoned

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

**Languages** all

**Challenge** 2 (450 XP)

**Guardian.** While assigned to guard an object, the least guardian yugoloth cannot willingly move further than 270 feet from that object. If forced further away, the guardian must use its movement, and the Dash action if necessary, to move towards the object by the shortest path it knows, until it is within 270 feet again. If it cannot move towards the object, it can only take the Dodge action.

**Magic Weapons.** The least guardian yugoloth's weapon attacks are magical.

### ACTIONS

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

**Fire Breath (Recharge 5-6).** The least guardian yugoloth exhales fire in a 30-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Guardian yugoloths are summoned by evil spellcasters to guard something of importance, and they always defend their charge with great ferocity.

There are three types of yugoloth guardians: least, lesser, and greater. The least and lesser yugoloth guardians vary in form, often appearing frog-like (least) or ape- or boar-like (lesser), but all sporting large sets of horns. Greater yugoloth guardians always appear as gigantic, winged bears with ram horns protruding from their foreheads and eagle talons for hands.

Guardian yugoloths were created in order to heed the summonings of mortals foolish enough to attempt to call a yugoloth without knowing its true name. True to the letter of the binding, the summoner indeed receives a yugoloth, although guardians are not true members of that race, but instead creations made to serve as lackeys and summoning stock.



## GUARDIAN YUGOLOTH, LESSER

Medium fiend (yugoloth), neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** acid, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** blindsight 60 ft., darkvision 60 ft., passive

Perception 11

**Languages** all

**Challenge** 3 (700 XP)

**Guardian.** While assigned to guard an object, the lesser guardian yugoloth cannot willingly move further than 270 feet from that object. If forced further away, the guardian must use its movement, and the Dash action if necessary, to move towards the object by the shortest path it knows, until it is within 270 feet again. If it cannot move towards the object, it can only take the Dodge action.

**Magic Weapons.** The lesser guardian yugoloth's weapon attacks are magical.

### ACTIONS

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

**Fire Breath (Recharge 5-6).** The lesser guardian yugoloth exhales fire in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

## GUARDIAN YUGOLOTH, GREATER

Large fiend (yugoloth), neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 85 (10d10 + 30)

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

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

**Damage Resistances** cold, fire, lightning

**Damage Immunities** acid, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** blindsight 60 ft., darkvision 60 ft., passive

Perception 12

**Languages** all

**Challenge** 5 (1,800 XP)

**Guardian.** While assigned to guard an object, the greater guardian yugoloth cannot willingly move further than 270 feet from that object. If forced further away, the guardian must use its movement, and the Dash action if necessary, to move towards the object by the shortest path it knows, until it is within 270 feet again. If it cannot move towards the object, it can only take the Dodge action.

**Magic Weapons.** The greater guardian yugoloth's weapon attacks are magical.

### ACTIONS

**Multiattack.** The greater guardian yugoloth make three attacks: one with its horns and two with its claws.

**Horns. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage.

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

**Fire Breath (Recharge 5-6).** The greater guardian yugoloth exhales fire in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.



## HYDROLOTH

Large fiend (yugoloth), neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	10 (+0)	12 (+1)	15 (+2)

**Skills** Athletics +6, Perception +7

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

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, Infernal, telepathy 120 ft.

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

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

1/day each: *conjure elemental* (water only), *control water*, *darkness*, *dispel magic*, *fear*

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

**Magic Weapons.** The hydroloth's weapon attacks are magical.

**Protected Memory.** The hydroloth is immune to any effect that alters or removes memory, including the River Styx.

### ACTIONS

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

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

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 7 (2d6) poison damage on a failed save.

**Teleport.** The hydroloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Hydroloths are elite fighting forces commonly used in yugoloth ambushes or amphibian attacks. They are squat humanoids with underarm gliding flaps, frog-like faces, and warty yellow skin.

These grotesque amphibians can swim the river Styx without losing their memories. They travel in groups of 10 or more wherever the Styx enters the Lower Planes.

Hydroloths prefer to dwell in water, but can be found anywhere. The yugoloth community respects them for their role in amphibious and underwater warfare, especially in covert and guerrilla attacks.

Hydroloths use their prestige among their betters to gain power and influence: extra wealth, or a share of the mortal life forces paid for the job they do. Greater yugoloths have the strength to force the hydroloths' obedience, but they wisely appease these creatures' demands.

Few yugoloths are motivated like the hydroloths. These monsters delight in fighting the Blood War and draw strength from the terror they inflict on mortals.





## MARREANOLOTH

Medium fiend (yugoloth), neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 40 ft.

