



MONSTER ABILITY COMPENDIUM

Action Oriented Monsters

ABSTRACT

Monster Abilities and Actions to help you make unique monsters.

Pages I've left off on:

DnDBeyond,

Lost

Sorrowsworn, page 69.

Creature

Codex, Derro.

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Lair Actions

A, Lair Actions

Aging. The effects of time are altered such that every creature in the lair must succeed on a DC 15 Constitution saving throw or become 1d20 years older or younger (the sphinx's choice), but never any younger than 1 year old. A greater restoration spell can restore a creature's age to normal.

Anchor. The elder brain targets one creature it can sense within 120 feet of it and anchors it by sheer force of will. The target must succeed on a DC 18 Charisma saving throw or be unable to leave its current space. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Animated Bones. Shrouds of shadow break off of the ankou and animate 2d4 skeletons from its pile of bones. These skeletons are immune to the ankou's Aura of Necromancy's Bane. All previously created skeletons are destroyed when the ankou dies or when it uses this lair action again.

Awesome Thunder. A thunderous detonation of sound that can be heard up to 300 feet away surrounds one creature in the lair that the dragon can see. That creature must succeed on a DC 15 Constitution saving throw or take 13 (3d8) thunder damage and be [stunned](#) until the end of its next turn.

B, Lair Actions

Banish. Geryon casts the [banishment](#) spell.

Banish into Dream. The dragon targets a creature it can see within 120 feet of it and attempts to send that creature to a dream plane. The target must succeed on a DC 15 Charisma saving throw or be banished to a harmless demiplane until initiative count 20 on the next round. While there, the target is [stunned](#). When the effect ends, the target reappears in the space it left or in the nearest unoccupied space.

Beguiling Glow. Warm light fills a 30-foot-radius sphere centered on the dragon; each creature in that area must succeed on a DC 15 Wisdom saving throw or be [charmed](#) by the dragon until initiative count 20 on the next round.

Beguiling Whisper. The dragon telepathically whispers to one creature within range of the dragon's telepathy. The creature must succeed on a DC 15 Wisdom saving throw or be [charmed](#) by the dragon until initiative count 20 on the next round. A creature [charmed](#) in this way obeys to the best of its ability any command the dragon issues that isn't directly harmful to the creature.

Bell Toll. Brother Ox strikes a great, spectral bell that appears for a brief moment. Each creature in a 30-foot cone extending from Brother Ox must make a DC 15 Constitution saving throw. On a failure, a creature takes 14 (4d6) thunder damage and is pushed 15 feet away from Brother Ox. On a success, the creature takes half the damage but isn't pushed.

Bird Call. The Queen of Birds sounds a piercing cry. She summons 4 giant eagles or 16 bloodhawks in unoccupied spaces she can see within 120 feet. The creatures act immediately and on initiative count 20 in subsequent rounds. The creatures follow the Queen's commands and remain for 1 hour or until the Queen uses this lair action again.

Bird Swarm. The Queen of Birds summons a 20-foot-radius sphere of brightly-colored songbirds centered on a point she can see within 120 feet. Each creature other than the Queen of Birds in the sphere when it appears or that ends its turn in the sphere must succeed on a DC 15 Constitution saving throw or lose concentration and spend its action that turn fending off the birds. Creatures within the area are deafened. The birds last until initiative count 20 on the following round.

Blasting Current. A strong water current moves through the dragon turtle's lair. Each creature within 30 feet of the dragon turtle must succeed on a DC 15 Strength saving throw or be moved 30 feet in a direction of the dragon turtle's choice. On a success, the creature is moved 10 feet instead.

Blinding Radiance. A creature that is within 10 miles of the star or inside it is [blinded](#) by its intense light unless the creature has protective gear to shield its eyes, such as [goggles of night](#) or a similar form of eyewear.

C, Lair Actions

Cancellation. The dragon chooses an active spell of 5th level or lower that it's aware of in the lair and ends the spell.

Cat Call. The Queen of Cats sounds a growling cry. She summons 4 tigers or 8 panthers in unoccupied spaces she can see. The creatures act immediately and on initiative count 20 in subsequent rounds. The creatures follow the Queen's commands and remain for 1 hour or until the Queen uses this lair action again.

Ceiling Collapse. Part of the ceiling collapses above one creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.

Celestial Light. Motes of celestial light dance around the aatxe. Each hostile creature within 20 feet of the aatxe must succeed on a DC 15 Dexterity saving throw or be covered in the motes of light. A creature covered in motes of light sheds dim light in a 10-foot radius and can't benefit from being invisible. Any attack roll against a creature covered in motes of light has advantage if the attacker can see the creature. The motes of light last until initiative count 20 on the next round.

Charming Fog. Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

Chill Blast. Geryon causes a blast of cold to burst from the ground at a point he can see within 120 feet of him. The cold fills a cube, 10 feet on each side, centered on that point. Each creature in that area must succeed on a DC 21 Constitution saving throw or take 28 (8d6) cold damage.

Cold Wind. A blisteringly cold wind blows through the lair near the dragon. Each creature within 120 feet of the dragon must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

Conjure Walls and Doors. Fraz-Urb'luu causes up to five doors within the lair to become walls and an equal number of doors to appear on walls where there previously were none.

Compulsive Dance. The dragon targets a creature it can see in its lair, and a merry waltz begins to play that only the target can hear. The target must succeed on a DC 15 Intelligence saving throw or dance until initiative count 20 on the following round. The dancing creature is [incapacitated](#) and must use all its movement to dance.

Corruption. Dyrnn uses its Corruption action.

D, Lair Actions

Darkness. The Queen of Cats creates an area of magical darkness in a 20-foot-radius centered on a point she can see within 120 feet. This action works like the *darkness* spell except it dispels light created by a 4th level or lower spell if it overlaps an area of such light. The darkness lasts until the Queen of Cats dies, or until she uses this lair action again.

Deep Torpor. The dragon casts the *slow* spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16). The spell ends early if the dragon uses this lair action again or if the dragon dies.

Disorienting Visions. Disorienting illusory images flit through the dragon's lair. Each creature in the lair must succeed on a DC 20 Wisdom saving throw or have disadvantage on ability checks until initiative count 20 on the following round.

Distort Perceptions. The dragon attempts to alter the perceptions of one creature it can see within its lair. That creature must succeed on a DC 15 Intelligence saving throw or take 22 (4d10) psychic damage and have disadvantage on saving throws until the start of its next turn.

Dream World. One creature the dragon can see within 120 feet of it must succeed on a DC 15 Charisma saving throw or be banished to a dream plane, a different plane of existence the dragon has imagined into being. To escape, the creature must use its action to make a Charisma check contested by the dragon's. If the creature wins, it escapes the dream plane. Otherwise, the effect ends on initiative count 20 on the next round. When the effect ends, the creature reappears in the space it left or in the nearest unoccupied space if that one is occupied.

E, Lair Actions

Entangling Kelp. Strands of spectral kelp reach out to ensnare creatures in a 20-foot-radius sphere centered on a point in the lair that the dragon turtle can see. Each creature in that area must succeed on a DC 15 Strength saving throw or be [restrained](#) until the end of its next turn.

Eye Ray. An eye opens on a solid surface within 60 feet of Belashyrra. One random eye ray of Belashyrra's shoots from that eye at a target of Belashyrra's choice that it can see. The eye then closes and disappears.

F, Lair Actions

Fog Cloud. The dragon creates fog as though it had cast the fog cloud spell. The fog lasts until initiative count 20 on the next round.

Freezing Fog. Freezing fog fills a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the dragon uses this lair action again or until the dragon dies.

Future Gaze. The dragon glimpses the future, so it has advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.

G, Lair Actions

Ghostly Retribution. The lich calls forth the spirits of creatures that died in its lair. These apparitions materialize and attack one creature that the lich can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a success. The apparitions then disappear.

Grasping Tide. Pools of water within 90 feet of the aboleth surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 14 Strength saving throw or be pulled up to 20 feet into the water and knocked prone. The aboleth can't use this lair action again until it has used a different one.

Grasping Vines. Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.

Green Slime. A [green slime](#) (see the [Dungeon Master's Guide](#)) appears on a spot on the ceiling that Juiblex chooses within the lair. The slime disintegrates after 1 hour.

H, Lair Actions

Hateful Restraints. Geryon targets one creature he can see within 60 feet of him. The target must succeed on a DC 21 Wisdom saving throw or become [restrained](#) for 1 minute. The target can end the effect on itself if it deals any damage to one or more of its allies.

Howl. Typhon howls, causing blood-curdling echoes to reverberate through the lair. All Typhon's enemies within 300 feet that can hear the howl must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn.

Hypnotic Air. The air in the lair shimmers in a disorienting way. Up to three creatures that Rangda can see must succeed on a DC 15 Constitution saving throw or have disadvantage on all attack rolls until initiative count 20 on the following round.

I, Lair Actions

Ice Passage. The dragon can open a passage through a wall of ice or snow that is up to 5 feet thick, creating an opening up to 30 feet wide and high.

Ice Shards. Jagged ice shards fall from the ceiling, striking up to three creatures underneath that the dragon can see within 120 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.

Ice Wall. The dragon creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when the dragon uses this lair action again or when the dragon dies.

Illusory Room. Baphomet casts *mirage arcane*, affecting a room within the lair that is no larger in any dimension than 100 feet. The effect ends on the next initiative count 20. Charisma is Baphomet's spellcasting ability for this spell.

Insect Swarm. A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.

Inspiration. The elder brain targets one friendly creature it can sense within 120 feet of it. The target has a flash of inspiration and gains advantage on one attack roll, ability check, or saving throw it makes before the end of its next turn. If the target doesn't or can't use this benefit in that time, the inspiration is lost.

Invisibility. Brother Ox chooses one creature he can see within 100 feet. Brother Ox is invisible to the target creature until initiative count 20 on the following round.

Imprisoning Force. The dragon casts the *forcecage* spell, using its spell save DC and requiring no spell components. The spell ends early if the dragon uses this lair action again or dies.

J, Lair Actions

K, Lair Actions

L, Lair Actions

Laughing Gas. The dragon chooses a point on the ground that it can see within 120 feet of it. A cloud of pink gas fills a 20-foot-radius sphere centered on that point. Each creature in that area that fails a DC 15 Wisdom saving throw is [incapacitated](#) with laughter until the end of its next turn.

Lave Eruption. Magma erupts from a point on the ground the dracolich can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Lightning Arc. Lightning arcs, forming a 5-foot-wide line between two of the lair's solid surfaces that the dragon can see. They must be within 120 feet of the dragon and 120 feet of each other. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) lightning damage.

M, Lair Actions

Madness. Belashyrra creates a wave of madness. Each creature it can see within its lair must succeed on a DC 22 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, a creature must use its action at the start of its turn before moving to make a melee attack against another creature of Belashyrra's choice within reach. If there are no creatures within reach, the charmed creature can act normally for that turn. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Moonlight. The Queen of Cats creates a magical beam of moonlight in a 15-foot-radius, 30-foot-high cylinder centered on a point she can see within 120 feet. Each creature in the area becomes vulnerable to radiant damage until initiative count 20 on the following round.

Mossy Sludge. The dragon conjures sludge-like moss that briefly covers surfaces in the lair. The ceiling, floor, and walls of the lair become difficult terrain until initiative count 20 on the next round.

Muddy Terrain. The dragon chooses a 10-foot-square area on the ground that it can see within 120 feet of it. The ground in that area turns into 3-foot-deep mud. Each creature on the ground in that area when the mud appears must succeed on a DC 15 Dexterity saving throw or sink into the mud and become restrained. A creature can take an action to attempt a DC 15 Strength check, freeing itself or another creature within its reach and ending the restrained condition on a success. Moving 1 foot in the mud costs 2 feet of movement. On initiative count 20 on the next round, the mud hardens, and the Strength DC to work free increases to 20.

N, Lair Actions

Negative Energy Infusion. Up to two creatures the dragon can see within the lair must each succeed on a DC 15 Constitution saving throw or take 14 (4d6) necrotic damage. Negative energy then infuses the lair until initiative count 20 on the next round. While the infusion lasts, creatures in the lair other than the dragon can't regain hit points.

O, Lair Actions

P, Lair Actions

Perceive Interlopers. The drow projects her mind throughout her lair, marking any potential threats against her or her retinue. Until initiative count 20 of the next round, hostile creatures within the lair can't become hidden from her and gain no benefit from the [invisible](#) condition against her.

Perception Shift. Belashyrra taps into the eyesight of creatures in its lair and alters their perception. Each creature of Belashyrra's choice in the lair must make a DC 22 Wisdom saving throw. On a failure, the affected creature perceives objects and creatures a short distance from their actual locations, imposing disadvantage on the creature's attack rolls against those targets. An affected 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 this lair action for the next 24 hours.

Phantasmal Force. The aboleth casts phantasmal force (no components required) on any number of creatures it can see within 60 feet of it. While maintaining concentration on this effect, the aboleth can't take other lair actions. If a target succeeds on the saving throw or if the effect ends for it, the target is immune to the aboleth's phantasmal force lair action for the next 24 hours, although such a creature can choose to be affected.

Planar Travel. The sphinx shifts itself and up to seven other creatures it can see within in its lair to another plane of existence. Once outside its lair, the sphinx can't use lair actions, but it can return to its lair as a bonus action on its turn, taking up to seven creatures with it.

Plant Wall. A wall of tangled brush bristling with thorns springs into existence on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 18 (4d8) piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the dragon uses this lair action again or when the dragon dies.

Poison Spores. Poisonous spores fill a 10-foot cube that the lich can see within 120 feet of it. Any creature that enters the cloud for the first time on a turn or starts its turn there must succeed on a DC 19 Constitution saving throw or be poisoned until the end of its next turn. The cloud lasts for 1 minute or until it is dispersed by a strong wind.

Poisoned Water. A 60-foot radius sphere of water Chemosh can see within 120 feet of him becomes poisonous. Each creature within the sphere must make a DC 19 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. This poison lasts until initiative count 20 on the next round.

Polymorph Rat. Each creature of the Mouse King's choice within 60 feet of him must make a DC 16 Wisdom saving throw. On a failure, the creature is transformed into a mouse as if affected by the

polymorph spell. 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 this effect for the next 24 hours.

Psychic Anguish. Fraz-Urb'luu creates a wave of anguish. Each creature he can see within the lair must succeed on a DC 23 Wisdom saving throw or take 33 (6d10) psychic damage.

Psychic Drain. Each creature of Dyrnn's choice that it can see within 120 feet of it must succeed on a DC 23 Wisdom saving throw or take 26 (4d12) psychic damage. Unless the target has immunity to psychic damage, its Intelligence score is reduced by 1d4 each time it fails the saving throw for this lair action. The target dies if its Intelligence score is reduced to 0. The reduction lasts until the target finishes a short or long rest.

Q, Lair Actions

R, Lair Actions

Rat Drop. Rats swarm together into miniature boulders and drop from the ceiling, striking up to three creatures beneath them that Chittr'k'k can see within 120 feet of him. Chittr'k'k makes one ranged attack roll (+11 to hit) against each target. On a hit, the target takes 10 (3d6) bludgeoning damage and has disadvantage on concentration checks until initiative count 20 on the next round as the rats scamper down the target.

Rat Eruption. The Mouse King chooses a point within 120 feet that he can see. A wave of spectral rodents emerges from the ground at that point and attacks all creatures in a 30-foot-radius centered on that point. Each creature in that area must succeed on a DC 16 Constitution saving throw or take 10 (3d6) poison damage and be poisoned for 1 minute.

Rat Ghosts. A swarm of ghostly rattok demons fills a 20-foot-radius sphere at a point Chittr'k'k chooses within 120 feet. The swarm of ghosts spreads around corners and remains until Chittr'k'k dismisses it as an action, uses this lair action again, or dies. The swarm is lightly obscured, and its area is difficult terrain. A creature in the swarm when it appears or that ends its turn in the swarm must make a DC 18 Dexterity saving throw, taking 39 (6d12) necrotic damage on a failed save, or half as much damage on a successful one.

Rat Swarm. The Mouse King raises his arms and squeals, calling swarms of rodents from the environment to trip his enemies. Each creature within 60 feet of the Mouse King must succeed on a DC 16 Dexterity saving throw or be knocked prone.

Reroll Initiative. The flow of time is altered such that every creature in the lair must reroll initiative. The sphinx can choose not to reroll.

Restraining Muck. The ground bubbles into a sticky muck in a 20-foot radius centered on a point that the aatxe can see within 120 feet of it. That area becomes difficult terrain, and each creature in that area must succeed on a DC 15 Dexterity saving throw or be restrained by the muck. A creature can take its action to free itself or another stuck creature from the muck by succeeding on a DC 15 Strength check. The muck hardens back into earth when the aatxe uses this lair action again or when it dies.

Reverse Gravity. Baphomet chooses a room within the lair that is no larger in any dimension than 100 feet. Until the next initiative count 20, gravity is reversed within that room. Any creatures or objects in the room when this happens fall in the direction of the new pull of gravity, unless they have some means of remaining aloft. Baphomet can ignore the gravity reversal if he's in the room, although he likes to use this action to land on a ceiling to attack targets flying near it.

Revolting Smell. A cloud of filth and the smell of rotting garbage fills the lair. Each creature within 60 feet of Chittr'k'k must succeed on a DC 15 Constitution saving throw or be poisoned until initiative count 20 on the next round.

Rock Chains. Typhon causes chains of rock to burst out of the ground, ceilings, or wall. Two creatures that Typhon can see within 120 feet of him must succeed on a DC 15 Strength saving throw or be restrained by the chains until initiative count 20 on the following round. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The chains crumble to dust if the creature is freed.

S, Lair Actions

Sand Swirl. A cloud of sand swirls about in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution 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 success.

Seal the Way. Baphomet seals one doorway or other entryway within the lair. The opening must be unoccupied. It is filled with solid stone for 1 minute or until Baphomet takes this lair action again.

Shambling Mound. The lich commands the might of its diseased grove, creating a shambling mound. The shambling mound appears in an unoccupied space within 30 feet of the lich, acts on its own initiative count, and obeys the lich's commands. The shambling mound dies after 1 hour or when the lich uses this lair action again.

Shape Lair. Brother Ox can alter the structure of the lair. A stone door, wall, or column appears or vanishes as Brother Ox desires. The alteration is permanent until Brother Ox uses this lair action again to revert it. Stone structures are composed of 5-foot-by-5-foot sections, have AC 17, 30 hp per 5-foot section, and are immune to poison and psychic damage. If a structure appears in a creature's space, the creature takes 3 (1d6) bludgeoning damage and is pushed to the nearest unoccupied space of its choice. Brother Ox can create any combination of structures totaling no more than three 5-foot-by-5-foot sections with each use of this lair action.

Shared Pain. The aatxe targets one creature it can see within 30 feet of it. A glowing beam of red light tethers the aatxe to the target. An unwilling target must succeed on a DC 15 Wisdom saving throw to resist the tether. Each time the target takes damage, the damage is split evenly between the target and the aatxe, transferring along the red beam. While tethered, the aatxe has resistance to all damage, except for damage transferred along the beam. This tether lasts until the tethered target dies, the aatxe uses this lair action again, or the aatxe dies.

Shared Pain. The lich targets one creature it can see within 30 feet of it. A crackling cord of negative energy tethers the lich to the target. Whenever the lich takes damage, the target must make a DC 18 Constitution saving throw. On a failed save, the lich takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until the lich or the target is no longer in the lich's lair.

Simulacrum. Fraz-Urb'luu chooses one Humanoid within the lair and instantly creates a simulacrum of that creature (as if created with the [simulacrum](#) spell). This simulacrum obeys Fraz-Urb'luu's commands and is destroyed on the next initiative count 20.

Skeletal Hands. Skeletal hands burst from a point on the ground the ankou can see within 120 feet of it. Each creature that enters or starts its turn within a 20-foot radius centered on that point must succeed on a DC 15 Strength saving throw or take 5 (1d10) necrotic damage and be restrained. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. These hands are destroyed when the ankou dies or when it uses this lair action again.

Slippery Slime. Juiblex slimes a square area of ground it can see within the lair. The area can be up to 10 feet on a side. When the slime appears, each creature on it must succeed on a DC 21 Dexterity saving

throw or fall [prone](#) and slide 10 feet in a random direction determined by a d8 roll. When a creature enters the area for the first time on a turn or ends its turn there, that creature must make the same save.

The slime lasts for 1 hour or until it is burned away with fire. If the slime is set on fire, it burns away after 1 round. Any creature that starts its turn in the burning slime takes 22 (4d10) fire damage.

Spatial Projection. The dragon chooses a space it can fit into within the lair. It exists in its own space and the chosen space simultaneously until initiative count 20 on the next round. Whenever it moves or takes an action, it chooses which version of itself is moving or acting. If an effect or attack can target both of the dragon's spaces at the same time, the dragon is affected only once.

Spectral Web. A glistening spectral spider web erupts from a point the dragon can see within 120 feet of her. Each creature within 60 feet of that point must succeed a DC 19 Dexterity saving throw or be [restrained](#) 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.

Spell Recovery. The lich rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.

Spirit Rend. The ankou chooses a living creature it can see within 120 feet of it. That creature must succeed on a DC 15 Charisma saving throw or its spirit is forced from its body and appears in a random location up to 60 feet away. Without a spirit, the creature's body falls unconscious, but only starts dying if it takes damage while unconscious. A spirit can reenter its body if it touches the body as an action. A creature's spirit retains its statistics; however, it can't attack or cast spells, it has a fly speed of 40 feet, it is immune to all damage except force damage, and it 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. If a spirit is reduced to 0 hp, it instantly dies.

Starlight's Gleam. The dragon chooses a point it can see in the lair. Gleaming starlight radiates from that point to fill a 10-foot-radius sphere with dim light. Each creature other than the dragon in that area when the light appears must succeed on a DC 15 Dexterity saving throw or take 13 (2d12) radiant damage and be outlined in the glow. Attack rolls made against an outlined creature have advantage, and the creature can't hide or benefit from being [invisible](#). The starlight and the glow around any creature fades on initiative count 20 on the next round.

Steam Eruption. Steam erupts in a 15-foot cone from a point on the ground the dragon turtle can see within 120 feet of it. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant creatures resistance to this damage.

Stellar Incineration. Any creature that enters the star or starts its turn inside it takes 132 (24d10) radiant damage.

Sticky Slime. Juiblex slimes a square area of ground it can see within the lair. The area can be up to 10 feet on a side. When the slime appears, each creature in that area must succeed on a DC 21 Strength saving throw or become [restrained](#). When a creature enters the area for the first time on a turn or ends its turn there, that creature must make the same save.

A restrained creature is stuck as long as it remains in the slimy area or until it breaks free. The restrained creature, or another creature that can reach it, can use its action to try to break free and must succeed on a DC 21 Strength check.

The slime lasts for 1 hour or until it is burned away with fire. If the slime is set on fire, it burns away after 1 round. Any creature that starts its turn in the burning slime takes 22 (4d10) fire damage.

Stone Passage. The dragon touches a section of stone up to 30 feet in any dimension. The dragon can shape the stone to open or close a passage through a wall, as long as the wall is less than 10 feet thick.

Stone Spikes. The dragon chooses a point on the ground that it can see within 120 feet of it. Stone spikes sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the spike growth spell and lasts until the dragon uses this lair action again or until the dragon dies.

Summon. Typhon creates a creature at a point he can see within the lair. A single aberration, dragon, monstrosity, or ooze of challenge rating 10 or less or a demon of challenge rating 5 or less crawls out of a crack in the ground. It acts immediately and on initiative count 20 on subsequent rounds. The creature follows Typhon's commands and remains for 1 hour or until Typhon uses this lair action again.

Summon Insect. Arasta casts the giant insect spell (spiders only). It lasts until she uses this lair action again or until she dies.

T, Lair Actions

Telekinetic Throw. The drow targets one creature she can see within 60 feet of her and attempts to expel it from her presence. The target must succeed on a DC 19 Strength saving throw or be flung 2d6 × 10 feet through the air. A creature smashed into a solid object takes 1d6 bludgeoning damage for every 10 feet moved. If released in midair, the creature takes falling damage as normal.

Teleport. The balhannoth targets one creature within 500 feet of it. The target must succeed on a DC 16 Wisdom saving throw, or the target, along with whatever it is wearing and carrying, teleports to an unoccupied space of the balhannoth's choice within 60 feet of it.

Tentacle Grasp. A 30-foot-square area of ground within 120 feet of Dyrn sprouts tentacles until initiative count 20 on the next round. Any creature that starts or ends its turn in the area must succeed on a DC 23 Strength saving throw or be restrained. A creature can escape the tentacles with a successful DC 23 Strength (Athletics) or Dexterity (Acrobatics) check as an action.

Thunderclap. A thunderclap originates at a point the dragon can see within 120 feet of it. Each creature within a 20-foot radius centered on that point must make a DC 15 Constitution saving throw or take 5 (1d10) thunder damage and be deafened until the end of its next turn.

Time Travel. The flow of time within the lair is altered such that everything within moves up to 10 years forward or backward (sphinx's choice). Only the sphinx is immediately aware of the time change. A wish spell can return the caster and up to seven other creatures designated by the caster to their normal time.

Torpid Energy. The dragon chooses a creature it can see within 120 feet of it. If the target fails a DC 15 Constitution saving throw, its speed is halved, and it can't use reactions or bonus actions until the end of its next turn.

Toxic Spores. The dragon fills a 20-foot cube it can see within 120 feet of itself with toxic spores. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage and be [poisoned](#) until the end of its next turn.

Tree Grasp. Roots of the great tree burst through the ground to grasp at a creature that Rangda can see. The creature must succeed on a DC 15 Dexterity saving throw or be grappled (escape DC 15) until initiative count 20 on the following round.

Tremor. A tremor shakes the lair in a 60-foot radius around the dracolich. Each creature other than the dracolich on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.

U, Lair Actions

V, Lair Actions

Vanish. The dragon becomes [invisible](#) until initiative count 20 on the next round.

Vanish. The balhannoth targets one creature within 500 feet of it. The target must succeed on a DC 16 Wisdom saving throw, or the balhannoth becomes [invisible](#) to that creature for 1 minute. This effect ends if the balhannoth attacks the target.

Vine Wrap. Rotten roots and vines magically erupt in a 20-foot radius centered on a point on the ground that the lich can see within 120 feet of it. The lich is unaffected by the roots and vines. For all other creatures, the area becomes difficult terrain, and each creature in the area must succeed on a DC 19 Strength saving throw or be restrained by the roots. As an action, a creature can try to free itself or another creature within its reach, doing so with a successful DC 19 Strength (Athletics) check. The roots and vines wilt away when the lich uses this lair action again or when the lich dies.

Volcanic Gas. Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dracolich can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

W, Lair Actions

Water Rage. Water in the aboleth's lair magically becomes a conduit for the creature's rage. The aboleth can target any number of creatures it can see in such water within 90 feet of it. A target must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage. The aboleth can't use this lair action again until it has used a different one.

Wall of Blades. A vertical wall of whirling, razor-sharp blades of magical energy appears at a point Chemosh chooses within 90 feet. The wall can be a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The first time a creature enters the wall on a turn or starts its turn there, the creature must make a DC 19 Dexterity saving throw, taking 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain. Chemosh can choose to concentrate on maintaining this wall as if it were a spell for up to 10 minutes, if he chooses not to take another lair action while concentrating. If not, the wall disappears when Chemosh takes another lair action.

Wall of Force. The elder brain casts wall of force.

Warp Terrain. The balhannoth warps reality around it in an area up to 500 feet square. After 10 minutes, the terrain in the area reshapes to assume the appearance of a location sought by one Humanoid whose desires the balhannoth has sensed (see Regional Effects below). The transformation affects nonliving material only and can't create anything with moving parts or magical properties. Any object created in this area is, upon close inspection, revealed as a fake. Books are filled with empty pages, golden items are obvious counterfeits, and so on. The transformation lasts until the balhannoth dies or takes this lair action again.

Watered Terrain. Water bubbles up from the ground in a 20-foot-radius from a point that Rangda can see, making the area difficult terrain for 1 minute or until Rangda uses this lair action again.

Web Presence. Arasta learns about any creature touching her webs. Each creature restrained by a web or Arasta's Web of Hair must make a DC 21 Intelligence saving throw. On a failed save, Arasta gains knowledge of a creature's name, race, where they consider home, and what brought them to her web.

Whirlpool. A raging whirlpool appears. Each creature within 60 feet of a point Chemosh can see within 120 feet of him must succeed on a DC 19 Strength saving throw or be pulled to the center of the whirlpool. If a creature starts its turn within 30 feet of the center of the whirlpool, it must succeed on a DC 19 Strength saving throw or be pulled to the center of the whirlpool. A creature in the center of the whirlpool can move out of the center by succeeding on a DC 19 Strength check. This whirlpool lasts until initiative count 20 on the next round.

Whirlwind. Two 5-foot-radius, 30-foot-tall cylinders of swirling air magically form on points the Queen of Birds can see within 120 feet. Each creature other than the Queen in a whirlwind when it appears or that ends its turn in a whirlwind must succeed on a DC 15 Strength saving throw or be restrained by it. The whirlwinds last for 1 minute or until the Queen uses this lair action again. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds.

Windstorm. A strong wind blows around the dragon. Each creature within 60 feet of the dragon must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the dragon and knocked prone. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

X, Lair Actions

Y, Lair Actions

Z, Lair Actions

Passive Abilities

A, Passive Abilities

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

Aberrant Ground. The ground in a 10-foot radius around the mouther is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Aberrant Quickness (Recharge after a Short or Long Rest). The choker can take an extra action on its turn.

Aberrant Rejuvenation. When the emissary drops to 0 hit points, its body melts away. A [greater star spawn emissary](#) instantly appears in an unoccupied space within 60 feet of where the lesser emissary disappeared. The greater emissary uses the lesser emissary's initiative count.

Abyssal Rift. If the alkilith surrounds a door, window, or similar opening continuously for 6d6 days, the opening becomes a permanent portal to a random layer of the

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Acid Touch. As an action, the child of Yggdrasil destroys one nonmagical object that isn't being worn or carried, such as a rope, plank, candlestick, or even an entire bronze cauldron.

Acidic Blood. When the hydra takes piercing or slashing damage, each creature within 5 feet of the hydra takes 9 (2d8) acid damage.

Adhesive. The boot grabber adheres to anything that touches it. A Large or smaller creature adhered to the boot grabber is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

Adhesive Filament. The cave fisher can use its action to extend a sticky filament up to 60 feet, and the filament adheres to anything that touches it. A creature adhered to the filament is [grappled](#) by the cave fisher (escape DC 13), and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull free. Destroying the filament deals no damage to the cave fisher, which can extrude a replacement filament on its next turn.

Advanced Telepathy. Flapjack can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

Air Envelope. If it has at least 1 hit point, the guppy can generate an air envelope around itself when in a vacuum. This air envelope can sustain the guppy and one other Tiny creature in its space indefinitely.

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

Alien Mind. If a creature tries to read Belashyrra's thoughts or deals psychic damage to it, that creature must succeed on a DC 22 Intelligence saving throw or be [stunned](#) for 1 minute. The [stunned](#) creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

All Around Vision. The Inspired can't be surprised.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Ambusher. During the first round of combat, Pidwick II has advantage on attack rolls against any creature that hasn't had a turn yet.

Amorphous. The plasmod can squeeze through a space as narrow as 1 inch wide, provided it is wearing and carrying nothing. It has advantage on ability checks it makes to initiate or escape a grapple.

Amphibious. The ahuizotl can breathe air and water.

Amplify Lightning. Whenever a spell that deals lightning damage includes one or more fluxchargers in its area, the spell deals an extra 9 (2d8) lightning damage.

Angelic Weapons. The kinnara's weapon attacks are magical. When the kinnara hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Antimagic Cone. The dreadnought's eye creates an area of antimagic, as in the [antimagic field](#) spell, in a 150-foot cone. At the start of each of its turns, it decides which way the cone faces. The cone doesn't function while the eye is closed or while the dreadnought is [blinded](#).

Antimagic Gullet. Magical effects, including those produced by spells and magic items but excluding those created by artifacts or deities, are suppressed inside the eye monger's gullet. Any spell slot or charge expended by a creature in the gullet to cast a spell or activate a property of a magic item is wasted. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration. No spell or magical effect that originates outside the eye monger's gullet, except one created by an artifact or a deity, can affect a creature or an object inside the gullet.

Antimagic Shell. The snail has advantage on saving throws against spells, and any creature making a spell attack against the snail has disadvantage on the attack roll.

If the snail succeeds on its saving throw against a spell or a spell's attack roll misses it, the snail's shell converts some of the spell's energy into a burst of destructive force if the spell is of 1st level or higher; each creature within 30 feet of the snail must make a DC 15 Constitution saving throw, taking 3 (1d6) force damage per level of the spell on a failed save, or half as much damage on a successful one.

Antimagic Susceptibility. The armor is [incapacitated](#) while in the area of an [antimagic field](#). If targeted by [dispel magic](#), the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall [unconscious](#) for 1 minute.

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't [incapacitated](#).

Arcane Discharge. When an arcanophage dies, it explodes in a surge of partially-digested magical energy. Each creature within 5 feet per Feed score must make a DC 14 Dexterity saving throw, taking 3 (1d6)

force damage per Feed score on a failed save, or half as much damage on a successful one. For 1 minute afterward, the affected area is awash with volatile magic. A creature that starts its turn in the affected area takes 7 (2d6) force damage.

Arcane Eye (3/Day). The Inspired can cast the [arcane eye](#) spell, requiring no material components.

Arcane Ward. The abjurer has a magical ward that has 30 hit points. Whenever the abjurer takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the abjurer takes any remaining damage. When the abjurer casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Armor of Spiders (Mythic Trait; Recharges after a Short or Long Rest). If Arasta is reduced to 0 hit points, she doesn't die or fall [unconscious](#). Instead, she regains 200 hit points. In addition, Arasta's children immediately swarm over her body to protect her, granting her 100 temporary hit points.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Arrow Bane. When the wind demon is targeted by an attack or spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the attacker has disadvantage on the attack roll. On a 6, the wind demon is unaffected, and the attack is reflected back at the attacker as though it originated from the wind demon, turning the attacker into the target.

Ash Puff. The first time the zombie takes damage, any living creature within 5 feet of the zombie must succeed on a DC 10 Constitution saving throw or gain disadvantage on attack rolls, saving throws, and ability checks for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on it early with a successful save.

Astral Existence. The apparition can exist only on the Astral Plane. If it is sent to a location not on the Astral Plane, the apparition is destroyed.

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Astral Devour. A creature hosting an astral snapper's astral form must make a DC 13 Wisdom saving throw each time it finishes a long rest. On a success, the astral snapper is ejected from the host and the Astral Plane into an unoccupied space in the Material Plane within 10 feet of the host and is stunned for 1 round. On a failure, the astral snapper consumes part of the host's internal organs, reducing the host's Constitution score by 1d4. The host dies if this reduces its Constitution to 0. The reduction lasts until the host finishes a long rest after the astral snapper has been expelled. If the host's Constitution score is reduced to 0, the astral snapper exits the host's body in the Material Plane by tearing its way out through the abdomen. The astral snapper becomes completely corporeal as it exits the host, stepping out of the host at its full size. From the time the astral snapper succeeds on the initial dive into the host through the Astral Plane until the moment it emerges from the host's abdomen, it can be seen by any creature that can see into the Astral Plane—its head buried in the host's back. The astral snapper has disadvantage on Wisdom (Perception) checks and is effectively stunned when in this position until it takes damage.

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Aura of Blood Thirst. If the flind isn't [incapacitated](#), any creature that has Rampage can make a Bite attack as a bonus action while within 10 feet of the flind.

Aura of Cacophony. The demon's presence is extremely distracting. Each creature within 100 feet of the echo demon and that can hear it has disadvantage on concentration checks.

