

# CACTUSFOLK

**Source:** Homebrew.

Cactusfolk are strange, ambulatory, semi-humanoid cacti. They live in deserts and wastelands, generally surviving on minimal water and sunlight, with a need to root for a few days only once a season or so. Generally peaceful, cactusfolk are nonetheless more than capable of defending themselves from those that would prey on them. Not only is the flesh of a cactusfolk succulent, it is also a very good source of water in an area where it is otherwise very hard to find.

**A Gentle Culture.** Cactusfolk are general guileless, welcoming and open, but their settlements don't have much to offer outsiders since the cactusfolk neither eat nor gather water, instead relying on the occasional desert storm to satisfy their needs. Since they don't have hands, they also don't craft or build anything. Indeed, cactusfolk culture mostly involves hanging out in the sun talking to each other.

**Captured as a Water Source.** Sometimes, cruel humanoids will capture a cactusfolk and use it as a mobile water source, 'bleeding' it to keep themselves hydrated until it eventually dies of dehydration. Such a fate is extremely distressful.

On the other hand, **firenewts** like to capture cactusfolk in order to ritually torture them. The two races thus feel great mutual antipathy.

**Cactusfolk Allies.** Since they are generally inoffensive and don't stress the supply of resources, other folk sometimes share territory with cactusfolk. Among others, **tlincalli** and **jackalweres** are both known to do so.

In addition, elder cactusfolk sometimes grow so mighty that they are known as **saguaro sentinels**. These mighty cactusfolk are almost more akin to cactus treants than ordinary cactusfolk.

**Cactusfolk in Combat.** Cactusfolk are easy prey for swift enemies with ranged attacks, as they generally don't have ranged attacks of their own (with the exception of their sun shamans) and they are very slow. A combat encounter with cactusfolk works best if the pcs have a goal on the ground that they have to achieve, or if they are in some kind of enclosed area that helps to alleviate the cactusfolk's disadvantages.

**Cactusfolk Challenge Rating.** When assessing a cactusfolk's Challenge Rating, assume

that its spines damage one creature per round.

**Cactusfolk Treasure.** Cactusfolk don't usually collect treasure.

## CACTUSFOLK PCS

A cactusfolk would be an odd pc choice, mostly because it lacks hands, but it might be a fun change of pace. A player ready for a challenge might enjoy playing a cactusfolk, and the right choice of class might eliminate most of the cactusfolk's disadvantages. For example, a barbarian, monk (given reasonable Dex and Wis scores), or spellcaster (again, given a reasonable spellcasting ability score) can largely ignore being handless, although a spellcaster must eschew spells that require material components.

**First Level:** A cactusfolk has an overall negative ability modifier, has no hands, is sunlight dependent, and is overall worse than a standard race. If available, and if a player so desires, they are suitable for use as a pc with a starting party.

## CACTUSFOLK TRAITS

Cactusfolk pcs have the following racial traits.

**Ability Score Adjustments.** Your Strength and Constitution scores each increase by 2. In addition, choose one of those scores and increase it by another 2. On the other hand, decrease your Dexterity, Intelligence, Wisdom, and Charisma by 2 each.

**Age.** A cactusfolk is considered young until it grows its arms at around the age of 50. It is considered old after around 150, and lives around 200 years.

**Size.** A cactusfolk can stand from 5' to about 7' 6" tall. Its flesh is considerably denser than that of a humanoid, and it weighs between 300 lbs and 600 lbs.

**Plant.** You are a Plant.

**Fire Resistance.** You are resistant to fire damage.

**Immunity to Paralyzation.** You can't be paralyzed.

**Spines.** Any creature within 5' of you that hits you with a melee attack takes 4 (1d8) piercing damage.

**Spiny Slam.** You have a natural attack that you are proficient with that deals a base 2d6 piercing damage.

**Blindsight.** You have blindsight 60'.

**Handless.** You don't have hands and can't use tools or weapons. If the DM rules that you can attempt to manipulate an object, you have difficulty doing so and have disadvantage on any checks necessary to do so.

**Unusual Nature.** The cactusfolk doesn't need to eat.

**Sunlight Dependent.** If you aren't exposed to sunlight for at least four hours each day, you gain a level of exhaustion that you can't be rid of until you spend 8 hours in sunlight.

**Languages.** You speak Cactusfolk and Common.

### IMPROVED SPINES (Cactusfolk Racial Feat)

**Prerequisite:** Cactusfolk.

You have worked to toughen your spines and to improve your ability to use them. You gain the following benefits.

- Whenever you deal damage with your Spines or Spiny Slam, you deal extra damage equal to your proficiency bonus.
- You can use a bonus action to imbue your Spiny Slam with magic. Until the end of your next turn, it is a magic weapon. You can use this feature a number of times equal to your proficiency bonus, then must complete a long rest before using it again.
- You can shed a rain of spines around you. Each creature within 10' must make a Dex save, DC 8 + your proficiency bonus + your Con bonus, taking 9 (2d8) piercing damage on a failure or half that on a success.

## Cactusfolk

*Medium Plant, often neutral*

**Armor Class** 12 (natural armor)

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

**Speed** 20 ft.

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**STR** 13 (+1), **DEX** 7 (-2), **CON** 14 (+2),  
**INT** 8 (-1), **WIS** 8 (-1), **CHA** 6 (-2)

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**Damage Resistances** fire

**Condition Immunities** paralyzed

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

**Languages** Cactusfolk

**Challenge** ½ (100 xp)      **Prof** +2

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**Spines.** Any creature within 5' of the cactusfolk that hits it with a melee attack takes 4 (1d8) piercing damage.

**Unusual Nature.** The cactusfolk doesn't need to eat.

### ACTIONS

**Spiny Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

## Cactusfolk Bumbler

A cactusfolk bumbler uses the cactusfolk stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 20 xp.

It has the following additional traits.

- **Bumbling Death.** When the cactusfolk bumbler falls to 0 hit points, it becomes an area of spiny difficult terrain. A creature that ends its turn in the difficult terrain takes 2 piercing damage.
- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

## Cactusfolk Sun Shaman

A cactusfolk sun shaman uses the cactusfolk stat block with the following changes.

- It has 65 hit points (10d8+20 Hit Dice).
- Its Wisdom score is 14 (+2).
- It has proficiency in the following skills: Insight +4, Persuasion +0, Religion +4.
- Its Challenge Rating is 2 (450 xp).

It has the following additional Action option.

- **Solar Ray.** *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage.

## **Cactusfolk Soldier**

*Medium Plant, often neutral*

**Armor Class** 16 (natural armor)

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

**Speed** 20 ft.

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**STR** 18 (+4), **DEX** 7 (-2), **CON** 16 (+3),

**INT** 8 (-1), **WIS** 8 (-1), **CHA** 6 (-2)

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**Damage Resistances** fire

**Condition Immunities** paralyzed

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

**Languages** Cactusfolk

**Challenge** 3 (700 xp)      **Prof** +2

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**Spines.** Any creature within 5' of the cactusfolk that hits it with a melee attack takes 4 (1d8) piercing damage.

**Unusual Nature.** The cactusfolk doesn't need to eat.

### **ACTIONS**

**Multiattack.** The soldier makes two Spiny Slam attacks.

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

### **BONUS ACTIONS**

**Sudden Rush (recharges after a short or long rest).** The cactusfolk Dashes.

## **Cactusfolk War Leader**

The cactus war leader uses the Cactusfolk Soldier stat block with the following additional Trait.

- **War Leader's Aura.** The war leader emanates an aura in a 30' radius. An allied cactusfolk that starts its turn in the aura gains a bonus of +10' to its speed until the end of its turn.

## **CADAVER COLLECTOR**

**Location:** *Mordenkainen's Tome of Foes.*

A cadaver collector is a hulking mechanical creature similar to a golem. Built of stone and metal, this creature is covered in long spikes, which it uses to collect cadavers from a battlefield. When encountered, a cadaver collector almost always has corpses and parts of corpses stuck all over itself in a gruesome display.

### **Made for the Battlefield, But Not for Battle.**

It's not certain when the first cadaver collectors were created, but they predate the Sword Empire. Though a cadaver collector is more than capable of defending itself from attack, its actual function is as a battlefield scavenger, gathering the dead (and often finishing the wounded). Cadaver collectors typically bring back bodies to a commander in order to provide intelligence on the enemy force, including its weapons and tactics, as well as to provide fodder for magical or medical research. Often, the scavenged bodies are used in the creation of undead.

**Idle Machines.** Many cadaver collectors were allowed to sit idle in peace time, and even now wait to be activated and commanded in hidden places. Many of these have fail safes built into them so that, if they are activated by an unauthorized creature, the cadaver collectors will go berserk and slay the activating creature. Such a cadaver collector would then be active, yet uncontrolled, and might seek to collect bodies, simply return to inactivity, or something else entirely.

