

# WATERDEEP BESTIARY



BY JEFF IBACH



# Waterdeep Bestiary

With adventurers running about the city of Waterdeep via the “Dragon Heist” adventure, I figured it was time to shed new light on some old favorites known to prowl the city of splendors, culled from 2nd and 3.5 editions.

The creatures within were chosen to compliment the theme of the campaign; many of the villains could surely find great uses for some of the ‘vault guardians’ within!

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## TOOLBOX PUBLISHING

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## CLOCKROACH

Small construct, true neutral

**Armor Class** 14 (natural)

**Hit Points** 103 (23d6 + 23)

**Speed** 30 ft., burrow 15 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	3 (-4)	11 (+0)	9 (-1)

**Skills** Athletics +2, Stealth +5

**Damage Immunities** poison, psychic, necrotic

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

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

**Languages** -

**Challenge** 3 (700 XP)

### ACTIONS

**Multiattack.** The Clockroach makes two attacks with its pincers.

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

**Breath Weapon (recharge 5-6).** The clockroach exhales acid in a 15-foot line. Each creature in that line must make a DC 13 Dexterity saving throw, taking 15 (4d6) acid damage on a failed save, or half as much damage on a successful one.



**Clockroaches** first appeared on the island of Lantan under the supervision of followers of Gond. They quickly became an item in demand of those ensuring their belongings remain their own.

Clockroaches are near mindless constructs programmed for a specific purpose, usually guarding a thing or a place. It is created with a specific command amulet that its master can use to make sure it knows what is expected of it. It isn't possible to recreate a destroyed amulet, nor to bypass the amulet's function and program the clockroach without it. Programmed instructions depend only on audible and visual cues, and allow no cognitive function; they can be no longer than twenty-five words.

If for whatever reason the command amulet is broken, it will go on a mindless rampage attacking anything it comes in contact with.

It can also be programmed to recognize a password that, if spoken, will prevent the clockroach from attacking that being.

They will patrol an immediate area, never leaving far except to ensure intruders are driven off. It can even use its acid to burrow through gravel, rock or stone.

They are about 4 feet long with 6 legs bearing hooks good for climbing. It is readily identified as a construct as the gears and pistons powered by magic are always whirring and spinning within.

## DWEOMERVORE

*Small dragon, chaotic neutral*

**Armor Class** 17 (natural)

**Hit Points** 176 (32d6 + 64)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	24 (+7)	15 (+2)	16 (+3)	11 (+0)	18 (+4)

**Saving Throws** Con +4, Wis +2

**Skills** Arcana +5

**Condition Immunities** paralyzed, unconscious

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

**Languages** Auran, Common, Draconic

**Challenge** 8 (3900 XP)

**Innate Spellcasting.** The dweomervore's spellcasting ability is Charisma (spell save DC 15). The dweomervore can innately cast the following spells, requiring no material components:

At will: *blur*, *color spray*, *detect magic*, *enlarge/reduce*, *fog cloud*, *identify*, *invisibility*, *see invisibility*, *tongues*

### ACTIONS

**Multiattack.** The Dweomervore makes three attacks, one with its barbed tail, one with its bite and one with its wing slash.

**Barbed Tail.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d6+7) piercing damage and a creature takes the same damage at the beginning of its next turn.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., *Hit:* 16 (2d8+7) piercing damage.

**Wing Slash.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d4+7) slashing damage.

**Magic Drain.** The dweomervore places a charged magic item (staff, wand, etc.) in its mouth and drains 1d4 charges. This does not activate the item. For each charge drained the dweomervore gains 5 temporary hit points.

**Telekinetic Breath Weapon (Recharge 5-6).** The dweomervore's breath weapon duplicates the telekinesis spell only on unattended objects, except its range is 100 feet and its duration instantaneous.



**Dweomervores** are magic item predators, small dragons that thrive and gain sustenance from magical emanations such as charged magic items. While they can be found in the wild (usually in ancient ruins) they prefer easier feeding grounds such as prosperous (and magic-thriving) cities like Waterdeep, Silverymoon and Baldur's Gate.