Aura of Erebos. Any creature that starts its turn within 10 feet of the giant must succeed on a DC 18 Constitution saving throw, or it takes 10 (3d6) necrotic damage and can't regain hit points until the start of its next turn. On a successful saving throw, the creature is immune to the giant's Aura of Erebos for 24 hours.

Aura of Fury. The *calm emotion* spell instantly fails when cast within 60 feet of Chemosh. In addition, any creature that starts its turn within 30 feet of Chemosh must succeed on a DC 19 Wisdom saving throw or enter a mad rage, attacking the nearest creature it can see until the start of its next turn. At the start of his turn, Chemosh can decide whether this aura is active.

Aura of Necromancy's Bane. Necromancy spells can't be cast within 120 feet of the ankou. When an undead creature starts its turn within 30 feet of the ankou, it must make a DC 22 Constitution saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Aura of Protection. All allies within 30 feet of Barong gain a +6 bonus to saving throws as long as Barong is conscious.

Aura of Silence. When a creature starts its turn within 30 feet of the ashen rider, the rider can force that creature to make a DC 18 Wisdom saving throw if the rider can see it. On a successful save, the creature is immune to this aura for the next 24 hours. On a failed save, the creature can't speak and is [deafened](#) until the start of its next turn.

Aversion to Fire. If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Avoidance. If the demilich is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Awakened Mind. K'thriss can telepathically speak to any creature he can see within 30 feet of him, provided the creature can understand at least one language.

Axiomatic Mind. The duodrone can't be compelled to act in a manner contrary to its nature or its instructions.

B, Passive Abilities

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Bat Passivism. No bats or werebats can willingly attack the Bat King. They can be forced to do so through magical means.

Beast of Burden. The rothé is considered to be one size larger for the purpose of determining its carrying capacity.

Beheaded Form. When created, a death's head takes one of three forms: Aberrant Head, Gnashing Head, or Petrifying Head. This form determines the creature's attack.

Benign Transportation (Recharges after the Conjurer Casts a Conjunction Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Between the Lines. As a bonus action while within 30 feet of its book, the bookkeeper can hop inside its book. While inside its book, the bookkeeper has a flying speed of 30 feet and is indistinguishable from ink on a page.

Bestowal of Trust. The Queen of Serpents can grant a single creature a +1 enhancement to Wisdom which lasts until the creature harms a reptile of any kind. Only one creature may have this enhancement at any time.

Bioluminescence. While it has at least 1 hit point, the esthetic sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and its interior compartments are dimly lit.

Bird Passivism. No bird or ravenfolk can willingly attack Sampati. They can be forced to do so through magical means.

Blazing Nimbus. A hostile creature that touches the eye of the gods or hits it with a melee attack while within 5 feet of it takes 3 (1d6) radiant (good or neutral eyes) or necrotic (evil eyes) damage.

Blessing of the Sea (Recharges after a Short or Long Rest). If the dragon turtle would be reduced to 0 hit points, its current hit point total instead resets to 350 hit points, and it recharges its Steam Breath. Additionally, the dragon turtle can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 62,000 XP (124,000 XP total) for defeating the dragon turtle after its Blessing of the Sea activates.

Blessing of Mother Night. Baba Lysaga is shielded against divination magic, as though protected by a [nondetection](#) spell.

Blood-Chilling Roar (Recharge 4–6). The liondrake lets out a terrifying roar audible out to 300 feet. Any creature within 30 feet of the liondrake that can hear its roar must succeed on a DC 14 Wisdom saving throw or be [frightened](#) of the liondrake for 1 minute. A creature that fails the save by 5 or more is also [paralyzed](#) for the same duration. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this liondrake's Blood-Chilling Roar for the next 24 hours.

Blood Curse of Binding (1/Day). As a bonus action, the blood hunter targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Strength saving throw or have its speed reduced to 0 and be unable to take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Blood Sense. The anophiloï can pinpoint, by scent, the location of living creatures within 30 feet of it.

Blood Witch Dance. The witch can use a bonus action to control the movement of one creature cursed by its [hex](#) spell that it can see within 30 feet of it. The creature must succeed on a DC 15 Charisma saving throw or use its reaction to move up to 30 feet in a direction of the witch's choice.

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is [incapacitated](#).

Body in Flames. A creature that touches the agnibarra or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage, and flammable objects within 5 feet of the agnibarra that aren't being worn or carried ignite.

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity ([Acrobatics](#)) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength ([Athletics](#)) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bolstering Presence. The biomancer magically emanates life-giving energy within 30 feet of itself. Any ally of the biomancer that starts its turn there regains 5 (1d10) hit points.

Bonding. The felidar can magically bond with one creature it can see, right after spending at least 1 hour observing that creature while within 30 feet of it. The bond lasts until the felidar bonds with a different creature or until the bonded creature dies. This bond has the following effects:

- The felidar and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet.

- The felidar can sense the direction and distance to the bonded creature if they're on the same plane of existence.
- As an action, the felidar or the bonded creature can sense what the other sees and hears, during which time it loses its own sight and hearing. This effect lasts until the start of its next turn.

Book Bound. A bookkeeper makes all attacks, saving throws, and skill checks with advantage when its creator is within 60 feet of its book. The bookkeeper's hp maximum is reduced by 1 for every minute it is further than 60 feet from its book. When its hp maximum reaches 0, it dies. If its creator dies, the bookkeeper can be convinced to pass ownership of the book to a new creature if the creature succeeds on a DC 13 Charisma check. The new owner becomes the bookkeeper's new "creator" and inherits the bookkeeper along with the book.

Bottled Soul (3/Day). As a bonus action, the rattok demon consumes one of the bottled souls in its possession, regaining 7 (2d4 + 2) hp and gaining advantage on all attack rolls and ability checks for 1 round. Any non-fiend who consumes a bottled soul regains 7 (2d4 + 2) hit points and must make a DC 14 Constitution saving throw. On a failure, the creature is stunned for 1 round and poisoned for 1 hour. On a success, the creature is poisoned for 1 hour.

Boulder Guise. While fully withdrawn into its shell, the geonid can't see and is indistinguishable from a small boulder.

Bovine Passivism. No bovine creatures or wereboars can willingly attack Brother Ox. They can be forced to do so through magical means.

Brain Dump. Whenever the neh-thalggu consumes a brain, it gains the magical ability to speak and understand languages known by the brain's previous owner.

Brave. The gladiator has advantage on saving throws against being [frightened](#).

Brute. A melee weapon deals one extra die of its damage when the bearfolk cheftain hits with it (included in the attack).

Burden of Time. Beasts and humanoids, other than shadar-kai, have disadvantage on saving throws while within 10 feet of the gloom weaver.

Burning Fury. When the salamander takes fire damage, its Freezing Breath automatically recharges.

Burst. The goon balloon bursts when it drops to 0 hit points, releasing noxious gas in a 10-foot-radius sphere centered on itself. Creatures in that area must succeed on a DC 12 Constitution saving throw or be [poisoned](#) for 1 minute. A [poisoned](#) creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

C, Passive Abilities

Camouflage. While attached to a host, the arcamag has advantage on Dexterity (Stealth) checks.

Cat Passivism. No cats or weretigers can willingly attack the Queen of Cats. They can be forced to do so through magical means.

Cavalry Training. When the duergar hits a target with a melee attack while mounted, the mount can use its reaction to make one melee attack against the same target.

Charge. If the aatxe moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Chromatic Awakening (Recharges after a Short or Long Rest). If the greatwyrms would be reduced to 0 hit points, its current hit point total instead resets to 425 hit points, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the greatwyrms can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 105,000 XP (210,000 XP total) for defeating the greatwyrms after its Chromatic Awakening activates.

Chromatic Form. When created, the animated breath takes one of five forms, matching its creator's breath weapon: [Acid](#), [Cold](#), [Fire](#), [Lightning](#), or [Poison](#). This form determines the creature's AC, damage resistance, traits, and attacks.

Chromatic Wrath (Recharges after a Short or Long Rest). If the aspect would be reduced to 0 hit points, her current hit point total instead resets to 500 hit points, she recharges her Chromatic Flames, and she regains any expended uses of Legendary Resistance. Additionally, the aspect can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 155,000 XP (310,000 XP total) for defeating the aspect of Tiamat after her Chromatic Wrath activates.

Cloying Miasma. The abomination is surrounded by a noxious stench. At the start of the abomination's turn, any creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or be [poisoned](#) until the start of the abomination's next turn.

Cloak of Ghostly Shadows. As a bonus action while in dim light or darkness, the ankou becomes invisible. While invisible, the ankou has advantage on Dexterity (Stealth) checks and gains the following: Resistance to acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks.

- Immunity to the grappled, paralyzed, petrified, prone, and restrained conditions
- The ankou 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.
- The cloak of ghostly shadows ends when the ankou chooses to end it as a bonus action, when the ankou dies, or if the ankou ends its turn in bright light.

Cloak of Shadows. As a bonus action while in dim light or darkness, the ankou becomes invisible. The cloak of shadows ends when the ankou chooses to end it as a bonus action, when the ankou dies, or if the ankou ends its turn in bright light.

Clockwork Behir. Any character fighting the clockwork behir can see that the complex arrangement of its workings gives it a unique vulnerability. Any character within 5 feet of the construct can use an action to attempt a DC 14 Dexterity check using [jeweler's tools](#) or [thieves' tools](#). On a success, the behir takes 15 bludgeoning damage as its components start to grind, and it is no longer able to recharge its lightning breath.

Commander of Bones. As a bonus action, the knight can target one [skeleton](#) or [zombie](#) it can see within 30 feet of it. The target must make a DC 14 Wisdom saving throw. On a failed save, the target must obey the knight's commands until the knight dies or until the knight releases it as a bonus action. The knight can command up to twelve undead at a time this way.

Compression. The boneless can move through any opening at least 1 inch wide without squeezing. It can also squeeze to fit into a space that a Tiny creature could fit in.

Consumption. As a bonus action, a cauldronborn can consume one potion within 5 feet of it that is not being worn or carried. Along with the potion's effect, the cauldronborn's hp maximum increases by 3 (1d6) and it gains the same number of hp.

Control Gem. Implanted in the slaad's brain is a magic control gem. The slaad must obey whoever possesses the gem and is immune to being [charmed](#) while so controlled.

Certain spells can be used to acquire the gem. If the slaad fails its saving throw against [imprisonment](#), the spell can transfer the gem to the spellcaster's open hand, instead of imprisoning the slaad. A [wish](#) spell, if cast in the slaad's presence, can be worded to acquire the gem.

A [greater restoration](#) spell cast on the slaad destroys the gem without harming the slaad.

Someone who is proficient in Wisdom ([Medicine](#)) can remove the gem from an [incapacitated](#) slaad. Each try requires 1 minute of uninterrupted work and a successful DC 20 Wisdom ([Medicine](#)) check. Each failed attempt deals 22 (4d10) psychic damage to the slaad.

Control Weather (1/Day). The hag can cast the [control weather](#) spell, requiring no material components and using Charisma as the spellcasting ability.

Controlled Fall. When the draconian falls and isn't [incapacitated](#), it subtracts up to 100 feet from the fall when calculating the fall's damage.

Corona of Truth. Allies within 10 feet of the eye of the gods have truesight of 20 feet.

Corpses. When first encountered, a corpse flower contains the corpses of 1d6 + 3 Humanoids. A corpse flower can hold the remains of up to nine Humanoids. These remains have [total cover](#) against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

Corpse Stride. Once on its turn, the lampad can use 10 feet of its movement to step magically into one creature's corpse within its reach and emerge from a second creature's corpse within 60 feet of the first corpse, appearing in an unoccupied space within 5 feet of the second corpse. Both corpses must be Medium or bigger.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed.

Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

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

Counterflux Overcast (Recharge 5–6). The blastseeker can create an additional effect immediately after casting a spell. Roll a d6 to determine the effect:

1–3. The blastseeker creates a 15-foot-radius invisible sphere centered on itself that lasts until the end of its next turn. Creatures in the sphere have disadvantage on saving throws against spells and other magical effects.

4–6. The blastseeker creates a 15-foot-radius invisible sphere centered on itself that lasts until the end of its next turn. Creatures in the sphere have advantage on saving throws against spells and other magical effects.

Crackling Death. When the arclight phoenix dies, it explodes. Each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one. The explosion destroys the phoenix but leaves behind a Tiny, warm egg with a mizzium shell.

The egg contains the embryo of a new arclight phoenix. It hatches when it is in the area of a spell that deals lightning damage, or if a creature touches the egg and expends spell slots whose combined levels equal 13 or more. When it hatches, the egg releases a new arclight phoenix that appears in the egg's space.

Creature Sense. The elder brain is aware of the presence of creatures within 5 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a [mind blank](#) spell, a [nondetection](#) spell, or similar magic can't be perceived in this manner.

Cronesight. Baba Yaga has advantage on Wisdom (Perception) checks that rely on sight. As an action, she can observe a target and magically know its current emotional state. If the target fails a DC 19 Charisma saving throw, she also knows the creature's alignment and discovers a hidden secret about the target.

Cronespeech. Creatures with Intelligence 3 or lower obey Baba Yaga unquestioningly. Her utterances are often captured as engravings on nearby stone and wood surfaces. These magical reproductions of her words are made in the Common tongue and fade after several days.

Crumbling Destruction. When the colossus drops to 0 hit points, it crumbles and is destroyed. Any creature on the ground within 30 feet of the crumbling statue must make a DC 22 Dexterity saving throw, taking 22 (4d10) bludgeoning damage and 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Cunning Action. On each of its turns, the spy can use a bonus action to take the [Dash](#), [Disengage](#), or [Hide](#) action.

Curse of the Husk. A humanoid slain by a melee attack from the zombie revives as a husk zombie on its next turn.

Customizable Storage. A keg robot can hold up to three types of liquid payload totaling 12 gallons within its hollow, barrel-shaped body. A full keg robot can make one liquid attack per gallon before the liquid must be refilled. Filling a keg robot takes 2 rounds per gallon. Differing payloads can alter the keg robot's attacks from those presented here.

D, Passive Abilities

Danger Sense. Sampati has advantage on Wisdom (Perception) checks and can't be surprised.

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

Dark Devotion. The dark eye has advantage on saving throws against being charmed or frightened.

Dark One's Blessing. When Bol'bara reduces a hostile creature to 0 hit points, she gains 6 temporary hit points.

Darksight. Magical darkness doesn't impede the dark folk's darkvision.

Death's Apotheosis. The ankou has the celestial type in addition to the dragon type and its weapon attacks are magical.

Death Ascended. The ankou has the celestial type in addition to the dragon type.

Death Burn. When the darkling elder dies, magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 11 Constitution saving throw. On a failure, the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is [blinded](#) until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't [blinded](#).

Death Burst. When the elemental dies, it explodes in a burst of colored light. Each creature within 5 feet of the elemental must succeed on a DC 11 Constitution saving throw or be [blinded](#) for 1 minute. A [blinded](#) creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Death Flash. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be [blinded](#) until the end of the creature's next turn.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't [incapacitated](#) and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the [frightened](#) condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed 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 has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Death Link. If its specter rider is reduced to 0 hit points, the gloamwing is destroyed.

Death Throes. When the draconian is reduced to 0 hit points, it bursts into flames and is reduced to ashes. Each creature in a 10-foot-radius sphere centered on the draconian must succeed on a DC 13 Dexterity saving throw or take 10 (3d6) fire damage.

Death Waits. The dark father has disadvantage on melee attack rolls against any creature that has all of its hp.

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

Death Throes. When the draconian is reduced to 0 hit points, its body turns to stone and releases a petrifying gas. Each creature within 5 feet of the draconian must succeed on a DC 11 Constitution saving throw or be [restrained](#) as it begins to turn to stone. The [restrained](#) creature must repeat the saving throw at the end of its next turn. On a success, the effect ends; otherwise the creature is [petrified](#) for 1 minute. After 1 minute, the body of the draconian crumbles to dust.

Death Throes. When the draconian is reduced to 0 hit points, it turns into a puddle of acid and splashes acid on those around it. Each creature within 5 feet of the draconian must succeed on a DC 12 Dexterity saving throw or be covered in acid for 1 minute. A creature can use its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 7 (2d6) acid damage at the start of each of its turns.

Deathly Choir. Any creature within 10 feet of Rahadin that isn't protected by a [mind blank](#) spell hears in its mind the screams of the thousands of people Rahadin has killed. As a bonus action, Rahadin can force all creatures that can hear the screams to make a DC 16 Wisdom saving throw. Each creature takes 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.

Deflection. The shard's AC includes its Intelligence modifier.

Demiplanar Donjon. Anything the dreadnought swallows is transported to a demiplane that can be entered by no other means except a [wish](#) spell or the dreadnought's Bite and Donjon Visit. A creature can leave the demiplane only by using magic that enables planar travel, such as the [plane shift](#) spell. The demiplane resembles a stone cave roughly 1,000 feet in diameter with a ceiling 100 feet high. Like a stomach, it contains the remains of past meals. The dreadnought can't be harmed from within the demiplane. If the dreadnought dies, the demiplane disappears, and everything inside it appears around the dreadnought's corpse. The demiplane is otherwise indestructible.

Denizen of the Mist. During its turn, the fog giant ignores the effects of [fog cloud](#) spells cast by it or other allied fog giants.

Detect Life. The banshee can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Detect Sentience. The brain can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a [mind blank](#) spell.

Devil's Sight. Magical darkness doesn't impede the amnizu's [darkvision](#).

Devouring Swarm. If a creature has three or more yek attached to it from a bite attack at the end of its turn, the creature must succeed on a DC 12 Constitution saving throw or its Constitution score is reduced by 1d4 as the demons feast upon the creature's flesh.

Domestic Retainer. The servant can cast the *mending* and *prestidigitation* cantrips at will without requiring spell components.

Dimensional Lock. Other creatures can't teleport to or from a space within 60 feet of the canoloth. Any attempt to do so is wasted.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle's next turn.

Dire Cacophony. Any creature other than a dire corby that starts its turn within 60 feet of a dire corby and can hear it must make a DC 11 Wisdom saving throw. On a failed save, the creature is unable to use the [Dash](#) action, cannot climb, or cast spells other than cantrips until the start of its next turn.

Disembodied Voice. Up to three times in its life, the zodar can cause a message of up to twenty-five words to issue from the air around it. It speaks only when it has something profoundly important to say, and the message can be understood by any creature that has an Intelligence score of 2 or higher.

Discern Lie. The drow discerns when a creature in earshot speaks a lie in a language the drow knows.

Disintegrate. When the bookkeeper dies, the book it is bound to is also destroyed.

Disintegration. If the duodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Divination Senses. The gallows speaker can see 60 feet into the Ethereal Plane when it is on the Material Plane and vice versa.

Divine Awareness. The ophanim knows if it hears a lie.

Divine Conduit. The deity that created the eye of the gods can see everything the eye sees and can instantly recall the eye to its side at any time.

Divine Eminence. As a bonus action, Dagdra can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of

the turn. If Dagdra expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Divine Weapons. Barong's weapon attacks are magical. When he hits with any weapon, the weapon deals an extra 18 (4d8) radiant damage (already included below).

Dragon's Resistance. The kobold has resistance to a type of damage based on the color of dragon that invested it with power (choose or roll a d10): 1–2, acid (black); 3–4, cold (white); 5–6, fire (red); 7–8, lightning (blue); 9–10, poison (green).

Dread. Any creature, other than a devil, that starts its turn within 10 feet of Bael must succeed on a DC 22 Wisdom saving throw or be [frightened](#) of him until the start of its next turn. A creature succeeds on this saving throw automatically if Bael wishes it or if he is [incapacitated](#).

Drone. The chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall [unconscious](#) for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with [holy water](#). If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours.

Dual Consciousness. The dolgrim has advantage on saving throws against being [blinded](#), [charmed](#), [deafened](#), [frightened](#), [stunned](#), and knocked [unconscious](#).

Dual Shields. The giant carries two shields, which together give the giant +3 to its AC (accounted for above).

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being [charmed](#) or [paralyzed](#).

Dwarven Resilience. She has advantage on saving throws against poison and resistance against poison damage.

Dying Burst. When the clown drops to 0 hit points, it pops like a balloon, releasing a splash of putrid, corrosive ichor. Each creature within 5 feet of the clown when it bursts must make a DC 12 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

E, Passive Abilities

Earth Armor. The bronze scout doesn't provoke opportunity attacks when it burrows.

Earth Glide. The seer can traverse through nonmagical, unworked earth and stone. While doing so, the seer doesn't disturb the material it moves through.

Echolocation. The bat can't use its blindsight while deafened.

Eerie Resemblance. The gas spore resembles a [beholder](#). A creature that can see the gas spore can discern its true nature with a successful DC 15 Intelligence ([Nature](#)) check.

Electrified Body. Any creature that touches the hybrid or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage.

Elemental Demise. If the dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

Elusive. The azeban can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Elusive. No attack roll has advantage against Lazav unless he is [incapacitated](#).

Empowered Spell (3/Day). When the blastseeker rolls damage for a spell, it can reroll up to four dice of damage. It must use the new dice.

Enchanting Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes [charmed](#) by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Enchanting Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, the charmed creature can repeat the saving throw, ending the effect on itself on a success.

Enigmatic Mind. The archaic's mind can't be read, creatures can communicate telepathically with the archaic only if it allows, and magic can't determine whether the archaic is lying.

Eternal Lovers. The kinnara shares a powerful bond with its partner and can't be turned against its partner by magical or non-magical means.

Ethereal Jaunt. As a bonus action, the eye of the gods can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Ethereal Sight. The phantom warrior can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Excited to Be Here. The student has advantage on initiative rolls.

Explode. When the comet drops to 0 hit points, it explodes in a 20-foot-radius sphere centered on itself. Each creature in the sphere must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Exploitation of the Debtors. As a bonus action, the angel targets a creature [charmed](#) by it that it can see within 30 feet of it. The angel deals 11 (2d10) necrotic damage to the target, and the angel gains temporary hit points equal to the damage dealt.

Explosive Death. When the ant is reduced to 0 hp, it explodes in a burst of acid. Each creature within 5 feet of the ant must succeed on a DC 11 Dexterity saving throw or take 5 (2d4) acid damage.

Explosive Core. When the assassin is destroyed, its core explodes, projecting superheated steam and shrapnel. Each creature within 5 feet of the construct must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Extraordinary Feature. The mongrelfolk has one of the following extraordinary features, determined randomly by rolling a d20 or chosen by the DM:

1–3: Amphibious. The mongrelfolk can breathe air and water.

4–9: [Darkvision](#). The mongrelfolk has [darkvision](#) out to a range of 60 feet.

10: Flight. The mongrelfolk has leathery wings and a flying speed of 40 feet.

11–15: Keen Hearing and Smell. The mongrelfolk has advantage on Wisdom ([Perception](#)) checks that rely on hearing or smell.

16–17: Spider Climb. The mongrelfolk can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

18–19: Standing Leap. The mongrelfolk's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

20: Two-Headed. The mongrelfolk has advantage on Wisdom ([Perception](#)) checks and on saving throws against being [blinded](#), [charmed](#), [deafened](#), [frightened](#), [stunned](#), or knocked [unconscious](#).

Eye of the Law. As a bonus action, the archon can target a creature it can see within 120 feet of it and determine which laws that creature has broken in the last 24 hours.

Eye Ray. Belashyrra shoots one of the following magical eye rays of its choice, targeting one creature it can see within 120 feet of it:

1. *Psyche-Reconstruction Ray.* The target must make a DC 22 Wisdom saving throw, taking 49 (9d10) psychic damage on a failed save, or half as much damage on a successful one. If this damage reduces a creature to 0 hit points, it dies and transforms into a [spectator](#) under Belashyrra's control and acts immediately after Belashyrra in the initiative order. The target can't be returned to its original form by any means short of a [wish](#) spell.

2. *Domination Ray*. The target must succeed on a DC 22 Wisdom saving throw or be [charmed](#) by Belashyrra for 1 minute or until the target takes damage. Belashyrra can issue telepathic commands to the [charmed](#) creature (no action required), which it does its best to obey.

3. *Mind-Weakening Ray*. The target must succeed on a DC 22 Intelligence saving throw or take 36 (8d8) psychic damage and be unable to cast spells or activate magic items 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.

4. *Blinding Ray*. The target and each creature within 10 feet of it must succeed on a DC 22 Constitution saving throw or take 19 (3d12) radiant damage and be [blinded](#) for 1 minute. Until this blindness ends, Belashyrra can see through the [blinded](#) creature's eyes. The [blinded](#) creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Eye Thief. Belashyrra can see through the eyes of all creatures within 120 feet of it. It can use its Eye Ray through any creature within 120 feet of it, as though it were in that creature's space.

F, Passive Abilities

False Appearance (Object Form Only). While motionless, the arcamag is indistinguishable from an ordinary object.

False Appearance. While the bearmit crab remains motionless, it is indistinguishable from a normal pile of rocks.

False Appearance. If the alkilith is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the alkilith move or act, that creature must succeed on a DC 18 Intelligence ([Investigation](#)) check to discern that the alkilith isn't ordinary slime or fungus.

False Object. If the carrionette is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the carrionette move or act, that creature must succeed on a DC 15 Wisdom ([Perception](#)) check to discern that the carrionette is animate.

Familiar. The imp can enter into a contract to serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the imp senses as long as they are within 1 mile of each other. While the imp is within 10 feet of its master, the master shares the imp's Magic Resistance trait. If its master violates the terms of the contract, the imp can end its service as a familiar, ending the telepathic bond.

Far Realm Parasite. Inside the lich's torso dwells a wormlike parasite that contains the lich's soul. When the lich dies, it implodes into the parasite, which then vanishes into the Far Realm. In 2d4 days, the parasite causes the lich to reappear within 1d4 miles of where it died. If the lich died inside a [magic circle](#) cast to contain Undead, the lich instead reappears as an [otyugh](#) with all the lich's memories.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Fear (1/Day). The Inspired can cast the [fear](#) spell (spell save DC 13), requiring no material components.

Fear Aura. Each creature of the golem's choice that starts its turn within 20 feet of the golem must make a DC 15 Wisdom saving throw unless the golem is [incapacitated](#). On a failed save, the creature is [frightened](#) until the start of its next turn. On a successful save, the creature is immune to this golem's Fear Aura for the next 24 hours.

Fear Frenzy. The horror has advantage on attack rolls against [frightened](#) creatures.

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Feed on Death. When a creature within 30 feet of the kraul drops to 0 hit points, the kraul or another creature of its choice within 30 feet of it gains 5 (1d10) temporary hit points, provided the kraul isn't [incapacitated](#).

Feed on Fire. If the weird takes fire damage from a spell or other magical effect, its size increases by one category. If there isn't enough room for the weird to increase in size, it attains the maximum size possible.

in the space available. While the weird is Large or bigger, it makes Strength checks and saving throws with advantage.

If the weird starts its turn at Gargantuan size, the weird releases energy in an explosion. Each creature within 30 feet of the weird must make a DC 12 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried. The weird's size then becomes Medium.

Feline Terror. Each creature in the swarm must succeed on a DC 12 Wisdom saving throw or fall prone and become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the swarm's Feline Terror for the next 24 hours.

Feybane. Creatures of the fey type don't recover spells during a long rest while within 60 feet of the chuhaister. In addition, the chuhaister automatically sees through magical illusions created by spells of 3rd level or lower and has advantage on saving throws and ability checks to detect or see through illusion spells of 4th level or higher.

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the [loading](#) property of any firearm.

Fire Absorption. Whenever the giant strider is subjected to fire damage, it takes no damage and regains a number of hit points equal to half the fire damage dealt.

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a [fireball](#) spell) don't have this effect on the barghest.

Fire Dancer. Whenever Chittr'k'k is subjected to fire or necrotic damage, he takes no damage and instead is unaffected by spells and other magical effects that would impede his movement. This trait works like the *freedom of movement* spell, except it only lasts for 1 minute.

Fire and Light. The zoryas' weapon attacks are magical. When the zoryas hits with any weapon, the weapon deals an extra 3d8 radiant or fire damage (included in the attack). The zoryas chooses whether its attack does radiant or fire damage before making the attack roll.

Fire Aura (Fire Form Only). At the start of each of the animated breath's turns, each creature within 5 feet of it takes 3 (1d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the animated breath or hits it with a melee attack takes 3 (1d6) fire damage.

Fire Form. The 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 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.

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

Flaming Fury. Once per turn, when Liara hits a creature with a melee weapon, she can cause fire to magically erupt from her weapon and deal an extra 10 (3d6) fire damage to the target.

Fluxbending Overcast (Recharge 5–6). The blastseeker can create an additional effect immediately after casting a spell. Roll a d6 to determine the effect:

1–3. The blastseeker teleports, swapping places with a creature it can see within 30 feet of it.

4–6. The blastseeker and each creature within 10 feet of it must succeed on a DC 16 Constitution saving throw or take 11 (2d10) thunder damage.

Flyby. The Queen of Birds doesn't provoke an opportunity attack when she flies out of an enemy's reach.

Foment Confusion. Any creature that isn't a demon that starts its turn within 30 feet of the alkilith must succeed on a DC 18 Wisdom saving throw, or it hears a faint buzzing in its head for a moment and has disadvantage on its next attack roll, saving throw, or ability check.

If the saving throw against Foment Confusion fails by 5 or more, the creature is instead subjected to the [confusion](#) spell for 1 minute (no concentration required by the alkilith). While under the effect of that confusion, the creature is immune to Foment Confusion.

Forbiddance. The crimson mist can't enter a residence without an invitation from one of the occupants.

Forest Camouflage. The child of Yggdrasil has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Form of Fire and Water. The weird can move through a space as narrow as 1 inch wide without squeezing. In addition, the weird can enter a hostile creature's space and stop there. The first time the weird enters another 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 burning creature takes 5 (1d10) fire damage at the start of each of its turns.

Foul. Any creature other than an Ooze that starts its turn within 10 feet of Juiblex must succeed on a DC 21 Constitution saving throw or be [poisoned](#) until the start of the creature's next turn.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be [restrained](#). It can spend 5 feet of movement to escape from nonmagical restraints or being [grappled](#).

Freezing Body. A creature that touches the worm or hits it with a melee attack while within 5 feet of it takes 10 (3d6) cold damage.

Frenzy (1/rest). As a bonus action, the bearfolk can trigger a berserk frenzy that lasts 1 minute. While in frenzy, it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and has advantage on attack rolls. Attack rolls made against a frenzied bearfolk have advantage.

Frothing Rage. The spree demon has advantage on attacks if it saw another spree demon make a successful attack within the last minute.

Fungi Bloom. A creature that touches the ant or hits it with a melee attack while within 5 feet of it must succeed on a DC 11 Constitution saving throw or be poisoned until the end of its next turn.

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

G, Passive Abilities

Galvanic Overcast (Recharge 5–6). When the blastseeker casts [lightning bolt](#) or [thunderwave](#), it can roll a die. On an odd number, the blastseeker takes 9 (2d8) force damage. On an even number, the spell also deals 9 (2d8) lightning damage to each target that fails its saving throw.

Gaze of Shadows. When a creature that can see the dark eye's eye starts its turn within 30 feet of the dark eye, the dark eye can force it to make a DC 13 Wisdom saving throw if the dark eye isn't incapacitated and can see the creature. On a failure, the creature takes 7 (2d6) psychic damage and is incapacitated until the start of its next turn. On a success, the creature takes half the damage and isn't incapacitated. 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 dark eye until the start of its next turn, when it can avert its eyes again. If the creature looks at the dark eye in the meantime, it must immediately make the save.

Gem Awakening (Recharges after a Short or Long Rest). If the greatwyrms would be reduced to 0 hit points, its current hit point total instead resets to 400 hit points, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the greatwyrms can now use its Mass Telekinesis action during the next hour. Award a party an additional 90,000 XP (180,000 XP total) for defeating the greatwyrms after its Gem Awakening activates

Gem Illumination. As a bonus action, the carbuncle can cause its garnet to glow or not. While glowing, the garnet sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Gibbering. The mouther babbles incoherently while it can see any creature and isn't [incapacitated](#). Each creature that starts its turn within 20 feet of the mouther and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Glide. When the draconian falls and isn't [incapacitated](#), it subtracts up to 100 feet from the fall when calculating the fall's damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

Glide. If it isn't [incapacitated](#) or wearing heavy armor, the hadozee can extend its skin membranes to move up to 5 feet horizontally for every 1 foot it descends in the air.

Glory. The reigar's Armor Class includes its Charisma modifier.

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Grandmother's Teeth. The iron teeth of Baba Yaga are sentient, magical, and airborne dentures that sometimes work at cross-purposes to the Old Witch. If the teeth and Baba Yaga are getting along, the teeth reside inside her mouth, providing her with a bite attack and access to its spell list. Baba Yaga can cast a spell from the teeth's innate spell list as a bonus action, using her spellcasting ability. Spells cast in this way are removed from the teeth's spells per day total. If the witch and her teeth are not getting along, the teeth will fly around casting its spells as it wishes (often to the benefit of Baba Yaga's enemies).

Graystaff Magic. The hag carries a graystaff, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a [broom of flying](#). While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a graystaff.

Grinding Maws. The plaesh can burrow through harder substances such as wood, stone, or even metal. While doing so its burrow speed is reduced to half, and it creates a cluster of bore holes that leaves the material porous and weak. The material has –5 to its AC and half the usual hp.

Grounded Lightning. The first time on a turn that the arclight phoenix touches the ground, it takes 11 (2d10) force damage.

H, Passive Abilities

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Harmed by Running Water. The crimson mist takes 20 force damage if it ends its turn above or within running water.

Headfirst Charge. If the giff moves at least 20 feet in a straight line and ends within 5 feet of a Large or smaller creature, that creature must succeed on a DC 16 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked [prone](#).

Headless Summoning (Recharges after a Short or Long Rest). If the dullahan is reduced to 0 hit points, it doesn't die or fall [unconscious](#). Instead, it regains 97 hit points. In addition, it summons three [death's heads](#), one of each type, in unoccupied spaces within 5 feet of it. The [death's heads](#) are under the dullahan's control and act immediately after the dullahan in the initiative order. Additionally, the dullahan can now use the options in the "Mythic Actions" section. Award a party an additional 5,900 XP (11,800 XP total) for defeating the dullahan after it uses Headless Summoning.

Heart of Hruggek. The bugbear has advantage on saving throws against being [charmed](#), [frightened](#), [paralyzed](#), [poisoned](#), [stunned](#), or put to sleep.

Heart of the Dragon. If the kobold is [frightened](#) or [paralyzed](#) by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

Heart of the Storm. When the blastseeker casts [lightning bolt](#) or [thunderwave](#), all other creatures within 10 feet of the blastseeker each take 3 lightning damage.

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

Hellish Weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

Hide in Plain Sight. The alseid has advantage on Dexterity ([Stealth](#)) checks made to hide while it is in grassland.

Hellish Rejuvenation. A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a [bless](#) spell cast on that creature or its remains are sprinkled with [holy water](#).

Hive Mind. The kraul is immune to the [charmed](#) and [frightened](#) conditions while within 30 feet of at least one other kraul.

Hold Breath. The crocodile can hold its breath for 15 minutes.

Hold the Line. While the hoplite is holding a spear, other creatures provoke an opportunity attack from the hoplite when they move within 5 feet of it. When the hoplite hits a creature with an opportunity attack using its spear, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Horrid Gnashing. The nullifier's mouths gnash incoherently while it can see any enemies. Each creature that starts its turn within 20 feet of the nullifier and can hear it must make a DC 16 Wisdom saving throw. Unless the save succeeds, the creature rolls a d8 to determine what it does during the current turn:

1–4: The creature is [stunned](#) until the end of the turn.

5–6: The creature is [frightened](#) until the end of the turn and uses its movement to get as far as possible from the nullifier.

7–8: The creature doesn't move, and it uses its action to make one melee attack against a random creature (other than itself) if one is within reach. It otherwise does nothing.