### **Cadaver Collector Colossus Challenge**

**Rating.** When assessing a cadaver collector colossus' Challenge Rating, assume it gains no benefit from its Lightning Absorption trait, but that its Paralyzing Breath effectively increases its AC and attack bonus by 2.

**Cadaver Collector Treasure.** There is a 25% chance each that any given cadaver collector has 1d100 gp in assorted coins, 1d4 pieces of jewelry and 1 magic weapon somewhere on the bodies impaled on the collector.

## CADAVER COLLECTOR COLOSSUS

A cadaver collector colossus is a true terror, standing 30' tall and weighing about 15 tons. Such a monster can retrieve far larger corpses than its smaller (albeit still quite large) counterparts, and a cadaver collector colossus that goes rogue can devastate an entire countryside.

### Cadaver Collector Colossus

*Huge Construct, usually lawful evil*

**Armor Class** 22 (natural armor)

**Hit Points** 253 (22d12+110)

**Speed** 40 ft.

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**STR 23 (+6), DEX 10 (+0), CON 20 (+5),  
INT 5 (-3), WIS 11 (+0), CHA 8 (-1)**

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**Damage Immunities** necrotic, poison, psychic; bludgeoning, piercing and slashing that isn't adamantine

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

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

**Languages** understands all languages but can't speak

**Challenge** 20 (25,000 xp)

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

**Magic Resistance.** The cadaver collector has advantage on saves against spells and magical effects.

**Thick Plating.** The severity of any critical hit on the cadaver collector is reduced by 2d8.

**Unusual Nature.** The cadaver collector colossus doesn't need to eat, drink, sleep, or breathe.

### ACTIONS

**Multiattack.** The cadaver collector makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage, and the target must make a DC 20 Dexterity save or be impaled, taking an additional 22 (4d10) piercing damage and being pulled into the cadaver collector's space and grappled by it (escape DC 20).

While grappled in this fashion, the target is restrained and takes 11 (2d10) piercing damage at the start of each of its turns and moves with the collector. A cadaver collector colossus can grapple up to eight Medium creatures in this way.

**Paralyzing Breath (recharge 5-6).** The cadaver collector exhales paralyzing gas in a 30' cone. Each creature in that area must make a DC 20 Constitution save or be paralyzed for 1 minute (save ends).

### BONUS ACTIONS

**Summon Wraiths (recharges after a short or long rest).** The cadaver collector colossus calls up the enslaved spirits of those it has slain; 1d6 wraiths without Sunlight Sensitivity arise in unoccupied spaces within 15' of the cadaver collector. They act right after the collector on the same initiative count and fight until they're destroyed or the cadaver collector colossus is destroyed.

### REACTIONS

**Bloodied Shudder (recharges after a short or long rest).** When the colossus becomes bloodied, it shudders. All creatures impaled by it fall prone in spaces adjacent to it and are no longer grappled by it. It can then make a save against each effect it is suffering from that a save will end.

## CALLER IN DARKNESS

**Source:** 3e *Expanded Psionics Handbook*.

A caller in darkness is a type of psionic undead composed of the fused minds of dozens of creatures who died in terror together along with the monster's victims, who are now caught within the vapors that compose it and unable to escape. A caller in darkness appears as a bank of fog with the silently screaming faces of its component creatures plainly visible within it.

**The Vestige.** The prototypical caller in darkness was a truly terrifying monster called the Vestige, which haunted the silent towers of Moil, the City That Waits. The Vestige was a far more powerful specimen of caller in darkness than typical, and devoured the spirits of the few survivors or visitors in the city whenever it could find them. Legends tell that the Sword Emperor and his companions slew the monster, but such a powerful entity seems almost certain to be very difficult indeed to truly destroy. Though said to be less psionically endowed, the Vestige's other terrifying powers more than made up for that lack, and it was able to dissolve the living into mist with a touch.

**Uncontrollable Fear.** The caller in darkness, though immune to the frightened condition, is composed of multiple spirits that are caught in the throes of great terror. The monster almost never speaks, merely screaming silently, but a few creatures that have been able to stave off the monster's attacks have learned that it is consumed by both hate, which is common for some evil undead, and fear.

**Caller in Darkness Allies.** Generally speaking, only undead creatures such as **apparitions, ghosts, specters, wraiths**, or the like will associate with a caller in darkness, and usually only because they are bound to remain near the site of their deaths. Very rarely, a greater **demon** of some kind might keep a caller in darkness near as an unreliable ally or guardian creature.

**Caller in Darkness Treasure.** A caller in darkness doesn't usually keep to a specific lair, and doesn't collect treasure.

## **Caller in Darkness**

*Large Undead, always chaotic evil*

**Armor Class** 13

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

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

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**STR** 4 (-3), **DEX** 16 (+3), **CON** 16 (+3),  
**INT** 14 (+2), **WIS** 14 (+2), **CHA** 15 (+2)

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

**Skills** Intimidation +6

**Damage Resistances** acid, cold, fire, lightning, psychic, thunder; bludgeoning, piercing and

slashing

**Damage Immunities** necrotic

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

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

**Languages** Common

**Challenge** 9 (5,000 xp) **Prof** +4

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***Incorporeal Movement.*** The phane 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.

***Unusual Nature.*** The caller in darkness has no need for food, drink, sleep, or air.

## **ACTIONS**

***Multiattack.*** The caller in darkness makes four touch attacks. Alternatively, it casts one spell and makes one touch attack.

***Touch.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (5d6) psychic damage.

***Overwhelm (6<sup>th</sup> level spell) (recharge 5-6).*** The caller in darkness targets up to four creatures it can see within 120'. Each target must make a DC 14 Int save, suffering 45 (10d8) psychic damage on a failure or half that on a success. A target reduced to 0 hit points by this damage is unconscious and stable.

***Steal Essence.*** The caller in darkness chooses one incapacitated creature or the corpse of a creature that has died in the last minute that the caller in darkness can see within 5'. If the target is alive, it must make a DC 14 Con save. If it fails, it falls to 0 hit points (if not already there) and fails two death saves.

If the target dies from this attack or is a corpse, the caller in darkness steals its essence. Though the body remains, the soul is gone, absorbed by the caller in darkness, and a new face permanently appears in the caller's form. Until the caller in darkness is slain, the creature cannot be restored to life or become undead.

**Spellcasting (Psionics).** The caller in darkness is a 7<sup>th</sup> level spellcaster. Its spellcasting ability is Intelligence (save DC 14, spell attack +6). It can psionically cast the following spells, requiring no material components:

At will- clairvoyance, *scare*, *whelm*.  
3/day- *fear*, *suggestion*.

## BONUS ACTIONS

**Psychic Disturbance (3<sup>rd</sup> level spell) (1/day).** The caller in darkness unleashes a wave of disturbing psychic energy. Each creature within 50' must make a DC 14 Int save or lose concentration.

## CAMBION

**Location:** *Monster Manual*.

**Cambion Treasure.** A cambion usually carries 1d6 x 100 gp in assorted coins and gems and has a 10% chance of having 1 random magic item.

The lair of a **cabal** or five or more cambions is also 40% likely to have 1d4 x 1,000 cp, 50% likely each to have 1d6 x 1,000 sp and 1d20 x 200 gp, and 25% likely each to have 1d4 scrolls and 1d4 potions.

## CAMEL

**Location:** *Monster Manual* p320.

**Camel Treasure.** Camels have no treasure.

## CAMPESTRI

**Location:** *The Wild Beyond the Witchlight*.

**Campestri Treasure.** Campestri don't collect treasure.

## CANNIBAL SPIRIT

**Source:** Homebrew.

Cannibal spirits are fey beings that arise when sentient creatures in an area eat their own kind. Sometimes, even a single instance of local cannibalism spawns a cannibal spirit, if such actions are long unheard of in the area. In other cases, only massive, prolonged cannibalism on the part of the local population gives rise to them, especially in an area where cannibalism is more commonplace. In such a case, a trickle of cannibal spirits might arise, slowly forming into a great number of the monsters that terrorize the locals.

A cannibal spirit resembles a member of the race whose actions gave rise to it. Its mouth constantly drips blood. The cannibal spirit has a crazed look, and its behavior is unpredictable, violent, and malign.

### Devourers of Thinking Creatures.

A cannibal spirit prefers to eat people of the kind that it resembles. However, it is willing to devour any sentient life form. A cannibal spirit is able to devour an entire Medium creature in one minute, and its appetite for sentient flesh is endless. If offered any other sort of fare, the monster will become horribly offended and probably attempt to consume its host.