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

**Skills** Deception +6, Perception +5

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

**Damage Immunities** acid, poison

**Condition Immunities** charmed, poisoned

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

**Languages** Abyssal, Infernal, telepathy 60 ft.

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

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

At will: *alter self*, *charm person*, *darkness*  
3/day each: *dispel magic*, *phantasmal killer*

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

**Magic Weapons.** The marraenoloth weapon attacks are magical.

**Protected Memory.** The marraenoloth is immune to any effect that alters or removes memory, including the River Styx.

### ACTIONS

**Multiattack.** The marraenoloth uses its fear gaze if able, then makes two bite attacks.

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

**Fear Gaze.** *(Recharge 5-6).* Each creature of the marraenoloth's choice within 30 feet of it that can see it must make a DC 14 Wisdom saving throw or be frightened for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

**Teleport.** The marraenoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

The marraenoloths are a special type of yugoloth. The thin, gray, pale-eyed humanoids are easily identified by their skeletal faces, somber hooded robes, and eyes that glow red when they are angry. They are a cold species, mercenary at heart, like all yugoloths.

Marraenoloths are unique among the yugoloths in that they have an established task: They are boatmen who pilot small skiffs on the black waters of the River Styx. Unlike many other fiends, the marraenoloths can pass from plane to plane without arousing suspicion in the minds of others. They are ferrymen and ferrymen only. Other fiends would love to subvert the marraenoloths to spy on their Blood War enemies, but these creatures are only concerned with their passengers.

Marraenoloths have an innate understanding of the twists and bends of the River Styx's channels, so they never get lost (unless it's convenient to do so). These creatures also can pilot their crafts through the Astral Plane and to the boundary of the Material Plane.

Marraenoloths carry passengers but never cargo, always demanding immediate payment for their services. They may demand a magical item, a bag of 10 platinum coins, two gems of a specific value, or any other material wealth you could imagine.

Even if a marraenoloth is paid, there is still a small chance that the creature will betray the passengers, either by delivering them to the incorrect destination or plane or by leading them into an ambush.

All marraenoloths are aware of each other, so all know of any person who cheats or harms any of their kind. They won't come to each other's aid (that would indicate concern for their fellows), but the identity of the transgressor is noted, and future services from any of these yugoloths will require greater payments and incur a significantly higher risk of treachery.



## PISCOLOTH

Medium fiend (yugoloth), neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft.

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

**Skills** Intimidation +6, Perception +3

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

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, Infernal, telepathy 120 ft.

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

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

3/day each: *darkness*, *dispel magic*, *fear*

1/day each: *phantasmal killer*, *cloudkill*

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

**Magic Weapons.** The piscoloth's weapon attacks are magical.

### ACTIONS

**Multiattack.** The piscoloth makes three attacks: two with its pincers and one with its tentacles.

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

**Tentacles.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw or be paralyzed until the end of the piscoloth's next turn.

**Teleport.** The piscoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

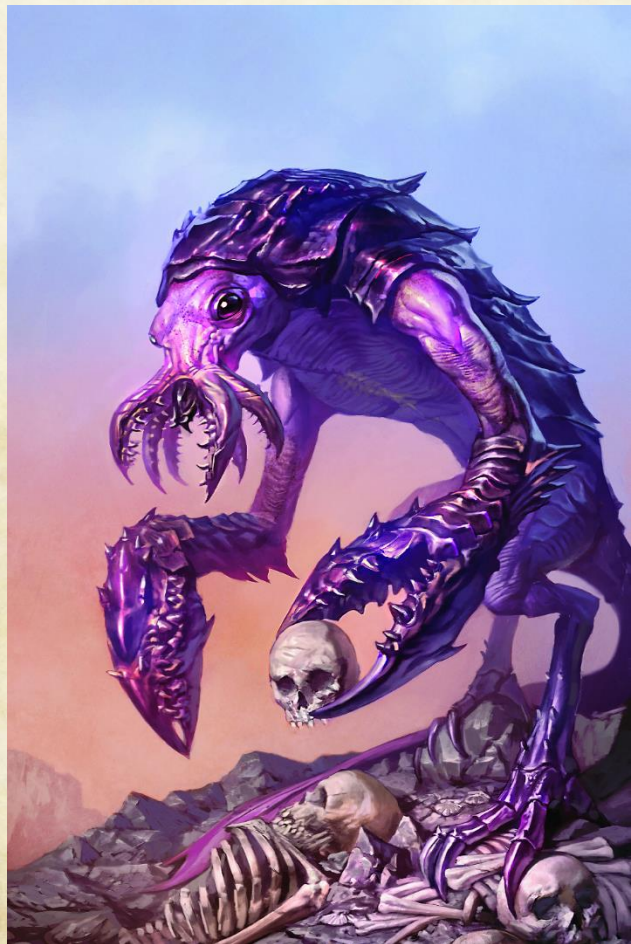
Piscoleths are the sergeants and overseers of yugoloth mercenary armies. These creatures hold dictatorial sway over companies of dergholoths and mezzoloths throughout the lower planes.