Horrific Imitation. The bloody bones chooses one creature it can see. It moves, acts, and speaks in a macabre imitation of the creature. Its utterances are nonsense, and it can't understand the languages of its chosen target. It maintains this imitation until it dies. A creature that hears and sees the bloody bones can tell it is performing an imitation with a successful DC 14 Wisdom (Insight) check.

Horrifying Aura. Any creature hostile to the bloody bones that starts its turn within 10 feet of the bloody bones must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn. If a creature's saving throw is successful, the creature is immune to the bloody bones' Horrifying Aura for the next 24 hours.

Hunger. Each time it feeds in combat, it regains hp equal to twice the level of the spell it ate and increases its Feed score by 1. The arcanaphage can't have a Feed score higher than 8, and its Feed score reduces by 1 each time it finishes a long rest.

I, Passive Abilities

Ice Walk. The hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

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

Incorporeal Movement. The dark father 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.

Indomitable (2/Day). The champion rerolls a failed saving throw.

Infernal Despair. Each creature within 30 feet of Hutijin that isn't a devil makes saving throws with disadvantage.

Infernal Legacy. She knows the [thaumaturgy](#) cantrip, and Charisma is her spellcasting ability for this spell.

Ingest Magic. At the start of each of the arcanaphage's turns, each creature within 30 feet of it that is currently maintaining concentration on a spell must make a DC 14 Constitution saving throw. On a failure, the creature's spell ends and the arcanaphage feeds.

Insatiable Greed. The abhorrent overlord can sense the presence of gold within 1,000 feet of itself. It can determine which location has the greatest amount of gold and can sense the direction to that site. If the gold is being moved, it knows the direction of the movement. It can't locate gold if any thickness of clay or lead, even a thin sheet, blocks a direct path between it and the gold.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom ([Insight](#)) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Intimidating Legions. A single clockwork soldier's rigid movements appear silly, but, when gathered in numbers, they become an inhuman terror. When the clockwork soldier makes a Charisma (Intimidation) check, it gains a bonus on that check equal to the number of other clockwork soldiers the target can see or hear.

Invisibility. The stalker is [invisible](#).

Imix's Blessing. When the firenewt reduces an enemy to 0 hit points, the firenewt gains 5 [temporary hit points](#).

Immutable Form. The clockwork armor of the ahu-nixta is immune to any spell or effect that would alter its form, as is the creature that controls it as long as the ahu-nixta remains within the armor.

J, Passive Abilities

Jiangshi Weaknesses. The jiangshi has the following flaws:

Fear of Its Own Reflection. If the jiangshi sees its own reflection, it immediately uses its reaction, if available, to move as far away from the reflection as possible.

Susceptible to Holy Symbols. While the jiangshi is wearing or touching a holy symbol, it automatically fails saving throws against effects that turn Undead.

Judging Aura. An undead creature that starts its turn within 10 feet of the ammut must succeed on a DC 16 Charisma saving throw or be stunned until the end of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ammut's Judging Aura for the next 24 hours.

Jungle Camouflage. The carbuncle has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.

K, Passive Abilities

Keen Hearing. The Bat King has advantage on Wisdom (Perception) checks that rely on hearing.

Keen Senses. The swarm has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Keen Sight. The Mouse King has advantage on Wisdom (Perception) checks that rely on sight.

Keen Smell. The ant has advantage on Wisdom (Perception) checks that rely on smell.

Know Thoughts. The aatxe can use an action to read the surface thoughts of one creature within 30 feet. This works like the *detect thoughts* spell, except it can only read surface thoughts and there is no limit to the duration. It can end this effect as a bonus action or by using an action to change the target.

L, Passive Abilities

Labyrinthine Recall. Baphomet can perfectly recall any path he has traveled, and he is immune to the [maze](#) spell.

Last Laugh. When the cackler dies, it releases a dying laugh that scars the minds of other nearby creatures. Each creature within 10 feet of the cackler must succeed on a DC 11 Wisdom saving throw or take 2 (1d4) psychic damage.

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

Life Hunger. If a creature within 60 feet of the sorrowsworn regains hit points, the sorrowsworn gains two benefits until the end of its next turn: it has advantage on attack rolls, and its Bite deals an extra 22 (4d10) necrotic damage on a hit.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Lightning Blood. A creature within 5 feet of the death kiss takes 5 (1d10) lightning damage whenever it hits the death kiss with a melee attack that deals piercing or slashing damage.

Lightning Form. The arclight phoenix can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the phoenix or hits it with a melee attack while within 5 feet of it takes 9 (2d8) lightning damage. In addition, the arclight phoenix 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 9 (2d8) lightning damage.

Light Sensitivity. While in bright light, the chuhaister has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Limited Speech (Humanoid Form Only). The aatxe can verbally communicate only simple ideas and phrases, though it can understand and follow a conversation without issue.

Liquid Courage (Recharge 5–6). As a bonus action, the bar brawl imbibes nearby alcohol to gain access to a hidden reservoir of audacity and grit. The bar brawl gains 7 (2d6) temporary hp for 1 minute.

Living Storm. The tempest is always at the center of a storm 1d6 + 4 miles in diameter. Heavy precipitation in the form of either rain or snow falls there, causing the area to be [lightly obscured](#). Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom ([Perception](#)) checks that rely on hearing. In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls. The winds extinguish open flames and disperse fog.

Loathsome Limbs. Whenever the zombie takes at least 5 bludgeoning or slashing damage at one time, roll a d20 to determine what else happens to it:

1–8: One leg is severed from the zombie if it has any legs left.

9–16: One arm is severed from the zombie if it has any arms left.

17–20: The zombie is decapitated.

If the zombie is reduced to 0 hit points, all parts of it die. Until then, a severed part acts on the zombie's initiative and has its own action and movement. A severed part has AC 8. Any damage it takes is subtracted from the zombie's hit points.

A severed leg is unable to attack and has a speed of 5 feet.

A severed arm has a speed of 5 feet and can make one claw attack on its turn, with disadvantage on the attack roll. Each time the zombie loses an arm, it loses a claw attack.

If its head is severed, the zombie loses its bite attack and its body is **blinded** unless the head can see it. The severed head has a speed of 0 feet. It can make a bite attack, but only against a target in its space.

The zombie's speed is halved if it's missing a leg. If it loses both legs, it falls **prone**. If it has both arms, it can crawl. With only one arm, it can still crawl, but its speed is halved. With no arms or legs, its speed is 0 feet, and it can't benefit from bonuses to speed.

Lunar Resistance. The dragon's immunities change with the position of the moon in relation to the dragon. If the dragon can only see the moon, it is immune to *force* damage. If the dragon can see the moon and the sun, it is immune to *radiant* damage. If the dragon can only see the sun, it is immune to *fire* damage. If the dragon can see neither, it is immune to *cold* damage.

Lurkers in Shadow. Jermlaine are **invisible** to **darkvision**.

M, Passive Abilities

Magic Immunity. The arcanophage is immune to damage from spells. It has advantage on saving throws against all other magical effects.

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

Magic Resistance Aura. While holding [Nepenthe](#), Isolde creates an aura in a 10-foot radius around her. While this aura is active, Isolde and all creatures friendly to her in the aura have advantage on saving throws against spells and other magical effects.

Magic Weapons. The Bat King's weapon attacks are magical.

Malfunction. Whenever the autognome takes 15 damage or more from a single source and isn't reduced to 0 hit points by that damage, roll a d20 to determine if it suffers a malfunction:

1–10: "All Fine Here!" No malfunction occurs.

11–12: "My Mind Is Going. I Can Feel It." The autognome is [incapacitated](#) for 1 minute.

13–14: "You've Disarmed Me!" One of the autognome's arms falls off, reducing the number of Shock attacks it can make by 1 until a creature uses an action to reattach the arm.

15–16: "Who Turned Out the Lights?" The autognome's head falls off and deactivates, causing the autognome to be [blinded](#) and [deafened](#) until a creature uses an action to reattach the head, which reactivates it.

17–20: "Have a Magical Day!" The autognome explodes and is destroyed. Each creature within 20 feet of the exploding autognome must make a DC 11 Dexterity saving throw, taking 22 (4d10) slashing damage on a failed save, or half as much damage on a successful one.

Mask of the Wild. Rahadin can attempt to hide even when he is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Massive Frame. The tortoise can carry up to 20,000 pounds of weight atop its shell, but moves at half speed if the weight exceeds 10,000 pounds. Medium or smaller creatures can move underneath the tortoise while it's not [prone](#).

Any creature under the tortoise when it falls prone is [grappled](#) (escape DC 18). Until the grapple ends, the creature is [prone](#) and [restrained](#).

Master of the Pallid Banner. While within 60 feet of the knight, any undead ally of the knight has advantage on saving throws against any effect that turns undead.

Marshal Undead. Unless the death knight is [incapacitated](#), it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't [incapacitated](#).

Mental Defense. While the dragonborn is wearing no armor, its AC includes its Intelligence modifier.

Mental Fortitude. The neogi has advantage on saving throws against being [charmed](#) or [frightened](#), and magic can't put the neogi to sleep.

Mercane Telepathy. The mercane can communicate telepathically with any other mercane it knows, regardless of the distance between them.

Merging. Two dohwars can have a telepathic conversation with each other and a third willing creature of their choice, provided all three are within 30 feet of one another.

Messy End. The kobold explodes 3 rounds after it dies, or immediately if it was killed by a critical hit. The explosion destroys the kobold's body, leaving its equipment behind. Each creature within 5 feet of the exploding kobold must make a DC 10 Dexterity saving throw, taking 4 (1d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Metabolic Control. At the start of each of its turns, the inquisitor regains 10 hit points and can end one condition on itself, provided the inquisitor has at least 1 hit point.

Metallic Awakening (Recharges after a Short or Long Rest). If the greatwyrms would be reduced to 0 hit points, its current hit point total instead resets to 450 hit points, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the greatwyrms can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 120,000 XP (240,000 XP total) for defeating the greatwyrms after its Metallic Awakening activates.

Mimicry. The cackler can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom ([Insight](#)) check.

Mortar and Pestle. Baba Yaga flies in a large mortar and pestle, which is immune to damage and can't be the target of spells or effects. It provides the witch partial cover from ranged attacks. Baba Yaga doesn't provoke an opportunity attack when she flies out of an enemy's reach. If Baba Yaga is knocked prone, stunned, or incapacitated while flying in the mortar, it will gently set her on the ground and disappear for 1 hour. The pestle remains with the witch.

Mount. If the archon isn't mounted, it can use a bonus action to magically teleport onto the creature serving as its mount, provided the archon and its mount are on the same plane of existence. When it teleports, the archon appears astride the mount, along with any equipment it is wearing or carrying.

While mounted and not [incapacitated](#), the archon can't be surprised, and both it and its mount have advantage on Dexterity saving throws. If the archon is reduced to 0 hit points while riding its mount, the mount is reduced to 0 hit points as well.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Multiple Heads. The dracohydra has five heads. While it has more than one head, the dracohydra has advantage on saving throws against being [blinded](#), [charmed](#), [deafened](#), [frightened](#), [stunned](#), and knocked [unconscious](#).

Whenever the dracohydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the dracohydra dies.

At the end of its turn, the dracohydra grows two heads for each of its heads that died since its last turn, unless it has taken radiant damage since its last turn. The dracohydra regains 10 hit points for each head regrown this way.

N, Passive Abilities

Nebulous Thoughts. Magical attempts to read the dragon's mind or glean its thoughts fail automatically.

Negative Energy Cone. The death tyrant's central eye emits an invisible, magical 150-foot cone of negative energy. At the start of each of its turns, the tyrant decides which way the cone faces and whether the cone is active.

Any creature in that area can't regain hit points. Any humanoid that dies there becomes a [zombie](#) under the tyrant's command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided that its body hasn't been completely destroyed.

Nimble Escape. The goblin can take the [Disengage](#) or [Hide](#) action as a bonus action on each of its turns.

None May Stop Death. When a creature within 30 feet of a dark father regains hp through any means other than resting, it must succeed on a DC 14 Constitution saving throw or take 3 (1d6) necrotic damage and have disadvantage on its next death saving throw.

Numbing Aura. Any creature that starts its turn within 10 feet of the zombie must make a DC 17 Constitution saving throw. Unless the save succeeds, the creature can't make more than one attack, or take a bonus action on that turn.

O, Passive Abilities

Object Reading. By concentrating for 10 minutes on a specific object, a corpse thief learns more about the object's most recent owner. The effects of this trait are different depending on if the most recent owner is alive or dead. This trait only works once per object.

- If the most recent owner is alive, the corpse thief sees through that person's eyes for 10 minutes. This works like the *clairvoyance* spell, except the most recent owner is the sensor and controls which direction it is pointed, how far it can see, etc. The most recent owner must make a DC 13 Wisdom saving throw. On a success, it gets the sensation that it is being watched.
- If the most recent owner is dead, the corpse thief can learn five things about the person's life through dream-like visions and emotions. This works like the *speak with dead* spell, except the spirit can only answer questions about events in which the object was present.

One with Wind. An alkonost is immune to the effects of magical and natural wind, including effects that would force it to move, impose disadvantage on Wisdom (Perception) checks, or force it to land when flying. In addition, its weapon attacks do an extra 2 (1d4) lightning damage if it is within 1 mile of a lightning storm.

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Open Celestial Gate. As an action, the zoryas opens a gateway to the celestial plane. The gate appears as a shimmering circle that sheds bright light in a 15-foot radius and dim light for an additional 15 feet and is framed by twisting, golden strands. The gate lasts 1 hour; though, the zoryas can choose to close it at any time as a bonus action. Once the gate closes, the zoryas is reduced to 0 hp and remains unconscious for six days, awakening, fully restored, at sunrise on the seventh day. The zoryas can't pass through its own gate.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is [invisible](#) or on the Ethereal Plane. It can pinpoint such a creature that is moving.

P, Passive Abilities

Pack Tactics. Sampati has advantage on attack rolls against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

Pact of Pain. Using a 10-minute ritual, the daemogoth can forge a magical bond with a willing creature it touches throughout the ritual. The creature becomes bound by the pact until it dies, the daemogoth dies, or the pact is broken by any effect that can remove a curse.

The daemogoth chooses one spell from the necromancy or enchantment school that is 3rd level or lower. The bound creature can cast that spell using this pact, requiring no material components and using Intelligence as the spellcasting ability. When it casts the spell, the creature takes 7 (2d6) psychic damage, which can't break the creature's concentration on a spell. Once the bound creature casts the spell in this way, it can't do so again until it finishes a long rest.

Pact of Suffering. Using a 10-minute long ritual, the titan can forge a magical bond with a willing creature it touches throughout the ritual. The creature becomes bound by the pact until it dies, the titan dies, or the pact is broken by a [wish](#) spell.

The titan chooses one spell from the necromancy or enchantment school that is 8th level or lower. The bound creature can cast that spell using this pact, requiring no material components and using Intelligence as the spellcasting ability. When it casts the spell, the creature takes 21 (6d6) psychic damage, which can't break the creature's concentration on a spell. Once the bound creature casts the spell in this way, it can't do so again until it finishes a long rest.

Partial Freeze. If the leviathan takes 50 cold damage or more during a single turn, the leviathan partially freezes; until the end of its next turn, its speeds are reduced to 20 feet, and it makes attack rolls with disadvantage.

Paw the Earth. The aatxe lowers its horns and paws at the ground with its hooves. Each creature within 30 feet of the aatxe must succeed on a DC 15 Wisdom saving throw or be 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 aatxe's Paw the Earth for the next 24 hours.

Petrifying Gaze. When a creature that can see the fulad-zereh's eyes starts its turn within 30 feet of the demon, the fulad-zereh can force it to make a DC 16 Constitution saving throw if the demon isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the saving throw begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or similar magic. 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 demon until the start of its next turn, when it can avert its eyes again. If the creature looks at the demon, it must immediately make the save.

Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of an ally wielding a shield.

Plant Camouflage. The alliumite has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Platinum Brilliance (Recharges after a Short or Long Rest). If the aspect would be reduced to 0 hit points, his current hit point total instead resets to 500 hit points, he recharges his Breath Weapon, and he regains any expended uses of Legendary Resistance. Additionally, the aspect can now use the options in the “Mythic Actions” section for 1 hour. Award a party an additional 155,000 XP (310,000 XP total) for defeating the aspect of Bahamut after his Platinum Brilliance activates.

Podling Link. The plant can see through and communicate telepathically with any of its [podlings](#) within 10 miles of it.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung’s skin must succeed on a DC 12 Constitution saving throw or become [poisoned](#) for 1 minute. A [poisoned](#) creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poor Depth Perception. Borborygmos has disadvantage on any attack roll against a target more than 30 feet away.

Portent (Recharges after the Diviner Casts a Divination Spell of 1st Level or Higher). When the diviner or a creature it can see makes an attack roll, a saving throw, or an ability check, the diviner can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Possessed Alignment. When Bol'bara is fully possessed, her alignment becomes Chaotic Evil.

Pounce. If the Queen of Cats moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone.

Pseudocorporeal. The crimson mist is weightless and can enter a hostile creature’s space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing.

Psychic Susceptibility. If the assassin takes psychic damage, it has disadvantage on attack rolls, saving throws, and ability checks until the end of its next turn.

Prison Belly. The large belly of the ammut magically sustains the life of those trapped inside it. A creature caught in its belly doesn’t need food, water, or air. The ammut can maintain one Medium or smaller creature this way as long as the ammut remains alive.

Psychic Leech. At the start of each of the sorrowsworn’s turns, each creature within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Prone Deficiency. If Flapjack is knocked [prone](#), roll a die. On an odd result, Flapjack lands upside-down and is [incapacitated](#). At the end of each of its turns, Flapjack can make a DC 10 Dexterity saving throw, righting itself and ending the [incapacitated](#) condition if it succeeds.

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Psychic Defenses. Unless Lazav is [incapacitated](#), he is immune to magic that allows other creatures to read his thoughts, determine whether he is lying, know his alignment, or know his creature type. Creatures can telepathically communicate with Lazav only if he allows it.

Psychic Engine. When the duergar despot suffers a critical hit or is reduced to 0 hit points, psychic energy erupts from its frame to deal 14 (4d6) psychic damage to each creature within 5 feet of it.

Putrid Aura (Acid and Poison Forms Only). A creature that starts its turn within 5 feet of the animated breath must succeed on a DC 15 Constitution saving throw or be [poisoned](#) until the start of its next turn. A creature that touches the animated breath or hits it with a melee attack takes 3 (1d6) acid damage.

Q, Passive Abilities

Quick Escape. As a bonus action, Chittr'k'k teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.

R, Passive Abilities

Radiant Rebirth (Recharges after a Long Rest). If the archon is reduced to 0 hit points, it regains 30 hit points and springs back to its feet with a burst of radiance. Each creature of the archon's choice within 30 feet of it must succeed on a DC 16 Constitution saving throw, or the creature takes 13 (3d8) radiant damage and is [blinded](#) until the start of the archon's turn.

Radiant Eyes. While its eyes are open, a blindheim projects bright light in a 60-foot cone and dim light for an additional 60 feet. It sets the orientation of this cone at the end of each of its turns. All creatures that can see the blindheim have disadvantage on attack rolls while in the area of bright light and within 15 feet of the blindheim. Creatures with the Sunlight Sensitivity trait that can see the blindheim have disadvantage on attack rolls anywhere in the area of bright light.

Radiant Mirror. If the worm takes radiant damage, each creature within 20 feet of it takes that damage as well.

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

Rapid Shifting. Opportunity attacks made against the gearkeeper have disadvantage.

Reactive. The giant can take one reaction on every turn in a combat.

Reactive Heads. For each head the dracohydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

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

Reconstruction. When the hollow dragon is reduced to 0 hit points, its body breaks into nine pieces: two arms, two legs, two wings, a tail, a torso, and a head. Each piece is a Large object with AC 19, 27 hit points, and immunity to psychic and poison damage. After 1d6 days, if all pieces are still within 6 miles of each other, they all teleport to the location of the head piece and merge with it, whereupon the hollow dragon regains all its hit points and becomes active again.

Recorded Mimicry. The raptor can mimic any sound, including voices, it has heard in the last 24 hours. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom ([Insight](#)) check.

Regeneration. The zoryas regains 10 hp at the start of its turn. If the zoryas takes necrotic damage, this trait doesn't function at the start of the zoryas' next turn. The zoryas' body is destroyed only if it starts its turn with 0 hp and doesn't regenerate.

Regeneration. The dark voice regains 5 hp at the start of its turn if it is in an area of dim light or darkness. The dark voice only dies if it starts its turn with 0 hp and doesn't regenerate.

Rejuvenation. If he dies, the Bat King's soul reforms on the Astral Plane. In 1d6 days, it inhabits the body of another bat on the Material Plane which becomes the Bat King with all of the hp and abilities thereof. Only killing every bat on the Material Plane will prevent this trait from functioning.

Rejuvenation. When the plant dies, it returns to life in the place where it died 1d12 months later, unless the ground where it took root is sown with salt or soaked with poison.

Rejuvenation. While its master lives, a destroyed boneclaw gains a new body in 1d10 hours, with all its hit points. The new body appears within 1 mile of the boneclaw's master.

Rejuvenation. When it drops to 0 hit points, the shard disappears and leaves a Tiny cracked gemstone in its space. The gemstone matches the kind of gem dragon it was in life and has AC 20, 15 hit points, and immunity to all damage except force. Unless the gemstone is destroyed, after 1d20 days, the gemstone dissipates and the shard re-forms, regaining all its hit points and appearing in the place the gemstone once occupied or in the nearest unoccupied space.

Relative Density. The fractal can move through creatures and objects as if they were [difficult terrain](#). It takes 5 (1d10) force damage if it ends its turn inside an object.

Relentless (Recharges after a Short or Long Rest). If the angel takes 21 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Rising Anger. If another creature deals damage to the sorrowsworn, the sorrowsworn's attack rolls have advantage until the end of its next turn, and the first time it hits with a Hook attack on its next turn, the attack's target takes an extra 19 (3d12) psychic damage.

On its turn, the sorrowsworn has disadvantage on attack rolls if no other creature has dealt damage to it since the end of its last turn.

Rodent Passivism. No rodents, ratfolk, or wererats can willingly attack the Mouse King. They can be forced to do so through magical means.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam 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 16 Strength saving throw or be knocked [prone](#).

Rotting Presence. When any creature that isn't a demon starts its turn within 30 feet one or more bulezaus, that creature must succeed on a DC 13 Constitution saving throw or take 1d6 necrotic damage plus 1 necrotic damage for each bulezau within 30 feet of it.

Running Leap. With a 10-foot running start, the chupacabra can long jump up to 25 feet.

S, Passive Abilities

Sacred Animation (Recharge 5–6). When the eidolon moves into a space occupied by a sacred statue, the eidolon can disappear, causing the statue to become a creature under the eidolon's control. The eidolon uses the sacred statue's stat block in place of its own.

Sacred Duty. The sammael angel can use its bonus action to shift its purpose between Destructor, Executioner, and Punisher.

- **Destructor.** The sammael's purpose is to destroy unholy monuments and statues. Its weapon attacks deal double damage to objects and structures.

- **Executioner.** The sammael's purpose is to slay a specific creature. The angel has advantage on attack rolls against a specific creature, chosen by its deity. As long as the angel and the victim are on the same plane of existence, the angel knows the precise location of the creature.

- **Punisher.** The sammael's purpose is to punish, but not kill, creatures, inflicting long-term suffering on those of its deity's choosing. A creature reduced to 0 hp by the angel loses 3 (1d6) Charisma as its body is horribly scarred by the deity's retribution. The scars last until the creature is cured by the *greater restoration* spell or similar magic.

Safe Fall. When she falls, the Queen of Cats lands on her feet and takes no damage.

Sanguine Feast. Whenever the crimson mist deals necrotic damage to a living creature with blood in its body, the creature's hp maximum is reduced by the same amount and the mist regains hp equal to half the necrotic damage dealt. The reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hp maximum to 0.

Savage Charge. If the bearfolk moves at least 20 feet straight toward a creature and then hits it with a battleaxe attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the bearfolk can make one bite attack against it as a bonus action.

Scroll Service (1/Day). As an action, the documancer draws a [spell scroll](#) from its documancy satchel. The scroll contains a spell of up to 3rd level of the documancer's choice. Only the documancer can use the scroll, which vanishes after 1 minute.

Scrying Focus. A spellcaster can use the fractine as a substitute focus when casting the [scrying](#) spell or similar magic, provided the spellcaster and the fractine are within 5 feet of each other.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

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

Secure Memory. The hydroloth is immune to the waters of the River Styx as well as any effect that would steal or modify its memories or detect or read its thoughts.

Serpent Passivism. No serpents can willingly attack the Queen of Serpents. They can be forced to do so through magical means.

Sever Silver Cord. If the dreadnought scores a critical hit against a creature traveling by means of the [astral projection](#) spell, the dreadnought can cut the target's silver cord instead of dealing damage.

Shapechanger. The arcamag can use its action to polymorph into a small object, such as a ring, wand, orb, rod, or scroll. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Shapechanger. The Bat King can use his action to polymorph into a Medium dark-skinned, bearded human man of slight stature, into a Medium bat-humanoid hybrid, or back into his true Small bat form. His statistics, other than his size, are the same in each form with the exception that only the Bat King's hybrid and bat forms retain his flying speed. Any equipment he is wearing or carrying transforms with him.

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

Shearing. Whenever the arborcyte suffers 10 or more damage from a single attack, a length of its vines breaks free. This animated tendril is under the arborcyte's control, moving and acting as an extension of the creature. Each tendril has AC 14, 10 hp, and a speed of 10 feet.

Shed Skin (Mythic Trait; Recharges after a Short or Long Rest). If Hythonia is reduced to 0 hit points, she doesn't die or fall [unconscious](#). Instead, she sheds her skin, regains 199 hit points, and moves up to her speed without provoking opportunity attacks.

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Shift Perception (1/Day). The dragon can cast [hallucinatory terrain](#), requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17).

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers two effects until the end of its next turn: its speed is halved, and it has disadvantage on Dexterity saving throws.

Shutdown. If targeted by [dispel magic](#), the horror must succeed on a Constitution saving throw against the caster's spell save DC or fall [unconscious](#) for 1 minute or until it takes any damage.

Skewer. Once per turn, when the lizardfolk makes a melee attack with its trident and hits, the target takes an extra 10 (3d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

Skin of the Forge. A creature that starts its turn within 5 feet of the alnaar must make a DC 16 Constitution saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. A creature that touches the alnaar or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. Nonmagical weapons and objects with Armor Class 15 or lower are immediately destroyed after coming into contact with the alnaar's skin. Weapons that hit the alnaar deal their damage before being destroyed. This trait is suppressed if the alnaar is starving.

Slippery. The cueyatl has advantage on saving throws and ability checks made to escape a grapple.

Smite (3/Day). When the simhamukha hits a creature with a melee attack, it can choose to deal an additional 9 (2d8) radiant damage.

Sneak Attack (1/Turn). The assassin deals an extra 10 (3d6) 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 of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Snow Camouflage. The yeti has advantage on Dexterity ([Stealth](#)) checks made to hide in snowy terrain.

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Sorcery Points. The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Soul Feeding. The barghest can feed on the corpse of a Fey or Humanoid it killed within the past 10 minutes. This feeding takes at least 1 minute, and it destroys the corpse. The victim's soul is trapped in the barghest for 24 hours, after which time it is digested and the person is incapable of being revived. If the barghest dies before the soul is digested, the soul is released. While a soul is trapped in the barghest, any magic that tries to restore the soul to life has a 50 percent chance of failing and being wasted.

Speak to/with Animals. The creature can communicate with *animals* as if they shared a language.

Speak with Sea Life. The cueyatl sea priest can communicate with amphibious and water breathing beasts and monstrosities as if they shared a language.

Special Equipment. In addition to her magic armor and weapons, Ezmerelda has two potions of greater healing, six vials of holy water, and three wooden stakes.

Spelljammer Overload. If the leech is reduced to 0 hit points while attached to a ship that has a [spelljamming helm](#), the creature attuned to that helm must make a DC 13 Constitution saving throw. On a failed save, the creature takes 10 (4d4) psychic damage and is [incapacitated](#) for 1 minute. On a successful save, the creature takes half as much damage and is [incapacitated](#) until the end of its next turn.

Spelljamming. The esthetic has the properties of a [spelljamming helm](#) (see the [Astral Adventurer's Guide](#)), but only its reigar creator can attune to it.

Spell Turning. The lion has advantage on saving throws against any spell that targets only the lion (not an area). If the lion's saving throw succeeds and the spell is of 4th level or lower, the spell has no effect on the lion and instead targets the caster.

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

Spiky Coat. A creature that touches the ahvizotl or hits it with a melee attack while within 5 feet of it must succeed on a DC 14 Dexterity saving throw or take 4 (1d8) piercing damage.

Spore Infusion. Jarad is surrounded by a cloud of spores. As a bonus action, he can cause the spores to deal 11 (2d10) poison damage to a creature he can see within 10 feet of him.

Spree Madness. If a creature confused by the spree demon's claw attack reduces a target to 0 hp, the confused creature must make a successful DC 14 Wisdom saving throw or gain a short-term madness (see the *System Reference Document 5.1*). If a creature fails this saving throw again while already suffering from a madness, it gains a long-term madness instead.

Sprint. The cauldronborn triples its speed until the end of its turn when moving toward a potion it has detected.

Squeakers. The clown wears shoes that squeak when it walks. The squeaking can be heard out to a range of 30 feet. The squeaking is silenced while the clown's Phantasmal Form is in effect.

Stable. Whenever an effect knocks the turtle [prone](#), it can make a DC 10 Constitution saving throw to avoid being knocked [prone](#). A [prone](#) turtle is upside down. To stand up, it must succeed on a DC 10 Dexterity check on its turn and then use all its movement for that turn.

Standing Leap. The assassin's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Starving Wrath. If an alnaar hasn't fed on a Medium-sized or larger creature within the last 12 hours, it is starving. While starving, the alnaar's Armor Class is reduced by 2, it has advantage on melee attack rolls against any creature that doesn't have all of its hp, and will direct its attacks at a single foe regardless of tactical consequences. Once it feeds on a Medium-sized or larger corpse or brings a Medium-sized or larger creature to 0 hp, it is no longer starving.

Steadfast. The devil can't be [frightened](#) while it can see an allied creature within 30 feet of it.

Steady as She Goes. On the deck of a ship, the giff has advantage on ability checks and saving throws made against effects that would knock it [prone](#) or [shove](#) it overboard.

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 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 any catoblepas for 1 hour.

Stench of Death. Each creature that starts its turn within 10 feet of the corpse flower or one of its [zombies](#) must make a DC 14 Constitution saving throw, unless the creature is a Construct or an Undead. On a failed save, the creature is [poisoned](#) until the start of its next turn. On a successful save, the creature is immune to the Stench of Death of all corpse flowers for 24 hours.

Stone Camouflage. The gnome has advantage on Dexterity ([Stealth](#)) checks made to hide in rocky terrain.

Storm Strike Weapons. The Queen of Birds' weapon attacks are magical. When she hits with a weapon attack, the attack deals an extra 2d8 damage of her choice of lightning or thunder damage (included in the attack).

Stunning Gaze. When a creature that can see the gauth's central eye starts its turn within 30 feet of the gauth, the gauth can force it to make a DC 14 Wisdom saving throw if the gauth isn't [incapacitated](#) and can see the creature. A creature that fails the save is [stunned](#) until the start of its next turn.

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

Suggestion (3/Day). The Inspired can cast the [suggestion](#) spell (spell save DC 13), requiring no material components.

Sunlight Hypersensitivity. The crimson mist takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

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

Sun's Guidance (3/Day). The zoryas has advantage on melee attack rolls until the end of its next turn.

Sure-Footed. The bulezau has advantage on Strength and Dexterity saving throws made against effects that would knock it [prone](#).

Surprise Attack. If the sable surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Swarm. The bar brawl can occupy another creature's space and vice versa, and the bar brawl can move through any opening large enough for a Medium humanoid. Except for Liquid Courage, the bar brawl can't regain hp or gain temporary hp.

Swarming Rush. A jermlaine adds 1d4 to its weapon damage rolls while within 5 feet of another, conscious jermlaine.

T, Passive Abilities

Tearful Stench. Each creature other than an alliumite within 5 feet of the alliumite when it takes damage must succeed on a DC 13 Constitution saving throw or be blinded until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Tearful Stench of all alliumites for 1 minute.

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Telepathic Hub. The elder brain can use its telepathy to initiate and maintain telepathic conversations with up to ten creatures at a time. The elder brain can let those creatures telepathically hear each other while connected in this way.

Telepathic Shroud. The cranium rat is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

Thrives on Company. The sorrowsworn has advantage on attack rolls while it is within 30 feet of at least two other creatures. It otherwise has disadvantage on attack rolls.

Tides of Chaos (1/Day). The blastseeker makes one attack roll, ability check, or saving throw with advantage.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom ([Perception](#)) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Transport Inhibitor. The zodar can't be teleported or sent to any plane of existence against its will.

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked [prone](#). If the target is [prone](#), the elephant can make one stomp attack against it as a bonus action.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 15-foot-diameter tunnel in its wake.

Turning Immunity. The avatar is immune to features that turn undead.

Turn Resistance. The alhoon has advantage on saving throws against any effect that turns Undead.

Two-Dimensionality. The fractine can occupy another creature's space and vice versa. It can move through other creatures and objects as if they were [difficult terrain](#), but it takes 5 (1d10) force damage if it ends its turn inside an object.

Two Heads. The amphisbaena has advantage on Wisdom ([Perception](#)) checks and on saving throws against being [blinded](#), [charmed](#), [deafened](#), [frightened](#), [stunned](#), and knocked [unconscious](#).

U, Passive Abilities

Unarmored Defense. While the dolgaunt is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Uncanny Smell. The boggle has advantage on Wisdom ([Perception](#)) checks that rely on smell.

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

Undead Slayer. When Rictavio hits an undead with a weapon attack, the undead takes an extra 10 (3d6) damage of the weapon's type.

Underwater Camouflage. The cipactli has advantage on Dexterity (Stealth) checks made while underwater.

Undetectable. Fraz-Urb'luu can't be targeted by divination magic, perceived through magical scrying sensors, or detected by abilities that sense demons or Fiends.

Unstable. If the rig takes damage, it must succeed on a DC 10 Constitution saving throw or be [incapacitated](#) with a speed of 0 until a creature activates it with a successful DC 10 Intelligence ([Arcana](#)) check made as an action.

Unusual Nature. The alkilith doesn't require air, food, drink, or sleep.

V, Passive Abilities

Vampire Weaknesses. The crimson mist has the following flaws:

- *Forbiddance.* The crimson mist can't enter a residence without an invitation from one of the occupants.
- *Harmed by Running Water.* The crimson mist takes 20 force damage if it ends its turn above or within running water.
- *Sunlight Hypersensitivity.* The crimson mist takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Vermin Blood. A creature that hits Azi Dahaka with a melee attack while within 5 feet takes 4 (1d8) piercing damage and 4 (1d8) poison damage as the dragon's blood becomes biting and stinging vermin.

Vermin Friend. The jermlaine can speak to and understand [rats](#) and [giant rats](#).

Vigilant. The giant can't be surprised.

Viscid Shell. When a creature hits the bearmit crab with a slashing or piercing melee weapon, the creature must succeed on a DC 13 Strength saving throw, or its weapon becomes stuck to the bearmit crab's shell. While the weapon is stuck, it can't be used. A creature can pull the weapon free by taking an action to make a DC 13 Strength check and succeeding.

Voice from the Past (1/Day). The professor can cast the [contact other plane](#) spell to contact a long-dead spirit, using Intelligence as the spellcasting ability.

W, Passive Abilities

Wakeful. While the dracohydra sleeps, at least one of its heads is awake.