**Cannibal Spirit Allies.** Cannibal spirits are often found working with **wendigos** that have arisen from the people that created the cannibal spirits. Sometimes, they ally with the undead spirits that have risen from their victims, such as **specters** and **ghosts**.

**Cannibal Spirit Treasure.** A cannibal spirit enjoys hoarding treasure. The lair of a single cannibal spirit is 30% likely each to have 1d10 x 100 cp, 1d20 x 25 sp, 2d10 x 5 gp, 1d4 gems, and 1 art object. It is also 10% likely to hold 1 random magic item.

The lair of a **board** of two to five cannibal spirits is instead 40% likely each to have 1d10 x 200 cp, 1d10 x 100 sp, 1d6 x 100 gp, 1d6 gems, and 1 art object. It is also 15% likely to hold 1d2 random magic items.

The lair of a **rave** of six to 15 cannibal spirits is instead 60% likely each to have 1d6 x 1,000 cp, 2d6 x 500 sp, and 3d6 x 100 gp. It is also 40% likely each to have 2d6 gems and 1d3 art objects. It is also 25% likely each to hold 1d6 potions, 1d3 scrolls, and 1d4 random magic items.

The lair of a **table** of 16 to 30 cannibal spirits is instead 75% likely each to have 3d6 x 1,000 cp, 2d6 x 1,000 sp, and 1d8 x 1,000 gp. It is also 40% likely each to have 2d10 gems and 1d6 art objects. It is also 30% likely each to hold 2d4+2 potions, 1d6+1 scrolls, and 1d4+2 random magic items.

The lair of a **feast** of 31 to 50 cannibal spirits is instead 75% likely each to have 3d6 x 1,000 cp, 3d6 x 1,000 sp, and 2d6 x 1,000 gp. It is also 40% likely each to have 3d10 gems and 1d10 art objects. It is also 40% likely each to hold 2d4+2 potions, 1d6+1 scrolls, and 1d4+2 random magic items.

## **Cannibal Spirit**

*Medium Fey, usually chaotic evil*

**Armor Class** 19 (unarmored defense)

**Hit Points** 114 (12d8+60)

**Speed** 50 ft.

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**STR 20 (+5), DEX 20 (+5), CON 18 (+4),**

**INT 10 (+0), WIS 15 (+2), CHA 15 (+2)**

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**Skills** Intimidation +5

**Condition Immunities** frightened

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

**Languages** Spirit Tongue, the language spoken by the race it resembles

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

**Prof** +3

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**Regeneration.** The cannibal spirit regains 10 hit points at the start of its turn if it has at least 1 hit point.

**Unarmored Defense.** If not wearing armor, the cannibal spirit's AC is 10 + its Dex bonus + its Con bonus.

### **ACTIONS**

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) piercing damage.

**Terrorize (recharges after a short or long rest).** The cannibal spirit emits a terrifying howl. Each hostile creature within 50' that can hear it must make a DC 13 Wisdom save, become frightened for 1 minute on a failure (save ends). A creature that makes its save or for whom the effect ends is immune to that cannibal spirit's Terrorize for 24 hours.

### **BONUS ACTIONS**

**Followup Attack.** If the cannibal spirit used Terrorize this turn, it makes one Bite attack.

## **CANOLOTH**

**Location:** *Mordenkainen's Tome of Foes.*

Canoloths are guardians, scouts, skirmishers and bodyguards in yugoloth forces. With their keen senses, they often spot enemy spies and scouts, and their speed allows canoloths to run down fleeing adversaries with relative ease. A canoloth looks something like a human-sized bulldog with bands of armor set into its flesh. It has no eyes, and its long, barbed tongue can lick out up to 20' away from the canoloth.

**Canoloth Allies.** Canoloths are frequently encountered with other **yugoloths** of all types. They are also often used as mercenaries by **demons, devils, hags**, and even ambitious worldly creatures such as **archmages, blackguards, conjurers, warlocks of the fiend, liches, death knights**, and **warrior wights**.

**Canoloth Treasure.** Canoloths don't usually gather treasure.

## **CANUS**

**Source:** Homebrewed.

The canus are a race of dog-like humanoids. Their features range as widely as do those of domestic dogs- one clue to the fact that they were bred as a slave race long ago, during the ancient period when the Miloxi Empire held sway over vast tracts of land and sea. After millennia of servitude, the canus threw off their chains and cast their tabaxi masters aside, and ever since, the canus have born a strong animosity to the tabaxi and all other creatures with feline features.

**Scattered Packs.** Canus live in small **packs** of up to several dozen individuals scattered around Cydra. They do not form larger societies, tending instead to fall into infighting and eventually split apart. Canus sometimes build homes, but many consider living under a roof to be too close to the ways of the tabaxi that they so revile, and thus prefer to stay in the wild outdoors.

**Varied Appearance.** Canus have as varied a range of appearances as do domestic dogs. They range in size from slightly over 4' high to just over 7', and have a variety of fur textures and colors, face types, builds, etc. A canus can weigh anywhere from about 50 lbs to well over 200 lbs.

**Highly Individual.** Canus have as wide a range of personalities as do humans. One might be a paragon of virtue who wants nothing more than

to be a good boy, while another might be a foul-tempered, mean-spirited, vicious creature that can't be trusted.

**Canus Allies.** Canus frequently ally with **humans** of all kinds. More loutish canus often take up with **goblins, orcs, or kobolds**. A few packs have made unlikely alliances with groups of **goblin rats**, and some take up service as hired guards or agents for whoever will pay them.

Canus like to ride on **dire wolves** when they can befriend them, and they enjoy the company of other canine creatures such as **mastiffs, wolves, death dogs, winter wolves, storm hounds**, and the like, though they tend to shun **hell hounds** and **shadow mastiffs** as too spooky and unnatural.

**Canus Treasure.** Generally, a canus has 2d10 sp and 2d6 gp. In a group of at least eight, there is a 50% chance each that the group has 1d10 x 100 gp in assorted coins and gems and 2d4 x 100 gp in trade goods and a 25% chance that the group has 1d3 magic items.

## CANUS PCS

A canus is a fine pc choice when available. An individual or small pack of canus might even live in a community with other humanoid types, either in disguise or as an oddity.

**First Level:** Canus are fine pcs for a starting group. Their racial package is probably slightly lower powered than most standard pc races.

## CANUS TRAITS

Canus pcs have the following racial traits.

**Ability Score Adjustments.** Your Wisdom score increases by 2.

**Age.** A canus matures by the age of 4, is old by the age of 20, and usually lives no more than 30 years.

**Size.** A canus' height can range from 4' to 7', and its weight can range from 45 lbs to 280 lbs.

**Keen Senses.** You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Languages.** You speak Canus and Common.

**SUBRACES:** Choose one of the following subraces.

## Hound Canus

Your line was built to be hunters. Various types of hound canus were specialized in hunting different types of prey, but all share the following additional racial traits.

- Increase your Strength by 1.
- You gain proficiency in the Survival skill, and you have advantage on Wisdom (Survival) checks to track.
- When you roll for initiative, if you aren't surprised, you can use your reaction to move half your speed toward the nearest enemy.

## Runner Canus

The Miloxi engineered entire strains of canus that were specialized in running. Lives of enforced servitude spent racing for the pleasure of spectators have left your subrace with the following additional racial traits.

- Increase your Dexterity by 1.
- Your walking speed increases by 10'.
- When you take the Dash action, you can use a bonus action to move 15'.

## Shepherd Canus

Engineered as caretakers, watchers, and protectors, your line of canus has the following additional racial traits.

- Increase your Constitution by 1.
- You gain proficiency in the Medicine skill, and you can make a Wisdom (Medicine) check to stabilize a dying creature as a bonus action.
- When an allied creature you can see within 15' drops to 0 hit points, you can use your reaction to move 15' to a space adjacent to that creature.

## BEST OF BREEDS (Canus Racial Feat)

Prerequisites: Canus.

Your ancestry includes more than one breed, and you have brought out the best of another in yourself. You gain the following benefit.

- Choose one canus subrace other than your own. You gain that subrace's features.



## **Canus**

*Medium Humanoid (Canus), any alignment*

**Armor Class** 13 (studded leather)

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

**Speed** 30 ft.

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

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**Skills** Athletics +3, Intimidation +2, Perception +5

**Senses** passive Perception 15

**Languages** Canus, Common

**Challenge** ¼ (50 xp)      **Prof** +2

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**Keen Senses.** The canus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### **ACTIONS**

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if used with two hands.