Thankfully for those carrying such items, dweomervore operate alone and don't get along with their own kind. They don't even mate, they are asexual. At a point near their 50th year after absorbing 10 charges from a magic item or items within a minute, they hatch one egg after a ten-day. They will guard the egg with all they have until it hatches usually another ten-day after being laid. At that point they part ways.

Being highly intelligent and dangerous foes, some even manage to set themselves up as the head of a thieving ring specializing in magic item theft. They will fly invisibly over a city or settlement casing out magic users or those creating magic items of any sort.

## GHAUNADAN

Medium ooze, chaotic evil

**Armor Class** 14 (natural)

**Hit Points** 110 (20d8 + 20)

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

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

**Saving Throws** Dex +2, Wis +2

**Skills** Stealth +2

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

**Senses** blindsight 60 ft. (blind beyond this radius) passive Perception 10

**Languages** Common

**Challenge** 3 (700 XP)

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing as long as it does not have any objects on itself.

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

At will: *friends*

3/day each: *charm person*

### ACTIONS

**Multiattack.** The Ghaunadan makes two attacks with its pseudopod.

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) bludgeoning damage and if the target is a creature other than an undead, it must succeed on a DC 13 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.

**Humanoid Form.** Having exacting control over its form, the Ghaunadan can appear to be a medium humanoid, indistinguishable from a real humanoid except upon close-up scrutiny, in which case the disguise is foiled.



**Ghadadans** are vile, evil servants of Ghaunadaur, the god of oozes, jellies and slimes. Having exceptional control over their forms, they can prowl about a city in a physically fit humanoid shape. While they prefer the human male image, there are a few, for whatever reason, prefer the female drow form instead.

Because once in direct contact the disguise is clearly fake, they will frequently wear hooded cloaks or even robes of the priesthood of Ghaunadaur if involved with a cult. Note they must procure these items in some way, they cannot form clothing, armor, tools or the like when assuming a humanoid form. Failing that they'll use their spellcasting abilities to ensure a foe is complacent.

Many sages agree these creatures originated or sailed from a faraway land to Skullport, and these days prowl the Waterdavian streets claiming victim or infiltrating social circles to further the cause of their gelatinous deity.

## GREATER LEUCROTTA

Large monstrosity (shapechanger), chaotic evil

**Armor Class** 15 (natural)

**Hit Points** 120 (16d10 + 32)

**Speed** 50 ft.

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

**Skills** Perception +4, Deception +5

**Condition Immunities** charmed

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

**Languages** Abyssal, Common, Draconic, Giant, Gnomish

**Challenge** 5 (1800 XP)

**Keen Smell.** The greater leucrotta has advantage on Wisdom (Perception) checks that rely on smell.

**Kicking Retreat.** If the greater leucrotta attacks with its hooves, it can take the Disengage action as a bonus action.

**Shapechanger.** The leucrotta can use its action to polymorph into a quadrupedal beast or monstrosity of challenge rating 2 or lower, or back into its true form. Its statistics, other than its hit points and hit dice, are replaced by those of the new form, but the leucrotta retains its alignment and Intelligence, Wisdom, and Charisma scores. It reverts to its true form if it dies.

**Mimicry.** The greater leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+4) piercing damage and the target is grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the leucrotta can't use this attack against other targets. When the leucrotta moves, any Medium or smaller target it is grappling moves with it.

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.

**Multiattack.** The Greater Leucrotta makes two attacks, one with its bite and one with its hooves.



**Greater Leucrottas** like their more normal counterparts usually prefer the wild, but a number of these enhanced creatures prefer the twisted halls of Undermountain. Some even theory they were created there by one of Halaster's apprentices in some vile experiment gone wrong.

They typically kill more than they need, sometimes just for the sport of it. They prefer animal victims rather than those who have others caring about them seeking revenge.

Notoriously unhygienic, greater leucrottas usually reek of their kills. The smell of rotten meat and copper can foretell an imminent encounter with one of these things.