Water Dependency. If the grung isn't immersed in water for at least 1 hour during a day, it suffers 1 level of [exhaustion](#) at the end of that day. The grung can recover from this exhaustion only through magic or by immersing itself in water for at least 1 hour.

Water Step. As a bonus action, the cipactli can liquefy itself, disappearing from its current location and reappearing in an unoccupied space it can see within 20 feet. Its current location and the new location must be connected by water in some way: a stream, ooze, soggy ground, or even runoff from a drain pipe.

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

Web Walker. Arasta ignores movement restrictions caused by webbing.

Whirling Blades. Any creature that starts its turn within 5 feet of the gearkeeper takes 4 (1d8) slashing damage.

X, Passive Abilities

Y, Passive Abilities

Z, Passive Abilities

Bonus Actions

A, Bonus Actions

Adhesive Filament. The cave fisher extends a sticky filament up to 60 feet, and the filament adheres to anything that touches it. A creature the filament adheres to is [grappled](#) by the cave fisher (escape DC 13), and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage). A weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull free. Destroying the filament deals no damage to the cave fisher. The filament crumbles away if the cave fisher takes this bonus action again.

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

Archer's Eye (3/Day). Immediately after making an attack roll or a damage roll with a ranged weapon, the archer can roll a d10 and add the number rolled to the total.

Astral Step (Recharge 4–6). The githyanki teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

Attach to Hull. The leech attaches itself to a ship's hull in its space, dealing 2 (1d4) piercing damage to the ship (ignoring the ship's damage threshold). This damage can't be repaired until the leech is scraped off the hull. While the leech is attached, its speed is 0, and it can detach itself as a bonus action. As an action, a creature within reach of the leech can try to scrape it off the hull, doing so with a successful DC 18 Strength check. On a failed check, the action is wasted as the leech remains attached to the hull. Removing the leech in this way deals no damage to the leech or the ship.

Augment. The fractal's size increases by one category. While the fractal is Medium or bigger, it makes Strength checks and Strength saving throws with advantage. The fractal can become no larger than Huge via this bonus action.

Aura of Annihilation. The bodak activates or deactivates this deathly aura. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and Fiends ignore this effect.

B, Bonus Actions

Battle Command. Choose one creature within 30 feet of the drow that the drow can see. If the chosen creature can see or hear the drow, that creature can use its reaction to make one melee attack or to take the [Dodge](#) or [Hide](#) action.

Benign Transportation (Recharges after the Conjuror Casts a Conjunction Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature [grappled](#) by the blight. *Hit:* 19 (3d8 + 6) piercing damage.

Blinding Eyes (Recharge 6). The kindori emits bright light in a 120-foot cone. Each creature in the cone must succeed on a DC 14 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 success.

Boggle Oil. The boggle excretes nonflammable oil from its pores, giving itself one of the following benefits of its choice until it uses this bonus action again:

Bottled Soul (3/Day). As a bonus action, the rattok demon consumes one of the bottled souls in its possession, regaining 7 (2d4 + 2) hp and gaining advantage on all attack rolls and ability checks for 1 round. Any non-fiend who consumes a bottled soul regains 7 (2d4 + 2) hit points and must make a DC 14 Constitution saving throw. On a failure, the creature is stunned for 1 round and poisoned for 1 hour. On a success, the creature is poisoned for 1 hour.

C, Bonus Actions

Cackle (Recharge 4–6). The doll cackles as it targets one or two creatures it can see within 30 feet of it. Each target that can hear the doll's cackling must make a DC 11 Wisdom saving throw, succeeding automatically if it has an Intelligence of 4 or lower. On a failed saving throw, the creature takes 5 (2d4) psychic damage and is [incapacitated](#) for 1 minute as it is overcome by a fit of laughter. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success. A creature that succeeds on this saving throw is immune to this doll's Cackle for 24 hours.

Change Shape (2/Day). The archdruid magically transforms into a Beast or an Elemental with a challenge rating of 6 or less and can remain in that form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls [unconscious](#). The archdruid can revert to its true form using a bonus action.

While in a new form, the archdruid's stat block is replaced by the stat block of that form, except the archdruid keeps its current hit points, its hit point maximum, this bonus action, its languages and ability to speak, and its Spellcasting action.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Chameleon Carapace. The thri-kreen changes the color of its carapace to match the color and texture of its surroundings, gaining advantage on Dexterity ([Stealth](#)) checks it makes to [hide](#) in those surroundings.

Champion Challenge (Recharges after a Short or Long Rest). As a bonus action, Donaar causes each creature of his choice that he can see within 30 feet of him to make a DC 13 Wisdom saving throw. On a failure, a creature can't willingly move more than 30 feet away from Donaar. This effect ends on the creature if Donaar is [incapacitated](#) or dies, or if the creature is moved more than 30 feet away from him.

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Chronal Break (1/Day). The pledgamage chooses a point within 30 feet of itself, shunting the minds of nearby creatures out of this moment in time. Each creature in a 10-foot-radius sphere centered on that point must succeed on a DC 13 Wisdom saving throw or be [incapacitated](#) until the end of the pledgamage's next turn.

Cloak of Ghostly Shadows. As a bonus action while in dim light or darkness, the ankou becomes invisible. While invisible, the ankou has advantage on Dexterity ([Stealth](#)) checks and gains the following: Resistance to acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks.

- Immunity to the grappled, paralyzed, petrified, prone, and restrained conditions
- The ankou 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.

- The cloak of ghostly shadows ends when the ankou chooses to end it as a bonus action, when the ankou dies, or if the ankou ends its turn in bright light.

Cloak of Shadows. As a bonus action while in dim light or darkness, the ankou becomes invisible. The cloak of shadows ends when the ankou chooses to end it as a bonus action, when the ankou dies, or if the ankou ends its turn in bright light.

Cloud Step (Recharge 4–6). The giant teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. The korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 13 Dexterity saving throw or become [grappled](#) by the rope (escape DC 13). Until this grapple ends, the target is [restrained](#). The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes [incapacitated](#). A rope of korred hair has AC 20 and 20 hit points. It regains 1 hit point at the start of each of the korred's turns while the rope has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

Consumption. As a bonus action, a cauldronborn can consume one potion within 5 feet of it that is not being worn or carried. Along with the potion's effect, the cauldronborn's hp maximum increases by 3 (1d6) and it gains the same number of hp.

Control Corpse. While Possess Corpse is active, the dybbuk makes the corpse do something unnatural, such as vomit blood, twist its head all the way around, or cause a quadruped to move as a biped. Any Beast or Humanoid that sees this behavior must succeed on a DC 12 Wisdom saving throw or become [frightened](#) of the dybbuk for 1 minute. The [frightened](#) creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on a saving throw against this ability is immune to Control Corpse for 24 hours.

Crystal Dart. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (1d10 + 2) force damage, and one of the following effects occurs, determined by the kind of dragon that created the gem stalker:

Amethyst. The gem stalker can teleport to an unoccupied space it can see within 30 feet of it.

Crystal. The gem stalker gains a number of temporary hit points equal to the damage dealt.

Emerald. The target must roll a d4 and subtract the number rolled from the next attack roll it makes before the start of the gem stalker's next turn.

Sapphire. The target must succeed on a DC 13 Strength saving throw or be pushed horizontally up to 10 feet away from the gem stalker and be knocked [prone](#).

Topaz. The target must succeed on a DC 13 Constitution saving throw or be [poisoned](#) until the start of the gem stalker's next turn.

Cunning Action. On each of its turns, the spy can use a bonus action to take the [Dash](#), [Disengage](#), or [Hide](#) action.

D, Bonus Actions

Delightful Light (Recharge 5–6). The dolphin magically emanates light in a 10-foot radius for a moment. The dolphin and each creature of its choice in that light gain 11 (2d10) [temporary hit points](#).

Digest. The corpse flower digests one corpse in its body and instantly regains 11 (2d10) hit points. Nothing of the digested corpse remains. Any equipment on the corpse is expelled from the corpse flower in its space.

Dimensional Rift. The boggle creates an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and a point within 30 feet of it that the boggle can see or specify by distance and direction (such as “30 feet straight up”). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle’s next turn.

Diminish. The fractal’s size decreases by one category. While the fractal is Tiny, it makes attack rolls, Dexterity checks, and Dexterity saving throws with advantage. The fractal can become no smaller than 1 foot in height via this bonus action.

Displacement (Recharge 5–6). The illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect lasts for 1 minute, and it ends early if the illusionist takes damage, if it is [incapacitated](#), or if its speed becomes 0.

E, Bonus Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet of itself. The target must succeed on a DC 14 Wisdom saving throw or be magically **charmed** by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The **charmed** target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the **charmed** target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Escape. The hamster takes the **Dash** or **Disengage** action.

Eye of the Law. As a bonus action, the archon can target a creature it can see within 120 feet of it and determine which laws that creature has broken in the last 24 hours.

F, Bonus Actions

Fey Leap. The dolphin teleports up to 30 feet to an unoccupied space it can see. Immediately before teleporting, the dolphin can choose one creature within 5 feet of it. That creature can teleport with the dolphin, appearing in an unoccupied space within 5 feet of the dolphin's destination space.

Fey Step (Recharge 4 – 6). The eladrin teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

Float. The goon balloon moves up to 20 feet vertically in one direction without provoking [opportunity attacks](#). If it ends this movement suspended in the air, it hovers in place. It can't be knocked [prone](#) while airborne.

G, Bonus Actions

H, Bonus Actions

I, Bonus Actions

Illumination. As a bonus action, the cranium rat can shed dim light from its brain in a 5-foot radius or extinguish the light.

Imprison. The fractine targets one creature of its size or smaller in its space. The target must succeed on a DC 16 Dexterity saving throw or be imprisoned in a demiplane. While the creature is imprisoned, a distorted image of it can be seen on the fractine's two-dimensional surface.

The demiplane moves with the fractine, has indestructible and opaque walls, and is only as big as it needs to be to contain the target, which doesn't suffer from hunger or thirst while imprisoned. No other creature can enter the demiplane, and the fractine can't be harmed from within the demiplane.

The fractine can imprison only one creature at a time and can release that creature as a bonus action. If the fractine is reduced to 0 hit points, any creature in the fractine's demiplane is released instantly. A released creature reappears in an unoccupied space as close to the fractine (or where it died) as possible. A creature can leave the demiplane on its own by using magic that enables planar travel, such as the [plane shift](#) spell.

J, Bonus Actions

Jammerscream (Recharge 6). The esthetic targets one spelljamming ship within 300 feet of itself, magically suppressing the properties of the ship's [spelljamming helm](#) for 2d10 days. If the ship has more than one helm aboard it, randomly determine which helm is affected. A creature attuned to that helm can choose to make a DC 17 Charisma saving throw. On a failed save, the creature takes 42 (12d6) psychic damage, and the helm is suppressed for 2d10 hours instead of 2d10 days. On a successful save, the creature takes half as much damage, and the helm is suppressed for 2d10 minutes instead of 2d10 days.

K, Bonus Actions

Kicking Retreat. Immediately after the leucrotta makes a Hooves attack, it takes the [Disengage](#) action.

L, Bonus Actions

Lightning Burst (Lightning Form Only). The animated breath magically teleports to an unoccupied space it can see within 30 feet of it. Each creature within 5 feet of the animated breath after it teleports takes 3 (1d6) lightning damage.

Lolth's Fickle Favor. The drow bestows the Spider Queen's blessing on one ally she can see within 30 feet of her. The ally takes 7 (2d6) psychic damage but has advantage on the next attack roll it makes before the end of its next turn.

M, Bonus Actions

N, Bonus Actions

Nimble Escape. Bol'bara can take the [Disengage](#) or [Hide](#) action as a bonus action on each of her turns.

O, Bonus Actions

P, Bonus Actions

Phantasmal Form (3/Day). The clown veils itself and everything it is wearing and carrying in an illusion that makes it look like some other creature of its size or smaller (such as a child) or an object small enough to fit in the clown's space (such as a floating balloon). Maintaining this effect requires the clown's concentration (as if concentrating on a spell), and the illusion fails to hold up to physical inspection. As an action, a creature that can see the clown's illusory form can make a DC 15 Wisdom ([Insight](#)) check, piercing the illusion and discerning the clown's true form on a success.

Phase (3/Day). The dragon becomes partially incorporeal for as long as it maintains concentration on the effect (as if concentrating on a spell). While partially incorporeal, the dragon has resistance to bludgeoning, piercing, and slashing damage.

Psychic Link. The elder brain targets one [incapacitated](#) creature it senses with its Creature Sense trait and establishes a psychic link with the target. Until the link ends, the elder brain can perceive everything the target senses. The target becomes aware that something is linked to its mind once it is no longer incapacitated, and the elder brain can terminate the link at any time (no action required). The target can use an action on its turn to attempt to break the link, doing so with a successful DC 18 Charisma saving throw. On a successful save, the target takes 10 (3d6) psychic damage. The link also ends if the target and the elder brain are more than 5 miles apart. The elder brain can form psychic links with up to ten creatures at a time.

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

Q, Bonus Actions

Quick Escape. As a bonus action, Chittr'k'k teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.

Quickness (Recharge 5–6). The fastieth can take the [Dodge](#) action as a bonus action.

R, Bonus Actions

Rally the Troops (1/Day). The aartuk magically ends the [charmed](#) and [frightened](#) conditions on itself and each creature of its choice that it can see within 30 feet of itself.

Rapid Movement. The egg hunter takes the [Dash](#) or [Disengage](#) action.

Ray of Fear (Recharge 4–6). The scavver's eye emits an invisible, magical ray that targets one creature the scavver can see within 60 feet of itself. The target must succeed on a DC 16 Wisdom saving throw or be [frightened](#) of the scavver until the start of the scavver's next turn.

Reduce (Recharges after a Short or Long Rest). For 1 minute, the duergar magically decreases in size, along with anything it is wearing or carrying. While reduced, the duergar is Tiny, reduces its weapon damage to 1, and makes attack rolls, ability checks, and saving throws with disadvantage if they use Strength. It gains a +5 bonus to all Dexterity ([Stealth](#)) checks and a +5 bonus to its AC. It can also take a bonus action on each of its turns to take the [Hide](#) action.

Reel In. The clockwork pulls the creature [grappled](#) by its Harpoon up to 20 feet closer.

Reanimate. The corpse flower animates one corpse in its body, turning it into a [zombie](#) (see the [Monster Manual](#)). The zombie appears in an unoccupied space within 5 feet of the corpse flower and acts immediately after it in the initiative order. The zombie acts as an ally of the corpse flower but isn't under its control, and the flower's stench clings to it (see Stench of Death).

S, Bonus Actions

Scale Dust (1/Day). The scarab releases magical glittering dust from its wings. Each creature within 5 feet of the scarab must succeed on a DC 13 Dexterity saving throw or be outlined in blue light for 10 minutes. While outlined in this way, a creature sheds dim light in a 10-foot radius and can't benefit from being [invisible](#). In addition, every Dragon within 1 mile of the creature becomes aware of it and can unerringly track the creature. Casting [dispel magic](#) on the creature ends the effect on it.

Second Wind (Recharges after a Short or Long Rest). The champion regains 20 hit points.

Sense Thoughts. The elder brain targets a creature with which it has a psychic link. The elder brain gains insight into the target's emotional state and foremost thoughts (including worries, loves, and hates).

Shadow Stealth. While in dim light or darkness, the ancient deep crow can take the [Hide](#) action as a bonus action.

Shadowstep. As a bonus action, the gloomstalker can teleport up to 40 feet to an unoccupied space it can see.

Shadow Step. While in dim light or darkness, the drow teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Shapechanger Savant. Lazav can use a bonus action to polymorph into a Small or Medium humanoid he has seen. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed.

Slippery Oil. The boggle has advantage on Dexterity ([Acrobatics](#)) checks made to escape bonds and end grapples, and it can move through openings large enough for a Tiny creature without squeezing.

Smite. Immediately after the blackguard hits a target with an attack roll, the blackguard can force that target to make a DC 13 Constitution saving throw. On a failed save, the target suffers one of the following effects of the blackguard's choice:

Blind. The target is [blinded](#) for 1 minute. The [blinded](#) target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Shove. The target is pushed up to 10 feet away and knocked [prone](#).

Snare Ship (1/Day). The spider weaves a magical web around a spelljamming ship it can see within 120 feet of itself. The web lasts for 1 minute and suppresses the magic of any *spelljamming helm* aboard the ship. Decks and other surfaces of the ship that aren't enclosed become [difficult terrain](#) until the effect ends. The web is impervious to damage but is destroyed by a successful casting of [dispel magic](#) (DC 18).

Spectral Dagger (Recharges after a Short or Long Rest). The choldrith conjures a floating, spectral dagger within 60 feet of itself. The choldrith can make a melee spell attack (+4 to hit against one creature within 5 feet of the dagger. On a hit, the target takes 6 (1d8 + 2) force damage.

The dagger lasts for 1 minute. As a bonus action on later turns, the choldrith can move the dagger up to 20 feet and repeat the attack against one creature within 5 feet of the dagger.

Spectral Duplicate (Recharges after a Short or Long Rest). The *berbalang* creates one spectral duplicate of itself in an unoccupied space it can see within 60 feet of it. While the duplicate exists, the *berbalang* is [unconscious](#). A *berbalang* can have only one duplicate at a time. The duplicate disappears when it or the *berbalang* drops to 0 hit points or when the *berbalang* dismisses it (no action required).

The duplicate has the same statistics and knowledge as the *berbalang*, and everything experienced by the duplicate is known by the *berbalang*. All damage dealt by the duplicate's attacks is psychic damage.

Starlight Step (3/Day). The elf magically teleports up to 30 feet, along with anything it is wearing or carrying, to an unoccupied space it can see.

Sticky Oil. The boggle has advantage on Strength ([Athletics](#)) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sulfurous Impersonation. The oblex extrudes a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 1d4 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. The simulacrum is an extension of the oblex, meaning that the oblex occupies its space and the simulacrum's space simultaneously. The tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex and the simulacrum. The simulacrum disappears if the tether is severed.

Summon Elemental (1/Day). The conjurer magically summons an [air elemental](#), an [earth elemental](#), a [fire elemental](#), or a [water elemental](#) (all appear in the [Monster Manual](#)). The elemental appears in an unoccupied space within 60 feet of the conjurer, whom it obeys. It takes its turn immediately after the conjurer. It lasts for 1 hour, until it or the conjurer dies, or until the conjurer dismisses it as a bonus action.

Summon Servant (1/Day). The drow magically summons a [glabrezu](#) or a [yochlol](#) (both appear in the [Monster Manual](#)). The summoned creature 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 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Summon Solar Dragon (1/Day). The elf has a 50 percent chance of magically summoning a [young solar dragon](#) ([described later](#) in this book). A summoned dragon appears in an unoccupied space that the summoner can see, acts on its own initiative count, and is an ally of its summoner. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Summon Specters (Recharges after a Short or Long Rest). As a bonus action, the cadaver collector calls up the enslaved spirits of those it has slain; 1d6 [specters](#) (without Sunlight Sensitivity) arise in unoccupied spaces within 15 feet of the cadaver collector. The [specters](#) act right after the cadaver collector on the same initiative count and fight until they're destroyed. They disappear when the cadaver collector is destroyed.

T, Bonus Actions

Taunt (2/Day). The bard targets one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Teleport. As a bonus action, Dyrn can teleport up to 30 feet to an unoccupied space it can see.

Tongue (Recharge 6). The aartuk tries to use its gooey tongue to snare one Large or smaller creature it can see within 30 feet of itself. The target must make a DC 12 Dexterity saving throw. On a failed save, the target is **grappled** by the tongue (escape DC 14) and pulled up to 25 feet toward the aartuk. The tongue can grapple one creature at a time.

U, Bonus Actions

V, Bonus Actions

Vaparak's Rage (Recharges after a Short or Long Rest). The giant enters a rage. The rage lasts for 1 minute or until the giant is [incapacitated](#). While raging, the giant gains the following benefits:

- The giant has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.
- The giant has resistance to bludgeoning, piercing, and slashing damage.

W, Bonus Actions

X, Bonus Actions

Y, Bonus Actions

Z, Bonus Actions

Actions

A, Actions

Absorb Spirit (1/Day). The ammut attempts to absorb the spirit of a dead or undead creature in its belly. The creature must succeed on a DC 16 Wisdom saving throw or be absorbed by the ammut. A creature absorbed this way is destroyed and can't be reanimated, though it can be restored to life by powerful magic, such as a *resurrection* spell. The ammut regains hp equal to the absorbed creature's hp maximum.

Acid Belch (Recharge 5–6). The abomination belches forth a cloud of acidic gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Acid Lash. Melee or Ranged Weapon Attack: +14 to hit, reach 10 ft. or range 60/120 ft., one target. *Hit:* 21 (4d6 + 7) acid damage. Any creature killed by this attack is drawn into Juiblex's body, here the corpse is dissolved after 1 minute.

Acid Retch (Recharge 5–6). The grafter retches forth a spray of acidic bile in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature [grappled](#). Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Acid Spray Gun (Recharge 5–6). The hobgoblin sprays acid in a 10-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

The spray gun has a tank that can be filled with ten standard vials of acid mixed with water, allowing it to be used five times.

Acid Touch. As an action, the child of Yggdrasil destroys one nonmagical object that isn't being worn or carried, such as a rope, plank, candlestick, or even an entire bronze cauldron.

Acid Vomit. Donaar regurgitates acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

Agonizing Burst. Melee or Ranged Spell Attack: +9 to hit, reach 10 ft. or range 120 ft., one target. *Hit:* 11 (2d10) force damage. If the target is a creature, the daemogoth regains 5 hit points.

Alluring Thrum (Recharge 5–6). The emissary emits a dreadful yet alluring hum. Each creature within 20 feet of the emissary that can hear it and that isn't an aberration must succeed on a DC 14 Constitution

saving throw or be [charmed](#) 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.

Amphora. Melee Weapon Attack: +6 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. If there is not already a creature inside the amphora, the target is [restrained](#) inside. As an action, the [restrained](#) creature can make a DC 14 Dexterity ([Acrobatics](#)) check, escaping from the amphora on a success. The effect also ends if the amphora is destroyed. The amphora has AC 8, 20 hit points, and immunity to poison and psychic damage.

Ancient Lullaby (Recharge 5-6). A cipactli sings a soporific, primordial song of eternal rest and divine repose from its many mouths. Each creature within 100 feet of the cipactli that can hear the song must succeed on a DC 14 Charisma saving throw or fall asleep and remain unconscious for 10 minutes. A creature awakens if it takes damage or another creature takes an action to wake it. This song has no effect on constructs and undead.

Animate Boulders (1/Day). The galeb duhr magically animates up to two boulders it can see within 60 feet of it. A boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be [charmed](#) or [frightened](#), and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is [incapacitated](#) or dies.

Animate Trees (1/Day). The animated tree magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a animated tree, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the animated tree. The tree remains animate for 1 day or until it dies; until the animated tree dies or is more than 120 feet from the tree; or until the animated tree takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Arc Lightning. Ranged Spell Attack: +7 to hit, range 30 ft., one target. *Hit:* 16 (3d10) lightning damage, and lightning jumps from the target to one creature of the fluxcharger's choice that it can see within 30 feet of the target. That second creature must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) lightning damage. *Hit or Miss:* The fluxcharger takes 5 (1d10) force damage after resolving the attack.

Arclight Touch. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) lightning damage, and lightning jumps from the target to one creature of the phoenix's choice that it can see within 30 feet of the target. That second creature must succeed on a DC 18 Dexterity saving throw or take 27 (6d8) lightning damage.

Attach. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature that can cast spells. *Hit:* The arcamag attaches to the target. While attached, the arcamag doesn't attack. Instead, it causes a handful of changes in its spellcaster host (see Changes to the Host sidebar). The arcamag can detach itself by spending 5 feet of its movement. A creature other than the host can use its action to detach the arcamag by succeeding on a DC 15 Strength check. The host can use its action to detach the arcamag only after the host has expended all of its spell slots for the day, including the extra cantrips and spell slots gained from having the arcamag attached. Doing so doesn't require a Strength check. When the arcamag detaches itself or is detached from a host, the host takes 2 (1d4) psychic damage per spellcaster level.

B, Actions

Barbed Proboscis. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 9 (2d8) necrotic damage, and the egg hunter regains hit points equal to the necrotic damage dealt.

Barbed Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become [poisoned](#) until the disease ends. While [poisoned](#) in this way, the target sports festering boils, coughs up flies, and sheds rotting skin, and the target must repeat the saving throw after every 24 hours that elapse. On a successful save, the disease ends. On a failed save, the target's hit point maximum is reduced by 4 (1d8). The target dies if its hit point maximum is reduced to 0.

Barbed Whip. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage, and, if the target is Large or smaller, it is pulled up to 25 feet toward the demon. If the target is a creature other than an undead or a construct, it must succeed on a DC 16 Constitution saving throw or take 5 (1d10) necrotic damage at the start of each of its turns as a barb of pure Abyssal energy lodges itself in the wound. Each time the demon hits the barbed target with this attack, the damage dealt by the wound each round increases by 5 (1d10). Any creature can take an action to remove the barb with a successful DC 14 Wisdom (Medicine) check. The barb crumbles to dust if the target receives magical healing.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 11 (2d10) necrotic damage. If the dullahan scores a critical hit against a creature, the target must succeed on a DC 15 Constitution saving throw or the dullahan cuts off the target's head. The target dies if it can't survive without the lost head. A creature that doesn't have or need a head, or has legendary actions, instead takes an extra 27 (6d8) slashing damage.

Battlefield Inspiration. The angel chooses up to three creatures it can see within 30 feet of it. Until the end of the angel's next turn, each target can add a d4 to its attack rolls and saving throws.

Beak (Raven or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage in raven form, or 4 (1d4 + 2) piercing damage in hybrid form. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with wereraven lycanthropy.

Beer Shower. The keg robot spews an unnaturally potent beer in a 15-foot cone or in a 30-foot line that is 5 feet wide. Each creature in the area must succeed on a DC 13 Constitution saving throw or be [poisoned](#). While [poisoned](#) in this way, a creature has its speed halved by exposure to the potent brew. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Additionally, the beer shower extinguishes any fires or open flames in its area.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically [petrified](#). 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](#) for 24 hours.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and if the target is Large or smaller, the anophiloï attaches to it. While attached, the anophiloï doesn't attack. Instead, at the start of each of the anophiloï's turns, the target loses 5 (1d6 + 2) hp due to blood loss. The anophiloï can detach itself by spending 5 feet of its movement. It does so after it drains 20 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the anophiloï by succeeding on a DC 13 Strength check.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or suffer one random effect (roll a d6):

1–2: Confusion. On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the [Dash](#) action, moving toward the nearest creature.

3–4 Paralysis. The target is [paralyzed](#) until the end of its next turn.

5–6: Poison. The target takes 13 (3d8) poison damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or suffer one random poison effect:

1. Poison Damage: The target takes 13 (3d8) poison damage.

2. Confusion: On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the [Dash](#) action, moving toward the nearest creature.

3. Paralysis: The target is [paralyzed](#) until the end of its next turn.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is [blinded](#) and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed. A swallowed creature is blinded and restrained, it has total cover against attacks and other

effects outside the neophron, and it takes 14 (4d6) acid damage at the start of each of the neophron's turns. The neophron can only swallow one creature at a time. If a humanoid dies while swallowed, it transforms into a ghast. At the start of its next turn, the neophron regurgitates the ghast into an unoccupied space within 10 feet. The ghast is under the neophron's control and acts immediately after the neophron in the initiative count. If the neophron takes 20 or more damage in a single turn from a creature inside it, the neophron must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the neophron. If the neophron dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 5 feet of movement, exiting prone.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is [grappled](#) by Strahd, [incapacitated](#), or [restrained](#). *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Strahd regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Strahd's control.

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the target is wearing nonmagical armor, the armor takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Blessing of Bountiful Generosity (1/day). The killmoulis targets up to eight creatures within 100 feet of it that it can see. The next time a target finishes a long rest, it regains all spent Hit Dice and gains 10 temporary hit points.

Blinding Breath (Recharge 6). The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity 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 success.

Blinding Rot. The amnizu targets one or two creatures that it can see within 60 feet of it. Each target must succeed on a DC 19 Wisdom saving throw or take 26 (4d12) necrotic damage and be [blinded](#) until the start of the amnizu's next turn.

Blinding Spittle (Recharge 5–6). The mouther spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be [blinded](#) until the end of the mouther's next turn.

Blood Bite (Bat or Hybrid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebat lycanthropy.

Blood Drain. One creature [grappled](#) by a tentacle of the death kiss must make a DC 16 Constitution saving throw. On a failed save, the target takes 22 (4d10) lightning damage, and the death kiss regains half as many hit points.

Body Thief. The intellect devourer initiates an Intelligence contest with an [incapacitated](#) humanoid within 5 feet of it that isn't protected by [protection from evil and good](#). If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the intellect devourer has total cover against attacks and other effects originating outside its host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the host body dies, the intellect devourer must leave it. A [protection from evil and good](#) spell cast on the body drives the intellect devourer out. The intellect devourer is also forced out if the target regains its devoured brain by means of a [wish](#). By spending 5 feet of its movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

Bone Shard. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and the target must make a DC 17 Constitution saving throw. On a failure, a piece of the bone breaks and sticks in the target's wound. The target takes 5 (2d4) piercing damage at the start of each of its turns as long as the bone remains lodged in its wound. A creature, including the target, can take its action to remove the bone by succeeding on a DC 15 Wisdom (Medicine) check. The bone also falls out of the wound if the target receives magical healing. A yek typically carries 3 (1d6) bone shards, which are destroyed on a successful hit. It can use its action to tear a bone shard from a corpse within 5 feet.

Breath of Hopelessness (Recharge 5–6). The eater of hope exhales a miasma of Underworld winds in a 30-foot cone. Each creature in that area must make a DC 14 Charisma saving throw. On a failed save, the target takes 26 (4d12) necrotic damage and is cursed for 1 minute. While cursed in this way, the target takes an extra 6 (1d12) necrotic damage whenever the eater of hope hits it with an attack. On a successful save, the target takes half as much damage and isn't cursed.

Breath of the Bone Mother (Recharge 5-6). Calling on her elemental powers and her mastery of crone-magic, Baba Yaga exhales a great wind in a 40-foot cone that smells of fetid mires and sausages. Creatures caught in that area must make a DC 18 Constitution saving throw. On a failure, a target takes 45 (10d8) necrotic damage and is affected by the *bestow curse* spell for 1 minute. On a success, a target takes half the necrotic damage but is not cursed. In addition, a creature damaged by the wind releases a *stinking cloud* (DC 18 Constitution saving throw against the cloud's poison) centered on it at the beginning of its next turn. The cloud dissipates after 1d4 rounds.

Breath Weapon (Recharge 5–6). The greatwurm exhales crushing force in a 300-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw. On a failed save, the creature takes 71 (11d12) force damage and is knocked [prone](#). On a successful save, it takes half as much damage and isn't knocked [prone](#). On a success or failure, the creature's speed becomes 0 until the end of its next turn.

Burning Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 3 (1d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Burst. The zombie explodes and is destroyed. Each creature within 5 feet of it must make a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. A humanoid creature killed by this damage rises as a [husk zombie](#) after 1 minute.

C, Actions

Cacophony (Recharge 4–6). Each creature in a 15-foot cube originating from the bard must make a DC 12 Constitution saving throw. On a failed save, a creature takes 9 (2d8) thunder damage and is pushed up to 10 feet away from the bard. On a successful save, a creature takes half as much damage and isn't pushed.

Call Potion (Recharge 5-6). The cauldronborn releases a hungry screech, magically reaching out to nearby potions. All potions within 10 feet of the cauldronborn magically move toward the cauldronborn by rolling out of backpacks, hopping off of belts, unburying themselves, etc. A creature wearing or carrying a potion must succeed on a DC 13 Dexterity saving throw or its potion moves to within 5 feet of the cauldronborn. The target must make a separate saving throw for each potion it is attempting to keep in its possession.

Call to Attack. Up to three allies within 120 feet of this duergar that can hear it can each use their reaction to make one weapon attack.

Captivating Artistry (1/Day). The elemental targets one creature it can see within 30 feet of itself. The target must succeed on a DC 12 Charisma saving throw or be [charmed](#) for 1 minute. The [charmed](#) target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Caustic Mist (Recharge 5–6). The mimic sprays a fine mist of acid in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 27 (6d8) acid damage and is [blinded](#) until the end of its next turn. On a successful save, the creature takes half as much damage and isn't [blinded](#).

Chain. Melee Weapon Attack: +9 to hit, reach 20 ft., one target. **Hit:** 16 (3d6 + 6) bludgeoning damage. If the target is a creature, it is [grappled](#) (escape DC 17). Until the grapple ends, the target is [restrained](#), and the giant can't use this attack on anyone else.

Chains of Obligation. The angel targets one creature [charmed](#) by it that it can see within 90 feet of it. The target must succeed on a DC 19 Charisma saving throw or become [paralyzed](#) for 1 minute or until it takes any damage.

Change Shape. The angel magically polymorphs into a humanoid 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 angel's choice). In the new form, the angel retains its game statistics and the 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.

Chaos Cloud (Recharges after a Short or Long Rest). The chaos quadrapod shoots forth a knot of roiling ethereal light that explodes at a point it can see within 60 feet of it. Each creature in a 20-foot-radius sphere centered on that point must succeed on a DC 14 Charisma saving throw or be [stunned](#) until the end of its next turn.

Charged Melody (Recharge 6). The alkonost sings a beautiful melody. Each creature within 30 feet of it that can hear the melody must succeed on a DC 12 Charisma saving throw or take 7 (2d6) lightning damage the next time it moves.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically [charmed](#) for 1 day. The [charmed](#) target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target [charmed](#) at a time. If it charms another, the effect on the previous target ends.

Charm. Strahd targets one humanoid he can see within 30 feet of him. If the target can see Strahd, the target must succeed on a DC 17 Wisdom saving throw against this magic or be [charmed](#). The [charmed](#) target regards Strahd as a trusted friend to be heeded and protected. The target isn't under Strahd's control, but it takes Strahd's requests and actions in the most favorable way and lets Strahd bite it.

Each time Strahd or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Strahd is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). Strahd magically calls 2d4 [swarms of bats](#) or [swarms of rats](#), provided that the sun isn't up. While outdoors, Strahd can call 3d6 [wolves](#) instead. The called creatures arrive in 1d4 rounds, acting as allies of Strahd and obeying his spoken commands. The beasts remain for 1 hour, until Strahd dies, or until he dismisses them as a bonus action.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be [paralyzed](#) for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

Chill Touch (Cantrip). *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage, and the target can't regain hit points until the start of the brain's next turn. If the target is Undead, it also has disadvantage on attack rolls against the brain until the end of the brain's next turn.

Chromatic Beam. The derro launches a brilliant beam of magical energy in a 5-foot-wide line that is 60 feet long. Each creature in the line must make a DC 12 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Chromatic Bolt. *Ranged Spell Attack:* +10 to hit, range 90 ft., one target. *Hit:* 22 (5d8) damage of a type chosen by the reigar from the following list: cold, fire, lightning, or radiant.

Chromatic Flames (Recharge 5–6). The aspect exhales multicolored flames in a 300-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw. On a failed save, the creature takes 71 (11d12) damage of a type of the aspect's choosing: acid, cold, fire, lightning, or poison. On a successful save, the creature takes half as much damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 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.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 10 (3d6) poison damage, and the creature must make a DC 14 Constitution saving throw. On a failure, the target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn for 1 minute. This works like the *confusion* spell. The target 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 this effect for the next 24 hours.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a [red slaad](#) or, if it has the ability to cast spells of 3rd level or higher, a [green slaad](#). Only a [wish](#) spell can reverse the transformation.