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

## **Canus Apprentice Wizard**

*Medium Humanoid (Canus), any alignment*

**Armor Class** 14 (*mage armor*)

**Hit Points** 1 (minion)

**Speed** 30 ft.

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**STR 12 (+1), DEX 13 (+1), CON 13 (+1),  
INT 15 (+2), WIS 16 (+3), CHA 10 (+0)**

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**Senses** passive Perception 13

**Languages** Canus, Common

**Challenge** 1/8 (25 xp)      **Prof** +2

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**Keen Senses.** The canus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

### **ACTIONS**

**Shocking Grasp.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) lightning damage, and the target loses its reaction until the end of its next turn.

**Flame Bolt.** *Ranged Spell Attack:* +4 to hit, range 120', one target. *Hit:* 5 (1d10) fire damage.

## **Canus Archer**

The canus archer uses the Canus stat block with the following changes.

- The archer's Dexterity is 16 (+3).
- The archer's Shortbow attack is at +5 to hit and deals 6 (1d6+3) piercing damage.

## **Canus Barker**

The canus barker uses the Canus stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 10 xp.

It has the following additional trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

## **Canus Dog Soldier**

*Medium Humanoid (Canus), any alignment*

**Armor Class** 17 (splint)

**Hit Points** 1 (minion)

**Speed** 30 ft.

---

**STR 18 (+4), DEX 13 (+1), CON 13 (+1),  
INT 10 (+0), WIS 16 (+3), CHA 10 (+0)**

---

**Senses** passive Perception 13

**Languages** Canus, Common

**Challenge** 2 (450 xp)      **Prof** +2

---

**Keen Senses.** The canus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

## ACTIONS

**Multiattack.** The dog soldier makes two Greatsword attacks.

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

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

## REACTIONS

**Dying Grab.** When the dog soldier falls to 0 hit points, one creature within 5' must succeed on a DC 14 Dex save or the dog soldier grabs onto it as it dies, and the creature is restrained. The target or another creature within reach can end the restrained condition on the target by using an action to make a DC 10 Strength (Athletics) check to pry the body's grip loose.

## Canus Elite Mercenary

The canus elite mercenary uses the canus dog soldier stat block, with the following changes.

- Its Dexterity is 14 (+2).
- Its Multiattack allows it to make three weapon attacks.
- Its Greatsword attack deals 14 (3d6+4) slashing damage.
- Its Shortbow attack is at +4 to hit and deals 5 (1d6+2) piercing damage on a hit.
- It doesn't have the Dying Grab reaction.
- Its Challenge Rating is 3 (700 xp).

It has the following additional trait.

- **Brute.** The canus deals one extra die of damage with melee weapon attacks (included above).

## Canus Firecaster

*Medium Humanoid (Canus, Wizard), any alignment*

**Armor Class** 14 (*mage armor*)

**Hit Points** 66 (12d8+12)

**Speed** 30 ft.

---

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

---

**Skills** Arcana +5, Athletics +3, Intimidation +2, Perception +5

**Senses** passive Perception 15

**Languages** Canus, Common

**Challenge** 2 (450 xp)      **Prof** +2

---

**Keen Senses.** The canus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

## ACTIONS

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if used with two hands.

**Cinder Blast (recharge 5-6).** The firecaster unleashes a wave of cinders in a 10' wide, 30' long line extending from its hands. Each creature in the line must make a DC 13 Dex save, suffering 17 (5d6) fire damage on a failure or half that on a success. A creature that fails its save is also blinded for 1 minute or until a creature uses an action to wipe out its eyes.

**Spellcasting.** The canus is a 7<sup>th</sup> level caster. Its spellcasting ability is Intelligence (save DC 13, +5 to hit with spell attacks). It can cast the following spells.

At Will- *flame bolt*, *minor illusion*, *prestidigitation*,

## REACTION

**Heat Wave (1/day) (2<sup>nd</sup> level spell).** If a creature ends its turn within 10' of the firecaster, each creature within 10' takes 10 (3d6) fire damage.

## **Canus Guard**

*Medium Humanoid (Canus, Fighter), any alignment*

**Armor Class** 18 (chain mail and shield)

**Hit Points** 38 (7d8+7)

**Speed** 30 ft.

---

**STR 16 (+3), DEX 13 (+1), CON 13 (+1),  
INT 10 (+0), WIS 16 (+3), CHA 10 (+0)**

---

**Skills** Athletics +5, Intimidation +2, Perception +5

**Senses** passive Perception 15

**Languages** Canus, Common

**Challenge** 2 (450 xp)      **Prof** +2

---

**Keen Senses.** The canus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### **ACTIONS**

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

**Battle Axe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands, and the target must succeed on a DC 13 Con save or its speed is halved until the end of the target's next turn.

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

### **BONUS ACTION**

**Second Wind (recharges after a short or long rest).** The canus regains 10 hit points.

### **REACTIONS**

**Riposte (recharges after a short or long rest).** When an attack hits the canus and the attacker is within 5', the canus makes one Battle Axe attack against the attacker. If the attack hits, it deals an extra 9 (2d8) damage.

## **Canus Warden**

A canus warden uses the Canus Guard stat block with the following changes.

- It has 90 hit points (12d8+36).
- Its Constitution score is 17 (+3).
- Its Challenge Rating is 4 (1,100 xp).

It has the following additional trait.

- **Font of Life.** At the start of the canus' turn, it can make a save against one effect affecting it that a save can end. If it makes that save, it regains 10 hit points.

It has the following additional Action options.

- **Warding Blow.** The canus makes one Battle Axe attack. If it hits, it deals an extra 4 (1d8) force damage, and the target has disadvantage on attacks until the end of the canus warden's next turn.

## **Canus Tooth Shaman**

*Medium Humanoid (Canus), any alignment*

**Armor Class** 14 (studded leather)

**Hit Points** 38 (7d8+7)

**Speed** 30 ft.

---

**STR 12 (+1), DEX 14 (+2), CON 13 (+1),  
INT 15 (+2), WIS 16 (+3), CHA 10 (+0)**

---

**Skills** Athletics +3, Intimidation +2, Perception +5

**Senses** passive Perception 15

**Languages** Canus, Common

**Challenge** 2 (450 xp)      **Prof** +2

---

**Keen Senses.** The canus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### **ACTIONS**

**Staff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) slashing damage if used with two hands.

**Ghost Jaws (recharge 5-6).** The tooth shaman creates a ghostly set of jaws at a point it can see within 60'. The jaws make the following attack: *Melee Spell Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 22 (4d10) force damage.

The ghostly jaws remain as long as the shaman concentrates on them, to a maximum of 1 minute, or until the shaman loses sight of them or they are more than 60' from the shaman. At the start of the shaman's turn, they repeat the attack if there is a target within 5'.

## BONUS ACTIONS

**Toothy Staff (recharges after a short or long rest).** For the next minute, the tooth shaman's staff grows snapping mouths. Whenever the shaman hits with a Staff attack, it deals an extra 10 (3d6) piercing damage.

**Jaw Flight.** If the tooth shaman is concentrating on Ghost Jaws, it moves the jaws up to 30' to a point it can see.

## CARBUNCLE

**Source:** 1e *Fiend Folio*.

The carbuncle is a strange creature that lives only in the most remote forests, swamps, and underground areas. It resembles a cross between an anteater and an armadillo, with a short, cute snout, two forward-curving, stubby horns, and thick hide that serves as armor. The carbuncle's most striking feature is the gemstone in its forehead.

**Shy and Cowardly.** The carbuncle is a shy creature that is easily spooked. It generally tries to avoid encounters. When creatures do encounter it, it usually attempts to scamper away, but if cornered or attacked, it will attempt to parlay telepathically. The carbuncle will often open negotiations by announcing the value of its gem. If treated with respect, it might offer to join a group, but this isn't always the best thing for the group.

**Sower of Discord:** A carbuncle is very curious about violence, and if it joins a group, it often uses its telepathy selectively, trying to spread discord among its group and leading other monsters to attack them. The carbuncle then keeps back, avoiding trouble, while it monitors the thoughts of the injured and dying.

**Carbuncle Treasure.** The gem in the carbuncle's head is worth 1d10 x 100 gp. However, it cannot be removed against the carbuncle's will, and if the carbuncle dies, the gem shatters. The carbuncle can sometimes be persuaded or tricked into giving its gem up by creatures it favors (one creature in the group can attempt a DC 15 Charisma (Deception or Persuasion) check to get the gem, but if that check fails, the carbuncle won't change its mind for at least 24 hours. If a carbuncle gives up its gem, a new one grows in its place in about a year.