The fish-tailed, walleied piscoleth has the chitinous body of a strange, humanoid lobster, the talons of a bird, and the head of a carrion crawler. The piscoleth's arms, though humanoid, end in a set of crab-like pincers.

Piscoleths maintain order, or a semblance thereof, in the armies of the yugoloths; a task akin to passing a planet through the eye of a needle. They have short life spans, having to answer to their easily angered superiors. Nonetheless, piscoleths enjoy their work, for they are cruel, hateful, and bullying creatures.

Piscoleths are among the few yugoloths that naturally cooperate in groups. They are commonly found in groups of five or six, ruling over one or more companies of mezzoloths or dergholoths. They maintain order through destruction of those who do not obey them. Of course, fighting at the head of hordes of abused underlings, piscoleths become subject to frequent "friendly fire."

Piscoleths are the yugoloths most often presented with chances to turn against their employers.





## SKEROLOTH

*Small fiend (yugoloth), neutral evil*

**Armor Class** 12

**Hit Points** 25 (6d6 + 4)

**Speed** 40 ft., climb 40 ft.

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

**Skills** Sleight of Hand +5, Stealth +5

**Damage Resistances** cold, fire, lightning

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, Infernal, telepathy 60 ft.

**Challenge** 1 (200 XP)

**Magic Weapons.** The skeroloth's weapon attacks are magical.

**Sneak Attack (1/Turn).** The skeroloth deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and the skeroloth doesn't have disadvantage on the attack roll.

### ACTIONS

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

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

### ACTIONS

**Cringe.** When it is attacked, the skeroloth can cringe, magically compelling the attacker to feel bad for it. The attacker must make a DC 10 Wisdom saving throw or the attack misses automatically. A creature that cannot be charmed is immune to this ability.

Skeroloth are spies, thieves, infiltrators and wretched scum. They are the dregs of the yugoloth armies who serve because they must, fawning over the nearest powerful yugoloth and betraying former masters whenever given a glimpse of richer rewards. They are quick to attack the weak, and even quicker to beg for mercy when threatened by more powerful foes.

The insectoid skeroloth has six legs and moves about equally well on two, four, or all six of its limbs. The pale red-gray skin of a skeroloth fades to a milky white whenever the creature is frightened, which is nearly all the time.

Other yugoloths regard skeroloths as weak and worthless. Although they are driven into battle ahead of more formidable fighting units, no one really thinks of the wretches as a real fighting force. Skeroloths are at their most useful as spies, and they are often sent on scouting missions.



## YAGNOLOTH

Large fiend (yugoloth), neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	15 (+2)	15 (+2)	16 (+3)

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

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

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, Infernal, telepathy 60 ft.

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

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

**Magic Weapons.** The yagnoloth's weapon attacks are magical.

### ACTIONS

**Multiattack.** The yagnoloth makes a lance attack and a muscular arm attack.

**Lance.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 12 (1d12 + 6) piercing damage.

**Muscular Arm.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 20 (4d6 + 6) bludgeoning damage.

**Acid Breath (Recharge 5-6).** Each creature in a 30-foot cone must make a DC 17 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much on a successful one.

**Teleport.** The yagnoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Yagnoloths are nobles of the yugoloth society, despised lords of fiefs and all who enter these fiefs. They are large, horrible humanoid creatures with two unequal arms, one man-sized and the other giant-sized. They have scaly red skin, bulky muscles, and horrid heads with wing-like ears. Their facial features, like their personalities, are ugly and alien.

Yagnoloths are princes of sorts. Yugoloth territories are divided into regions, each with a governing yagnoloth. Although yagnoloths are not exceptionally

powerful, ultraloths (who determined the regions in the first place) enforce their authority.

Yagnoloths frequently order the execution of more powerful yugoloths, to increase their own already lofty status. Needless to say, all yugoloths other than ultraloths despise the yagnoloths and savagely betray them when feasible.

These creatures pay little attention to the rest of yugoloth society. They are greedy and gluttonous, and they abuse their power greatly.

Yagnoloths care little for mercenary issues or the Blood War. Consumers in the purest sense, these creatures live by the labors of their fellows and produce nothing of value. No one knows what inspired the ultraloths to place these creatures in command of the provinces of the Lower Planes. Their merits are well hidden.





# NPCs

The following NPCs follow the same format as those found in the Monster Manual, and can be customized in the same ways.

## ANARCHIST REVOLUTIONARY

Medium humanoid (any), any chaotic alignment

**Armor Class** 13

**Hit Points** 77 (14d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	17 (+3)

**Skills** Intimidation +5, Sleight of Hand +5, Stealth +5

**Senses** passive Perception 11

**Languages** Common, any one other

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

**Freedom Or Death.** The revolutionary has advantage on saving throws against being charmed.

### ACTIONS

**Multiattack.** The revolutionary makes two weapon attacks and then uses its Bomb ability.

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

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

**Bomb.** The revolutionary lights and throws a bomb at a space up to 30 feet away. The bomb explodes in a 10-foot radius. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one.