Cold Breath (Recharge 5–6). The dragon exhales a blast of frost in a 60-foot cone. Each creature in the cone must make a DC 18 Constitution saving throw. On a failed save, the creature takes 36 (8d8) cold damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Constrict (Snake or True Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 27 (6d6 + 6) bludgeoning damage and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until this grapple ends, the creature is restrained, and the Queen of Serpents can't constrict another target.

Consume Energy. The jiangshi draws energy from a creature it can see within 30 feet of it. The target makes a DC 16 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. The jiangshi regains hit points equal to the amount of necrotic damage dealt. After regaining hit points from this action, the jiangshi gains the following benefits for 7 days: its walking speed increases to 40 feet, and it gains a flying speed equal to its walking speed and can hover.

A Humanoid slain by this necrotic damage rises as a [wight](#) (see its entry in the [Monster Manual](#)) at the end of the jiangshi's turn. The wight acts immediately after the jiangshi in the initiative order. If this wight slays a Humanoid with its Life Drain, the wight transforms into a jiangshi 5 days later.

Corruption. Dyrnn targets one creature it can see within 60 feet of it. The target must succeed on a DC 23 Constitution saving throw or take 22 (4d6 + 8) necrotic damage and become corrupted for 1 minute.

A corrupted creature's flesh twists in alien ways. The creature has disadvantage on attack rolls, its speed is reduced by half, and if it tries to cast a spell, it must first succeed on a DC 15 Intelligence check or the spell fails and is wasted. The corrupted creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be [restrained](#) by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures [restrained](#) by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature [restrained](#) by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer [restrained](#) and moves to the nearest space outside the whirlwind.

Creeping Darkness (Recharge 6). The abishai casts [darkness](#) at a point within 120 feet of it, requiring no spell components or concentration. Wisdom is its spellcasting ability for this spell. While the spell persists, the abishai can move the area of darkness up to 60 feet as a bonus action.

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also [blinded](#) and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Crushing Embrace. The boneless wraps its body around a Large or smaller creature [grappled](#) by it. While the boneless is attached, the target is [blinded](#) and is unable to breathe. The target must succeed on a DC 13 Strength saving throw at the start of each of the boneless' turns or take 5 (1d4 + 3) bludgeoning damage. If something moves the target, the boneless moves with it. The boneless can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to try to detach the boneless and force it to move into the nearest unoccupied space, doing so with a successful DC 13 Strength check. When the boneless dies, it detaches from any creature it is attached to.

Crushing Hug. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (9d6 + 5) bludgeoning damage, and the target is [grappled](#) (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6 + 5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way.

Crystal Spores (Recharge 6). A 15-foot-radius cloud of toxic crystalline spores extends out from the emissary. The spores spread around corners. Each creature in the area must succeed on a DC 14 Constitution saving throw or become [poisoned](#). While poisoned in this way, a creature takes 11 (2d10) poison damage at the start of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Curse (Recharges after a Long Rest). Ezmerelda targets one creature that she can see within 30 feet of her. The target must succeed on a DC 14 Wisdom saving throw or be cursed. While cursed, the target has

vulnerability to one type of damage of Ezmerelda's choice. The curse lasts until ended with a [greater restoration](#) spell, a [remove curse](#) spell, or similar magic. When the curse ends, Ezmerelda takes 3d6 psychic damage.

Curse of Poor Hospitality (1/day). The killmoulis targets up to eight creatures within 100 feet of it that it can see. The next time a target completes a long rest, it does not regain spent Hit Dice.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

D, Actions

Dancing Elements Breath (Recharge 5–6). Galazeth exhales a blast of flames and ice in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, gaining no benefit from cover (other than [total cover](#)) and taking 38 (7d10) fire damage and 38 (7d10) cold damage on a failed save, or half as much damage on a successful one.

Dancing Lights. The rothé casts [dancing lights](#), requiring no spell components and using Wisdom as the spellcasting ability.

Dark Stare. The bloody bones stares balefully at one creature it can see within 60 feet. That creature must succeed on a DC 13 Wisdom saving throw or have disadvantage on all attacks until the end of its next turn.

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). [Darkvision](#) can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Dazzling Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) psychic damage, and the target is [blinded](#) until the start of the dolphin's next turn.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked [prone](#) and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked [prone](#), and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls [prone](#) in the bulette's space.

Death Lance. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 18 (4d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Death Ray (Recharge 5–6). The catoblepas targets one creature it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

Debilitating Breath (Recharge 5–6). The dragon exhales a pulse of high-pitched, nearly inaudible sound in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, the creature takes 44 (8d10) thunder damage and is [incapacitated](#) until the end of its next turn. On a successful save, the creature takes half as much damage and isn't [incapacitated](#).

Decaying Breath (Recharge 5–6). Beledros exhales decaying energy in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 39 (6d12) necrotic damage and

39 (6d12) poison damage on a failed save, or half as much damage on a successful one. A creature that takes damage from the breath can't regain hit points until the start of Beledros's next turn.

Defile (Recharge 6). Ordinary vegetation within 10 feet of the ssurran withers and dies. In addition, each creature within 10 feet of the ssurran must make a DC 11 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. The ssurran regains 5 (1d10) hit points for each creature that fails the saving throw.

Demon Staff. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if used with two hands, plus 14 (4d6) psychic damage. The target must succeed on a DC 19 Wisdom saving throw or become [frightened](#) of the drow for 1 minute. The [frightened](#) target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Demonic Possession (Recharge 6). One humanoid that the pishacha can see within 5 feet of it must succeed on a DC 13 Wisdom saving throw or be possessed by the pishacha; the pishacha then disappears, and the target is incapacitated and loses some control of its body, succumbing to a random short-term madness (see the System Reference Document 5.1) each round for 3d6 rounds. At the end of the 3d6 rounds, the pishacha becomes dormant within the body. While possessing a victim, the pishacha attempts to seize control of the body again every 1d4 hours. The target must succeed on a DC 13 Wisdom saving throw or succumb to another 3d6 round period of random short-term madness. Even if the target succeeds, it is still possessed. If the target is still possessed at the end of a long rest, it must succeed on a DC 13 Wisdom saving throw or gain a long-term madness. While possessing a victim, the pishacha can't be targeted by any attack, spell, or other effect, except those that can turn or repel fiends, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hp, the pishachi ends it as a bonus action, or the pishacha is turned or forced out by an effect like the *dispel evil and good* spell. The pishacha can also be forced out if the victim eats a bowl of rice that has been cooked in holy water. When the possession ends, the pishachi reappears in an unoccupied space within 5 feet of the body. The target is immune to possession by the same pishacha for 24 hours after succeeding on the initial saving throw or after the possession ends.

Desiccating Breath (Recharge 5–6). The dragon exhales yellowish necrotic energy in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, the creature takes 35 (10d6) necrotic damage and is weakened until the end of its next turn. A weakened creature has disadvantage on Strength-based ability checks and Strength saving throws, and the creature's weapon attacks that rely on Strength deal half damage. On a successful save, the creature takes half as much damage and isn't weakened.

Devouring Embrace. The cipactli devours a Medium or smaller creature grappled by it. The devoured target is blinded, restrained, it has total cover against attacks and other effects outside the cipactli, and it takes 14 (4d6) piercing damage at the start of each of the cipactli's turns as the fiend's lesser mouths slowly consume it. If the cipactli moves, the devoured target moves with it. The cipactli can only devour one target at a time. A creature, including the devoured target, can take its action to pry the devoured target out of the cipactli's many jaws by succeeding on a DC 14 Strength check.

Devour Intellect. The intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is [stunned](#) until it regains at least one point of Intelligence.

Disassembly. The assassin breaks its body down into a snakelike, segmented cylinder, which allows it to move through a space as narrow as 6 inches wide. It can reassemble itself into its true form by using this action again. While disassembled into its snake form, the assassin can't attack and attack rolls against it have advantage.

Discordant Refrain (Recharge 5-6). The kinnara plays a series of jarring notes on its musical instrument. Each non-celestial creature within 60 feet who can hear the sound must make a DC 14 Wisdom saving throw. On a failure, a creature takes 18 (4d8) psychic damage and is frightened for 1 minute. On a success, a creature takes half the damage but isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Discordant Song. Aphemia shrieks a cacophony of magical sounds. Each humanoid within 120 feet of her must succeed on a DC 14 Wisdom saving throw or be [frightened](#) of her until the song ends. A [frightened](#) creature takes 7 (2d6) psychic damage at the start of its turn while Aphemia is singing. A [frightened](#) 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 Aphemia's Discordant Song for the next 24 hours. Aphemia must take a bonus action on her subsequent turns to continue singing. She can stop singing at any time. The song ends if Aphemia is [incapacitated](#) or dies.

Disorienting Breath (Recharge 5-6). The dragon exhales a wave of psychic dissonance in a 60-foot cone. Each creature in that area must make a DC 18 Intelligence saving throw. On a failed save, the creature takes 42 (12d6) psychic damage, and until the end of its next turn, when the creature makes an attack roll or an ability check, it must roll a d6 and reduce the total by the number rolled. On a successful save, the creature takes half as much damage with no additional effects.

Divine Dread. Each creature within 60 feet of the eidolon that can see it must succeed on a DC 15 Wisdom saving throw or be [frightened](#) of it for 1 minute. While [frightened](#) in this way, the creature must take the [Dash](#) action and move away from the eidolon by the safest available route at the start of each of its turns, unless there is nowhere for it to move, in which case the creature also becomes [stunned](#) until it can move again. A [frightened](#) target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any eidolon's Divine Dread for the next 24 hours.

Divine Flame (2/Day). A 10-foot-radius, 40-foot-high column of divine fire sprouts in an area up to 120 feet away from the drow. Each creature in the column must make a DC 20 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Divine Inspiration (Recharge 5-6). The eye of the gods inspires all allies within 10 feet. For 1 minute, all inspired creatures have advantage on saving throws against being frightened.

Divine Protection. When a creature makes an attack against Barong or one of his allies within 30 feet, Barong grants the target of the attack a +5 bonus to its AC until the start of his next turn.

Drain Vitality (Recharges after a Short or Long Rest). The thri-kreen targets one creature it can see within 30 feet of itself. The target must make a DC 14 Constitution saving throw, taking 32 (5d12) necrotic damage on a failed save, or half as much damage on a successful one. The thri-kreen regains hit points equal to the damage dealt.

Draining Kiss. The fiend kisses a creature [charmed](#) by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be [frightened](#) for 1 minute. If a [frightened](#) target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Dream Breath. The dragon exhales mist in a 90-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall [unconscious](#) for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Dusk's Arrival (Recharges after a Long Rest). The zoryas' lantern darkens, snuffing out nearby natural and magical sources of light. Each creature within 30 feet of the zoryas must make a DC 16 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. The area is bathed in darkness like the *darkness* spell until the end of the zoryas' next turn.

E, Actions

Eat Memories. The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the [greater restoration](#) or [heal](#) spell. Constructs, Oozes, Plants, and Undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from its ability checks and attack rolls. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes [unconscious](#) for 1 hour. The effect then ends.

The oblex learns all the languages a memory-drained target knows and gains all its skill proficiencies.

Ear-Splitting Yawp (Recharge 5-6). The azeban emits a piercing yell in a 15-foot cone. Each creature in the area must make a DC 14 Constitution saving throw. On a failure, a target takes 21 (6d6) thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage but isn't deafened. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the area.

Earth Phasing. Until the end of its next turn, the khargra can fly through nonmagical earth and stone. While doing so, it doesn't disturb the material it moves through. It can end its movement within earth or stone, but if it remains within earth or stone when this ability ends, it takes 14 (4d6) force damage and immediately moves to the nearest unoccupied space.

Echoes of the Abyss (1/Day). The echo demon summons horrible wails from the deep crevasses of the Abyss. Creatures within 60 feet who can hear the wails must succeed on a DC 15 Wisdom saving throw or be stunned until the start of the echo demon's next turn. An affected creature continues hearing the troubling echoes of these cries until it finishes a long rest, and it has disadvantage on Intelligence checks until then.

Eject Slime (Recharge 5-6). Juiblex spews out a corrosive slime, targeting one creature that it can see within 60 feet of it. The target must succeed on a DC 21 Dexterity saving throw or take 55 (10d10) acid damage. Unless the target avoids taking all of this damage, any metal armor worn by the target takes a permanent -1 penalty to the AC it offers, and any metal weapon the target is carrying or wearing takes a permanent -1 penalty to damage rolls. The penalty worsens each time a target is subjected to this effect. If the penalty on an object drops to -5, the object is destroyed. The penalty on an object can be removed by the [mending](#) spell.

Eldritch Blast (Cantrip). *Ranged Spell Attack:* +4 to hit, range 120 ft., one creature. *Hit:* 7 (1d10 + 2) force damage.

Elemental Breath. The greatwurm exhales elemental energy in a 300-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 84 (13d12) fire damage on a failed save, or half as much damage on a successful one.

Elusive Pages. While inside its book, the bookkeeper magically turns its book invisible until it attacks, or until its concentration ends (as if concentrating on a spell). The bookkeeper is also invisible while inside the invisible book.

Energy Drain. Melee or Ranged Spell Attack: +6 to hit, reach 5 ft. or range 30 ft., one creature. Hit: 22 (4d10) necrotic damage. A Humanoid reduced to 0 hit points by this attack dies and instantly transforms into a free-willed [shadow](#) or [vampire](#) (captain's choice) under the DM's control.

Engulf. The mist moves up to its speed. While doing so, it can enter a Medium or smaller creature's space. When the mist enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the mist. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the mist enters the creature's space, and the creature takes 15 (4d6) necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 15 (4d6) necrotic damage at the start of each of the mist's turns. When the mist moves, the engulfed creature doesn't move with it, and is freed. An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the mist. A creature within 5 feet of the mist can take an action to pull a creature out of the mist. Doing so requires a DC 14 Strength check, and the creature making the attempt takes 14 (4d6) necrotic damage. The mist can only engulf one Medium or smaller creature at a time.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically [charmed](#) by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The [charmed](#) target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the [charmed](#) target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Enthralling Touch. *Melee Spell Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* The target is magically cursed. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks. The curse lasts until removed by the *remove curse* spell or other magic.

Entrapping Pod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature [grappled](#) by the plant. *Hit:* 22 (4d8 + 4) acid damage, and the target is pulled into the plant's space and enveloped by the pod, and the grapple ends. While enveloped, the target is [restrained](#), and it has total cover against attacks and effects originating outside the pod. The enveloped target must also immediately succeed on a DC 16 Constitution saving throw or be [stunned](#) by the plant's sapping enzymes until it is removed from the pod or the plant dies. The enveloped target doesn't require air and gains 1 level of [exhaustion](#) for each hour it spends in the pod. If the target dies while enveloped, it immediately emerges from the pod as a living [podling](#), wearing or carrying all of the original creature's equipment.

As an action, a creature within 5 feet of the bodytaker plant that is outside the pod can open the pod and pull the target free with a successful DC 15 Strength check. If the plant dies, the target is no longer [restrained](#) and can escape from the pod by spending 10 feet of movement, exiting [prone](#). The plant has one pod, which can envelop one creature at a time.

Etherealness. The phantom warrior enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Euphoria Breath (Recharge 5–6). The dragon exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1–4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5–6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

Everywhere at Once (Recharge 5-6). The echo demon teleports up to 60 feet to an unoccupied space. Immediately after teleporting, it can make an iron claws attack with advantage as a bonus action.

Evil Eye (Recharges after a Short or Long Rest). Ezmerelda targets one creature that she can see within 10 feet of her and casts one of the following spells on the target (save DC 14), requiring neither somatic nor material components to do so: [animal friendship](#), [charm person](#), or [hold person](#). If the target succeeds on the initial saving throw, Ezmerelda is [blinded](#) until the end of her next turn. Once a target succeeds on a saving throw against this effect, it is immune to the Evil Eye power of all Vistani for 24 hours.

Evil Eye (Recharges after a Short or Long Rest). Ezmerelda targets one creature that she can see within 10 feet of her and casts one of the following spells on the target (save DC 14), requiring neither somatic nor material components to do so: [animal friendship](#), [charm person](#), or [hold person](#). If the target succeeds on the initial saving throw, Ezmerelda is [blinded](#) until the end of her next turn. Once a target succeeds on a saving throw against this effect, it is immune to the Evil Eye power of all Vistani for 24 hours.

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 14 Charisma saving throw. The creature takes 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one.

Exalting Breath. The aspect exhales the restoring winds of Mount Celestia in a 300-foot cone. Each creature in that area of the aspect's choice regains 71 (13d10) hit points, and each creature in that area of the aspect's choice that has been dead for no longer than 1 hour is restored to life with all its hit points.

Explosive Bolt (Recharge 5–6). The clockwork launches an explosive charge at a point within 120 feet. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Extract Brain. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one [incapacitated](#) creature [grappled](#) by Dyrnn. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, Dyrnn kills the target by extracting and devouring its brain.

Eye of Fear. The target and up to four other creatures of the eye of fear and flame's choice within 10 feet of the target must each succeed on a DC 16 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 success.

Eye of Flame. The target must make a DC 16 Dexterity saving throw. On a failed save, the target takes 44 (8d10) fire damage, and if it is a creature or a flammable object, it ignites. On a successful save, the target takes half as much damage and does not ignite. A target that ignites takes 5 (1d10) fire damage at the start of each of its turns until a creature takes an action to douse the fire.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be [charmed](#) by the beholder for 1 hour, or until the beholder harms the creature.
2. **Paralyzing Ray.** The targeted creature must succeed on a DC 16 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.
3. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be [frightened](#) 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.
4. **Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. **Enervation Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is [restrained](#) by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is [incapacitated](#). If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
7. **Sleep Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain [unconscious](#) for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
8. **Petrification Ray.** The targeted creature must make a DC 16 Dexterity 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.

9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Eye Rays. The eyedrake shoots three of the following magical eye rays at random (reroll duplicates), each ray targeting one creature it can see within 60 feet of it:

1: Freezing Ray. The target must make a DC 14 Constitution saving throw. On a failed save, the target takes 17 (5d6) cold damage, and its speed is halved until the end of its next turn. On a successful save, the target takes half as much damage with no additional effects.

2: Debilitating Ray. The target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) thunder damage and become [incapacitated](#) until the end of its next turn.

3: Repulsion Ray. The target must succeed on a DC 14 Strength saving throw or take 14 (4d6) force damage and be pushed up to 60 feet away from the eyedrake.

4: Fire Ray. The target must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

5: Paralyzing Ray. The target must succeed on a DC 14 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.

6: Death Ray. The target must make a DC 14 Dexterity saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. The target dies if the ray reduces it to 0 hit points.

Eye Rays. The gauth shoots three of the following magical eye rays at random (roll three d6s, and reroll duplicates), targeting one to three creatures it can see within 120 feet of it:

1: Devour Magic Ray. The targeted creature must succeed on a DC 14 Dexterity saving throw or have one of its magic items lose all magical properties until the start of the gauth's next turn. If the object is a charged item, it also loses 1d4 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.

2: Enervation Ray. The targeted creature must make a DC 14 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

3: Fire Ray. The targeted creature must succeed on a DC 14 Dexterity saving throw or take 22 (4d10) fire damage.

4: Paralyzing Ray. The targeted creature must succeed on a DC 14 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.

5: Pushing Ray. The targeted creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet directly away from the gazer and have its speed halved until the start of the gazer's next turn.

6: Sleep Ray. The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain [unconscious](#) for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on Constructs and Undead.

Eye Rays. The gazer shoots two of the following magical eye rays at random (roll two d4s, and reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1: Dazing Ray. The targeted creature must succeed on a DC 12 Wisdom saving throw or be [charmed](#) until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2: Fear Ray. The targeted creature must succeed on a DC 12 Wisdom saving throw or be [frightened](#) until the start of the gazer's next turn.

3: Frost Ray. The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4: Telekinetic Ray. If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer. If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

F, Actions

Fearful Gaze. The chupacabra fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 11 Wisdom saving throw or be paralyzed for 1 minute. A paralyzed 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 chupacabra's Fearful Gaze for the next 24 hours.

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be [poisoned](#) until the start of its next turn. While [poisoned](#) in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically [charmed](#). The [charmed](#) creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts [charmed](#) at a time.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically [charmed](#) for 1 day. The [charmed](#) target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Fiendish Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) force damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 16 (3d10) poison damage and become [poisoned](#) for 1 minute. The [poisoned](#) target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fiery Explosion (Recharge 4–6). Kelek creates a magical explosion of fire centered on a point he can see within 120 feet of him. Each creature in a 20-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Filament. One creature [grappled](#) by the cave fisher's adhesive filament must make a DC 13 Strength saving throw, provided that the target weighs 200 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a

bonus action. Reeling up the target releases anyone else who was attached to the filament. Until the grapple ends on the target, the cave fisher can't extrude another filament.

Final Curtain. The dark father targets a corpse it can see within 30 feet that has been dead for no longer than 1 hour. A stream of dark energy flows between the corpse and the dark father. At the end of the dark father's next turn, the dark father absorbs the corpse and it vanishes completely. Any worn items or possessions are unaffected. A corpse destroyed in this manner can't be retrieved other than by a *wish* spell or similar magic.

Fire Breath. The dragon exhales fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Fire Burst (Recharge 5–6). The giant strider hurls a gout of flame at a point it can see within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners, and it ignites flammable objects in that area that aren't being worn or carried.

Fire Spray (Recharge 5–6). From its fire lance, the duergar shoots a 15-foot cone of fire or a line of fire 30 feet long and 5 feet wide. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Fire Storm (7th-Level Spell; 1/Day). The lich fills up to ten 10-foot cubes with fire. Every cube must be within 150 feet of the lich and occupy a space the lich can see, and each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a DC 19 Dexterity saving throw, taking 38 (7d10) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried. If the lich chooses, plant life in the area is unaffected by the spell.

First Roar. Each creature that fails a DC 18 Wisdom saving throw is [frightened](#) for 1 minute. A [frightened](#) creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Flailing Claws (Recharge 5–6). The dhergoloth moves up to its speed in a straight line and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 14 Dexterity saving throw or take 22 (3d12 + 3) force damage.

Flail of Chaos. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must make a DC 16 Wisdom saving throw. On a failed save, the target must use its reaction, if available, to make one melee attack against a random creature, other than the flind, within its reach. If there's no creature within reach, the target instead moves half its speed in a random direction.

Flail of Paralysis. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be [paralyzed](#) until the end of its next turn.

Flame Jet. The duergar spews flames in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Flames of Akros (Recharge 6). Magical flames issue from the colossus toward up to three creatures the colossus can see within 90 feet of it. Each target must make a DC 24 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one. On a failed save, a target also magically catches fire for 1 minute. At the end of each of its turns thereafter, the burning target repeats the saving throw. It takes 18 (4d8) fire damage on a failed save, and the effect ends on a successful one.

Flare (Recharge Special). The alnaar becomes super-heated, expelling momentous energy outwards in a 20-foot radius blast around it. Each creature caught in the blast must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 22 (4d10) fire damage and 22 (4d10) force damage and is knocked prone. On a success, a creature takes half the fire and force damage but isn't knocked prone. The fire ignites flammable objects that aren't being worn or carried. After using Flare, the alnaar is starving. It can't use Flare if it is starving.

Flesh-Crushing Stride. The hellfire engine moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the hellfire engine enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the hellfire engine's path. On a failed save, the creature falls [prone](#) and takes 28 (8d6) bludgeoning damage.

If the hellfire engine remains in the [prone](#) creature's space, the creature is also [restrained](#) until it's no longer in the same space as the hellfire engine. While [restrained](#) in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a successful save, the creature is pushed to the nearest space out of the hellfire engine's path.

Fling. One Large or smaller object held or creature [grappled](#) by the kraken is thrown up to 60 feet in a random direction and knocked [prone](#). If a thrown target strikes a solid surface, 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](#).

Flitterstep (Recharge 5–6). The eidolon magically teleports to an unoccupied space it can see within 30 feet of it. If it makes an attack immediately after teleporting, it has advantage on the attack roll.

Force Barrier (Recharge 5–6). The professor magically creates a wall of translucent, golden force within 90 feet of itself. The wall lasts for 1 minute or until the professor uses this action again. The barrier can be a vertical or horizontal plane up to 30 feet on a side or a 10-foot-radius hemispherical dome with a floor. The wall provides total cover. It has AC 17, 30 hit points, and immunity to poison and psychic damage.

Force Blast. Each creature in a 20-foot cube originating from the abjurer must make a DC 16 Constitution saving throw. On a failed save, a creature takes 36 (8d8) force damage and is pushed up to 10 feet away from the abjurer. On a successful save, a creature takes half as much damage and isn't pushed.

Force Strike. *Melee or Ranged Spell Attack:* +14 to hit, reach 15 ft. or range 120 ft., one target. *Hit:* 19 (2d10 + 8) force damage, and the target is pulled up to 10 feet toward the archaic or pushed 10 feet away from it, as the archaic chooses.

Force Grenade. The giff throws a grenade up to 60 feet, and the grenade explodes in a 20-foot-radius sphere. Each creature in that area must make a DC 15 Dexterity saving throw, taking 17 (5d6) force damage on a failed save, or half as much damage on a successful one. After the giff throws the grenade, roll a d6; on a roll of 4 or lower, the giff has no more grenades to throw.

Forced Teleport. The zodar magically warps space around one creature it can see within 60 feet of itself. The target must make a DC 21 Constitution saving throw. On a failed save, the target takes 22 (4d10) force damage, and the zodar teleports it, along with any equipment it's wearing or carrying, up to 60 feet to an unoccupied space that the zodar can see and that can support the target. On a successful save, the target takes half as much damage and isn't teleported.

Forgetfulness (Recharge 6). The amnizu targets one creature it can see within 60 feet of it. That creature must succeed on a DC 18 Intelligence saving throw or become [stunned](#) for 1 minute. A [stunned](#) creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is [stunned](#) for the full minute, it forgets everything it sensed, experienced, and learned during the last 5 hours.

Foretelling Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage, and the target must roll a d4 and subtract the number rolled from the next attack roll or saving throw it makes before the start of the gallows speaker's next turn.

Fragmentation Grenade (1/day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

Freezing Breath (Recharge 6). The salamander exhales chill wind in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 44 (8d10) cold damage on a failed save, or half as much damage on a successful one.

Freezing Stare. The zombie targets one creature it can see within 60 feet of it. The target must succeed on a DC 17 Constitution saving throw or take 35 (10d6) cold damage and be [paralyzed](#) until the end of its next turn.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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 dragon's Frightful Presence for the next 24 hours.

Frightening Screech (Recharge 5–6). The horror screeches. Each creature within 30 feet of it that can hear it must succeed on a DC 13 Wisdom saving throw or be [frightened](#) of it for 1 minute. The [frightened](#) 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 horror's Frightening Screech for the next 24 hours.

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

Fungal Rot. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

G, Actions

Gaze. Demogorgon turns his magical gaze toward one creature he can see within 120 feet of him. The target must succeed on a DC 23 Wisdom saving throw or suffer one of the following effects (choose one or roll a d6):

1–2: Beguiling Gaze. The target is [stunned](#) until the start of Demogorgon's next turn or until Demogorgon is no longer within line of sight.

3–4: Confusing Gaze. The target suffers the effect of the [confusion](#) spell without making a saving throw. The effect lasts until the start of Demogorgon's next turn. Demogorgon doesn't need to concentrate on the spell.

5–6: Hypnotic Gaze. The target is [charmed](#) by Demogorgon until the start of Demogorgon's next turn. Demogorgon chooses how the [charmed](#) target uses its action, reaction, and movement.

Ghost Breath (1/Day). The ammut inhales the tortured spirits of undead within 30 feet. Each undead creature of CR 1 and lower in the area is automatically destroyed. All other undead must succeed on a DC 17 Wisdom saving throw or be incapacitated 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.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom ([Medicine](#)) check. The wound also closes if the target receives magical healing.

Go for the Eyes (Recharge 6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 15 Dexterity saving throw or be [blinded](#) until the start of the hamster's next turn.

Gore. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) piercing damage. If Baphomet moved at least 10 feet straight toward the target immediately before the hit, the target takes an extra 16 (3d10) piercing damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be pushed up to 10 feet away and knocked [prone](#).

Grabby Hands. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* The target is [grappled](#) (escape DC 6) and takes 11 (2d10) psychic damage at the start of each of its turns until this grapple ends. The doll can grapple only one creature at a time.

Grasping Root. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature not [grappled](#) by the blight. *Hit:* The target is [grappled](#) (escape DC 15). Until the grapple ends, the target takes 9 (1d6 + 6) bludgeoning damage at the start of each of its turns. The root has AC 15 and can be severed by dealing 6 or more slashing damage to it on one attack. Cutting the root doesn't hurt the blight but ends the grapple.

Grave Bolts. Ranged Spell Attack: +6 to hit, range 120 ft., one or two targets. *Hit:* 18 (4d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or become

restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

Grave Calling Song. Aphemia intones a low, growling magical melody. Every undead within 300 feet of her must succeed on a DC 14 Wisdom saving throw or fall under her control until the song ends. Aphemia must take a bonus action on her subsequent turns to continue singing, and she can mentally command the undead under her control as part of the same bonus action. She can stop singing at any time. The song ends if Aphemia is [incapacitated](#) or dies.

Gravity Shift (Recharge 5–6). The archaic reverses gravity for one creature it can see within 100 feet of itself. The creature must succeed on a DC 22 Wisdom saving throw or fall 100 feet upward. If the falling creature encounters a solid object (such as a ceiling) in this fall, it strikes the object just as it would during a downward fall. If the creature reaches the top of the area without striking anything, it hovers there until the start of the archaic's next turn, at which time gravity returns to normal and the creature falls.

Greataxe (Executioner Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 9 (2d8) radiant damage. If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or be frightened until the end of its next turn.

H, Actions

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be [poisoned](#) for 1 hour. If the saving throw fails by 5 or more, the target is also [unconscious](#) while [poisoned](#) in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Harpoon. *Ranged Weapon Attack:* +7 to hit, range 50/200 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the target is [grappled](#) (escape DC 12). While [grappled](#) in this way, a creature's speed isn't reduced, but it can move only in directions that bring it closer to the clockwork. A creature takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. The clockwork can grapple only one creature at a time with its harpoon.

Harpoon Arm. *Melee Weapon Attack:* +7 to hit, reach 60 ft., one target. *Hit:* 21 (4d8 + 3) piercing damage, and the target is [grappled](#) (escape DC 15) if it is a Large or smaller creature. The sorrowsworn has two harpoon arms and can grapple up to two creatures at once.

Harvest the Dead. The corpse flower swallows one unsecured Humanoid corpse within 10 feet of it, along with any equipment the corpse is wearing or carrying.

Haste (Recharge 5–6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Healing Touch (3/Day). The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Heat Breath (Recharge 6). The dragonborn exhales a wave of intense heat in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one. Metal objects in that area glow red-hot until the end of the dragonborn's next turn. Any creature in physical contact with a heated object at the start of its turn must make a DC 14 Constitution saving throw. On a failed save, the creature takes 9 (2d8) fire damage and has disadvantage on attack rolls until the start of its next turn.

Hellfire Orb (1/Day). The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Hellfire Weapons. The hellfire engine uses one of the following options (choose one or roll a d6):

1–2: Bonemelt Sprayer. The hellfire engine spews acidic flame in a 60-foot cone. Each creature in the cone must make a DC 20 Dexterity saving throw, taking 11 (2d10) fire damage plus 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are drenched in burning acid and take 5 (1d10) fire damage plus 9 (2d8) acid damage at the end of their turns. An affected creature or another creature within 5 feet of it can take an action to scrape off the burning fuel.

3–4: Lightning Flail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 22 (5d8) lightning damage. Up to three other creatures of the

hellfire engine's choice that it can see within 30 feet of the target must each make a DC 20 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

5–6: Thunder Cannon. The hellfire engine targets a point within 120 feet of it that it can see. Each creature within 30 feet of that point must make a DC 20 Dexterity saving throw, taking 27 (5d10) bludgeoning damage plus 19 (3d12) thunder damage on a failed save, or half as much damage on a successful one.

If the chosen option kills a creature, the creature's soul rises from the River Styx as a [lemure](#) in Avernus in 1d4 hours. If the creature isn't revived before then, only a [wish](#) spell or killing the lemure and casting [true resurrection](#) on the creature's original body can restore it to life. Constructs and devils are immune to this effect.

Hideous Rend. The b'rohg uses all four of its hands to target one Large or smaller creature it can see within 10 feet of itself. The target must succeed on a DC 16 Dexterity saving throw or be [grappled](#) (escape DC 16). Until this grapple ends, the b'rohg can't make Fist attacks or Rock attacks, and the target takes 49 (8d10 + 5) bludgeoning damage at the start of each of its turns. A creature reduced to 0 hit points by this damage is ripped into four pieces.

Holy Fire (Recharge 5-6). The ophanim emits a burst of holy fire. Each creature within 30 feet of the ophanim must make a DC 19 Dexterity saving throw, taking 63 (18d6) radiant damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hp by this damage dies, leaving only a pile of fine ash.

Hoof. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked [prone](#).

Horn of Blasting (Recharges 5–6). The song angel blows on its ram's horn, emitting a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failure, a creature takes 17 (5d6) thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage but isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 35 (10d6) thunder damage instead.

Horn of Spirits (Recharges after a Long Rest). The song angel blows on its brass horn, calling forth 10 (3d4 + 3) warrior spirits. These spirits appear within 60 feet of the angel and use tribal warrior statistics. When the spirits are summoned, one of them is always an ancient champion that uses berserker statistics. They disappear after 1 hour or when they are reduced to 0 hp. These spirits follow the angel's commands.

Horrific Feast. The hag feeds on the corpse of one enemy within reach that died within the past minute. Each creature of the hag's choice that is within 60 feet and able to see the feeding must succeed on a DC 15 Wisdom saving throw or be [frightened](#) of the hag for 1 minute. While [frightened](#) in this way, a creature is [incapacitated](#), can't understand what others say, can't read, and speaks only in gibberish. 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 hag's Horrific Feast for the next 24 hours.

Horrifying Presence. Each creature of the ankou's choice that is within 120 feet of it must make a DC 19 Wisdom saving throw. On a failure, its speed is reduced to 0 for 1 minute. If the save fails by 5 or more, the creature is instead paralyzed 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 ankou's Horrifying Presence for the next 24 hours.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Hot Oil Spray (Recharge 5–6). The keg robot sprays hot oil in a 15-foot cone or in a 30-foot line that is 5 feet wide. Each creature in the area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 7 (1d8 + 3) fire damage and falls [prone](#). On a successful save, a creature takes half as much damage and doesn't fall [prone](#).

Any creature affected by the hot oil spray that takes fire damage before the oil dries (after 1 minute) takes an additional 3 (1d6) fire damage, and the oil burns away. If the oil that remains in the area of the spray is lit, it burns for 1d4 rounds and deals 3 (1d6) fire damage to any creature that enters the area for the first time on a turn or ends its turn there.

Howl (Recharge 5–6). The demilich emits a bloodcurdling howl. Each creature within 30 feet of the demilich that can hear the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is [frightened](#) until the end of its next turn.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is [stunned](#) until the end of its next turn. On a successful save, it takes half as much damage and isn't [stunned](#). Constructs and Undead are immune to this effect.

Hurl Flame. Ranged Spell Attack: +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Hypnotic Sway (Recharge 5-6). Rangda sways her body and tongue in a mesmerizing rhythm. Each creature of her choice that is within 30 feet of her that can see her must succeed on a DC 19 Charisma saving throw or be stunned until the end of its next turn.

I, Actions

Ice Spear. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or for 1 minute, its speed is reduced by 10 feet; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Idyllic Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) force damage. If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or fall [prone](#) in a fit of laughter.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence ([Investigation](#)) check to discern that the hag is disguised.