## Carbuncle

*Small Monstrosity, often neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 9 (2d6+2)

**Speed** 20 ft.

---

**STR** 7 (-2), **DEX** 9 (-1), **CON** 12 (+1),  
**INT** 10 (+0), **WIS** 18 (+4), **CHA** 8 (-1)

---

**Skills** Deception +1, Insight +6

**Senses** darkvision 30 ft., passive Perception 14

**Languages** telepathy 60'

**Challenge** 0 (10 xp)      **Prof** +2

---

## ACTIONS

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

## CARGO ROBOT

**Source:** S3: *Expedition to the Barrier Peaks*.

Robots are mechanical creatures made by members of advanced technological civilizations. They come in many forms, designed to perform various functions and tasks. Unlike androids, robots are obviously machines, with mechanical apparatus in plain view. A robot is distinct from most constructs in that it is powered and animated strictly by technology, with no magic involved.

**Many Models.** Robots come in many shapes and sizes, and have a wide variety of possible functions. Some function as workers of one kind or another, while others act as guardians, police, or soldiers. The shape of a given robot is based on its intended job, and is often specialized with a low

(or high) chassis so it can fit into or reach otherwise inaccessible spaces. Some robots are programmed with one or more skill or tool proficiencies, again depending on its intended job.

**Cargo Robots.** A cargo robot is a large worker, with one pair of manipulator arms and another set of heavy-lifting limbs that are far less adroit. A robot of this type also has a built-in tractor/presser beam that allows it to manipulate objects at a distance.

**Robot Treasure.** Robots don't typically keep treasure. There are some rare exceptions, which are usually the result of specific programming or dumb luck.

## **Cargo Robot**

*Large Construct (Robot), usually neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 90 (12d10+24)

**Speed** 30 ft.

---

**STR** 24 (+7), **DEX** 10 (+0), **CON** 14 (+2),  
**INT** 10 (+0), **WIS** 10 (+0), **CHA** 10 (+0)

---

**Damage Vulnerabilities** lightning

**Damage Immunities** cold, poison, psychic

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

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

**Languages** can't speak but understands creator's language

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

**Prof** +3

---

**Security Pass.** The robot has a built in frequency key that duplicates the effects of violet door key cards. 10% also have yellow door key card capacity as well.

**Unusual Nature.** The robot has no need for food, drink, sleep, or air.

## **ACTIONS**

**Multiattack.** The robot makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) bludgeoning damage.

**Tractor/Presser Beam.** The robot chooses one creature or object weighing no more than 2,000 lbs within 120'. If the target is a creature, it must make a DC 13 Strength save. If it fails, or if the target is an object, the robot pushes or pulls it up to 60' (robot's choice).

## **CARRION CRAWLER**

**Location:** *Monster Manual.*

**Carrion Crawler Treasure.** Carrion crawlers don't usually collect treasure, but an area that is home to at least six of them has a 15% chance each of having 1d10 x 50 gp in assorted coins and gems and a 5% chance of having 1 random magic item.

## **Carrion Crawler Shocker**

The carrion crawler shocker uses the Carrion Crawler stat block with the following changes.

- Its Tentacles and Bite each deal an extra 10 (3d6) lightning damage.
- Its Challenge Rating is 3 (700 xp).

It has the following additional Traits.

- **Shocker.** The crawler's melee attacks deal an extra 10 (3d6) lightning damage.

## **CARRION STALKER**

**Location:** *Van Richten's Guide to Ravenloft.*

**Carrion Stalker Treasure.** A carrion stalker doesn't collect treasure.

## **CARRIONETTE**

**Location:** *Van Richten's Guide to Ravenloft.*

**Carrionette Treasure.** A carrionette doesn't usually collect treasure.

## **CARYATID COLUMN**

**Source:** *1e Fiend Folio.*

Fashioned as columns in the shape of beautiful women, caryatid columns almost always come in pairs. When their instructions are violated, they can step out of their columns and draw hitherto-unseen swords to attack. Caryatid columns are used as set guardians, and cannot move far from the areas of the columns to which

they are bound.

**Creating a Caryatid Column.** The first step in creating a caryatid column is to carve the body from a single piece of marble, a process requiring at least 6 months and 8,000 gp. The person carving the statue must be proficient in stoneworking tools and have a proficiency bonus of at least +4.

The ritual of creation takes another week. It consumes an additional 1,000 gp in components, and in addition, a magic weapon must be broken as part of the animation ritual. The ritual conductor must cast *stoneskin*, *shatter*, and *animate objects*.

**Caryatid Column Challenge Rating.** When assessing the Challenge Rating of a caryatid column, treat its Shatter Weapons trait as an effective +4 bonus to its AC.

**Caryatid Column Treasure.** Caryatid columns don't collect treasure.

## **Caryatid Column**

*Medium Construct, always unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 68 (8d8+32)

**Speed** 30 ft.

---

**STR** 17 (+3), **DEX** 15 (+2), **CON** 19 (+4),  
**INT** 1 (-5), **WIS** 15 (+2), **CHA** 7 (-2)

---

**Saving Throws** Con +7

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

**Damage Immunities** poison, psychic

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

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

**Languages** -

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

**Prof** +3

---

**False Appearance.** If the caryatid column is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the caryatid column move or act, that creature must succeed on a DC 18 Int (Investigation) check to discern that the caryatid column is animate.

**Shatter Weapons.** When a weapon deals slashing damage to the caryatid column, its wielder must make a DC 14 Dexterity saving throw. If the weapon is magical, its wielder gains a bonus to the save equal to the weapon's bonus. Failure indicates that the weapon shatters after dealing damage.

## **ACTIONS**

**Multiattack.** The caryatid column makes three attacks with its longsword. If all three hit the same target, the caryatid column deals an extra 10 (3d6) points of damage to it.

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

## **Caryatid Column Granite Guardian**

A caryatid column granite guardian uses the Caryatid Column stat block with the following changes.

- Its AC is 20 (natural armor).
- It has 161 hit points (19d8+76 Hit Dice).
- Its save bonuses are Con +8.
- Its Damage Resistances are upgraded to Damage Immunities.
- The DC on its Shatter Weapons trait is 15.
- Its Multiattack deals an extra 35 (10d6) damage if all three attacks hit the same target.
- Its Longsword attack is +7 to hit.
- Its Challenge Rating is 11 (7,200 xp).
- Its proficiency bonus is +4.

## **CAT**

**Location:** *Monster Manual* p320.

**Purchasing a Cat.** A cat typically costs around 1 sp.

**Cat Treasure.** A cat doesn't usually have treasure.

## **CATERWAUL**

**Source:** 1e *Fiend Folio*.

The caterwaul is a feline predator that is exceptionally fleet of foot and as intelligent as a human. A caterwaul is capable of moving either on only its hind legs, keeping a more upright posture, or on all fours, allowing it to move with

astonishing speed. A caterwaul has midnight-blue fur, yellow eyes and a long tail that tends to whip about.

**Scattered Prides.** Caterwauls prefer a solitary existence except when mating, but live in loose prides scattered over a wide area. When one caterwaul encounters trouble, its pack mates sometimes respond to its wails. What first appears to be an encounter with a single caterwaul can sometimes turn into an encounter with the entire pack.

**Extraordinary Speed.** A caterwaul moves with surprising swiftness, leading some to speculate that it might have fey origins or that the species might be the result of the interbreeding of fey and worldly creatures. A caterwaul can run at top speed for up to half an hour- an extraordinary length of time for such a fast animal. However, because of its high metabolism, a caterwaul must eat a great deal of meat very frequently.

**Caterwaul Challenge Rating.** When assessing a caterwaul's Challenge Rating, treat its Evasion as an effective +2 bonus to AC.

**Caterwaul Treasure.** Caterwauls are finicky treasure collectors. A caterwaul lair has a 40% chance each to have 4d20 pp, 3d10 gems and 2d8 pieces of jewelry. It also has a 25% chance each to have 1d6 potions, 1d4 scrolls and 1d4 random magic items.

## **Caterwaul**

*Medium Monstrosity, usually chaotic evil*

**Armor Class** 17

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

**Speed** 60 ft.

---

**STR** 15 (+2), **DEX** 24 (+7), **CON** 12 (+1),  
**INT** 6 (-2), **WIS** 13 (+1), **CHA** 11 (+0)

---

**Skills** Stealth +9

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

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

**Challenge** 3 (700 xp)      **Prof** +2

---

**Evasion.** If the caterwaul succeeds at a Dexterity save against an effect that causes damage, it takes no damage, and if it fails, it takes half damage.

## **ACTIONS**

**Multiattack.** The caterwaul makes three melee attacks, at least one of which must use its claws and at least one of which must use its bite.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d4+7) slashing damage.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) piercing damage.

## **BONUS ACTIONS**

**Screech (recharges after a short rest).** The caterwaul emits a high-pitched screech in a 60' cone. Each creature in the cone must make a DC 11 Constitution save, suffering 18 (4d8) thunder damage on a failure or half that on a success.