The **Revolutionary** works to achieve the Revolutionary League's agenda: take down the system of factions in Sigil, by any means necessary. Alternatively, this stat block can be used to represent any bomb-throwing freedom fighter, or, by removing its Freedom Or Death ability, any dexterous fighter with explosives.

## ATHAR PROPHET HUNTER

Medium humanoid (any), any alignment

**Armor Class** 16 (studded leather)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	13 (+1)	10 (+0)	15 (+2)

**Skills** Deception +6, Insight +4, Perception +4, Religion +3, Stealth +5

**Senses** passive Perception 14

**Languages** Common, any one other

**Challenge** 3 (700 XP)

**Denier of the Powers.** The prophet hunter is immune to any spell or magical effect that originates from a deity, including cleric and paladin spells and abilities, and the magic of angels.

**Sneak Attack (1/Turn).** The prophet hunter deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and the prophet hunter doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The prophet hunter makes two weapon attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60, one target. Hit: 6 (1d4 + 4) 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 on a successful one.

**Hand Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a successful one.

The **Prophet Hunter** works as a spy and assassin for the Athar, working to take down religions that gain too much traction in Sigil. The stat block could also represent a non-Athar mid-point between the **Spy** and **Assassin** by removing its Denier of Powers ability.



## BLEAKER SURGEON

Medium humanoid (any), any alignment

**Armor Class** 13

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	15 (+2)	16 (+3)	11 (+0)

**Skills** Insight +5, Medicine +7

**Senses** passive Perception 13

**Languages** Common, any one other

**Challenge** 2 (450 XP)

**Desensitized.** The surgeon has advantage on saving throws against being frightened.

### ACTIONS

**Scalpel.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage and the target must make a DC 13 Constitution saving throw or begin bleeding, taking 7 (2d6) necrotic damage at the start of each of its turns. Such a creature can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. As an action, a creature can make a DC 10 Wisdom (medicine) check or expend a use of a healer's kit to end the bleeding for itself or an adjacent creature.

**Healer.** The surgeon can allow itself or an adjacent creature to heal 1d6 + 4 hit points, plus an additional amount equal to the creature's maximum number of hit dice. A creature can benefit from this healing only once before it finishes a short or long rest.

Though most consider them off their rockers, the Bleak Cabal runs the almshouses and hospitals in Sigil, and this **Surgeon** works hard to heal the sick and the poor. Alternatively, you could use this stat block to represent any non-magical doctor. For a less steadfast doctor, remove its Desensitized ability.

## CIPHER ASCETIC

Medium humanoid (any), lawful neutral

**Armor Class** 16

**Hit Points** 37 (5d8 + 15)

**Speed** 40 ft.

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

**Skills** Acrobatics +5, Athletics +5, Insight +5, Perception +5

**Senses** passive Perception 15

**Languages** Common, any one other

**Challenge** 1 (450 XP)

**Unarmored Defense.** The ascetic adds its Wisdom modifier to its armor class while unarmored (already included above).

### ACTIONS

**Multiattack.** The ascetic makes three unarmed strike attacks or two dart attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

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

The Transcendent Order believes in achieving a higher state of being by perfecting body and mind. This **Ascetic** exemplifies this belief through meditation and martial study. Alternatively, this stat block can be used to represent a regular monk.



## DOOMGUARD ENTROPY WARRIOR

Medium humanoid (any), neutral evil

**Armor Class** 16 (chain mail)  
**Hit Points** 39 (6d8 + 12)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	9 (-1)	11 (+0)	12 (+1)

**Skills** Intimidation +3, Stealth +2  
**Senses** passive Perception 10  
**Languages** Common, any one other  
**Challenge** 2 (700 XP)

**Entropy Aura.** Enemies within 5 feet of the entropy warrior suffers disadvantage on attack rolls, saving throws, and ability checks.

### ACTIONS

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

The Doomguard believe in entropy, and hate anyone that gets in the way of everything ending. This **Entropy Warrior** fights in the factions' numerous crusades. Alternatively, this stat block could represent any dark or cursed knight.

## DUSTMAN APPRENTICE

Medium humanoid (any), any alignment

**Armor Class** 11 (14 with *mage armor*)  
**Hit Points** 9 (2d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	15 (+2)	11 (+0)	10 (+0)

**Skills** Arcana +4, Investigation +4, Medicine +2  
**Senses** passive Perception 10  
**Languages** Common, any one other  
**Challenge** 1/2 (100 XP)

**Dead Truce.** Undead creatures cannot attempt to harm the apprentice unless the apprentice first attacks or harms the undead creature or its allies.