Implode (Recharge 4–6). Each creature in a 20-foot-radius sphere centered on a point the inquisitor can see within 120 feet of it must succeed on a DC 15 Constitution saving throw or take 31 (6d8 + 4) force damage and be knocked [prone](#) and moved to the unoccupied space closest to the sphere's center. Large and smaller objects that aren't being worn or carried in the sphere automatically take the damage and are similarly moved.

Imprison Soul. The devourer chooses a living Humanoid with 0 hit points that it can see within 30 feet of it. That creature is teleported inside the devourer's ribcage and imprisoned there. While imprisoned in this way, the creature is [restrained](#) and has disadvantage on death saving throws. If the creature dies while imprisoned, the devourer regains 25 hit points and immediately recharges Soul Rend. Additionally, at the start of its next turn, the devourer regurgitates the slain creature as a bonus action, and the creature becomes an Undead. If the victim had 2 or fewer Hit Dice, it becomes a [zombie](#). If it had 3 to 5 Hit Dice, it becomes a [ghoul](#). Otherwise, it becomes a [wight](#). (All three appear in the [Monster Manual](#).) A devourer can imprison only one creature at a time.

Incite Rampage (Recharge 5–6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

Infernal Command. Each of Bael's allies within 60 feet of him can't be [charmed](#) or [frightened](#) until the end of his next turn.

Infest Corpse (Recharges after a Long Rest). The plaesh targets one dead humanoid in its space. The body is destroyed, and a new plaesh rises from the corpse. The newly created plaesh is free-willed but usually joins its creator.

Inhabit Object. The shard disappears as it pours its psychic essence into a Medium or smaller nonsentient object it can see within 30 feet of it, magically possessing it. The object uses the shard's AC, and any damage dealt to the object applies to the shard's hit points. The shard inhabits the object until it uses an action to leave; until it is turned; until it is reduced to 0 hit points; or until an effect that ends

possession, such as a [dispel evil and good](#) spell, is used on it. When it leaves the object, it reappears in the nearest unoccupied space.

While inhabited, the object becomes a magic item if it wasn't already, and a Tiny cracked gemstone matching the kind of gem dragon the shard was in life appears somewhere on the object. The shard can cause the object to fly using the shard's own flying speed, use its senses, speak verbally or telepathically, cast spells, and use its legendary actions.

If a creature wears or carries the inhabited object, the shard can grant the creature the following benefits:

- Each of the creature's attacks deals an extra 1d8 force damage on a hit.
- The creature gains resistance to psychic damage.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is [heavily obscured](#) for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the [Dash](#) action as a bonus action.

Ink Spray (1/Day). The inkling sprays viscous ink at one creature within 15 feet of itself. The target must succeed on a DC 12 Constitution saving throw or be [blinded](#) until the end of the inkling's next turn.

Inquisitor's Command (Recharge 5–6). Each creature of the inquisitor's choice that it can see within 60 feet of it must succeed on a DC 15 Wisdom saving throw or be [charmed](#) until the start of the inquisitor's next turn. On the charmed target's turn, the inquisitor can telepathically control the target's move, action, or both. When controlled in this way, the target can take only the [Attack](#) (inquisitor chooses the target) or [Dash](#) action.

Intoxicating Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Invisible Passage. The hag magically turns [invisible](#) until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While [invisible](#), she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is [invisible](#) with her.

Invisibility. The pishacha magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Iron Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage and if the creature is wearing metal armor, it must make a successful DC 15 Constitution saving throw or be deafened until the end of its next turn.

Iron Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a Large or smaller creature, it must make a successful DC 17 Strength saving throw or be thrown up to 30 feet away in a straight line. The target lands [prone](#) and then takes 10 (3d6) bludgeoning damage.

J, Actions

K, Actions

Ki Disruption (Recharge 6). Brother Ox makes one unarmed strike against a creature to create an instability within the target's essence that lasts 2d8 days. This instability is harmless unless Brother Ox uses his action to end it early. To do so, Brother Ox and the target must be on the same plane of existence. Brother Ox can use this action again to force the target to make a DC 19 Constitution saving throw. On a failure, the target is reduced to 0 hp. On a success, it takes 55 (10d10) necrotic damage.

L, Actions

Larval Burst (1/Day). The carrion stalker releases a burst of larvae in a 10-foot-radius sphere centered on itself. Each creature in that area must succeed on a DC 13 Constitution saving throw or be [poisoned](#). A creature [poisoned](#) in this way takes 7 (2d6) poison damage at the start of each of its turns as larvae infest its body. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any effect that cures disease or removes the [poisoned](#) condition instantly kills the larvae in the creature, ending the effect on it.

If a creature is reduced to 0 hit points by the infestation, it dies. The larvae remain in the corpse, and one survives to become a fully grown carrion stalker in 1d4 weeks. Any effect that cures diseases or removes the [poisoned](#) condition that targets the corpse instantly kills the larvae.

Leadership. Aurelia utters a few inspiring words to one creature she can see within 30 feet of her. If the creature can hear her, it can add a d10 to one attack roll or saving throw it makes before the start of Aurelia's next turn.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bearfolk chieftain can, as a reaction, utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll, provided it can hear and understand the bearfolk chieftain. A creature can benefit from only one Leadership die at a time. This effect ends if the bearfolk chieftain is incapacitated.

Life Drain. The megapede magically drains life energy from other creatures nearby. Each creature within 15 feet of the megapede must make a DC 15 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Life Drain. Melee Spell Attack. +4 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Light Beam (Recharge 5–6). The carbuncle shoots a 30-foot-long, 5-foot-wide line of scintillating light from the garnet on its forehead. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

Light of Dawn (Recharges after a Long Rest). The zoryas' lantern brightens, bathing its environs in brilliant light. Each creature within 30 feet of the zoryas must succeed on a DC 16 Wisdom saving throw or be blinded for 1d4 rounds. An undead creature who fails this save also takes 13 (3d8) fire damage. The light dispels up to three spells or other magical effects of 3rd level or lower like the *dispel magic* spell within the area.

Lightning Breath (Recharge 5–6). The dracolich exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Flare (Recharges after a Short or Long Rest). Each creature in contact with the ground within 15 feet of the bronze scout must make a DC 13 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Lance (Recharge 5–6). The armanite looses a bolt of lightning in a line that is 60 feet long and 10 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Storm (Recharge 6). All other creatures within 120 feet of the tempest must each make a DC 21 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature is also [stunned](#) until the end of its next turn.

Lightning Storm. The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. On a hit, the target takes an extra 18 (4d8) lightning damage, and the target must succeed on a DC 13 Constitution saving throw or be [stunned](#) until the end of the myrmidon's next turn.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Lunar Breath (Recharge 5–6). The dragon exhales its lunar cycle in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) lunar cycle damage on a failed save, or half as much damage on a successful one. On a failed save the creature also has the following effects applied depending on the lunar cycle:

- **Force:** Knocked back 20 ft. and knocked prone.
- **Radiant:** blinded until the end of its next turn.
- **Fire:** ignites and takes an additional 2d8 damage at the start of its next turn.
- **Cold:** Speed is reduced to 0 and can't take reactions until the end of its next turn.

Lunar Cycle. The dragon's attack changes with the position of the moon in relation to the dragon. If the dragon can only see the moon, it deals *force* damage. If the dragon can see the moon and the sun, it deals *radiant* damage. If the dragon can only see the sun, it deals *fire* damage. If the dragon can see neither, it deals *cold* damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be [charmed](#) until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is [incapacitated](#).

While [charmed](#) by the harpy, a target is [incapacitated](#) and ignores the songs of other harpies. If the [charmed](#) target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A [charmed](#) target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

M, Actions

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be [frightened](#) of her for 1 minute. While [frightened](#) in this way, a creature is [incapacitated](#), can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. 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 hag's Maddening Feast for the next 24 hours.

Magical Gift (1/Day). The chwinga targets a Humanoid it can see within 5 feet of itself. The target gains a supernatural charm of the DM's choice. See the [Dungeon Master's Guide](#) for more information on [supernatural charms](#).

Mandibles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage, and the target is [grappled](#) (escape DC 11). Until the grapple ends, the target takes 10 (2d6 + 3) slashing damage at the start of each of the gaj's turns. While it is grappling a creature, the gaj can't use its mandibles to attack other creatures.

Mass Telekinesis (Gem Awakening Only; Recharges after a Short or Long Rest). The greatwyrms target any number of creatures and objects it can see within 120 feet of it. No one target can weigh more than 4,000 pounds, and objects can't be targeted if they're being worn or carried. Each targeted creature must succeed on a DC 26 Strength saving throw or be [restrained](#) in the greatwyrms' telekinetic grip. At the end of a creature's turn, it can repeat the saving throw, ending the effect on itself on a success.

At the end of the greatwyrms' turn, it can move each creature or object it has in its telekinetic grip up to 60 feet in any direction, but not beyond 120 feet of itself. In addition, it can choose any number of creatures [restrained](#) in this way and deal 45 (7d12) force damage to each of them.

Mesmerizing Chirr (Recharge 6). The grung makes a chirring noise to which grungs are immune. Each Humanoid or Beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be [stunned](#) until the end of the grung's next turn.

Mesmerizing Gaze (Recharge 5–6). The Queen of Serpents targets up to six creatures that she can see within 60 feet of her. Each creature must succeed on a DC 18 Charisma saving throw or be stunned for 10 minutes. The target is no longer stunned if it takes damage or another creature takes an action to shake it. If a creature's saving throw is successful, the creature is immune to the Queen of Serpents' Mesmerizing Gaze for the next 24 hours.

Miasmatic Flow. Beledros becomes a swirling cloud of green mist and can move up to half her flying speed without provoking opportunity attacks, then resumes her true form. During this movement, she can move through creatures and objects as if they were difficult terrain. If she moves through a creature, it must succeed on a DC 23 Constitution saving throw or become [poisoned](#) until the end of its next turn. If Beledros ends this move inside an object, she takes 5 (1d10) force damage and is shunted to the nearest unoccupied space.

Mind-Bending Bite (Aberrant Head Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 5 (1d10) necrotic damage, and the target must succeed on a DC 10 Intelligence saving throw or it can't take a reaction until the end of its next turn. Moreover, on its next turn, the target must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

Mind Blast (Recharge 5–6). The alhoon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be [stunned](#) for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mind-Breaking Howl (Recharge 4–6). The howler emits a keening howl in a 60-foot cone. Each creature in that area must succeed on a DC 13 Wisdom saving throw or take 16 (3d10) psychic damage and be [frightened](#) until the end of the howler's next turn. While a creature is frightened in this way, its speed is halved, and it is [incapacitated](#). A target that successfully saves is immune to the Mind-Breaking Howl of all howlers for the next 24 hours.

Mind Fire. The inquisitor targets one creature it can see within 120 feet of it. The target must succeed on a DC 15 Intelligence saving throw or take 17 (3d8 + 4) psychic damage and be [stunned](#) until the start of the inquisitor's next turn.

Mind Mastery. The duergar targets one creature it can see within 60 feet of it. The target must succeed on a DC 12 Intelligence saving throw, or the duergar causes it to use its reaction, if available, either to make one weapon attack against another creature the duergar can see or to move up to 10 feet in a direction of the duergar's choice. Creatures that can't be [charmed](#) are immune to this effect.

Mind-Poison Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) psychic damage, or 1 piercing damage plus 10 (3d6) psychic damage while under the effect of Reduce.

Mind-Probing Antennae. The gaj targets one creature [grappled](#) by it. The target must make a DC 12 Wisdom saving throw. On a failed save, the target takes 16 (3d10) psychic damage, and the gaj magically pulls one piece of information from the target's mind that the gaj wants to know. On a successful save, the target takes half as much damage, and the gaj learns nothing.

Mind Seed (1/Day). The quori touches one humanoid, which must succeed on a DC 21 Intelligence saving throw or be cursed. The curse lasts until it's removed by a [remove curse](#) or [greater restoration](#) spell.

The cursed target suffers 1 level of [exhaustion](#) every 24 hours, and finishing a long rest doesn't reduce its [exhaustion](#). If the cursed target reaches [exhaustion](#) level 6, it doesn't die; it instead becomes a thrall under the quori's control, and all its [exhaustion](#) is removed. Only the [wish](#) spell can free the thrall from this control.

Mind Thrust. The quori targets a creature it can see within 60 feet of it. The target must make a DC 16 Wisdom saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one.

Minor Conjuration. Jim conjures an inanimate object, no larger than 3 feet on a side and no more than 10 pounds, in his hand or on the ground in an unoccupied space he can see within 10 feet of him. The object is visibly magical, radiating dim light out to 5 feet. It disappears if it takes any damage, after 1 hour, or when Jim uses this feature again.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become [frightened](#) until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Moon Strike. *Ranged Spell Attack:* +10 to hit, range 90 ft., one target. *Hit:* 22 (4d10) radiant damage. The target must succeed on a DC 18 Dexterity saving throw or shed dim light in a 5-foot radius until the start of the Queen's next turn. As long as it glows, the target gains no benefit from being invisible, can't hide, and the next attack made against the target has advantage.

Moonlight Breath. The dragon exhales a beam of moonlight in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 18 Dexterity saving throw, taking 49 (9d10) radiant damage on a failed save, or half as much damage on a successful one.

Multiattack. The spree demon makes two claw attacks. If both attacks hit the same target, the target must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. While frightened this way, the creature believes it has shrunk to half its normal size. All attacks against the creature do an extra 7 (2d6) psychic damage, and the creature's attacks do half damage. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

N, Actions

Natural Shelter. The chwinga takes shelter inside a rock, a bush, a tree, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while it is magically protected in this way, and the shelter doesn't impair the chwinga's [blindsight](#). The chwinga can use its action to emerge from a shelter. If its shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed.

Necrotic Breath (Recharge 6). The dragonborn exhales shadowy fire in a 30-foot cone. Each creature in that area must make a DC 15 Wisdom saving throw. On a failed save, the creature takes 36 (8d8) necrotic damage and is [frightened](#) of the dragonborn for 1 minute. On a successful save, the creature takes half as much damage and isn't [frightened](#). A [frightened](#) creature can repeat the saving throw at end of each of its turns, ending the effect on itself on a success.

Necrotic Rush (Recharge 5-6). The rattok unleashes a wave of shadowy versions of itself that fan out and rake dark claws across all creatures within 15 feet. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is [restrained](#). A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Night's Chill (Recharge 5-6). The cueyatl moon priest harnesses moonlight, dispelling magical light in a 30-foot radius. In addition, each hostile creature within 30 feet must make a DC 13 Constitution saving throw, taking 16 (3d10) cold damage on a failed save, and half as much damage on a successful one. A creature that has total cover from the moon priest is not affected.

Nightmare Breath (Recharge 5-6). The dragon exhales a cloud of spores in a 60-foot cone. Each creature in that area must make a DC 16 Wisdom saving throw. On a failed save, the creature takes 33 (6d10) psychic damage, and it is [frightened](#) of the dragon for 1 minute. On a successful save, the creature takes half as much damage with no additional effects. A [frightened](#) creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Nightmare Fuel (1/Day). The feyr targets one [unconscious](#) creature it can see within 10 feet of itself. The target must succeed on a DC 13 Wisdom saving throw or take 27 (5d10) psychic damage, and the feyr gains [temporary hit points](#) equal to the damage dealt.

Nightmare Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) psychic damage. If the target is [unconscious](#), it takes an extra 10 (3d6) psychic damage and is cursed until the hag dies or the curse is removed. The cursed creature's hit point maximum decreases by 5 (1d10) whenever it finishes a long rest.

Noxious Breath (Recharge 5-6). The draconian exhales a 15-foot cone of noxious gas. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, the creature takes 21 (6d6) poison damage and gains 1 level of [exhaustion](#). On a successful save, the creature takes half as much damage, doesn't gain [exhaustion](#), and is immune to all draconians' Noxious Breath for 24 hours.

Noxious Gust (Recharge 5–6). The giant exhales a mighty gust that creates a blast of deadly mist in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 18 Constitution saving throw. On a failed save, the creature takes 36 (8d8) necrotic damage and is knocked [prone](#). On a successful save, a creature takes half as much damage and isn't knocked [prone](#).

Noxious Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) poison damage, and the target must succeed on a DC 17 Constitution saving throw or be [poisoned](#) for 1 minute. The [poisoned](#) target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

O, Actions

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle's choice). The puddle is 1 inch deep and covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall [prone](#).

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be [restrained](#). On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

Overdrive Flurry (Recharge 6). The soldier makes four halberd attacks. After taking this action, it is stunned until the end of its next turn.

Overwhelming Revelation (Recharge 5–6). The diviner magically creates a burst of illumination in a 10-foot-radius sphere centered on a point within 120 feet of it. Each creature in that area must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 45 (10d8) psychic damage and is [stunned](#) until the end of the diviner's next turn. On a successful save, the creature takes half as much damage and isn't [stunned](#).

Ovipositor. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* The target is infested with 1d3 assassin bug eggs, which immediately hatch into assassin bug maggots. At the start of each of the target's turns, the target takes 1d6 piercing damage per maggot infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these assassin bug maggots. After this time, the maggots are too far under the skin to be burned. If a target infested by assassin bug maggots ends its turn with 0 hit points, it dies as the maggots burrow into its heart and kill it. Any effect that cures disease kills all assassin bug maggots infesting the target.

P, Actions

Pacify (Recharge 5–6). The psurlon targets one creature it can see within 120 feet of itself. The target must succeed on a DC 16 Wisdom saving throw or fall [unconscious](#) for 10 minutes. The condition ends if the target takes any damage or if another creature uses its action to shake the target awake.

Pacifying Presence. Each creature of the archon's choice that the archon can see within 120 feet of it must succeed on a DC 18 Wisdom saving throw, or else the target drops any weapons it is holding, ends its concentration on any spells or other effects, and becomes [charmed](#) by the archon for 1 minute. The [charmed](#) 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 archon's Pacifying Presence for the next 24 hours.

Paralyze (Recharge 6). The gaj magically targets one creature it can see within 60 feet of itself. The target must succeed on a DC 12 Wisdom 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.

Paralyzing Breath. The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be [paralyzed](#) 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.

Paralyzing Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) slashing damage plus 10 (3d6) cold damage, and the target must succeed on a DC 20 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.

Parasitic Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 25 (6d6 + 4) piercing damage plus 25 (6d6 + 4) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or be [poisoned](#). The [poisoned](#) target can repeat the save at the end of each of its turns, ending the effect on itself on a success. The third time the target fails the save, the target dies and dissolves into a [gibbering moulder](#) that obeys the lich and uses the target's initiative.

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 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.

Pestle Slap. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 31 (6d8 + 4) bludgeoning damage. The target must succeed on a DC 20 Constitution saving throw or have disadvantage on concentration checks until the end of its next turn.

Petrifying Bite (Petrifying Head Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be [restrained](#) as it begins to turn to stone. The target must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the target is [petrified](#) for 10 minutes.

Petrifying Breath (Recharge 5–6). The golem emits a 60-foot cone of petrifying gas from its mouth. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 35 (10d6) poison damage and be [restrained](#) as it begins to turn to stone. The [restrained](#) target must repeat the saving

throw at the end of its next turn. On a successful save, the effect ends on the target. On a failed save, the target is [petrified](#).

Petty Tyrant (Recharge 6). The fog giant shouts bloodcurdling threats at the creatures that serve it. Each medium or smaller ally of the giant within 120 feet of it that can see or hear it can use its reaction to make a melee attack.

Phantasmal Terror. Fraz-Urb'luu targets one creature he can see within 120 feet of him. The target must succeed on a DC 23 Wisdom saving throw, or it takes 16 (3d10) psychic damage and is [frightened](#) of Fraz-Urb'luu until the end of its next turn.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

Photonic Breath (Recharge 5–6). The dragon exhales a flashing mote of radiant energy that travels to a point the dragon can see within 240 feet of itself, then blossoms into a 40-foot-radius sphere centered on that point. Each creature in the sphere must make a DC 23 Constitution saving throw, taking 66 (12d10) radiant damage on a failed save, or half as much damage on a successful one.

Piercing Claw. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 11 (2d10) necrotic damage. If the target is a creature, the boneclaw can pull the target up to 10 feet toward itself, and the target is [grappled](#) (escape DC 14). The boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

Pincer. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is [grappled](#) (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Pinion. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a Medium or smaller creature, it is pinned beneath the bony pinion and [restrained](#). The golem has two pinions, each of which can restrain one target. If a creature is [restrained](#) by one of the pinions, the golem can't attack with it. Any creature [restrained](#) by a pinion can free itself at the start of its turn with a successful DC 17 Strength ([Athletics](#)) check.

Platinum Breath. The aspect exhales radiant platinum flames in a 300-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 66 (12d10) radiant damage on a failed save, or half as much damage on a successful one.

Poison Bomb. The ssurran throws a tangerine-sized bomb at a point up to 60 feet away, where it explodes, releasing a 10-foot-radius sphere of poisonous gas that disperses quickly. Each creature in the

sphere must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. After the ssurran throws a bomb, roll a d6; on a roll of 4 or lower, the ssurran has no more bombs to throw.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Poison Breath (Recharge 5–6). Illmarrow exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 35 (10d6) poison damage and is [poisoned](#) for 1 minute. While [poisoned](#) in this way, the creature can't regain hit points. On a successful save, the creature takes half as much damage and isn't [poisoned](#).

A humanoid reduced to 0 hit points by this damage dies and rises at the start of Illmarrow's next turn as a [zombie](#). The zombie acts immediately after Illmarrow in the initiative count and is permanently under her command, following her verbal orders.

Poison Mind. The amnizu targets one or two creatures that it can see within 60 feet of it. Each target must succeed on a DC 19 Wisdom saving throw or take 26 (4d12) necrotic damage and be [blinded](#) until the start of the amnizu's next turn.

Possess Corpse (Recharge 6). The dybbuk disappears into an intact corpse within 5 feet of it that belonged to a Large or smaller Beast or Humanoid. The dybbuk gains 20 temporary hit points. While possessing the corpse, the dybbuk adopts the corpse's size and can't use Incorporeal Movement. Its game statistics otherwise remain the same.

The possession lasts until the temporary hit points are lost or the dybbuk ends it as a bonus action. When the possession ends, the dybbuk appears in an unoccupied space within 5 feet of the corpse.

Possession (Recharge 6). One Humanoid that the apparition can see within 5 feet of itself must succeed on a DC 14 Charisma saving throw or be possessed by the apparition; the apparition then disappears, and the target is [incapacitated](#) and loses control of its body. The apparition now controls the body but doesn't deprive the target of awareness. The apparition 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 possession lasts until the body drops to 0 hit points, the apparition ends it as a bonus action, the body leaves the Astral Plane, or the apparition is forced out by an effect like the [dispel evil and good](#) spell. When the possession ends, the apparition reappears in an unoccupied space within 5 feet of the body. If it reappears in a location not on the Astral Plane, the apparition is destroyed. The target is immune to this apparition's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Prismatic Breath (Recharge 4–6). The dracohydra's heads exhale a single breath of multicolored energy in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 33 (6d10) damage of a type chosen by the dracohydra: acid, cold, fire, lightning, or poison. On a successful save, the creature takes half as much damage.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved 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.

Psi-Imbued Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and if the target is a creature, it must succeed on a DC 15 Wisdom saving throw or be [frightened](#) of the mercane until the end of the target's next turn.

Psychic Bomb. The megapede targets one creature it can see within 60 feet of itself. The target must make a DC 15 Wisdom saving throw. On a failed save, the target takes 22 (5d8) psychic damage and is [incapacitated](#) until the end of its next turn. On a successful save, the target takes half as much damage and isn't [incapacitated](#).

Psychic Crush (Recharge 5–6). The shard unleashes a pulse of psychic power. Each creature of the shard's choice in a 60-foot-radius sphere centered on it must make a DC 20 Intelligence saving throw. On a failed save, the creature takes 55 (10d10) psychic damage and is [stunned](#) until the end of its next turn. On a successful save, the creature takes half as much damage and isn't [stunned](#).

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be [stunned](#) until the end of the deep scion's next turn.

In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

Psychic Whisper. The lich targets one creature it can see within 120 feet of itself. The target must succeed on a DC 17 Wisdom saving throw or take 25 (6d6 + 4) psychic damage and be [stunned](#) until the end of the lich's next turn as incomprehensible whispers fill the target's mind.

Psychic Whispers (Recharge 5–6). The horror emits dreadful whispers in a 60-foot-radius sphere centered on itself. Each creature in the sphere that isn't an Aberration must make a DC 21 Wisdom saving throw, taking 33 (6d10) psychic damage on a failed save, or half as much damage on a successful one.

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like [greater restoration](#).

Psychic Link. The elder brain targets one [incapacitated](#) creature it can perceive with its Creature Sense trait and establishes a psychic link with that creature. Until the psychic link ends, the elder brain can perceive everything the target senses. The target becomes aware that something is linked to its mind once it is no longer [incapacitated](#), and the elder brain can terminate the link at any time (no action required). The target can use an action on its turn to attempt to break the psychic link, doing so with a successful DC 18 Charisma saving throw. On a successful save, the target takes 10 (3d6) psychic damage.

The psychic link also ends if the target and the elder brain are more than 5 miles apart, with no consequences to the target. The elder brain can form psychic links with up to ten creatures at a time.

Psychedelic Orb. The seer hurls a glimmering orb at one creature it can see within 120 of it. The target must succeed on a DC 19 Wisdom saving throw or take 27 (5d10) psychic damage and suffer a random condition until the start of the seer's next turn. Roll a d6 for the condition: (1–2) [blinded](#), (3–4) [frightened](#), or (5–6) [stunned](#).

Q, Actions

R, Actions

Radiant Beam (3/Day). A magical beam of radiance flashes out from the elf's hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a DC 16 Constitution saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.

Radiant Blast. Radiant energy erupts from the blindheim's eyes in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or take 7 (2d6) radiant damage and be [blinded](#) until the end of the blindheim's next turn. Creatures with the Sunlight Sensitivity trait have disadvantage on this saving throw.

Radiant Breath (Recharge 6). The dragonborn exhales fiery radiance in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 44 (8d10) radiant damage on a failed save, or half as much damage on a successful one. When the dragonborn uses this action, it can choose up to three creatures in the cone. These creatures take no damage from the radiance and instead regain 22 (4d10) hit points each.

Radiant Eruption. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 20 (5d6 + 3) radiant damage, and if the target is a creature, it must succeed on a DC 14 Wisdom saving throw or be [blinded](#) 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.

Rain of Radiance. Magical, flame-like radiance rains down on a creature that the elf can see within 60 feet of itself. The target must make a DC 16 Dexterity saving throw, taking 22 (5d8) radiant damage on a failed save, or half as much damage on a successful one.

Ray Gun. *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 7 (2d6) psychic damage, and if the target is a Humanoid with an Intelligence score of 3 or higher, it must make a DC 12 Wisdom saving throw. On a failed save, the target perceives everything it sees or hears as hilariously funny and is [incapacitated](#) 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.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom ([Insight](#)) and Charisma ([Deception](#), [Intimidation](#), and [Persuasion](#)) checks against the target.

Reaper's Breath (Recharge 5–6). The ankou exhales cold fire in a 120-foot line that is 10 feet wide. Each creature in that area must make a DC 22 Dexterity saving throw, taking 66 (12d10) cold damage on a failed save, or half as much damage on a successful one. Undead creatures automatically fail the saving throw and treat all damage dealt by this breath weapon as radiant instead of cold.

Rearing Strike (Recharge 5-6). The centaur chieftain rears back on its hind legs and makes a powerful stomp with its hooves. Each creature within 15 feet of the chieftain must make a DC 15 Dexterity saving throw, taking 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful

one. The attack leaves the centaur chieftain vulnerable, reducing its Armor Class by 2 until the start of its next turn.

Reduce to Memory (Recharge 6). Thundering golden energy erupts around a creature the apprentice can see within 90 feet of it. The creature must make a DC 12 Constitution saving throw, taking 33 (6d10) thunder damage on a failed save, or half as much damage on a successful one. A Construct has disadvantage on the saving throw.

Reel. The spider pulls each creature [grappled](#) by it up to 60 feet straight toward itself.

Rendering Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, plus 22 (4d10) psychic damage if the target is [frightened](#). This attack ignores damage resistance.

Repelling Burst. *Melee Spell Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 13 (2d8 + 4) force damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet directly away from the professor and become [restrained](#) until the start of professor's next turn.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

Retract Filament. One Large or smaller creature [grappled](#) by the cave fisher's Adhesive Filament must make a DC 13 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes one Claw attack against it. Anyone else who was attached to the filament is released. Until the grapple ends on the target, the cave fisher can't use Adhesive Filament.

Rope of Entanglement. Some erinyes carry a [rope of entanglement](#) (detailed in the [Dungeon Master's Guide](#)). When such an erinyes uses its Multiattack, the erinyes can use the rope in place of two of the attacks.

Rime Breath (Recharge 5–6). The sea serpent exhales a 60-foot cone of cold. Each creature in that area must make a DC 18 Constitution saving throw, taking 49 (9d10) cold damage on a failed save, or half as much damage on a successful one.

Roar (3/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

S, Actions

Sapping Breath. The greatwyrms exhales gas in a 300-foot cone. Each creature in that area must make a DC 25 Constitution saving throw. On a failed save, the creature falls [unconscious](#) for 1 minute. On a successful save, the creature has disadvantage on attack rolls and saving throws until the end of the greatwyrms next turn. An [unconscious](#) creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sapping Presence. Each creature of the hollow dragon's choice within 60 feet of it must make a DC 19 Wisdom saving throw. On a failed save, the creature's speed is halved and it has disadvantage on attack rolls until the end of its next turn. On a successful save, the creature is immune to this hollow dragon's Sapping Presence for 24 hours.

Scintillating Eye. Magical, kaleidoscopic light emanates from one of the goon balloon's eyes as the goon balloon targets one creature it can see within 30 feet of itself. The target must make a DC 12 Wisdom saving throw, taking 6 (1d12) psychic damage on a failed save, or half as much damage on a successful one.

Scintillating Shell (Recharges after a Short or Long Rest). The snail's shell emits dazzling, colored light until the end of the snail's next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and creatures that can see the snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the snail when this power is activated must succeed on a DC 15 Wisdom saving throw or be [stunned](#) until the light ends.

Screech (Recharge 5-6). The Bat King lets loose an ear-shattering screech in a 20-foot cone. Each creature in that area that can hear the screech must make a DC 18 Constitution saving throw. On a failure, the creature takes 33 (6d10) thunder damage and is deafened for 1 minute. On a success, the creature takes half the thunder damage but isn't deafened. This attack deals double damage to objects and structures.

Sculpted Explosion (Recharge 4-6). The evoker unleashes a magical explosion of a particular damage type: cold, fire, lightning, or thunder. The magic erupts in a 20-foot-radius sphere centered on a point within 150 feet of the evoker. Each creature in that area must make a DC 15 Dexterity saving throw. The evoker can select up to three creatures it can see in the area to ignore the explosion, as the evoker sculpts the energy around them. On a failed save, a creature takes 40 (9d8) damage of the chosen type and is knocked [prone](#). On a successful save, a creature takes half as much damage and isn't knocked [prone](#).

Second Roar. Each creature that fails a DC 18 Wisdom saving throw is [deafened](#) and [frightened](#) for 1 minute. A [frightened](#) creature is [paralyzed](#) and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sense Thoughts. The elder brain targets a creature with which it has a psychic link. The elder brain gains insight into the target's reasoning, its emotional state, and thoughts that loom large in its mind (including things the target worries about, loves, or hates). The elder brain can also make a Charisma ([Deception](#)) check with advantage to deceive the target's mind into thinking it believes one idea or feels a particular emotion. The target contests this attempt with a Wisdom ([Insight](#)) check. If the elder brain

succeeds, the mind believes the deception for 1 hour or until evidence of the lie is presented to the target.

Shadow Breath. Karkethzerethzerus exhales a shadowy icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after Karkethzerethzerus in the initiative count. The [shadow](#) is under Karkethzerethzerus's control.

Shadow Caw. The ancient deep crow releases an ear-splitting caw. Each creature within 60 feet of the crow and able to hear it must make a DC 17 Constitution saving throw. On a failure, a creature takes 10 (3d6) psychic damage.

Shadow Step. The banderhobb teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see.

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

Shadow Jump (Recharge 5–6). If the boneclaw is in dim light or darkness, each creature of the boneclaw's choice within 15 feet of it must succeed on a DC 14 Constitution saving throw or take 34 (5d12 + 2) necrotic damage.

The boneclaw then teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's grappling, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

Shared Invisibility (Recharges after a Short or Long Rest). The duergar magically turns [invisible](#) for up to 1 hour or until it attacks, it forces a creature to make a saving throw, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is [invisible](#) with it. While the [invisible](#) duergar is mounted, the mount is [invisible](#) as well. The invisibility ends early on the mount immediately after it attacks.

Shell Defense. The flail snail withdraws into its shell. Until it emerges, it gains a +4 bonus to its AC and is [restrained](#). It can emerge from its shell as a bonus action on its turn.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked [prone](#).

Shield Charge (Recharge 5–6). The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, that creature must succeed on a DC 21 Strength saving throw or take 36 (8d6 + 8) bludgeoning damage plus 14 (4d6) fire damage and be pushed up to 30 feet and knocked [prone](#).

Ship Invisibility (Recharges after a Short or Long Rest). A ship upon which the captain stands, along with all creatures and objects aboard it, becomes [invisible](#) to creatures not aboard the ship. The captain must

concentrate on this magical effect to maintain it (as if concentrating on a spell), and it lasts for up to 1 hour. The effect ends if the captain leaves the ship.

Shrapnel Blast (Recharge 6). The gearkeeper jettisons a spray of jagged metal in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Shriek (Recharge 6). The gloomstalker emits a terrible shriek. Each enemy within 60 feet of the gloomstalker that can hear it must succeed on a DC 13 Constitution saving throw or be [paralyzed](#) until the end of the enemy's next turn.

Silver Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the [astral projection](#) spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

Silver Needle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage plus 3 (1d6) necrotic damage, and the target must succeed on a DC 12 Charisma saving throw or become cursed for 1 minute. While cursed in this way, the target's speed is reduced by 10 feet, and it must roll a 1d4 and subtract the number rolled from each ability check or attack roll it makes.

Singularity Breath (Recharge 5–6). The dragon creates a shining bead of gravitational force in its mouth, then releases the energy in a 60-foot cone. Each creature in that area must make a DC 20 Strength saving throw. On a failed save, the creature takes 45 (10d8) force damage, and its speed becomes 0 until the start of the dragon's next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Slam (Destructor Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) fire damage plus 9 (2d8) radiant damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed 10 feet away from the angel.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the [greater restoration](#) spell or other magic.

Sleep Breath. The dragon exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall [unconscious](#) for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling [unconscious](#) for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being [charmed](#) aren't affected by it.

Sleeper's Slap. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage, and, if the target was sleeping or unconscious before it was hit, it must succeed on a DC 13 Wisdom saving throw or become frightened and restrained for 1 minute. The creature can repeat the

saving throw at the end of each of its turns, ending the restrained condition on itself on a success. The creature must succeed on another saving throw on a following round to end the frightened condition.

Slime Breath (Recharge 6). The ooze expels a spray of its gelatinous mass in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 22 (4d10) acid damage and is pulled up to 30 feet straight toward the ooze. On a successful save, the creature takes half as much damage and isn't pulled.

Slowing Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Snake Bites. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage and the target must succeed on a DC 23 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature takes 11 (2d10) poison damage at the start of its turn. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Snaky Hair. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 31 (4d12 + 5) bludgeoning damage, and Hythonia can pull the target up to 5 feet closer to her if it is a Large or smaller creature.

Snatch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) necrotic damage, and the target is [grappled](#) (escape DC 17). While grappled in this way, the target is [restrained](#).

Sorrowful Embrace. Each creature [grappled](#) by the sorrowsworn must make a DC 15 Wisdom saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. In either case, the sorrowsworn pulls each of those creatures up to 30 feet straight toward it.