**Fleetness.** The caterwaul Dashes.

## **CATOBLEPAS**

**Location:** *Volo's Guide to Monsters.*

There are few beings as hideous and dangerous to look upon as a catoblepas. Resembling a short-legged, long-necked water buffalo with a spectacularly ugly face and a long, club-like tail, a catoblepas can kill just by meeting the eyes of another creature. Fortunately, its long neck is so weak that it can't always lift its head to meet the eyes of those nearby; this sometimes gives creatures that encounter the monster a chance to escape.

**A Thing of the Shadowfell.** Though catoblepas are native to both the Shadowfell and the Material Plane, they are composed of darkness and shadow. When slain, one of these things slowly reforms on the Shadowfell to continue its plodding existence, often leaving a trail of death wherever it goes.

**Ritual Hunts.** Some creatures, especially fey, enjoy the challenge of hunting a catoblepas despite the danger that doing so poses. A catoblepas is often the target of the Wild Hunt. Bold knights will sometimes try to show their valor by hunting one, seeking the great honor that comes from returning with a catoblepas' head. Such hunts are very dangerous and truly test the mettle of those partaking in them.

**Death Cheese.** Some extremely bold gnomes have domesticated catoblepas. Though the meat of the creatures offers no nutrition or flavor, their milk can be turned into a pale type of cheese with a distinctive swampy flavor. This so-called “death cheese” can fetch up to 5 gp per pound.

**Heralds of the Death Gods.** Powers of death sometimes use catoblepas as heralds. After all, the monsters are literally a form of death incarnate. There is little more appropriate for such a god, yet the presence of a catoblepas is a terrifying danger to all living things around it. When functioning as a herald of death, a catoblepas' eyes and breath glow scarlet.

**Catoblepas Herald of Doom Challenge Rating.** When assessing a catoblepas herald of doom's Challenge Rating, treat its Death Gaze as if it dealt 40 damage.

**Catoblepas Treasure.** Catoblepas gather no treasure.

## **Catoblepas Herald of Doom**

*Large Monstrosity, always unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 92 (8d10+48)

**Speed** 30 ft.

---

**STR 15 (+2), DEX 13 (+1), CON 22 (+6),  
INT 2 (-4), WIS 13 (+1), CHA 8 (-1)**

---

**Saving Throws** Str +4, Dex +3, Cha +1

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

**Languages** -

**Challenge** 4 (1,100 xp)                      **Prof** +2

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**Bringer of Death.** Any creature that makes a death save within 30' of the catoblepas does so with disadvantage.

### **ACTIONS**

**Tail. Melee Weapon Attack:** +4 to hit, reach 10 ft., one target. **Hit:** 11 (2d8+2) bludgeoning damage plus 10 (3d6) necrotic damage.

**Death Gaze (Recharge 6).** The catoblepas fixes its gaze on one creature it can see within 160'. That creature must make a DC 16 Constitution save; the creature gains advantage on the save if it can't see the catoblepas. If that creature fails the save, it takes necrotic damage equal to its hit point maximum. If it succeeds, it takes half that damage.

## **CAVE FISHER**

**Location:** *Volo's Guide to Monsters.*

A cave fisher is a strange arthropod that dwells on ledges underground, fishing for prey with a sticky filament. Though a cave fisher is a dangerous predator, it is not actively evil.

**Different Species.** Cave fishers are actually a group of related species that have become differentiated over time as they were isolated from one another in the Underdark. Though many of the different species are functionally identical, a few can have significantly different capabilities. Many have become smaller and are harmless to humanoids, hunting cave insects or fish. Others have adapted to prey exclusively on a specific type of creature that passes near the fishers' territory frequently.

**Patient Opportunist.** A cave fisher is very patient, and can lurk unseen for hours, waiting for prey to contact its filament and become ensnared. Sometimes, adventurers who encounter a cave fisher never know it, if they pass through its territory without coming into contact with its filament and if the monster isn't too hungry.

**Hidden Ledges.** Cave fishers like to make their lairs in hidden lairs inaccessible from the floor of the caverns they haunt. The fisher can easily climb the cave's walls, while other creatures may have a much more difficult time reaching its nest. This gives the cave fisher a safe retreat from most creatures that might prey on it.

**Cave Fisher Treasure.** A cave fisher's ledge has a 25% chance each of having 1d100 cp, sp, ep and gp, as well as a 20% chance of 1d4 gems.



## **Cave Fisher Deep Dweller**

A cave fisher deep dweller uses the Cave Fisher stat block with the following changes.

- It is Large.
- Its AC is 18 (natural armor).
- It has 82 hit points (11d10+22 Hit Dice).
- Its Strength is 20 (+5).
- The DC to escape from its Adhesive Filament is 15.
- The deep dweller's Claw is +7 to hit and deals 15 (3d6+5) slashing damage.
- The DC for its Filament Action is 15.
- Its Challenge Rating is 4 (1,100 xp).

## **CAVE SHRIKE**

**Source:** 3e *Creature Collection*.

A cave shrike is a denizen of the underworld known for the length of its many thin tentacles. Although an ooze, it has a fixed, bulbous shape draped with hundreds of long, thin tendrils that reach a tremendous distance from the monsters. These tendrils resemble the roots of plants unless examined closely. Three large pale, puckered discs that serve as eyes are spaced equidistant around its body. It is a dark red-brown in color.

A cave shrike's central body is about 10' in diameter, and it weighs 800-1,500 lbs.

**Ceiling Lurkers.** A cave shrike lurks in high places, either up walls or on ceilings, waiting for prey to come within range. Even then, it instinctively waits until its victim approaches before it strikes. A cave shrike's preferred method of attack is to grab a creature, lift it high into the air, and then drop it, letting the fall kill it.

**Dark Cults.** Stories persist of tribes of goblins or kobolds who venerate a cave shrike as a god, offering up living sacrifices to the shrike and coming to an accord with it. Though the shrike is not very intelligent, it can learn that its followers bring it food, and eventually learns not to attack them, serving as a guard for its followers.

**Cave Shrike Challenge Rating.** When assessing a cave shrike's Challenge Rating, assume that on the second and third rounds of combat, it uses Tentacle three times and Lift once (dropping the target for 14 points of damage).

**Cave Shrike Treasure.** A cave shrike prefers to remain in one lair for an extended period of time, and treasure from its prey sometimes accumulates. It has a 30% chance each to have 1d12 x 100 sp and 1d8 x 100 gp; a 25% chance to have 1d20 x 100 cp; a 20% chance each to have 1d10 x 10 ep and 2d12 pp; and a 10% chance each to have 1 (80%) or 1d4 (20%) gems and 1 (80%) or 1d4 (20%) random magic items.

## **Cave Shrike**

*Huge Ooze, usually neutral*

**Armor Class** 9 (natural armor)

**Hit Points** 126 (12d12+48)

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

---

**STR** 16 (+3), **DEX** 6 (-2), **CON** 18 (+4),  
**INT** 3 (-4), **WIS** 5 (-3), **CHA** 1 (-5)

---

**Damage Vulnerabilities** lightning

**Condition Immunities** blinded, charmed,

deafened, exhaustion, frightened, prone

**Senses** blindsight 100 ft. (blind beyond this radius), passive Perception 7

**Languages** -

**Challenge** 3 (700 xp)      **Prof** +2

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## **ACTIONS**

**Multiattack.** The cave shrike makes four Tentacle attacks.

If it is grappling one or more creatures at the start of its turn, the cave shrike can instead use Lift in place of Tentacle against those creatures.

**Tentacle. Melee Weapon Attack:** +5 to hit, reach 100 ft., one target. **Hit:** 6 (1d6+3) bludgeoning damage, and the target is grappled (escape DC 15).

**Lift.** The shrike lifts one creature it has grappled 40 ft. higher into the air, to a maximum of 100 ft. It can then drop the creature and end the grapple.

## **CENTAUR**

**Centaur Treasure.** A typical centaur carries 1d20 x 5 sp, 2d6 ep and 2d10 gp.

A herd of at least 20 centaurs also has a 30% chance each to have 1d10 x 25 gp in trade goods and 1d6 x 200 gp in assorted coins and gems; and a 15% chance each to have 1d4 art objects and 1 magic weapon (1-5) or random magic item (6).

### **CENTAUR PCS**

In Cydra, centaurs make decent pcs for higher level characters. Because of their Large size, they sometimes have difficulty fitting into smaller areas.

**Mid-Level (6+):** Between its Charge trait and the damage its hooves deal, a centaur is a powerful pc suitable for joining mid-level parties.

### **CENTAUR TRAITS**

Centaur pcs have the following racial traits.