**Spellcasting.** The apprentice is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *prestidigitation*, *mage hand*  
1st level (3 slots): *detect magic*, *mage armor*, *ray of sickness*

### ACTIONS

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

The Dustmen operate the Mortuary and handle Sigil's dead. While many practice embalming, scribing, or other professions, this **Apprentice** also studies magic. Alternatively, this stat block could represent any necromancer's apprentice by removing its *Dead Truce* ability, or any other apprentice mage by also modifying its spell list.



## FATED SORCERER

Medium humanoid (any), any evil alignment

**Armor Class** 11 (14 with *mage armor*)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	13 (+1)	10 (+0)	17 (+3)

**Skills** Intimidation +5, Investigation +3

**Senses** passive Perception 10

**Languages** Common, any one other

**Challenge** 5 (1,800 XP)

**Spellcasting.** The sorcerer is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The sorcerer knows the following sorcerer spells:

Cantrips (at will): *firebolt*, *friends*, *minor illusion*, *poison spray*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*, *knock*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*

4th level (1 slot): *polymorph*

### ACTIONS

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

The Fated believe that anything you can take belongs to you. This **Sorcerer** has been gifted with inborn magic, and has taken that to mean it is entitled to even more power. Alternatively, this stat block could represent any normal sorcerer.

## GODSMAN MEDIATOR

Medium humanoid (any), any good alignment

**Armor Class** 13 (leather)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	15 (+2)

**Skills** History +2, Persuasion +6

**Senses** passive Perception 10

**Languages** Common, any three others

**Challenge** 2 (450 XP)

**Inspiration (2/Long Rest).** As a bonus action, the mediator can inspire one other creature within 60 feet that can hear it. Once within the next 10 minutes, the inspired creature can add a d6 to one ability check, attack roll, or saving throw it makes, after rolling but before determining the result.

**Spellcasting.** The mediator is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends*, *minor illusion*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *heroism*, *disguise self*

2nd level (3 slots): *phantasmal force*, *suggestion*, *enhance ability*

### ACTIONS

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

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., Hit: 4 (1d4 + 2) piercing damage.

This **Mediator** helps keep the peace in Sigil, while spreading the good word of the Believers of the Source: that all beings have the potential to become gods. Alternatively, you could use this stat block to represent a regular bard.



## GUVNER LAWMAGE

Medium humanoid (any), any lawful alignment

**Armor Class** 15 (scale mail)  
**Hit Points** 38 (7d8 + 7)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	16 (+3)	11 (+0)	9 (-1)

**Skills** Arcana +5, Investigation +5, History +5  
**Senses** passive Perception 10  
**Languages** Common, any one other  
**Challenge** 3 (700 XP)

**Spellcasting.** The lawmage is a 5th-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): *blade ward, ray of frost, shocking grasp*  
1st level (4 slots): *charm person, detect magic, shield*  
2nd level (3 slots): *blindness/deafness, hold person, ray of enfeeblement*  
3rd level (2 slots): *counterspell, dispel magic*

### ACTIONS

**Staff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded in two hands.

The Fraternity of Order are the judges and lawyers of Sigil. This **Lawmage** is dedicated to law and order. Alternatively, this stat block could be used to represent any abjurer.

## HARMONIUM OFFICER

Medium humanoid (any), any lawful alignment

**Armor Class** 18 (chain mail, shield)  
**Hit Points** 26 (4d8 + 8)  
**Speed** 30 ft.

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

**Skills** Investigation +2, Perception +3  
**Senses** passive Perception 13  
**Languages** Common, any one other  
**Challenge** 1 (200 XP)

**Harmony In Action (1/Long Rest).** The officer can cast *charm person* with a save DC of 11.

**Leadership.** If the officer is not incapacitated, the officer's allies have advantage on attack rolls against any creature within 5 feet of it.

### ACTIONS

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

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

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., Hit: 5 (1d8 + 1) piercing damage.

The Harmonium act as the police force in Sigil, and this **Officer** commands a number of **Guards**. Alternatively, this stat block could represent any captain of the guard or minor military officer by removing its Harmony In Action ability.



## INDEPT BODYGUARD

Medium humanoid (any), any alignment

**Armor Class** 17 (scale mail, shield)

**Hit Points** 13 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common, any one other

**Challenge** 1/2 (100 XP)

### ACTIONS

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

### REACTIONS

**Interpose.** When an ally within 5 feet of the bodyguard is attacked, the bodyguard can interpose itself between the ally and the attacker, causing the attack to take disadvantage.



This **Bodyguard** belongs to no faction, hiring out their services for anyone willing to pay. Alternatively, this stat block could represent any normal bodyguard.



## MERCYKILLER JUSTICIAR

*Medium humanoid (any), lawful neutral*

**Armor Class** 20 (plate, shield)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

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

**Skills** Insight +5, Intimidation +6, Perception +5

**Senses** passive Perception 15

**Languages** Common, any one other (usually Celestial)

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

**Sense Quarry.** When called to duty, the justiciar performs a special ritual in order to locate its quarry. The ritual grants an innate sense of direction that gives the justiciar a feeling for how far its quarry is and in which direction. Even the planes themselves do not bar the justiciar's special sense.