Song of Domination (3/day). Brahma targets one creature that can see or hear her, which must succeed on a DC 13 Wisdom saving throw or be [charmed](#) by her for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success. It has disadvantage on these saves if being [charmed](#) by Brahma is something the target openly or secretly desires. For 1 hour after the charm effect ends, the target has disadvantage on Intelligence, Wisdom, or Charisma checks made as part of a contest with Brahma.

Sonic Scream. The screamer emits destructive energy in a 15-foot cube. Each creature in that area must succeed on a DC 11 Strength saving throw or take 7 (2d6) thunder damage and be knocked [prone](#).

Soul Binding. *Melee Spell Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) necrotic damage. A creature reduced to 0 hit points from this attack dies and has its soul imprisoned in one of the quori's eyes. The target can't be revived by any means short of a [wish](#) spell until the quori is destroyed.

Soul Rend (Recharge 6). The devourer creates a vortex of life-draining energy in a 20-foot radius centered on itself. Each creature in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one.

Soul Swap. The carrionette targets a creature it can see within 15 feet of it that is cursed by its Silver Needle. Unless the target is protected by a [protection from evil and good](#) spell, it must succeed on a DC 12 Charisma saving throw or have its consciousness swapped with the carrionette. The carrionette gains control of the target's body, and the target is [unconscious](#) for 1 hour, after which it gains control of the carrionette's body. While controlling the target's body, the carrionette retains its Intelligence, Wisdom, and Charisma scores. It otherwise uses the controlled body's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

If the carrionette's body is destroyed, both the carrionette and the target die. A [protection from evil and good](#) spell cast on the controlled body drives the carrionette out and returns the consciousness of both creatures to their original bodies. The swap is also undone if the controlled body takes damage from the carrionette's Silver Needle.

Spell Mimicry (Recharge 5–6). The living spell unleashes a thin sheet of flames in a 15-foot cone. 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 damage on a successful one.

Spell Mimicry (Recharge 5–6). The living spell creates a 40-foot-diameter sphere of fog within 60 feet of it (the fog spreads around corners). When a creature enters the fog for the first time on a turn or starts its turn there, it must make a DC 16 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.

The fog moves 10 feet away from the living spell at the start of each of its turns, rolling along the ground and through openings. The fog lasts for 10 minutes or until the living spell's concentration ends (as if concentrating on a spell).

Spell Mimicry (Recharge 5–6). The living spell unleashes a stroke of lightning in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Spelljamming Helm Interface. The horror attaches to a *spelljamming helm* it can see within 5 feet of itself and attunes to the helm instantly. If another creature is already attuned to the helm, that creature's attunement to the helm ends when the horror's attunement begins. The horror can operate the helm even though it isn't a spellcaster. The horror can detach from the helm as a bonus action, which ends its attunement to the helm.

Spit Fire. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* 9 (2d6 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Spit Poison. *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one creature. *Hit:* The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Spring. The jaculi springs up to 30 feet in a straight line and makes a bite attack against a target within its reach. This attack has advantage if the jaculi springs at least 10 feet. If the attack hits, the bite deals an extra 7 (2d6) piercing damage.

Staff of Striking. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, or 9 (1d8 + 5) bludgeoning damage when used with two hands, and Kelek can expend up to 3 of the staff's charges, dealing an extra 3 (1d6) force damage for each expended charge.

Staff of Svogthir. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 13 (3d8) poison damage and 13 (3d8) necrotic damage.

Staff Sweep (Recharge 5-6). Each creature within 15 feet of the simhamukha must succeed on a DC 16 Strength saving throw. On a failure, a creature takes 13 (3d8) bludgeoning damage and is knocked prone. On a success, it takes half the damage and isn't knocked prone.

Steal. The corpse thief targets one creature within 5 feet of it and attempts to steal one small item. The target must succeed on a DC 13 Dexterity saving throw or lose one non-weapon, non-armor object that is small enough to fit in one hand.

Steal Memory (1/Day). The hydroloth targets one creature it can see within 60 feet of it. The target takes 4d6 psychic damage, and it must make a DC 16 Intelligence saving throw. On a successful save, the target becomes immune to this hydroloth's Steal Memory for 24 hours. On a failed save, the target loses all proficiencies, it can't cast spells, it can't understand language, and if its Intelligence and Charisma scores are higher than 5, they become 5. Each time the target finishes a long rest, it can repeat the saving throw, ending the effect on itself on a success. A [greater restoration](#) or [remove curse](#) spell cast on the target ends this effect early.

Steam Breath (Recharge 5-6). The dragon turtle exhales steam in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Stench Spray (1/Day). Each creature in a 15-foot cone originating from Flapjack must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is [poisoned](#) as long as the stench lasts, and other creatures are [poisoned](#) while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

Stinger. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one creature. *Hit:* 14 (2d4 + 9) force damage, and the target must succeed on a DC 21 Constitution saving throw or take 13 (2d12) poison damage and become [poisoned](#) until it finishes a short or long rest. The target's hit point maximum is reduced by an amount equal to half the poison damage taken. This reduction lasts until the [poisoned](#) condition is removed. The target dies if its hit point maximum is reduced to 0.

Stone Tell. The geonid touches a stone object or surface and knows what types of creatures have been within 10 feet of that stone in the past 24 hours. The geonid can also determine the number of creatures of each type, but not their identities.

Storm Breath (Recharge 5-6). Azi Dahaka exhales a blast of wind and lightning in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw. On a failure, a target takes 22 (4d10) bludgeoning damage and 18 (4d8) lightning damage, is pushed 25 feet away from Azi Dahaka, and is knocked prone. On a success, a target takes half the bludgeoning and lightning damage and is pushed, but isn't knocked prone. All nonmagical flames in the cone are extinguished.

Storm of Crows (Recharge 6). The abhorrent overlord conjures a swarm of spectral crows and harpies in a 20-foot-radius sphere centered on a point the overlord can see within 120 feet of it. The sphere remains for 1 minute or until the overlord loses concentration (as if concentrating on a spell), and its area is lightly obscured and difficult terrain.

Any creature that moves into the area for the first time on a turn or starts its turn there must make a DC 15 Constitution saving throw. A creature takes 16 (3d10) slashing damage plus 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.

Sudden Rush. Until the end of the turn, the gnoll's speed increases by 60 feet and it doesn't provoke opportunity attacks.

Suffering Echoes. The gallows speaker targets a creature it can see within 30 feet of it. The target must make a DC 15 Wisdom saving throw. On a failed save, the target takes 19 (3d12) psychic damage, and waves of painful memories leap from the target to up to three other creatures of the gallows speaker's choice that are within 30 feet of the target, each of which takes 13 (3d8) psychic damage.

Summon Bats (2/Day). The Bat King magically calls 2d4 swarms of bats. In an urban environment, he can call 1 werebat (see page 258) instead. The called creatures arrive in 1d4 rounds, acting as allies of the Bat King and obeying his spoken commands. The creatures remain for 1 hour, until the Bat King dies, or until the Bat King dismisses them as a bonus action.

Summon Devil (1/Day). The amnizu summons 2d4 [bearded devils](#) or 1d4 [barbed devils](#). A summoned devil appears in an unoccupied space within 60 feet of the amnizu, acts as an ally of the amnizu, and can't summon other devils. It remains for 1 minute, until the amnizu dies, or until its summoner dismisses it as an action.

Summon Golem (Recharges after a Short or Long Rest). Using its [talarith](#), the reigar summons a golem-like duplicate of itself. The duplicate obeys the reigar's commands and uses the reigar's statistics, except it is an unaligned Construct that doesn't have a [talarith](#) of its own. The duplicate takes its turn immediately after the reigar. It vanishes after 1 hour or when it is reduced to 0 hit points.

Summon Mephits (1/Day). The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Summon Mount (1/Day). The dryad magically summons a mount, which appears in an unoccupied space within 60 feet of the dryad. The mount remains for 8 hours, until it or the dryad dies, or until the dryad dismisses it as an action. The mount uses the stat block of an [elk](#) (see the [Monster Manual](#)) with these changes: it is a plant instead of a beast, it has an Intelligence of 6, and it understands Sylvan but can't speak. While within 1 mile of the mount, the dryad can communicate with it telepathically.

Summon Rodents (2/Day). The Mouse King magically calls 2d4 swarms of rats. In an urban environment, he can call 1d4 wererats instead. The called creatures arrive in 1d4 rounds, acting as allies of the Mouse King and obeying his spoken commands. The creatures remain for 1 hour, until the Mouse King dies, or until the Mouse King dismisses them as a bonus action.

Summon Spirit (1/Day). Barong can summon any combination of 2d4 good-aligned ghosts, uraeuses (*Tome of Beasts*, p. 392), or couatls; 1d4 temple dogs (*Tome of Beasts*, p. 378), unicorns, or good-aligned wraiths; or one buraq (*Tome of Beasts*, p. 48) or deva. The spirits and celestials appear in unoccupied spaces within 60 feet of Barong and act as his allies. They remain for 1 minute or until Barong dismisses them as an action.

Summon Swarm (Recharge 5–6). The King of Feathers exhales a [swarm of insects \(wasps\)](#) that forms in a space within 20 feet of it. The swarm acts as an ally of the King of Feathers and takes its turn immediately after it. The swarm disperses after 1 minute. It can't use the Summon Swarm action while it is grappling a creature with its jaws.

Summon Swarms of Insects (Recharges after a Short or Long Rest). Baba Lysaga summons 1d4 [swarms of insects](#). A summoned swarm appears in an unoccupied space within 60 feet of Baba Lysaga and acts as her ally. It remains until it dies or until Baba Lysaga dismisses it as an action.

Summon Yugoloth (1/Day). The yugoloth chooses what to summon and attempts a magical summoning. An arcanaloth has a 40 percent chance of summoning one arcanaloth.

A summoned yugoloth appears in an unoccupied space within 60 feet of its summoner, does as it pleases and can't summon other yugoloths. The summoned yugoloth remains for 1 minute, until it or its summoner dies, or until its summoner takes a bonus action to dismiss it.

Suppress Magic (Recharge 5–6). The dryad targets one magic item it can see within 120 feet of it. If the magic item isn't an artifact, its magical properties are suppressed for 10 minutes, until the dryad is [incapacitated](#) or dies, or until the dryad uses a bonus action to end the effect.

Supreme Legal Authority. Isperia chooses up to three creatures she can see within 90 feet of her. Each target must succeed on a DC 23 Intelligence saving throw or Isperia chooses an action for that target: [Attack](#), [Cast a Spell](#), [Dash](#), [Disengage](#), [Dodge](#), [Help](#), [Hide](#), [Ready](#), [Search](#), or [Use an Object](#). The affected target can't take that action for 1 minute. At the end of each of the target's turns, it can end the effect on itself with a successful DC 23 Intelligence saving throw. A target that succeeds on the saving throw becomes immune to Isperia's Supreme Legal Authority for 24 hours.

Swallow. Melee Weapon Attack: +8 to hit, reach 5 ft., one Medium or smaller creature [grappled](#) by the banderhobb. *Hit:* 15 (3d6 + 5) piercing damage. The creature is also swallowed, and the grapple ends. The swallowed creature is [blinded](#) and [restrained](#), it has [total cover](#) against attacks and other effects outside the banderhobb, and it takes 10 (3d6) necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking the necrotic damage and becomes stable.

The banderhobb can have only one creature swallowed at a time. While the banderhobb isn't [incapacitated](#), it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits [prone](#). If the banderhobb dies, it likewise regurgitates a swallowed creature.

Swallow. The ammut makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained and it has total cover against attacks and other effects outside the ammut. An ammut can only have one Medium or smaller creature swallowed at a time. If the ammut takes 30 damage or more on a

single turn from the swallowed creature, the ammut must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the ammut. If the ammut dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Swamp Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or become engulfed by the groff. While engulfed, the target can't breathe, is [restrained](#), and takes 10 (3d6) poison damage at the start of each of its turns. When the groff moves, the engulfed target moves with it. The groff can have only one target engulfed at a time.

An engulfed target can repeat the saving throw at the end of its turns. On a success, the target escapes and enters the nearest unoccupied space.

Swarm of Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 22 (6d6 + 1) poison damage, or 11 (3d6 + 1) poison damage if the swarm has half of its hit points or fewer, and the target must succeed on a DC 12 Constitution saving throw or become [poisoned](#) for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swarm of Eyes (Recharge 6). The quori creates a swarm of spectral eyes that fills a 30-foot-radius sphere centered on a point it can see within 60 feet of it. Each creature in that area must make a DC 21 Wisdom saving throw. On a failure, a creature takes 45 (10d8) psychic damage, and it is [blinded](#) for 1 minute. On a success, a creature takes half as much damage and isn't [blinded](#). A [blinded](#) creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

T, Actions

Tadpole Brine Breath (Recharge 5–6). The dragon exhales brine in a 120-foot line that is 15 feet wide. Each creature in that area must make a DC 22 Constitution saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one. On a success or failure, if the creature isn't a Construct or an Undead, it becomes infested with illithid tadpoles.

While infested, the creature takes 16 (3d10) psychic damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after it succeeds on three of these saves. If the creature is targeted by magic that ends a curse or restores 40 hit points or more, the tadpoles infesting the creature are killed instantly, ending the effect on the creature.

If a Humanoid is reduced to 0 hit points while infested, the creature is stable but remains [unconscious](#) for 6d12 hours. When the period of unconsciousness ends, the creature transforms into a [mind flayer](#) (see the [Monster Manual](#)) with all its hit points. Casting a [wish](#) spell on the [unconscious](#) creature rids it of the infestation and prevents it from turning into a mind flayer.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom ([Medicine](#)) check. The wound also closes if the target receives magical healing.

Tail Grab. The ahuizotl grabs a creature or item. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be grappled (escape DC 14). The ahuizotl can then move up to its speed as a bonus action. The grappled creature must succeed on a DC 14 Strength saving throw or be pulled along 5 feet behind the ahuizotl. A creature being dragged by the ahuizotl makes attack rolls and Dexterity saving throws with disadvantage. If the target is an object or weapon being held by another creature, that creature must succeed on a DC 14 Strength saving throw, or the ahuizotl pulls the object away from the creature. After stealing an object or weapon, the ahuizotl can move up to its speed as a bonus action. The ahuizotl can only grapple one creature or hold one weapon or object at a time. If holding a weapon, it can use its Tail Grab action to make one attack with the weapon with no proficiency bonus.

Tail Spine. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. **Hit:** 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be [poisoned](#) for 1 minute. Until this poison ends, the target is [paralyzed](#). The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Talons (Eagle or True Form Only). **Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. **Hit:** 11 (2d4 + 6) slashing damage plus 9 (2d8) lightning or thunder damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, the Queen of Birds can automatically hit the target with her talons, and she can't make talons attacks against other targets. When the Queen of Birds moves, any Medium or smaller target she is grappling moves with her.

Talons (Vulture Form Only). **Melee Weapon Attack:** +8 to hit, reach 10 ft., one creature. **Hit:** 14 (3d6 + 4) slashing damage, and the target is grappled (escape DC 17) if it is a Huge or smaller creature and Sampati

isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 10 (3d6) piercing damage at the start of each of its turns.

Teleport (1/Day). The arcamag magically teleports up to 60 feet to an unoccupied space. If it is attached to a host when it uses this action, it automatically detaches.

Teleport. Rangda magically teleports to an unoccupied space within line of sight. Alternatively, Rangda magically enters her home plane from the Material Plane, or vice versa.

Temporal Strike (Recharge 6). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 52 (8d12) psychic damage. The target must succeed on a DC 16 Wisdom saving throw or move 1 round forward in time. A target moved forward in time vanishes for the duration. When the effect ends, the target reappears in the space it left or in an unoccupied space nearest to that space if it's occupied.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the carrion stalker attaches to the target and pulls itself into the target's space. While attached, the carrion stalker moves with the target and has advantage on attack rolls against it.

A creature can use its action to try to detach the carrion stalker and force it to move into the nearest unoccupied space, doing so with a successful DC 11 Strength check. On its turn, the carrion stalker can detach itself from the target by using 5 feet of movement. When it dies, the carrion stalker detaches from any creature it is attached to.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by [heal](#) or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tentacle Rod. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage. If the target is hit three times by the rod on one turn, the target must succeed on a DC 15 Constitution saving throw or suffer the following effects for 1 minute: the target's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Terrify (Recharge 4–6). The daemogoth targets one creature it can see within 120 feet of itself. The target must make a DC 17 Wisdom saving throw. On a failed save, the target takes 33 (6d10) psychic damage and is [frightened](#) of the daemogoth until the end of the daemogoth's next turn, and the daemogoth regains 5 hit points. On a successful save, the target takes half as much damage and isn't [frightened](#), and the daemogoth doesn't heal.

Terrifying Breath (Recharge 6). The ghost dragon exhales shadowy mist in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw. On a failed save, the creature takes

40 (9d8) cold damage and is [frightened](#) of the ghost dragon for 1 minute. On a successful save, the creature takes half as much damage and isn't [frightened](#).

While [frightened](#) of the ghost dragon, a creature is [paralyzed](#). The [frightened](#) 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 this ghost dragon's Terrifying Breath for the next 24 hours.

Third Roar. Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked [prone](#). On a successful save, the creature takes half as much damage and isn't knocked [prone](#).

Thorn Vine. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target takes 7 (2d6) acid damage at the start of each of the arborcyte's turns, and tendril attacks against the target have advantage. The arborcyte can grapple up to two creatures at one time.

Thunder Bomb. The giff lights a grapefruit-sized bomb and throws it at a point up to 60 feet away, where it explodes. Each creature within a 10-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw, taking 18 (4d8) thunder damage on a failed save, or half as much damage on a successful one. After the giff throws the bomb, roll a d6; on a roll of 4 or lower, the giff has no more bombs to throw.

Thunderous Strike (Recharge 6). The myrmidon makes one Maul attack. On a hit, the target takes an extra 22 (4d10) thunder damage, and the target must succeed on a DC 14 Strength saving throw or be knocked [prone](#).

Tidal Wave (Recharge 6). The leviathan magically creates a wave of water that extends from a point it can see within 120 feet of itself. The wave is up to 250 feet long, up to 250 feet tall, and up to 50 feet wide. Each creature in the wave must make a DC 24 Strength saving throw. On a failed save, a creature takes 45 (7d12) bludgeoning damage and is knocked [prone](#). On a successful save, a creature takes half as much damage and isn't knocked prone. The water spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 250 feet of it, and then it vanishes.

Tongue. Melee Weapon Attack: +7 to hit, reach 30 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage plus 7 (2d6) acid damage. If the target is Medium or smaller, it is [grappled](#) (escape DC 15), pulled up to 30 feet toward the canoloth, and [restrained](#) until the grapple ends. The canoloth can grapple one target at a time with its tongue.

Tongue Lash. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Torpor Spores (Recharge 5–6). The egg hunter releases a billow of sparkling blue spores. Each creature in a 30-foot-radius sphere centered on the egg hunter must succeed on a DC 14 Constitution saving throw or be [poisoned](#) for 1 minute. While poisoned in this way, the creature can take either an action or a bonus action on its turn but not both, and it can't take reactions. 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 this egg hunter's Torpor Spores for the next 24 hours.

Toxic Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or become [poisoned](#) for 1 minute. At the end of each of the [poisoned](#) target's turns, it must repeat the save, taking 3 (1d6) poison damage on a failed save, or ending the effect on itself on a successful one.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Trill. The frost worm emits a haunting cry. Each creature within 60 feet of the worm that can hear it must succeed on a DC 20 Wisdom saving throw or be [stunned](#) for 1 minute. A creature can repeat the saving throw each time it takes damage and at the end of each of its turns, ending the effect on itself on a success. Once a creature successfully saves against this effect, or if this effect ends for it, that creature is immune to the Trill of all frost worms for the next 24 hours. Frost worms are immune to this effect.

Twilight Sleep (2/Day). Kettlesteam targets one creature she can see within 10 feet of her. The target is engulfed in a cloud of magical, sleep-inducing gas and must succeed on a DC 13 Constitution saving throw or fall [unconscious](#) for 1 minute. A creature put to sleep by this gas awakens instantly if it takes damage, or if someone uses an action to shake or slap the sleeper awake.

U, Actions

Unarmed Strike (Vampire or Wolf Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, Strahd can grapple it (escape DC 18) instead of dealing the slashing damage.

Unearthly Bile (Recharge 5–6). The emissary expels bile that splashes all creatures in a 30-foot-radius sphere centered on a point within 120 feet of the emissary. Each creature in that area must make a DC 23 Dexterity saving throw, taking 55 (10d10) acid damage on a failed save, or half as much damage on a successful one. For each creature that fails the saving throw, a [gibbering mouther](#) (see its entry in the [Monster Manual](#)) appears in an unoccupied space on a surface that can support it within 30 feet of that creature. The [gibbering mouthers](#) act right after the emissary on the same initiative count, gaining a +7 bonus to their attack and damage rolls, and fighting until they are destroyed. They disappear when the emissary dies.

Unearthly Hum. The boot grabber targets one creature it can see within 60 feet of it. It emits a high frequency humming noise which can only be heard by the target. The target must succeed on a DC 11 Wisdom saving throw or move toward the boot grabber on its turn by the shortest and most direct route, ending its turn when it comes within 5 feet of the boot grabber.

Unsettling Visage (Recharges after a Short or Long Rest). Each creature within 30 feet of the changeling must succeed on a DC 13 Wisdom saving throw or be [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.

Usher of Souls. The ankou can transport itself and up to eight creatures in contact with it to another plane of existence. This works like the *plane shift* spell, except dead or incorporeal creatures can be transported and don't have to be willing. The ankou can't use this ability to banish an unwilling creature.

V, Actions

Vicious Mockery (Cantrip). The Inspired unleashes a string of insults laced with subtle enchantments at one creature it can see within 60 feet of it. If the target can hear the Inspired, the target must succeed on a DC 13 Wisdom saving throw or take 2 (1d4) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Vine Lash. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, it is [grappled](#) (escape DC 15). Until the grapple ends, the target is [restrained](#). The plant has four vines, each of which can grapple one target.

Vine Staff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or become [restrained](#) by twisting vines for 1 minute. A target [restrained](#) in this way can use an action to make a DC 17 Strength ([Athletics](#)) or Dexterity ([Acrobatics](#)) check, ending the effect on itself on a success.

Vitality Drain. One creature [grappled](#) by a tentacle of the dolgaunt must make a DC 11 Constitution saving throw. On a failed save, the target takes 9 (2d8) necrotic damage, and the dolgaunt regains a number of hit points equal to half the necrotic damage taken.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Wisdom saving throw or be [frightened](#) of the priest for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

W, Actions

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is [incapacitated](#). The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the devil is [incapacitated](#) or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Warleader's Helix (Recharge 5–6). Ranged Spell Attack: +17 to hit, range 60 ft., one creature. Hit: 54 (12d8) radiant damage, and Aurelia can choose another creature she can see within 10 feet of the target. The second creature regains 27 (6d8) hit points.

Weakening Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 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.

Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength 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.

Weapon Invention. The kobold uses one of the following options (choose one or roll a d8); the kobold can use each one no more than once per day:

1. **Acid.** The kobold hurls a flask of acid. *Ranged Weapon Attack:* S+4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.
2. **Alchemist's Fire.** The kobold throws a flask of alchemist's fire. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 2 (1d4) fire damage at the start of each of the target's turns. The target can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

3. **Basket of Centipedes.** The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A [swarm of insects](#) (centipedes; see the *Monster Manual*) with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.
4. **Green Slime Pot.** The kobold throws a clay pot full of green slime at the target, and it breaks open on impact. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* The target is covered in slime until a creature uses its action to scrape or wash the slime off. A target covered in the slime takes 5 (1d10) acid damage at the start of each of its turns.
5. **Rot Grub Pot.** The kobold throws a clay pot into a 5-foot-square space within 20 feet of it, and it breaks open on impact. A [swarm of rot grubs](#) emerges from the shattered pot and remains a hazard in that square.
6. **Scorpion on a Stick.** The kobold makes a melee attack with a [scorpion](#) (see the *Monster Manual*) tied to the end of a 5-foot-long pole. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.
7. **Skunk in a Cage.** The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must succeed on a DC 9 Constitution saving throw, or it retches and is [incapacitated](#) 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. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.
8. **Wasp Nest in a Bag.** The kobold throws a small bag into a 5-foot-square space within 20 feet of it. A [swarm of insects](#) (wasps; see the *Monster Manual*) with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The target is [restrained](#) by webbing. As an action, the [restrained](#) target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; 5 hit points; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Web Garrote. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or Small creature against which the ettercap has advantage on the attack roll. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is [grappled](#) (escape DC 12). Until this grapple ends, the target can't breathe, and the ettercap has advantage on attack rolls against it.

Web of Hair (Recharge 4–6). Arasta unleashes her hair in the form of webbing that fills a 30-foot cube next to her. The web is difficult terrain, its area is lightly obscured, and it lasts for 1 minute. Any creature that moves into the web or that starts its turn there must make a DC 21 Dexterity saving throw. On a failed save, the creature is [restrained](#) while in the web. A creature can use an action to make a DC 21

Strength check. On a success, it can free itself or a creature within 5 feet of it that is [restrained](#) by the web.

This webbing is immune to all damage except magical fire. A 5-foot cube of the web is destroyed if it takes at least 20 fire damage from a spell or other magical source on a single turn.

Web Strand. Ranged Weapon Attack: +13 to hit, reach 120 ft., one creature. *Hit:* The target is [grappled](#) (escape DC 18). The web strand can be attacked and destroyed (AC 12; 20 hit points; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The spider can grapple up to six creatures at a time using its web strands.

Weight of History (Recharge 5–6). The professor magically compresses time around up to six creatures of its choice that it can see within 30 feet of itself. Each target must succeed on a DC 15 Wisdom saving throw or be [restrained](#) for 1 minute, but the [restrained](#) target's speed is halved instead of being reduced to 0. At the start of each of its turns, the [restrained](#) target takes 4 (1d8) force damage. A [restrained](#) target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Weird (Recharge 6). The simhamukha draws upon the deepest fears and regrets of the creatures around it, creating illusions visible only to them. Each creature within 40 feet of the simhamukha, must succeed on a DC 15 Charisma saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, taking 11 (2d10) psychic damage on a failure or ending the effect on itself on a success.

Whip (Punisher Form Only). Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 9 (2d8) radiant damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn. A creature's hp maximum is reduced by an amount equal to the radiant damage taken. This reduction lasts until the creature finishes a short or long rest.

Whispers of Compulsion. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 12 (2d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and Undead are immune to this effect.

Whispers of Shadow (Recharge 5–6). The dark voice speaks in Umbral, whispering of what it sees beyond the dark. The area within 30 feet of the dark voice becomes dimly lit until the end of the dark voice's next turn. Only sunlight can illuminate the area brightly during this time. Each non-dark folk creature in the area must succeed on a DC 15 Charisma saving throw or take 13 (3d8) psychic damage and be frightened until the start of its next turn.

Whirlwind (Recharge 5-6). Each creature in the bilwis' space and within 5 feet of it must make a DC 12 Strength saving throw. On a failure, a target takes 14 (4d6) bludgeoning damage and is knocked prone. On a success, a target takes half the bludgeoning damage and isn't knocked prone.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked [prone](#). If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is

thrown at another creature, that creature must succeed on a DC 13 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](#).

Whirlwind of Claws (Recharge 5–6). Each creature within 10 feet of the troll must make a DC 19 Dexterity saving throw, taking 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one.

Wish. The zodar casts the [wish](#) spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17). After casting this spell, the zodar turns to dust and is destroyed.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Wrap. The gadabout enters the space of a willing Medium or Small creature within 5 feet of itself and gently wraps its branches around the target. The target is [grappled](#) (escape DC 0). Any attempt by the target to escape the grapple causes the gadabout to use its reaction to move into the nearest unoccupied space. While grappled by the gadabout, the target determines where the gadabout moves on the gadabout's turns and accompanies the gadabout wherever it goes.

X, Actions

Y, Actions

Z, Actions

Reactions

A, Reactions

Animate Tentacle. When the slug takes damage in this cave, it can use its reaction to animate one of the tentacles of the kraken statue and cause it to make a melee weapon attack (+3 to hit) against one creature within 20 feet of the statue that the slug can see. The tentacle deals 8 (1d8 + 4) bludgeoning damage on a hit.

Animated Attack. If the broom is motionless and a creature grabs hold of it, the broom makes a Dexterity check contested by the creature's Strength check. If the broom wins the contest, it flies out of the creature's grasp and makes a melee attack against it with advantage on the attack roll.

Arcane Defense (3/Day). When he is hit by an attack, Kelek protects himself with an invisible barrier of magical force. Until the end of his next turn, he gains a +5 bonus to AC, including against the triggering attack.

Arcane Stasis (2/Day). When a creature the professor can see within 60 feet of it casts a spell, the professor can magically lock the casting in the moment before completion. The spellcaster must succeed on a DC 15 saving throw using the spell's spellcasting ability, or the spell fails and is wasted.

B, Reactions

Banish Hope. When a spell from the evocation or necromancy school is cast within 30 feet of the dark father, the dark father can counter the spell with a successful ability check. This works like the *counterspell* spell with a +5 spellcasting ability check, except the dark father must make the ability check no matter the level of the spell.

Beginner's Luck (2/Day). When the student fails a saving throw, it can reroll the d20. It must use the new roll.

Biting Rebuke. Immediately after the chosen takes damage from a creature within 5 feet of it, it can make a Shortsword attack with advantage against that creature.

Block the Path. When a creature enters a space within 5 feet of the ogre, the ogre makes a Bash attack against that creature. If the attack hits, the target's speed is reduced to 0 until the start of the ogre's next turn.

Bloody Rampage. When the gray render takes damage, it makes one Claw attack against a random creature within its reach, other than its master.

Booming Scales (Costs 3 Actions). A sudden loud ringing noise, painfully intense, erupts from the hollow dragon's frame. Each creature within 10 feet of the hollow dragon must make a DC 19 Constitution saving throw, taking 24 (7d6) thunder damage on a failed save, or half as much damage on a successful one.

C, Reactions

Counterspell. The nullifier attempts to interrupt a creature that it can see within 60 feet in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, the nullifier makes a Charisma check with a DC equal to 10 + the spell's level. On a success, the creature's spell fails and has no effect.

D, Reactions

Dance of the Time Taunter (1/Day). When Baba Yaga's turn ends, she can take an additional turn. A creature able to see Baba Yaga dance through time has its understanding of the universe challenged and must succeed on a DC 18 Intelligence saving throw or be stunned until the end of its next turn.

Deadly Reach. In response to a creature entering a space within 15 feet of it, the boneclaw makes one Piercing Claw attack against that creature.

Deflect Attack. The giant adds 5 to its AC against one weapon attack that would hit it. To do so, the giant must see the attacker and be wielding a melee weapon.

Deflect Missiles (Humanoid or True Form Only). When Brother Ox is hit by a ranged weapon attack, he can reduce the damage he takes by 25 (1d10 + 20). If this reduces the damage to 0, Brother Ox can catch the missile if it fits in one hand and he has one hand free. If Brother Ox catches a missile in this way, he can throw the missile as a ranged weapon attack as part of the same reaction. The missile has +10 to hit, with a short range of 30 feet and a long range of 60 feet. On a hit, it deals 18 (3d8 + 5) damage of a type appropriate to the missile.

Deadfall Shield (Recharge 5-6). When the chuhaister or one ally within 30 feet of it is hit by an attack, the chuhaister can create a magical, wooden barrier that interrupts the attack. The attack causes no damage. The shield splinters and disappears afterwards.

Disarming Words (3/Day). When a creature the speaker can see within 60 feet of it makes a damage roll, the speaker can roll a d6 and subtract the number rolled from that damage roll.

Dream Eater. When an [unconscious](#) creature the hag can see within 30 feet of her regains consciousness, the hag can force the creature to make a DC 15 Wisdom saving throw. Unless the save succeeds, the creature takes 11 (2d10) psychic damage, and the hag regains hit points equal to the amount of damage taken.

E, Reactions

Empathic Feedback. When the quori takes damage from a creature it can see within 60 feet of it, the quori can force that creature to succeed on a DC 16 Intelligence saving throw or take 11 (2d10) psychic damage.

Engine of Pain. Immediately after a creature within 5 feet of the hammerer hits it with an attack roll, the hammerer makes a Hammer attack against that creature.

Explosive Retribution. In response to dropping to 15 hit points or fewer, the orthon explodes. All other creatures within 30 feet of it must each make a DC DC 17 Dexterity saving throw, taking 9 (2d8) fire damage plus 9 (2d8) thunder damage on a failed save, or half as much damage on a successful one.

F, Reactions

Far Realm Step. Immediately after taking damage, the lich, along with any equipment it is wearing or carrying, magically teleports up to 60 feet to an unoccupied space it can see.

Fearful Voice (Recharge 5–6). In response to taking damage, Hutijin utters a dreadful word of power. Each creature within 30 feet of him that isn't a devil must succeed on a DC 22 Wisdom saving throw or become [frightened](#) of him 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. A creature that saves against this effect is immune to his Fearful Voice for 24 hours.

Feed on Death. When a creature within 30 feet of the shaman drops to 0 hit points, the shaman gains 5 (1d10) temporary hit points.

Foster Peace. If a creature [charmed](#) by the eladrin hits with an attack roll while within 60 feet of the eladrin, the eladrin magically causes the attack to miss, provided the eladrin can see the attacker.

Furious Defense. After a creature the giant can see is dealt damage by a foe within 20 feet of the giant, the giant makes a chain attack against that foe.

Fuse Damage. When the seer is hit by an attack, it takes only half of the triggering damage. The first time the seer hits with a melee attack on its next turn, the target takes an extra 1d6 radiant damage.

G, Reactions

Ghostly Binding (Costs 2 Actions). The hollow dragon creates ethereal bindings around a creature it can see within 60 feet of it. The target must succeed on a DC 19 Strength saving throw or be [restrained](#) until the end of the dragon's next turn.

Guided Attack (Recharges after a Short or Long Rest). When the firefist or one creature it can see within 30 feet of it makes an attack roll, the firefist grants a +10 bonus to that roll.

H, Reactions

Heavenly Inspiration. When a creature the song angel can see fails an ability check or saving throw or misses with a weapon attack, the angel can sing a verse of divine music. If the creature hears this song, it can reroll the failed check, save, or attack roll with advantage.

I, Reactions

Instinctive Charm. When a creature within 60 feet of the amnizu makes an attack roll against it, and another creature is within the attack's range, the attacker must make a DC 19 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including the amnizu or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to the amnizu's Instinctive Charm for 24 hours.

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the clockwork gives that creature a +5 bonus to its AC against that attack, potentially causing a miss. To use this ability, the clockwork must be able to see the creature and the attacker.

Its Crown Runs Red. When it is hit by an attack, the bloody bones regains 5 (1d10) hit points and has resistance to that damage type until the end of its next turn as life-giving blood pours from the top of its skull.

J, Reactions

K, Reactions

L, Reactions

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bearfolk chieftain can, as a reaction, utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll, provided it can hear and understand the bearfolk chieftain. A creature can benefit from only one Leadership die at a time. This effect ends if the bearfolk chieftain is incapacitated.

Learn from the Past (2/Day). When another creature within 60 feet of the apprentice misses a target with an attack roll, the apprentice magically enables the attacker to reroll the attack roll. It must use the new roll.

M, Reactions

Magical Discharge (1/Day). When it takes damage, the leech can discharge a bolt of magical energy from its eye that targets one creature it can see within 30 feet of itself. The target must succeed on a DC 13 Dexterity saving throw or take 10 (3d6) force damage and be [stunned](#) until the end of its next turn.

Magic Allergy (1/Day). Immediately after a creature within 30 feet of the gremishka casts a spell, the gremishka can spontaneously react to the magic. Roll a d6 to determine the effect:

1–2. The gremishka emanates magical energy. Each creature within 30 feet of the gremishka must succeed on a DC 10 Constitution saving throw or take 3 (1d6) force damage.