Like their kin, they like to use their mimicking ability to lure a creature into an ambush, honing their deception skills beyond the norm. Having the hooves of a stag can prove befuddling to trackers.

When fighting animals and the like they prefer ambushes near cliffs or ravines where they can use their considerable strength to shove the creature off to its doom. When it has the chance to prey on an intelligent creature, it tries to lure it away from its companions, torturing it before devouring it. It will pay close attention to the screams and pleas of the victim to use later on to lure the others to their demise.

The normal version of the leucrotta appears *Volo's Guide to Monsters*, if you wish additional insight into these creatures.

## GUARDGOYLE

Small construct, true neutral

**Armor Class** 14 (natural)

**Hit Points** 90 (20d6 + 20)

**Speed** 20 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	12 (+1)	6 (-2)	11 (+0)	10 (+0)

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons that aren't adamantine

**Condition Immunities** exhaustion, petrified, poisoned, poisoned

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

**Languages** Cannot speak, but it understands commands given in any language its creator speaks.

**Challenge** 3 (700 XP)

**Alarm.** If an item guarded by a guardgoyle is disturbed in any way, the creature who gave the guardgoyle its charge receives a mental alarm. The range of this ability is 1 mile (further distance receives no alarm). The creature notes a single mental "ping" that awakens him from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

**False Appearance.** While the guardgoyle remains motionless, it is indistinguishable from an inanimate statue.

**Poison Reserve.** A guardgoyle stores enough poison in its fangs for two poisonous bites. After that, its poison must be replenished. Other types of poison are possible.

### ACTIONS

**Multiattack.** The Guardgoyle makes two attacks, one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage plus 10 (3d4) poison damage if the target is a creature.

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

**Shriek.** The guardgoyle emits an ear-piercing shriek in a 30 foot cone. Any creature within the area is deafened for 1 round and takes 14 (4d6) points of sonic damage. A DC 13 Constitution saving throw negates the deafening effect and reduces the damage by half.

**Guardgoyles** are originally a product of the Zhen-tarim, to create an excellent guardian of their wares and has unwavering loyalty. Since then they've sold them to many wealthy merchants, nobles and rulers. Wealthy cities such as Calim-port, Sareloon, Selgaunt, Silverymoon, Water-deep and Zhentil Keep have more than their fare share of these steadfast guardians.

A guardgoyle can only be charged to guard a single item (any container filled with other items still counts as one item). Its master provides the conditions upon which it should use violence to deter an intruder, or who it should not attack as a named and described ally (who is usually present at such a command). If the intruder flees, the guardgoyle chases for a time to ensure its gone but rarely travels more than 100 feet from their guarded item.



## MAGERIPPER SWARM

Medium swarm of Tiny aberrations, chaotic neutral

**Armor Class** 17 (natural)

**Hit Points** 77 (22d4 + 22)

**Speed** 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	19 (+4)	12 (+1)	6 (-2)	12 (+1)	15 (+2)

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

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

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

**Languages** -

**Challenge** 5 (1800 XP)

**Magic Leech.** Mageripper swarms drain away the ability to cast spells, feeding on the magical energy. Any creature starting its turn in a mageripper's space must succeed on a DC 14 Wisdom saving throw or lose one prepared spell slot of the highest level available, and be sickened until the end of its next turn.

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

**Sense Magic.** A mageripper swarm automatically detects magic auras or spellcasting creatures within 30 feet, and it knows the location of each.

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

**Innate Spellcasting.** The mageripper swarm's spellcasting ability is Charisma (spell save DC 13). The mageripper swarm can innately cast the following spells, requiring no material components:

At will: *dispel magic*

### ACTIONS

**Bites.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target in the swarm's space. Hit: 26 (4d12) piercing damage, or 13 (2d12) piercing damage if the swarm has half of its hit points or fewer.



**Mageripper Swarms** are made up of hundreds of little tentacle horrors that feed off the spellcasting ability of others. There's nothing worse to many an adventurer than to see the swarm take down their magic-user's defenses and then bite and suck the magic from them.