The ritual takes 10 minutes and requires a piece of evidence from the crime or something belonging to the criminal. The justiciar must keep this on its person for its special sense to operate.

When the ritual is completed, the quarry becomes instantly aware of the fact that it is now being hunted for its crimes.

**Smite.** The justiciar's weapon attacks deal an additional 1d8 points of radiant damage (already factored in to its attacks).

**Spellcasting.** The justiciar is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *bane, command, cure wounds, hunter's mark, searing smite*

2nd level (3 slots): *branding smite, hold person, misty step, zone of truth*

3rd level (2 slots): *blinding smite, dispel magic, haste, protection from energy*

### ACTIONS

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

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 4 (1d8) radiant damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) radiant damage.

**Justiciars** are the ultimate seekers of justice within the Mercykillers. They relentlessly hunt the worst of the worst criminals throughout the planes. Alternatively, you might use this stat block for any vengeance paladin by removing the Sense Quarry ability.



## SIGNER ILLUSIONIST

Medium humanoid (any), any alignment

**Armor Class** 11 (14 with *mage armor*)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+0)	15 (+2)	12 (+1)	11 (+0)

**Skills** Arcana +4, Perception +3

**Senses** passive Perception 13

**Languages** Common, any one other, read and write any three others

**Challenge** 2 (450 XP)

**Know Illusion.** The illusionist has advantage on checks and saving throws made against or to identify illusions.

**Spellcasting.** The illusionist is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *firebolt*, *prestidigitation*, *minor illusion*  
1st level (4 slots): *illusory script*, *mage armor*, *silent image*

2nd level (3 slots): *invisibility*, *mirror image*, *phantasmal force*

### ACTIONS

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

The Sign of One is a collection of folks that believe everything is the figment of someone's imagination, and they'd all like to be "The One." This **Illusionist** uses its imagination and perception to make others see what it sees. Alternatively, this stat block could be used to represent any illusionist.

## SENSATE ZOOKEEPER

Medium humanoid (any), any alignment

**Armor Class** 14 (leather)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	10 (+0)	13 (+1)	12 (+1)

**Skills** Arcana +4, Perception +3

**Senses** passive Perception 13

**Languages** Common, any one other

**Challenge** 2 (450 XP)

**Zookeeper.** Attacks of opportunity against the zookeeper have disadvantage.

### ACTIONS

**Multiattack.** The zookeeper uses its Critters ability then makes two attacks: one net attack and one whip attack.

**Net.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 15 ft., one Large or smaller creature. *Hit:* The creature is restrained until freed. 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.

**Whip.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

**Critters.** The zookeeper unleashes distracting tiny animals on a creature within 15 feet. The creature suffers disadvantage on its next attack roll before the end of its next turn, and if it is concentrating, must make a DC 13 Constitution saving throw or lose concentration, since the critters are very distracting.

The Society of Sensation believe in accumulating as much experience as possible in life. This **Zookeeper** has taken to raising all manner of bizarre animals in order to grant their fellows the unique experience of seeing these creatures. Alternatively, this stat block could be used to represent a normal zookeeper.



## XAOSITECT CHAOS SPEAKER

Medium humanoid (any), any chaotic alignment

**Armor Class** 13 (hide)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	10 (+0)	13 (+1)	16 (+3)

**Skills** Deception +4

**Senses** passive Perception 13

**Languages** Common. Thieves' Cant, any one other

**Challenge** 1 (200 XP)

### ACTIONS

**Multiattack.** The chaos speaker uses its Babble ability then makes two weapon attacks.

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 4 (1d6 + 2) bludgeoning damage.

**Babble.** Babbles confusion that in a manner causes speaker the mismatched chaos. One creature within 30 feet of the chaos speaker that can hear it must make a DC 13 Wisdom saving throw, or act as if under the *confusion* spell until the end of its next turn.

The Xaositects believe that the chaos of existence is the only real truth. The **Chaos Speaker** is a true believer, always looking to confuse the world around it at every turn. Alternatively, this stat block could represent a cultist or other agent of chaos.