**Ability Score Adjustments.** Your Strength increases by 2 and your Wisdom increases by 1.

**Age.** A centaur is considered young until around the age of 10, is old by 30, and rarely lives past 45.

**Size.** A centaur is Large. On average, a centaur is about 7' tall and weighs around 2,100 lbs.

**Monstrosity.** You are a Monstrosity.

**Speed.** Your speed is 50 ft.

**Natural Weapon.** You can attack with your hooves for 2d6 bludgeoning damage.

**Charge.** If you move at least 30' straight toward a target and then hit it with a spear or lance attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

**Languages.** You speak Common and either Sylvan or Elvish.

## **Centaur Charger**

The centaur charger uses the Centaur stat block with the following changes.

- Its AC is 14 (studded leather).
- It has 67 hit points (9d10+18 Hit Dice).
- Its speed is 60'.
- Its Charge trait deals an extra 28 (8d6) piercing damage.

It has the following additional traits.

- **Ride-By Attack.** If the charger hits a creature with a melee weapon attack, that creature can't make opportunity attacks against the charger until the start of the creature's next turn.

## **Centaur Drunken Youth**

A centaur drunken youth uses the Centaur stat block with the following changes.

- It has 1 hit point (minion).
- It is immune to the frightened condition.
- It is worth 90 xp.

It has the following additional traits.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

## **CENTURY WORM**

**Source:** 3e *Fiend Folio*.

A century worm is mindless eating machine composed of seven translucent, pinkish-peach colored segments of pulpy flesh topped by a large head partially covered by a hood of rough, brown skin. Its round maw can easily swallow an ogre, and hundreds of squirming larvae the size of a human's arm line its stomach. The monster's belly serves double duty as both a stomach and as an incubator for its larvae, which sometimes spill out of its mouth, though many that do die within an hour or so. Many a joke has been made about the century worm's resemblance to a gargantuan circumcised penis, and some priests of Froth revere these worms because of the way they look.

A century worm earns its name because it takes a century for a body to be completely digested. A swallowed body is infested by a single larva, which takes a century to gestate before worming its way free of the parent worm and growing to full size after a period of about another century ravenously devouring everything near it.

**Century Worm Larva.** The century worm larva stat block shouldn't be used for larva inside the parent worm's gut, but rather on the rare

occasions when the larvae might escape the parent and wander externally.

**Century Worm Challenge Rating.** When assessing a century worm's Challenge Rating, assume it has one creature swallowed on the second and third rounds of combat.

**Century Worm Treasure.** A century worm doesn't keep treasure, and any in its gut is rapidly broken down by its gut acids and larvae.

## **Century Worm**

*Gargantuan Monstrosity (Worm), always unaligned*

**Armor Class 8**

**Hit Points 500 (40d20+80)**

**Speed** 30 ft., burrow 20 ft., swim 20 ft.

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**STR 28 (+9), DEX 7 (-2), CON 15 (+2),  
INT 1 (-5), WIS 11 (+0), CHA 2 (-4)**

---

**Damage Resistances** acid

**Condition Immunities** prone

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

**Languages** -

**Challenge** 17 (18,000 xp)

---

**Legendary Resistance (2/day).** If the century worm fails a save, it can choose to succeed instead.

### **ACTIONS**

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 24 (3d10+8) piercing damage, and if the target is Large or smaller, it must succeed on a DC 24 Dexterity saving throw or be swallowed by the worm.

A swallowed creature is blinded and restrained, has total cover against effects outside the worm, and it takes 16 (3d10) acid damage and 36 (8d8) piercing damage at the start of each of the worm's turns as the worm's larvae burrow into it. The worm can swallow 4 Large, 16 Medium, or 32 Small or smaller creatures.

If the worm takes 20 or more points of damage on a single turn from a creature inside it, the worm must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate

all swallowed creatures, which fall prone in spaces within 10' of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by spending 10' of movement, ending prone.

### **BONUS ACTIONS**

**Keen.** The worm emits a terrible keening sound, continuing for up to 10 minutes or until it loses concentration or becomes incapacitated. While it is keening, a creature that starts its turn within 50' of the worm must succeed on a DC 19 Constitution save or be deafened until the end of the creature's next turn. Century worms are immune to this effect.

### **LEGENDARY ACTIONS**

The century worm can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The worm regains spent legendary actions at the start of its turn.

- **Digest.** Each creature swallowed by the worm takes 7 (2d6) acid damage.
- **Shove.** The worm makes a Shove attack.
- **Tail Attack (costs 2 attacks).** The worm makes a tail attack: *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 13 (1d10+8) bludgeoning damage.

## **Century Worm Larva**

*Tiny Monstrosity (Worm), always unaligned*

**Armor Class 8**

**Hit Points 1 (minion)**

**Speed 20 ft.**

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**STR 8 (-1), DEX 7 (-2), CON 15 (+2),  
INT 1 (-5), WIS 11 (+0), CHA 2 (-4)**

---

**Damage Immunities** acid

**Condition Immunities** prone

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

**Languages** -

**Challenge** 1/8 (25 xp)      **Prof** +2

---

**Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage plus 5 (2d4) acid damage.

## CEREBRAL HOOD

**Source:** *3e Fiend Folio*.

A cerebral hood is an illithid-created psionic symbiont, though **aboleths**, **foulspawn**, and others have captured, trained, and bred them as well. It resembles a tiny cloaker, with small hooks in its underside. When attached to a creature, it sinks its hooks into that creature's head and inserts its tail into the host's throat. The tail extends tendrils, which link the cerebral hood to its host. The cerebral hood is the type of symbiont that is least likely to have a willing host.

If the cerebral hood bonds symbiotically with a host, the host gains the ability to unleash mental blasts at the cost of some of its mental acuity.

**Cerebral Hood Treasure.** A cerebral hood has no treasure.

## Cerebral Hood

*Tiny Aberration (Symbiont), usually lawful evil*

**Armor Class** 7

**Hit Points** 10 (4d4)

**Speed** 5 ft., fly 20 ft.

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**STR** 3 (-4), **DEX** 5 (-3), **CON** 11 (+0),  
**INT** 16 (+3), **WIS** 12 (+1), **CHA** 14 (+2)

---

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

**Languages** can't speak but understands Deep Speech; telepathy 100 ft.

**Challenge** ¼ (50 xp)

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**Bond.** The cerebral hood can bond to an incapacitated, stunned, unconscious, or willing living creature by spending one round within 5' of it, remaining stationary and taking no actions.

The bond has the following effects on the host.

- It is forced to use an attunement slot to bond to the cerebral hood. If it has no available attunement slots, it must break attunement to one non-cursed item of its choice immediately and attune to the cerebral hood
- Its Intelligence and maximum Intelligence are reduced by 1.
- It is charmed by the hood. It does not need to eat, drink, or breathe, and is immune to the effects of gasses.
- It can use an action to activate the symbiont's mind blast ability, if available.
- If its Challenge Rating is 3 or below, it increases by 1.

The cerebral hood can end the bond if it and the host spend one hour stationary, each taking no actions during that time. The bond also ends if the hood or host dies.

**Symbiosis.** When bonded to a host, the symbiont shares its host's initiative but doesn't take actions. It is aware of anything its host is aware of, and it receives the benefit of any beneficial spell that targets the host. Anytime the symbiont takes damage, the host takes half the damage for it.

## ACTIONS

**Tail Slap.** *Melee Weapon Attack:* -1 to hit, reach 5 ft., one target. *Hit:* 0 (1d4-3) bludgeoning damage.

**Mind Blast (recharge 6).** The cerebral hood magically emits a wave of psionic power in a 30' cone. Each creature in that cone must make a DC 13 Int save, suffering 11 (2d10) psychic damage on a failure or half that on a success. A creature that fails its save and takes psychic damage is also stunned until the end of its next turn.

If this ability is activated by the cerebral hood's host, it instead deals 22 (4d10) psychic damage, and the DC is 8 + the host's Intelligence bonus + the host's proficiency bonus.

## **CEREBRAL PARASITE (Hazard)**

**Source:** 1e *Monster Manual*.

Cerebral parasites are tiny, invisible, incorporeal motes of psionic energy that attach to creatures and drain their mental energies. If viewed with a *see invisibility* spell or through true sight, the cerebral parasite appears as a tiny glowing mote of floating light. Cerebral parasites are similar to bacteria, and like them, they reproduce through fission, so the parasites are always found in colonies of dozens to hundreds, typically filling between one and four 5' cubes.

If a creature moves within 10' of an area infested with cerebral parasites, that creature must make a DC 12 Intelligence save. If it has psionic abilities, that creature has disadvantage on the save. A creature that fails becomes infested by the parasites. An infested creature has disadvantage on Intelligence, Wisdom, and Charisma attacks, saves, and checks (including spell attacks). A creature that has to make a saving throw against a spell cast by an infested creature that has Intelligence, Wisdom, or Charisma as its spellcasting attribute gains advantage on that save.