3–4. The gremishka surges with magical energy and regains 3 (1d6) hit points.

5–6. The gremishka explodes and dies, and one [swarm of gremishkas](#) instantly appears in the space where this gremishka died. The swarm uses the gremishka's initiative.

Magic Shield (3/Day). When the draconian is hit by an attack roll, it can create an invisible barrier of magical force around itself, granting it a +5 bonus to its AC against that attack and potentially causing the attack to miss.

Malodorous Stench. When the chupacabra is reduced to less than half of its maximum hp, it releases a foul, sulphurous stench. Each creature within 5 feet of the chupacabra must succeed on a DC 11 Constitution saving throw or be poisoned until the end of its next turn.

Mirrored Damage. In response to being damaged by a creature it can see within 120 feet of itself, the fractine forces that creature to make a DC 16 Constitution saving throw. On a failed save, the creature takes 24 (8d6) force damage. On a successful save, the creature takes half as much damage.

Misty Escape (Recharges after a Short or Long Rest). When the gloom weaver takes damage, it turns [invisible](#) and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks or casts a spell.

N, Reactions

Negate Spell (3/Day). The alhoon targets one creature it can see within 60 feet of it that is casting a spell. If the spell is 3rd level or lower, the spell fails, but any spell slots or charges are not wasted.

Negate Spell (Recharge 5–6). Graz'zt tries to interrupt a spell he sees a creature casting within 60 feet of him. If the spell is 3rd level or lower, the spell fails and has no effect. If the spell is 4th level or higher, Graz'zt makes a Charisma check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

O, Reactions

On the Hunt. When a creature the alnaar can see moves, the alnaar can move up to 20 feet toward the moving creature. If the alnaar moves within 10 feet of that creature, it can make one fiery fangs attack against the creature.

One with the Worldsoul. The horncaller chooses one beast it can see within 30 feet of it. If the beast can hear the horncaller, the beast uses its reaction to make one melee attack against a target that the horncaller can see.

Opportunistic Hunger. When a creature the khargra can see within 5 feet of it hits it with a metal weapon, the khargra can make a bite attack against that creature.

P, Reactions

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

Portent (3/Day). When the diviner or a creature it can see makes an attack roll, a saving throw, or an ability check, the diviner rolls a d20 and chooses whether to use that roll in place of the d20 rolled for the attack roll, saving throw, or ability check.

Protective Link. When another creature the gem stalker can see within 30 feet of it is about to take damage, the gem stalker reduces that damage by 10 (3d6). The gem stalker then takes damage equal to that amount.

Protective Shield (3/Day). When the drow or a creature within 10 feet of it is hit by an attack roll, the drow gives the target a +5 bonus to its AC until the start of the drow's next turn, which can cause the triggering attack roll to miss.

Psionic Shield (3/Day). When the braxat would be hit by an attack roll or a [magic missile](#) spell that originates from a source the braxat can see, the braxat can create an invisible barrier of magical force around itself that lasts until the start of its next turn. This barrier gives the braxat a +5 bonus to AC, including against the triggering attack, and prevents [magic missile](#) spells from damaging it.

Q, Reactions

R, Reactions

Rapid Adaptation. When the egg hunter takes damage, it gives itself resistance to that damage.

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Reversal. When a creature the reverser can see within 30 feet of it regains hit points, the reverser reduces the number of hit points regained to 0, and the reverser deals 13 (3d8) force damage to the creature.

S, Reactions

Safe Descent. When it would take damage from a fall, the hadozee extends its skin membranes to reduce the fall's damage to 0, provided it isn't wearing heavy armor.

Scintillating Breath (Recharge 5–6). The dragon exhales a burst of brilliant radiance in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 40 (9d8) radiant damage on a failed save, or half as much damage on a successful one. The dragon then gains 15 temporary hit points by absorbing a portion of the radiant energy.

Scouring Instruction. When an ally that the duergar can see makes a d20 roll, the duergar can roll a d6, and the ally can add the number rolled to the d20 by taking 3 (1d6) psychic damage.

Shape Theft. After the draconian kills a Medium or smaller Humanoid, the draconian can magically transform itself to look and feel like that creature while retaining its game statistics (other than its size). This transformation lasts until the draconian dies or uses an action to end it.

Share the Pain. When the kinnara's partner is hit with a melee or ranged attack, the kinnara can teleport to an unoccupied space within 5 feet of its partner. The damage caused by the attack is divided evenly between the two kinnara.

Slow Fall. When the githzerai falls, it reduces any falling damage it takes by 50.

Soul Devouring. When Chittr'k'k or a rattok demon within 120 feet of Chittr'k'k reduces a creature to 0 hp, the demon lord devours that creature's soul. Chittr'k'k gains 19 (3d12) temporary hp and the creature must succeed on a DC 18 Constitution saving throw or suffer two failed death saving throws.

Spell Mimicry (1/Day). Immediately after a creature the archaic can see casts a spell of 5th level or lower, that creature must succeed on a DC 22 Charisma saving throw, or the archaic immediately casts the same spell at the same level (+14 to hit with spell attacks, spell save DC 22), requiring no material components and choosing the spell's targets.

Split. When a Large fractine that has at least 10 hit points remaining takes bludgeoning, piercing, slashing, or thunder damage from any source, it splits into two Medium fractines. The new fractines occupy the space formerly occupied by the original fractine, and each new fractine has hit points equal to half the original's, rounded down. If the original fractine had a creature trapped in its demiplane, that creature is released when the fractine splits, reappearing in an unoccupied space as close to the new fractines as possible.

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. 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 11 Strength check and succeeding.

Swift as Frost. After a creature the wind demon can see damages it with an attack, the wind demon can move up to its speed without provoking opportunity attacks.

T, Reactions

Tail Ray. When the absorber takes damage from a spell, the absorber takes only half the triggering damage. If the spellcaster is within 60 feet of the absorber, the absorber can force the caster to make a DC 16 Dexterity saving throw. Unless the save succeeds, the caster takes the other half of the damage.

Telekinetic Deflection. In response to being hit by an attack roll, the inquisitor increases its AC by 4 against the attack. If this causes the attack to miss, the attacker is hit by the attack instead.

U, Reactions

Uncanny Dodge. The hadozee halves the damage that it takes from an attack that hits it, provided it can see the attacker.

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be [frightened](#) until the end of its turn.

Unyielding. When Aurelia is subjected to an effect that would move her, knock her [prone](#), or both, she can use her reaction to be neither moved nor knocked [prone](#).

V, Reactions

Vengeful Strike. In response to a gnoll being reduced to 0 hit points within 30 feet of the witherling, the witherling makes one Bite or Spiked Club attack.

Voracious. The arcanaphage's tentacles glow when a spell is cast within 30 feet of it, countering the spell. This reaction works like the *counterspell* spell, except the arcanaphage must always make a spellcasting ability check, no matter the spell level. Its ability check for this is +5. If it successfully counters the spell, the arcanaphage feeds.

W, Reactions

X, Reactions

Y, Reactions

Z, Reactions

Legendary Actions

A, Legendary Actions

Abyssal Magic. Graz'zt uses Spellcasting or Teleport.

Arcane Spear (Costs 3 Actions). The greatwyrn creates four spears of magical force. Each spear hits a creature of the greatwyrn's choice it can see within 120 feet of it, dealing 12 (1d8 + 8) force damage to its target, then disappears.

Armor of Storms (Costs 2 Actions). Lightning temporarily surrounds the dragon turtle, and it gains 40 temporary hit points until the start of its next turn. Until all these temporary hit points are gone, any creature that touches the dragon turtle or hits it with a melee attack takes 26 (4d12) lightning damage.

At Will Spell. The Bat King casts one of his at will spells.

B, Legendary Actions

Bellow (Costs 2 Actions). Borborygmos yells menacingly at one creature he can see within 60 feet of him. That creature must succeed on a DC 17 Wisdom saving throw or become [frightened](#) of him for 1 minute. If the creature is already [frightened](#), it becomes [stunned](#) instead. 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 Borborygmos's Bellow for the next 24 hours.

Blinding Brilliance (Costs 2 Actions). The dragon emits magical light in a 30-foot-radius sphere centered on itself. Each creature in this area must succeed on a DC 23 Wisdom saving throw or be [blinded](#) until the end of its next turn.

Boiling Aura (Costs 3 Actions). The dragon turtle radiates intense heat. Until the start of the dragon turtle's next turn, whenever a creature starts its turn within 20 feet of the dragon turtle, that creature must succeed on a DC 24 Constitution saving throw or take 40 (9d8) fire damage. Being underwater doesn't grant resistance against this damage.

Bolster. The empyrean bolsters all nonhostile creatures within 120 feet of it until the end of its next turn. Bolstered creatures can't be [charmed](#) or [frightened](#), and they gain advantage on ability checks and saving throws until the end of the empyrean's next turn.

Break Concentration. The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain breaks the creature's concentration on a spell it has cast. The creature also takes 1d4 psychic damage per level of the spell.

Breath of the Bone Mother (Costs 2 Actions). Baba Yaga uses Breath of the Bone Mother, if it is available.

Bulwark (Costs 3 Actions). The aatxe flares crimson with celestial power, protecting those nearby. The next attack that would hit an ally within 5 feet of the aatxe hits the aatxe instead.

C, Legendary Actions

Call Carrion-Eater (Costs 2 Actions). Chemosh summons a vrock at a point within 60 feet of him. The vrock has a swim speed equal to its fly speed. It remains for 1 minute, until it or Chemosh dies, or until Chemosh dismisses it as an action. Chemosh can summon up to three vrocks per day.

Call Lightning (Cost 2 Actions). A bolt of lightning flashes down from the clouds to a point Azi Dahaka can see within 100 feet of it. Each creature within 5 feet of that point must make a DC 20 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Change Gravity (Costs 3 Actions). The githzerai casts the [reverse gravity](#) spell, using Wisdom as the spellcasting ability. The spell has the normal effect, except that the githzerai can orient the area in any direction and creatures and objects fall toward the end of the area.

Chromatic Flare (Costs 2 Actions). The greatwyrms flare with elemental energy. Each creature in a 60-foot-radius sphere centered on the greatwyrms must succeed on a DC 26 Dexterity saving throw or take 22 (5d8) acid damage.

Claw. Barong makes one claw attack.

Cloud of Dust. The demilich magically swirls its dusty remains. Each creature within 10 feet of the demilich, including around a corner, must succeed on a DC 15 Constitution saving throw or be [blinded](#) until the end of the demilich's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the demilich's next turn.

Celestial Lances (Costs 3 Actions). The aspect conjures four enormous lances of magical force that plummet to the ground at four different points he can see within 150 feet of him and then disappear. Each creature in a 20-foot-radius, 100-foot-high cylinder centered on each point must succeed on a DC 27 Dexterity saving throw or take 24 (7d6) force damage. A creature in the area of more than one lance is affected only once.

Celestial Shield (Costs 2 Actions). The aspect manifests seven spectral ancient gold dragons around himself that protect him; he gains 77 temporary hit points until the start of his next turn.

Charge (Costs 2 Actions). Baphomet moves up to his speed without provoking opportunity attacks, then makes a Gore attack.

Chromatic Flare (Costs 3 Actions). The aspect flares with elemental energy. Each creature of the aspect's choice in a 60-foot-radius sphere centered on her must make a DC 27 Dexterity saving throw. On a failed save, the creature takes 39 (6d12) damage of a type chosen by the aspect: acid, cold, fire, lightning, or poison. On a successful save, the creature takes half as much damage.

Commanding Thought (Costs 2 Actions). The shard targets a creature it can see within 30 feet of it. The target must succeed on a DC 20 Wisdom saving throw or be [charmed](#) until the end of its next turn. While [charmed](#) in this way, the target becomes the shard's puppet, acting and moving in accordance with its telepathic commands. While under the shard's control, the target can take only the [Attack](#) (shard chooses the target) or [Dash](#) action on its turn.

Coordinated Assault (Costs 2 Actions). The archon makes a radiant spear attack, and then its mount can use its reaction to make a melee weapon attack.

Control Weather. Azi Dahaka can alter the weather in a 5-mile radius centered on itself. The effect is identical to the *control weather* spell, except the casting time and effects are immediate.

Command Allies. Aurelia chooses up to three creatures she can see within 30 feet of her. If a chosen creature can see or hear Aurelia, it can immediately use its reaction to make one weapon attack, with advantage on the attack roll.

Command Ally. The githyanki targets one ally it can see within 30 feet of it. If the target can see or hear the githyanki, the target can make one melee weapon attack using its reaction, if available, and has advantage on the attack roll.

Commanding Spores. The dragon releases spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 16 Wisdom saving throw or use its reaction to make a melee weapon attack against a random creature within reach. If no creatures are within reach, or the target can't take a reaction, it takes 5 (1d10) psychic damage.

Compel Demon. An allied demon within 30 feet of the drow uses its reaction to make one attack against a target of the drow's choice that she can see.

Coordinated Assault. The dullahan makes a Battleaxe attack, and then one [death's head](#) the dullahan can see within 30 feet of it can use its reaction to make a melee attack.

Corrupting Touch (Costs 2 Actions). Melee Weapon Attack: +14 to hit, reach 10 ft., one creature. *Hit:* 21 (4d6 + 7) poison damage, and the target is slimed. Until the slime is scraped off with an action, the target is [poisoned](#), and any creature, other than an Ooze, is poisoned while within 10 feet of the target.

Crushing Tentacle. The horror crushes one creature it is grappling. The [grappled](#) creature must make a DC 22 Constitution saving throw, taking 18 (3d6 + 8) force damage on a failed save, or half as much damage on a successful one.

D, Legendary Actions

Dance, My Puppet! One creature [charmed](#) by Graz'zt that Graz'zt can see must use its reaction to move up to its speed as Graz'zt directs.

Detect. The ankou learns the location of all living creatures within 120 feet. Alternatively, it can learn the location of all undead creatures or creatures that have been dead no longer than 1 hour within 1 mile.

Detect. The Bat King makes a Wisdom (Perception) check.

Detention (Costs 3 Actions). The archon targets a creature it can see within 60 feet of it. The target must succeed on a DC 18 Charisma saving throw or be magically teleported to a harmless demiplane until the end of the archon's next turn, whereupon the target reappears in the space it left or the nearest unoccupied space if that space is occupied.

Disrupt Life (Costs 3 Actions). Each creature within 30 feet of the lich must make a DC 17 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Dive Bomb (Costs 2 Actions; True or Vulture Form Only). Sampati flies up to his speed and makes a spear or talon attack against one creature. If the attack hits, the target takes an extra 9 (2d8) piercing or slashing damage. Sampati must fly at least 30 feet straight towards the target to use this action. Sampati can't use this action if he is grappling a creature.

Divine Command (Costs 2 Actions). Barong roars a command at one allied undead or celestial within 30 feet of him. It can move up to its speed and make one attack as a reaction. The creature doesn't provoke an opportunity attack from this movement.

Donjon Visit (Costs 2 Actions). One Huge or smaller creature that the dreadnought can see within 60 feet of it must succeed on a DC 19 Charisma saving throw or be teleported to an unoccupied space on the floor of the Demiplanar Donjon. At the end of the target's next turn, it reappears in the space it left or in the nearest unoccupied space if that space is occupied.

E, Legendary Actions

Emerald Embers (Costs 3 Actions). The dragon creates a dancing mote of green flame around a creature it can see within 60 feet of it. The target must succeed on a DC 17 Dexterity saving throw or take 31 (9d6) fire damage.

Energy Drain (Costs 2 Actions). Each creature within 30 feet of the demilich must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the greater restoration spell or similar magic.

Enlightening Roar. Each creature he chooses within 30 feet of him can immediately repeat a saving throw to end one condition currently affecting it.

Enthrall. Typhon makes one enthralling touch attack.

Envelope in Shadow (Costs 2 Actions). The ankou moves up to half its speed without provoking opportunity attacks. Any creature whose space it moves through must make a DC 22 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Essential Reduction (Costs 3 Actions). The dragon targets a creature or an object not being worn or carried that it can see within 60 feet of it. The target must succeed on a DC 17 Constitution saving throw or take 28 (8d6) necrotic damage. If this damage reduces the target to 0 hit points, it crumbles to dust.

Explosive Crystal (Costs 3 Actions). The dragon spits an amethyst that that explodes at a point it can see within 60 feet of it. Each creature within a 20-foot-radius sphere centered on that point must succeed on a DC 20 Dexterity saving throw or take 13 (3d8) force damage and be knocked [prone](#).

Eye Ray. The beholder uses one random eye ray.

F, Legendary Actions

Fiendish Magic. Bael uses Spellcasting or Teleport.

Flight (Bat or Hybrid Form Only). The Bat King flies up to his flying speed without provoking opportunity attacks.

Flowing Creation (Costs 3 Actions). Galazeth magically summons 1d4 [art elemental mascots](#) in unoccupied spaces he can see within 60 feet of himself. The art elementals obey his commands and take their turns immediately after his. Any creature, other than an art elemental, takes 5 (1d10) cold, fire, or lightning damage (Galazeth's choice) if it ends its turn within 5 feet of one or more of these elementals. When one of these elementals drops to 0 hit points, Galazeth can fly up to 20 feet without provoking opportunity attacks. These elementals disappear after 10 minutes, when Galazeth dies, or when he uses this action again.

Frighten Foes (Costs 3 Actions). Aurelia targets up to five creatures she can see within 30 feet of her. Each target must succeed on a DC 25 Wisdom saving throw or be [frightened](#) of her until the end of her next turn. Any target within 5 feet of Aurelia has disadvantage on the saving throw.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become [frightened](#) for 1 minute. The [frightened](#) target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Frightful Presence (Costs 2 Actions). Each creature of the dullahan's choice within 30 feet of it must succeed on a DC 15 Wisdom saving throw or become [frightened](#) of the dullahan until the end of its next turn.

Furious Bite (Costs 2 Actions). The aspect makes one Bite attack. If the attack hits a creature, the target must succeed on a DC 27 Wisdom saving throw or become [frightened](#) of the aspect until the end of the target's next turn.

G, Legendary Actions

Gore (Costs 2 Actions). The aatxe makes one gore attack.

H, Legendary Actions

Head Hunt (Costs 3 Actions). The dullahan moves up to its speed without provoking opportunity attacks and makes one Battleaxe attack with advantage. If the attack hits, but is not a critical hit, the attack deals an extra 27 (6d8) necrotic damage.

Headless Wail (Costs 2 Actions). An echoing shriek issues from the dullahan's headless stump. Each creature of the dullahan's choice within 10 feet of it must make a DC 15 Wisdom saving throw. Each creature takes 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one. If one or more creatures fail the saving throw, the dullahan gains 10 temporary hit points.

Hurl Through Avernus (Costs 2 Actions). The aspect targets a creature she is grappling. The creature must succeed on a DC 25 Charisma saving throw or take 44 (8d10) psychic damage and be banished to Avernus (the first layer of the Nine Hells). At the start of the aspect's next turn, the creature reappears in an unoccupied space within 10 feet of the aspect.

Hypnotic Sway (Costs 2 Actions). Rangda uses her Hypnotic Sway ability, if it is available.

I, Legendary Actions

Infernal Command. Bael uses Infernal Command.

Infernal Glare. Geryon targets one creature he can see within 60 feet of him. The target must succeed on a DC 23 Wisdom saving throw or become [frightened](#) of Geryon until the end of its next turn.

Incorporeal Dash. Bol'bara moves up to her speed. She can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Implant Fear (Costs 2 Actions). Belashyrra targets a creature it can see within 60 feet of it. The target must succeed on a DC 22 Wisdom saving throw or take 22 (4d10) psychic damage and immediately use its reaction, if available, to move as far as its speed allows away from Belashyrra.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

J, Legendary Actions

K, Legendary Actions

King's Blade. The Mouse King makes one king's blade attack.

L, Legendary Actions

Leap. The Queen of Cats moves up to her speed, jumping or climbing over obstacles in the way. Difficult terrain caused by urban or forested terrain features doesn't cost her extra movement when she leaps.

Lightning Flash (Costs 2 Actions). Galazeth moves up to half his flying speed without provoking opportunity attacks. When he passes within 15 feet of a creature during this move, that creature must succeed on a DC 22 Dexterity saving throw or take 11 (2d10) lightning damage. A creature can take this damage no more than once during the move.

Lightning Strike (Costs 2 Actions). The tempest can cause a bolt of lightning to strike a point on the ground anywhere under its storm. Each creature within 5 feet of that point must make a DC 20 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Storm (Costs 2 Actions). Hutijin releases lightning in a 30-foot radius, blocked only by [total cover](#). All other creatures in that area must each make a DC 22 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.

Longsword. Chemosh makes one longsword attack.

Look at Me (Costs 3 Actions). Hythonia can force a sighted creature she has [grappled](#) to see her eyes and be affected by her gaze.

M, Legendary Actions

Mind Blast (Costs 3 Actions). Dyrren magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 23 Intelligence saving throw or take 30 (5d8 + 8) psychic damage and be [stunned](#) 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.

Mind Cloud (Costs 3 Actions). The emissary unleashes a psychic wave. Each creature within 30 feet of the emissary must succeed on a DC 23 Wisdom saving throw or take 32 (5d12) psychic damage. In addition, every spell ends on creatures and objects of the emissary's choice in that area.

Move. Brother Ox moves up to his speed without provoking opportunity attacks.

N, Legendary Actions

Numbing Claws. Hythonia makes two attacks with her claws. If both attacks hit the same creature, it takes an extra 7 (2d6) poison damage and must succeed on a DC 18 Constitution saving throw or become [paralyzed](#) until the start of her next turn.

Nyx Weave (Costs 2 Actions). Each creature [restrained](#) by Arasta's Web of Hair must succeed on a DC 21 Constitution saving throw, or the creature takes 26 (4d12) force damage and any spell of 6th level or lower on it ends.

O, Legendary Actions

P, Legendary Actions

Pestle Slap. Baba Yaga makes one pestle slap attack.

Petrified Earth (Costs 2 Actions). Hythonia causes stone spikes to erupt from the ground in a 30-foot radius centered on her. The area becomes difficult terrain until the start of her next turn. Any creature, other than Hythonia, takes 9 (2d8) piercing damage for every 5 feet it moves on those spikes.

Plague Breath (Costs 2 Actions). Chittr'k'k surrounds himself with hideous vapors from his pipe, a screeching, pestilent mix of damned souls and poison gas. The gas spreads around corners, and its area is lightly obscured. Each creature that starts its turn within 10 feet of Chittr'k'k must make a DC 15 Constitution saving throw. On a failure, the creature takes 16 (3d10) necrotic damage and is poisoned. On a success, the creature takes half the damage and is not poisoned. The gas lasts until Chittr'k'k uses this legendary action again or until Chittr'k'k dies. Rats, rattok demons, wind demons, and Chittr'k'k are immune to the effects of Plague Breath.

Poison Jet (Costs 2 Actions). Foul gas squirts from the horror in a 30-foot line that is 5 feet wide. Each creature in the line must succeed on a DC 21 Constitution saving throw or take 14 (4d6) poison damage.

Poison Prick (Cost 2 Actions). The lich targets one poisoned creature it can see within 30 feet of it. The target must succeed on a DC 19 Constitution saving throw or fall [unconscious](#) until the [poisoned](#) condition ends on it.

Precognition (Costs 2 Actions). The Queen of Serpents gets a brief glimpse of the immediate future, gaining advantage on attack rolls and Dexterity-based saving throws until the end of her next turn.

Protection. When an attacker the giant can see makes an attack roll against a creature within 10 feet of the giant, the giant can impose disadvantage on the attack roll.

Psionics (Costs 2 Actions). The dragon uses Psychic Step or Spellcasting.

Psychic Beam (Costs 3 Actions). The greatwyrn emits a beam of psychic energy in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 26 Intelligence saving throw, taking 27 (5d10) psychic damage on a failed save, or half as much damage on a successful one.

Psychic Drain (Costs 2 Actions). One creature [charmed](#) by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

Psychic Lash (Costs 3 Actions). The emissary targets a creature it can see within 30 feet of it and psychically lashes at that creature's mind. The target must succeed on a DC 21 Wisdom saving throw or take 36 (8d8) psychic damage and be [stunned](#) until the start of its next turn.

Psychic Projection (Costs 3 Actions). Each creature within 60 feet of the dreadnought must make a DC 19 Wisdom saving throw, taking 26 (4d10 + 4) psychic damage on a failed save, or half as much damage on a successful one.

Psychic Pulse. The elder brain targets a creature within 120 feet of it with which it has a psychic link. Enemies of the elder brain within 10 feet of that creature take 10 (3d6) psychic damage.

Q, Legendary Actions

Quick Casting (Costs 3 Actions). The Mouse King casts one innate spell.

R, Legendary Actions

Reduce to Ash (Costs 3 Actions). The ashen rider targets a creature it can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, or it takes 27 (5d10) necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. If the target's hit point maximum is reduced to 0, its body and everything it is wearing and carrying, except for magic items, are reduced to ash. A creature reduced to ash can't be revived by any means short of a [wish](#) spell.

Rejoin Mount. If the archon isn't mounted, it magically teleports to its steed and mounts it as long as the archon and its steed are on the same plane of existence.

Rend Reality (Costs 3 Actions). Belashyrra rips at the bonds of reality in its immediate area. Each creature within 10 feet of Belashyrra must succeed on a DC 22 Constitution saving throw or take 19 (3d12) force damage and gain one level of [exhaustion](#).

Return to Nyx (Costs 3 Actions). The archon causes a corpse it can see within 30 feet of it to burst into a shower of radiant stars leaving no trace of it behind. Everything it is wearing or carrying remains. Each creature within 10 feet of the corpse when it bursts must succeed on a DC 16 Dexterity saving throw or take 22 (4d10) radiant damage.

Roar (Costs 2 Actions). The lion emits a magical roar. Each creature within 60 feet of the lion that can hear the roar must succeed on a DC 12 Wisdom saving throw or be [frightened](#) of the lion until the end of the lion's next turn.

S, Legendary Actions

Sap Life (Costs 2 Actions). The lich targets one creature it can see within 30 feet of it. The target must succeed on a DC 19 Constitution saving throw or take 11 (2d10) necrotic damage. The lich regains a number of hit points equal to the amount of damage that the creature takes.

Screaming Gale (Costs 3 Actions). The tempest releases a blast of thunder and wind in a line that is 300 feet long and 20 feet wide. Objects in that area take 22 (4d10) thunder damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) thunder damage and be flung up to 60 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown before impact. If the target would collide with another creature instead, that other creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked [prone](#).

Scurry (Costs 2 Actions). The Queen of Cats moves up to her speed and can Hide.

Sever Psychic Link. The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain ends the link, causing the creature to have disadvantage on all ability checks, attack rolls, and saving throws until the end of the creature's next turn.

Shattering Roar (Costs 2 Actions). The greatwyrn unleashes a magical roar. Each creature in a 120-foot-radius sphere centered on the greatwyrn must succeed on a DC 26 Constitution saving throw or take 19 (3d12) thunder damage and be [incapacitated](#) until the end of its next turn.

Shatter Concentration (Costs 2 Actions). The dragon targets a creature it is grappling. The target's concentration on a spell it has cast or an ability it is maintaining ends, and the target takes 19 (3d12) psychic damage.

Shifting Nightmare (Costs 3 Actions). Lazav rapidly takes the form of several nightmarish creatures, lashing out at all nearby. Each creature within 10 feet of Lazav must succeed on a DC 21 Dexterity saving throw or take 18 (4d8) damage of a type chosen by Lazav: acid, cold, fire, lightning, or necrotic.

Smite (Costs 2 Actions). The archon makes a Hammer of Justice attack, and then its mount can use its reaction to make a melee weapon attack.

Snake Bites. Typhon makes one snake bites attack.

Soar (Eagle or True Form Only). The Queen of Birds flies up to her flying speed.

Soul Bite. Chittr'k'k uses his soul bite attack.

Spawn Aberration (Costs 2 Actions). Dyrn regurgitates an [intellect devourer](#) in an unoccupied space within 5 feet of it. The intellect devourer is under Dyrn's control and acts immediately after Dyrn in the initiative order.

Spell (Costs 2 Actions). Rangda casts a spell.

Spore Salvo (Costs 2 Actions). The dragon releases poisonous spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 16 Constitution saving throw or take 17 (5d6) poison

damage and become [poisoned](#) for 1 minute. The [poisoned](#) creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stalking Nightmare (Costs 2 Actions). The titan uses Teleport, after which it can target one creature within 20 feet of itself that it can see. The target must make a DC 20 Constitution saving throw. On a failed save, the target takes 22 (4d10) necrotic damage, and the titan regains 10 hit points. On a successful save, the target takes half as much damage, and the titan doesn't heal.

Starlight Strike (Costs 3 Actions). The dragon releases a searing beam of starlight at a creature that it can see within 60 feet of it. The target must succeed on a DC 17 Dexterity saving throw or take 31 (9d6) radiant damage.

Storm Spear (Humanoid or True Form Only). The Queen of Birds makes a storm spear attack.

Stumble. Chittr'k'k commands a rat to dash under the feet of a creature within 60 feet, causing it to stumble. The creature must succeed on a DC 15 Dexterity saving throw or it drops whatever it is holding and falls prone.

Stunning Strike (Costs 2 Actions). Brother Ox makes one unarmed strike. If it hits a creature, the target must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Swarm (Costs 2 Actions). Arasta causes two [swarms of spiders](#) (see the [Monster Manual](#)) to appear in unoccupied spaces within 5 feet of her.

Swim. Chemosh swims up to his swim speed without provoking opportunity attacks.

Swipe (Cat or True Form Only). The Queen of Cats makes a claw attack.

Swooping Death (Costs 2 Actions; Eagle or True Form Only). The Queen of Birds makes an attack with her talons. If the attack hits, she can fly up to half her flying speed.

T, Legendary Actions

Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) force damage. If the target is a Large or smaller creature, it is also [grappled](#) (escape DC 24), and it is [restrained](#) until the grapple ends. Fraz-Urb'luu can grapple only one creature with his tail at a time.

Tail Attack. The ankou makes a tail attack.

Tail Swipe. The aboleth makes one tail attack.

Teeming with Life (Costs 3 Actions). Beledros magically summons 1d4 [pest mascots](#) in unoccupied spaces she can see within 60 feet of herself. The pests obey her commands and take their turns immediately after hers. Any creature, other than a pest, takes 9 (2d8) poison damage if it starts its turn within 5 feet of one or more of these pests. When one of these pests drops to 0 hit points, Beledros regains 9 hit points. These pests disappear after 10 minutes, when Beledros dies, or when she uses this action again.

Teleport. The githyanki magically teleports, along with any equipment it is wearing and carrying, to an unoccupied space it can see within 30 feet of it. It also becomes insubstantial until the start of its next turn. While insubstantial, it can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 16 (3d10) force damage and is moved to the nearest unoccupied space.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Teleportation Maw (Costs 2 Actions). The emissary teleports to an unoccupied space it can see within 30 feet of it and can make a Lashing Maw attack.

Terror (Costs 2 Actions). Fraz-Urb'luu uses Phantasmal Terror.

Terrorize (Costs 3 Actions). The titan targets one creature it can see within 120 feet of itself. The target must make a DC 20 Wisdom saving throw. On a failed save, the target takes 38 (7d10) psychic damage and is [frightened](#) of the titan until the end of the target's next turn, and the titan regains 15 hit points. On a successful save, the target takes half as much damage and isn't [frightened](#), and the titan doesn't heal.

Toxic Web (Costs 3 Actions). Each creature [restrained](#) by Arasta's Web of Hair takes 18 (4d8) poison damage.

Treacherous Ice. Magical ice covers the ground in a 20-foot radius centered on a point the dragon can see within 120 feet of itself. The ice, which is [difficult terrain](#) for all creatures except lunar dragons, lasts for 10 minutes or until the dragon uses this legendary action again.

Trembling Strike (Costs 2 Actions). The empyrean strikes the ground with its maul, triggering an earth tremor. All other creatures on the ground within 60 feet of the empyrean must succeed on a DC 25 Strength saving throw or be knocked [prone](#).

U, Legendary Actions

Unravel Magic (Costs 2 Actions). The archaic targets one creature it can see within 120 feet of itself. The target must succeed on a DC 22 Constitution saving throw or take 35 (10d6) force damage, and each spell of 5th level or lower on the target ends.

V, Legendary Actions

Vanish. The balhannoth magically becomes [invisible](#) for up to 10 minutes or until immediately after it makes an attack roll.

Vile Curse (Costs 3 Actions). The demilich targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

W, Legendary Actions

Warp Space (Costs 2 Actions). The emissary causes the ground in a 20-foot square that it can see within 90 feet of it to turn into teeth and maws until the start of its next turn. The area becomes difficult terrain for the duration. Any creature takes 10 (3d6) piercing damage for each 5 feet it moves on this terrain.

Wide Berth (Costs 3 Actions). Borborygmos moves up to half his speed and can move through the space of any creature smaller than Huge. The first time Borborygmos enters a creature's space during this move, the creature must make a DC 21 Dexterity saving throw. If the saving throw succeeds, the creature is pushed 5 feet away from Borborygmos. If the saving throw fails, that creature is knocked [prone](#), and Borborygmos can make a stomp attack against it.

Wing Attack (Costs 2 Actions). Azi Dahaka beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. Azi Dahaka can then fly up to half its flying speed.

Wing Buffet (Costs 2 Actions; True or Vulture Form Only). Sampati beats his wings. Each creature within 10 feet of Sampati must succeed on a DC 17 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone.

Wholeness. Brother Ox regains 10 hp, is cured of all diseases, and ends one effect lowering his ability scores or hp maximum. Brother Ox can't use this legendary action again until the end of his next turn.

X, Legendary Actions

Y, Legendary Actions

Z, Legendary Actions

Zone of Calamity (Costs 2 Actions). A 15-foot-radius sphere of magical confusion extends from a point Bol'bara can see within 60 feet of her and spreads around corners. Each creature that starts its turn in that area is treated as if targeted by the [confusion](#) spell (save DC 12). The sphere lasts as long as Bol'bara maintains concentration, up to 1 minute (as if concentrating on a spell).

Monster Statistics by Challenge Rating

CR	Prof. Bonus	Armor Class	Hit Points	Attack Bonus	Damage / Round	Save DC
0	2	≤ 13	1–6	≤ +3	0–1	≤ 13
1/8	2	13	7–35	3	2–3	13
1/4	2	13	36–49	3	4–5	13
1/2	2	13	50–70	3	6–8	13
1	2	13	71–85	3	9–14	13
2	2	13	86–100	3	15–20	13
3	2	13	101–115	4	21–26	13
4	2	14	116–130	5	27–32	14
5	3	15	131–145	6	33–38	15
6	3	15	146–160	6	39–44	15
7	3	15	161–175	6	45–50	15
8	3	16	176–190	7	51–56	16
9	4	16	191–205	7	57–62	16
10	4	17	206–220	7	63–68	16
11	4	17	221–235	8	69–74	17
12	4	17	236–250	8	75–80	17
13	5	18	251–265	8	81–86	18
14	5	18	266–280	8	87–92	18
15	5	18	281–295	8	93–98	18
16	5	18	296–310	9	99–104	18
17	6	19	311–325	10	105–110	19
18	6	19	326–340	10	111–116	19
19	6	19	341–355	10	117–122	19
20	6	19	356–400	10	123–140	19
21	7	19	401–445	11	141–158	20
22	7	19	446–490	11	159–176	20
23	7	19	491–535	11	177–194	20
24	7	19	536–580	12	195–212	21
25	8	19	581–625	12	213–230	21
26	8	19	626–670	12	231–248	21
27	8	19	671–715	13	249–266	22
28	8	19	716–760	13	267–284	22
29	9	19	761–805	13	285–302	22
30	9	19	806–850	14	303–320	23