## APPENDIX I: CREATURES BY CHALLENGE

Creature	Challenge	Creature	Challenge	Creature	Challenge
Legion Devil (Merregon)	1/4 (special)	Guvner Lawmage	3	Octon	8
Ratatosk	1/4	Hordling, Medium	3	Piscoloth	8
Bariaur	1/2	Lillend	3	Shiere	8
Bladeling	1/2	Noviere	3	Avoral	9
Coure	1/2	Xag-Ya (Positive Energon)	3	Bulezau	9
Dabus	1/2	Xeg-Yi (Negative Energon)	3	Cuprilach	9
Dustman	1/2	Yeth Hound	3	Lammasu Golden Protector	9
Apprentice		Nabassu, Juvenile	3 (or 4)	Sword Archon	9
Formian Worker	1/2	Abishai, Green	4	Fallen Deva	10
Indept Bodyguard	1/2	Anarchist	4	Firre	10
Nupperibo	1/2	Revolutionary		Formian Myrmarch	10
Rutterkin	1/2	Cervidal	4	Nabassu, Mature	10
Thoqqua	1/2	Dergholoth	4	Septon	10
Cipher Ascetic	1	Hound Archon	4	Kelubar	11
Harmonium Officer	1	Jovoc	4	Lupinal	11
Hordling, Small	1	Wemic Pride Leader	4	Bebilith	12
Lantern Archon	1	Xill	4	Fallen Trumpet Archon	12
Plumach	1	Abishai, Blue	5	Hexton	12
Skeroloth	1	Babau	5	Steel Predator	12
Uridez	1	Bladeling	5	Trumpet Archon	12
Xaositect Chaos Speaker	1	Slavedriver		Argenach	13
Abishai, White	2	Farastu	5	Elder Air Elemental	13
Bariaur Ranger	2	Fated Sorcerer	5	Elder Earth Elemental	13
Bleaker Surgeon	2	Guardian Yugoloth, Grater	5	Elder Fire Elemental	13
Chaggrin (Earth Grue)	2	Hordling, Large	5	Elder Water Elemental	13
Doomguard Entropy Warrior	2	Lammasu	5	Ghaele	13
Fallen Musteval	2	Lillend Muse	5	Noble Salamander	13
Godsman Mediator	2	Owl Archon	5	Mage	
Guardian Yugoloth, Least	2	Abishai, Red	6	Formian Queen	14
Harginn (Fire Grue)	2	Bralani	6	Marut	14
Ildriss (Air Grue)	2	Decaton	6	Quinton	14
Musteval	2	Equinal	6	Ursinal	14
Sensate Zookeeper	2	Fallen Bralani	6	Retriever	15
Signer Illusionist	2	Ferrumach	6	Shiradi	15
Varrdig (Water Grue)	2	Gacholoth	6	Xerfilstyx	15
Wemic	2	Hydroloth	6	Baernaloth	16
Abiorach	3	Zelekhut	6	Fallen Planetar	16
Abishai, Black	3	Armanite	7	Leonal	16
Achaierai	3	Ayperobos Swarm	7	Quarton	16
Athar Prophet Hunter	3	Cavalry Devil (Narzugon)	7	Shator	16
Bladeling Captain	3	Formian Taskmaster	7	Aurumach	17
Canoloth	3	Hordling, Huge	7	Quarut	17
Fallen Lillend	3	Marreanoloth	7	Throne Archon	17
Formian Warrior	3	Noble Salamander	7	Molydeus	18
Guardian Yugoloth, Lesser	3	Nonaton	7	Tertian	18
		Warden Archon	7	Tulani	19
		Yagnoloth	7	Secundus	20
		Hound Archon	8	Varakhut	20
		Hero		Fallen Solar	21
		Kolyarut	8		
		Mercykiller Justiciar	8		



## APPENDIX II: CREATURES BY OUTER PLANE

Listed here are the creatures native to a given outer plane, or that is especially common there (more so than any other outer plane). The source is either the Monster Manual (MM) or the Planar Bestiary (PB). They are sorted by Challenge.

### THE ABYSS

Creature	Challenge	Source
Manes	1/8	MM
Dretch	1/4	MM
Rutterkin	1/2	PB
Quasit	1	MM
Urdezu	1	PB
Nabassu, Juvenile	3 (or 4)	PB
Jovoc	4	PB
Lamia	4	MM
Shadow Demon	4	MM
Babau	5	PB
Bargura	5	MM
Chasme	6	MM
Vrock	6	MM
Armanite	7	PB
Hezrou	8	MM
Bulezau	9	PB
Glabrezu	9	MM
Nabassu, Mature	10	PB
Yochlol	10	MM
Bebilith	12	PB
Nalfeshnee	13	MM
Retriever	15	PB
Marilith	16	MM
Goristro	17	MM
Molydeus	18	PB
Balor	19	MM

### ACHERON

Creature	Challenge	Source
Goblin	1/4	MM
Hobgoblin	1/3	MM
Bladeling	1/2	PB
Orc	1/2	MM
Bugbear	1	MM
Goblin Boss	1	MM
Orc Eye of Gruumsh	2	MM
Orog	2	MM
Achaierai	3	PB
Bladeling Captain	3	PB
Bugbear Chief	3	MM
Hell Hound	3	MM
Hobgoblin Captain	3	MM
Orc War Chief	4	MM
Bladeling Slavedriver	5	PB
Steel Predator	12	PB

### ARBOREA

Creature	Challenge	Source
Coure	1/2	PB
Dryad	1	MM
Pegasus	2	MM
Noviere	3	PB
Unicorn	5	MM
Bralani	6	PB
Shiere	8	PB
Treant	9	MM
Firre	10	PB
Ghaele	13	PB
Shiradi	15	PB
Tulani	19	PB

### ARCADIA

Creature	Challenge	Source
Formian Worker	1/2	PB
Formian Warrior	3	PB
Formian Taskmaster	7	PB
Formian Myrmarch	10	PB
Formian Queen	14	PB

### THE BEASTLANDS

Creature	Challenge	Source
Centaur	2	MM
Wemic	2	PB
Wemic Pride Leader	4	PB

Beasts of all kinds, both *awakened* and not, are also found here.