Naturally these things thrive in cities where magical spellcasters are prevalent. Once word gets around that there is one about, you can bet groups of magic-users form parties to hunt the swarm down.

Not surprisingly, there are a number of tribes of Uthgardt barbarians and others who fear or shun magic, and keep them around as wardens for this purpose.

The sewers of Waterdeep are havens for crime gangs, weird cults, and strange creatures, Mageripper swarms among them. While mildly intelligent, they're actions are more that of a vicious predator, staying in one area until there are no more spellcasters are present before moving



## NYTH

*Tiny aberration, lawful evil*

**Armor Class** 18 (natural)

**Hit Points** 100 (40d4)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	14 (+2)	12 (+1)	14 (+2)

**Saving Throws** Con +2

**Damage Immunities** fire, lightning, thunder

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons, necrotic

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

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

**Languages** Common, Telepathy

**Challenge** 5 (1800 XP)

**Ephemeral.** The Nyth can't wear or carry anything.

**Incorporeal Movement.** The Nyth can move through other creatures and objects as if it were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Variable Illumination.** The Nyth sheds bright light in a 0- to 15-foot radius and dim light for an additional number of feet equal to the chosen radius. The Nyth can alter the radius as a bonus action. If it chooses to, it emits no light.

**Energy Feed.** A Nyth is immune to cold, fire, or lightning damage. Any spell with these properties instead grants the Nyth temporary hit points equal to the damage rolled.

**Innate Spellcasting.** The nyth's spellcasting ability is Charisma (spell save DC 13). The nyth can innately cast the following spells, requiring no material components:

At will: *magic missile*

### ACTIONS

**Bites.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 24 (3d12+5) piercing damage.

### REACTIONS

**Deflect Magic Missile.** Nyths are immune to the magic missile spell, and the spell is instantly reversed, targeting the caster.



**Nyth** haunt the northern reaches of the Sword Coast

and are frequently mistaken as will-o-wisps. In groups they can be devastating, but thankfully they rarely form groups, remaining solitary and always on the move with no set lair. Against more powerful opponents it will wink out its natural glow and flee with its great speed, or stay just out of range enough to use their naturally generated magic missiles.

Highly intelligent, it's no surprise many like to use them as intelligent guardians with the cunning to outsmart and foil intruders or thieves. The Red wizards of Thay and the Zhentarim sometimes travel with one when moving over land, in caravans or patrols.

Nyth and will-o-wisps have never been seen fighting each other. There was a large fire in the Rat Hills where a patrol of Waterdeep guards spotted both groups in unusually close range to one another. They were able to take out the wisps but were forced to flee as the nyth stuck around and absorbed the wildfire, splitting at an alarming rate!

They reproduce by splitting, usually when they've absorbed 60 or more temporary hit points.

## SCALADAR

Large construct, unaligned

**Armor Class** 16 (natural)  
**Hit Points** 187 (25d10 + 50)  
**Speed** 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	14 (+2)	1 (-5)	11 (+0)	1 (-5)

**Saving Throws** Dex +5

**Skills** Athletics +9, Perception +3, Stealth +5

**Damage Immunities** bludgeoning, piercing and slashing damage from nonmagical weapons that aren't adamantite, fire, lightning, psychic

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

**Senses** passive Perception 10

**Languages** None, but understands the language used by one wearing its associated ring

**Challenge** 9 (5000 XP)

**Arcane Sight.** Scaladars see magical emanations as if they were under the effects of the true seeing spell.

**Electricity Absorption.** If a scaladar is subject to lightning damage, it charges its shocking sting for a number of minutes equal to the electricity damage

dealt. While overcharged, each sting attack the scaladar makes deals extra electricity damage (see stinger action).

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

**Magic Missile Absorption.** Scaladars are healed by magic missile spells, receiving a number of hit points equal to the damage the spell would normally deal.

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

### ACTIONS

**Multiattack.** The Scaladar makes two attacks, one with its claws and one with its stinger.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 22 (3d10+6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the scaladar can sting only the grappled creature and has advantage on attack rolls to do so.