### BYTOPIA

Creature	Challenge	Source
Lammasu	5	PB
Lammasu Golden Protector	9	PB

### CARCERI

Creature	Challenge	Source
Farastu	5	PB
Kelubar	11	PB
Shator	16	PB

### ELYSIUM

Creature	Challenge	Source
Musteval	2	PB
Cervidal	4	PB
Equinal	6	PB
Avoral	9	PB
Lupinal	11	PB
Ursinal	14	PB
Leonal	16	PB



## GEHENNA

Creature	Challenge	Source
Skeroloth	1	PB
Guardian Yugoloth, Least	2	PB
Canoloth	3	PB
Guardian Yugoloth, Lesser	3	PB
Dergholoth	4	PB
Guardian Yugoloth, Grater	5	PB
Mezzoloth	5	MM
Gacholoth	6	PB
Hydroloth	6	PB
Marreanoloth	7	PB
Yagnoloth	7	PB
Piscoloth	8	PB
Nycaloth	9	MM
Arcanaloth	12	MM
Ultroloth	13	MM
Baernaloth	16	PB

## HADES

Creature	Challenge	Source
Hordling, Small	1	PB
Hordling, Medium	3	PB
Nightmare	3	MM
Yeth Hound	3	PB
Hordling, Large	5	PB
Night Hag	5	MM
Hordling, Huge	7	PB

## LIMBO

Creature	Challenge	Source
Slaad Tadpole	1/8	MM
Githzerai Monk	2	MM
Red Slaad	5	MM
Githzerai Zerith	6	MM
Blue Slaad	7	MM
Green Slaad	8	MM
Gray Slaad	9	MM
Death Slaad	10	MM

## MECHANUS

Creature	Challenge	Source
Monodrone	1/8	MM
Duodrone	1/4	MM
Tridrone	1/2	MM
Quadrone	1	MM
Pentadrone	2	MM
Decaton	6	PB
Zeলেখut	6	PB
Nonaton	7	PB
Kolyarut	8	PB
Octon	8	PB
Septon	10	PB
Hexton	12	PB
Marut	14	PB
Quinton	14	PB
Quarton	16	PB
Quarut	17	PB
Tertian	18	PB
Secundus	20	PB
Varakhut	20	PB

## MOUNT CELESTIA

Creature	Challenge	Source
Lantern Archon	1	PB
Hound Archon	4	PB
Owl Archon	5	PB
Warden Archon	7	PB
Hound Archon	8	PB
Hero		
Sword Archon	9	PB
Trumpet Archon	12	PB
Throne Archon	17	PB



## THE NINE HELLS

Creature	Challenge	Source
Lemure	0	MM
Legion Devil (Merregon)	1/4 (special)	PB
Nupperibo	1/2	PB
Imp	1	MM
Abishai, White	2	PB
Spined Devil	2	MM
Abishai, Black	3	PB
Bearded Devil	3	MM
Abishai, Green	4	PB
Abishai, Blue	5	PB
Barbed Devil	5	MM
Abishai, Red	6	PB
Ayperobos Swarm	7	PB
Cavalry Devil (Narzugon)	7	PB
Chain Devil	8	MM
Bone Devil	9	MM
Horned Devil	11	MM
Erinyes	12	MM
Rakshasa	13	MM
Ice Devil	14	MM
Xerfilstyx	15	PB
Pit Fiend	20	MM

## OUTLANDS

Creature	Challenge	Source
Bariaur	1/2	PB
Dabus	1/2	PB
Plumach	1	PB
Bariaur Ranger	2	PB
Abiorach	3	PB
Ferrumach	6	PB
Cuprilach	9	PB
Argenach	13	PB
Aurumach	17	PB

## PANDEMONIUM

Almost nothing lives in this place.

## YSGARD

Creature	Challenge	Source
Ratatosk	1/4	PB
Bariaur	1/2	PB
Bariaur Ranger	2	PB
Lillend	3	PB
Hill Giant	5	MM
Lillend Muse	5	PB
Cyclops	6	MM
Stone Giant	7	MM
Frost Giant	8	MM
Cloud Giant	9	MM
Fire Giant	9	MM
Storm Giant	13	MM