**Stinger.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage plus 10 (3d6) lightning damage or 20 (6d6) lightning damage if it is charged.

**Scaladars** are magic-powered constructs known as the creation of one “Trobriand the Metal Mage” an ex-apprentice of Halaster Blackcloak of Undermountain. Adventurers have long told tales of encountering them there, but over time some have spread to tunnels just below the surface lands. There was even one seen in a dark ally in Waterdeep’s Dock Ward. To this day it is said apprentices of that wizard are still at work occasionally creating new ones.

Scaladars are controlled by magic rings called *rings of Trobriand*. Each remains under the absolute orders of whoever bears the *ring of Trobriand* linked to it at the time of creation, and it follows its last set of instructions until told otherwise. More than a few denizens of Undermountain have such rings, and employ these mechanical monstrosities as guards.



## TAUNTING HAUNT

Medium undead, chaotic neutral

**Armor Class** 15 (natural)

**Hit Points** 117 (26d8)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	13 (+1)	11 (+0)	15 (+2)

**Saving Throws** Con +2

**Skills** Deception +4, History +3, Performance +4, Persuasion +4

**Damage Immunities** cold, necrotic, poison

**Damage Resistances** acid, bludgeoning, piercing and slashing damage from nonmagical weapons, fire, lightning, thunder

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

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

**Languages** Common

**Challenge** 4 (1100 XP)

**Incorporeal Movement.** The Taunting Haunt 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.

**Tripping Tongue (3/day).** A taunting haunt can attempt to reverse an opponent's intended words a call to parley would become an invite to battle, etc.). If that foe succeeds on a DC 14 Wisdom saving throw, this ability

has no effect. Anyone listening to a creature affected by this ability can make a DC 14 Insight check to notice that the affected creature has been compelled to speak unintended words.

**Turn Resistance.** The Taunting Haunt has advantage on saving throws to be turned.

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

At will: *minor illusion*, *silent image*

3/day each: *grease*, *invisibility*, *Tasha's hideous laughter*

1/day each: *fear*, *glibness*

### ACTIONS

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 18 (3d10+2) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

### REACTIONS

**Vicious Lampoon.** When an opponent within 30 feet misses with an attack, a taunting haunt can deliver a short, scathing commentary on that foe's competence (or lack thereof). The target must succeed on a DC 15 Wisdom saving throw save or have disadvantage on all actions until the end of its next turn.

**Taunting Haunts** are angry, jealous spirits of bards, jesters or other performers. They despise the living and go to great lengths to see them suffer, especially other living performers.

While not necessary the most dangerous in a fair fight, performers dread these monsters, who will use their dark humor and their potent array of spells to bring ruin to a play or private production. While they'll use their claws if necessary to escape, they don't actually prefer killing, just harassing an individual until it ruins them.



## WILORA

*Tiny monstrosity (shapechanger), chaotic neutral*

**Armor Class** 15 (natural)

**Hit Points** 42 (12d4 + 12)

**Speed** 20 ft., fly 50 ft. (hover)

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

**Saving Throws** Wis +4, Cha +4

**Skills** Deception +5, Perception +4, Stealth +7

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

**Languages** Auran, Common, and any language known by the form taken with their alternate form ability

**Challenge** 1 (200 XP)

**Hypnotic Song.** While in its true form a wilora can trill a captivating song that affects all living creatures within 30 feet. Such creatures must succeed on a DC 13 Wisdom saving throw or become entranced by the song as per the hypnotic pattern spell.

**Memory-Snatching Gaze.** If a wilora meets the gaze of a helpless or willing target (such as a target that has been hypnotized by its song) within 30 feet, the victim must succeed on a DC 13 Wisdom saving throw, or its mind links with the wilora. Moving more than 30 feet away breaks the link. Each round the victim can attempt a

new saving throw to break the link, but in each round when the victim fails, the wilora learns the answer to one question to the best of the victim's knowledge. These questions and the answers are posed telepathically. If a target's saving throw is successful the target is immune to this gaze for the next 24 hours. A wilora can use its memory-snatching ability only while in its true form.

**Alternate Form.** A wilora is bound to its true form during the day, but after nightfall it gains the ability to polymorph into any bird or birdlike magical beast of Large or smaller size (including giant eagles, giant owls, griffons, hippogriffs, or owlbears). It can remain in that form until daybreak, if it wishes. In addition, if a wilora has successfully used its memory snatching gaze during the current night, it can assume the form of the last creature upon which it successfully used its memory-snatching gaze. A wilora can take the form of any Large or smaller creature.

**Resistant To Charm.** A wilora has advantage on all saving throws against enchantment/charm spells and effects.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (3d4+5) slashing damage.

**Wilora** are smart and deceiving creatures who can steal memories from a victim before taking its form for a time. While initially spread throughout the cities of the south, in recent years they have come to Waterdeep.

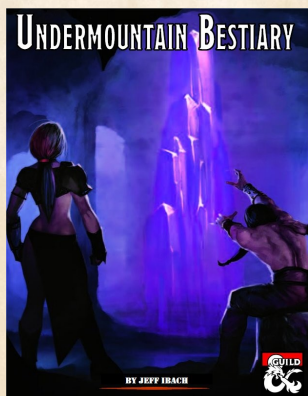
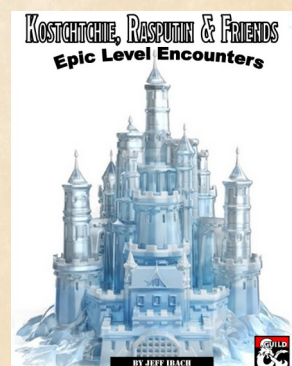
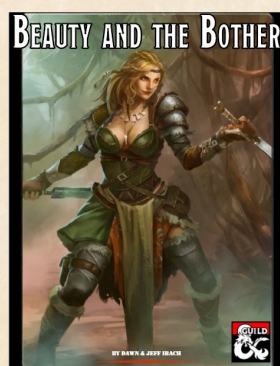
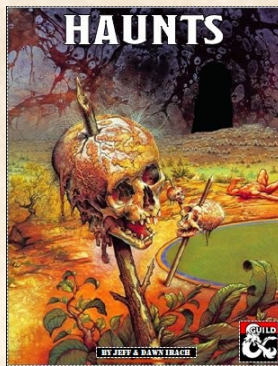
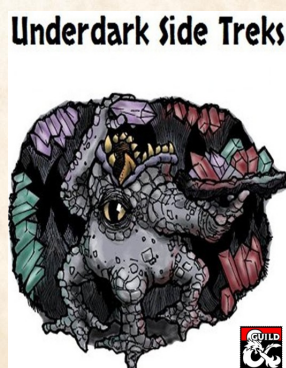
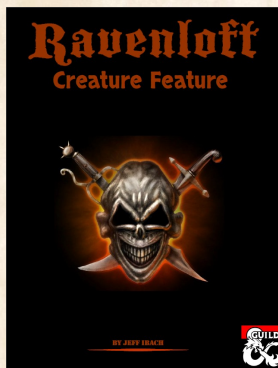
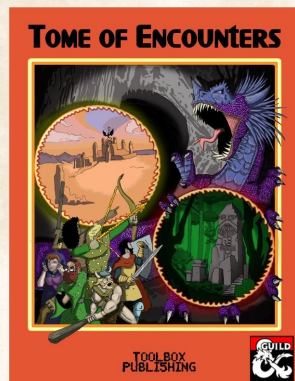
Lore says Beshaba, goddess of misfortune herself crafted these things from colorful, tropical birds with potent magic and infusing them with doppelganger blood.

To avoid unwanted attention, they frequently take the form of a bird already native to the area. Some thieves' groups use their talents to great effect, aiding in alibis, blackmailing officials or spying on others to report their dealings. Guilds treat their Wilora allies with great care, for one could expose them if they are abused.



There is talk about what steps the Griffon Calvary should do to determine if their mount has been replaced by one of these monsters.

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