In addition, each time it completes a long rest, an infested creature loses its highest level spell slot, if any. If the creature has no spell slots because of the infestation, it instead gains a level of exhaustion.

If an infected creature doesn't have spell slots when it finishes a long rest, there is a 25% chance that the infestation ends. Otherwise, it ends when an effect would end a disease on the infested creature.

## **CEREBRANT**

**Source:** Homebrew.

A cerebrant appears as a humanoid with an exceptionally large head bulging at the top, as if its brain were swelling and threatening to burst its skull. Its body is atrophied and withered, barely able to move. The cerebrant's body is too weak for it to move physically at more than a crawl; it travels by psionically levitating itself or, more commonly, some sort of couch or chair that it reclines on. However, its mind more than makes up for its physical frailty.

Cerebrants find most creatures' minds to be far too dull to make them worthwhile company. They actively associate with their own kind

exclusively, treating almost all other creatures as slaves or inferiors.

**Floating Cities.** Cerebrants dwell in communities that they telekinetically levitate into the sky, often above cloud level. They descend to obtain necessary supplies, especially food and water, or to gain information to further their studies of psychic phenomena. Their cities are often guarded by psionically enthralled slaves incapable of flight, so that even if the cerebrants' control over them slips, they have no option to escape their masters.

A community of cerebrants might number up to a few hundred. About half of all cerebrant communities have thralls, generally numbering at least as many as the cerebrants themselves.

**Dedicates.** Some cerebrants dedicate themselves to a specific task, losing touch with their bodies entirely. The cerebrants who levitate and move their cities are usually such dedicates; others might maintain the cerebrants' control over their thralls, keep a constant vigil for threats, including those in coexistent planes such as the Astral, Ethereal, Feywild, and Shadowfell, or power extraordinary psychic weapons that defend the cerebrants' central refuge. A dedicate of this sort doesn't even realize if its body is molested or damaged. It is little more than a machine.

**Cerebrant Challenge Rating.** When assessing a cerebrant's Challenge Rating, assume that its Telekinetic Defense adds 5 to its effective hit points.

**Cerebrant Treasure.** Cerebrants don't use money, but some enjoy jewels or similar finery, and all appreciate the value of magic items. A group of one to four cerebrants has a 30% chance of having 1d6 pieces of jewelry or finery and a 10% chance of having 1 (60%) or 1d3 (40%) random magic items that aren't armor or weapons.

A group of five to twelve cerebrants instead has a 50% chance of having 1d8 pieces of jewelry or finery and a 15% chance of having 1d4 random magic items that aren't armor or weapons.

A group of 13 to 30 cerebrants has a 75% chance of having 2d8 pieces of jewelry or finery, a 30% chance of having 1d6 other art objects, and a 25% chance of having 1d4 (50%) or 1d4+2 (50%) magic items.

A group of 31 to 100 cerebrants has a 90% chance of having 3d10 pieces of jewelry or finery,

a 60% chance of having 2d8 other art objects, and a 45% chance of having 1d4+2 (50%) or 2d4+1 (50%) magic items.

A group of 101 to 200 cerebrants has a 90% chance of having 5d10 pieces of jewelry or finery, an 80% chance of having 3d10 other art objects, and a 75% chance each of having 1d4 scrolls, 2d4 potions, and 1d8 random magic items that aren't armor or weapons.

A group of 201 or more cerebrants has a 90% chance of having 8d10 pieces of jewelry or finery, an 80% chance of having 4d10 other art objects, and a 75% chance each of having 2d6 scrolls, 2d6+2 potions, and 2d6 random magic items that aren't armor or weapons.

## **Cerebrant**

*Medium Humanoid (Cerebrant), often neutral*

**Armor Class** 14 (telekinetic defense)

**Hit Points** 10 (4d8-8)

**Speed** fly 30 ft.

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**STR** 1 (-5), **DEX** 3 (-4), **CON** 6 (-2),  
**INT** 26 (+8), **WIS** 12 (+1), **CHA** 10 (+0)

---

**Saving Throws** Int +10, Wis +3, Cha +2

**Skills** Arcana +10, History +10, Insight +3, Perception +3

**Damage Resistances** psychic; see also telekinetic defense

**Condition Immunities** charmed, frightened

**Senses** blindsight 120 ft., passive Perception 13

**Languages** telepathy 120 ft.

**Challenge** 3 (700 xp)      **Prof** +2

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**Psionic Awareness.** The cerebrant is never surprised.

**Telekinetic Defense.** The cerebrant's mind magically generates a psionic force field around it and its chair or couch, giving it a +8 bonus to AC as long as it isn't incapacitated, including in the stat block above.

In addition, while it isn't incapacitated, when the cerebrant takes acid, fire, force, or bludgeoning, piercing, or slashing damage, it reduces the damage by 5 points, minimum 0.

## **ACTIONS**

**Brain Lock.** The cerebrant attempts to magically lock down one creature's brain with psionic might. It chooses one creature attack within 50'. That creature must make a DC 18 Intelligence save, becoming paralyzed for 1 minute on a failure. The creature can use its action to try to break free by repeating the saving throw on its turn.

**Mind Dagger.** The cerebrant magically makes a psionic attack against one creature within 90'. That creature must make a DC 18 Intelligence save, suffering 22 (4d10) psychic damage on a failure, or half as much on a success.

**Momentary Thrall (1/day).** The cerebrant magically attempts to use its psionic power to seize control of the mind of another creature within 50'. The chosen creature must make a DC 18 Intelligence save. If it fails, it immediately takes an action of the cerebrant's choice. The cerebrant can force the creature to cast a cantrip, but not to expend a spell slot.

## **Cerebrant Thrall**

A cerebrant thrall uses the Cerebrant stat block, modified as follows.

- It has 1 hit point (minion).
- Its xp value is 140 (minion).

The cerebrant thrall has the following additional trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

## **CEREBRILITH**

**Source:** 3.5e *Expanded Psionics Handbook*.

A cerebrilith is a horrifying demon with a hugely swollen brain that fuses with its back. It is spindly but strong, moving on all fours but fighting upright on its hind legs. A cerebrilith is a psionically powerful demon that delights in extracting the brains of living victims, feeling its death throes telepathically. Cerebriliths are

specialists that are usually only encountered when their peculiar talents are required or when stalking mortal prey. These monsters get far more pleasure from overcoming and devouring a creature if it is smart than they do from an easily-duped and simple mind.

**Cerebrilith Allies.** Cerebriliths sometimes work alongside other **demons**. They enjoy conspiring with other psionic creatures, such as **mind flayers**, **intellect devourers**, and evil **gem dragons**.

**Cerebrilith Treasure.** These demons hoard treasure avariciously. A single cerebrilith has a 50% chance each to have 1d10 x 100 cp and sp, 2d8 x 500 gp, 2d4 gems, 1d6 art objects and 1 random magic item.

A group of two to six cerebriliths have a 50% chance each to have 2d10 x 200 cp and sp, 2d10 x 1,000 gp, 2d6 x 20 pp, 2d6 gems, 1d8 art objects and 1d6 random magic items.

## CEREBRILITH GODBRAIN FEASTER

When Maanzecorian, one of the illithid deities, was killed, vast areas of rotting brain batter were left behind. A cerebrilith lucky enough to find this disgusting zone will devour as much of this decaying divine cerebral material as it can before falling into a deep coma that lasts for months. When it awakens, it has grown in power and become a godbrain feaster.

## Cerebrilith

*Large Fiend (Demon), always chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 103 (9d10+54)

**Speed** 30 ft.

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**STR 20 (+5), DEX 13 (+1), CON 22 (+6),**  
**INT 15 (+2), WIS 18 (+4), CHA 18 (+4)**

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**Saving Throws** Str +8, Dex +4, Wis +7

**Skills** Arcana +5, Insight +7, Perception +7

**Damage Resistances** acid, cold, fire; bludgeoning, piercing and slashing damage that isn't magical

**Damage Immunities** lightning, poison

**Condition Immunities** poisoned

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

**Languages** Abyssal; telepathy 120'

**Challenge** 8 (3,900 xp)      **Prof** +3

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

## ACTIONS

**Multiattack.** The cerebrilith uses Psychic Assault, then makes one attack with its Bite and one with its Claw.

**Psychic Assault.** The cerebrilith chooses one creature within 60' that it can see. That creature must make a DC 15 Wisdom save, suffering 27 (5d10) psychic damage on a failure or half that on a success.

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

**Claw. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

**Teleport.** The cerebrilith magically teleports, along with any equipment it is wearing or carrying, up to 120' to an unoccupied space it can see.

**Summon Demons (1/day).** The cerebrilith has a 35% chance of successfully summoning 4d6 dretches.

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

At will- *Detect thoughts, hold person.*

3/day- *Dominate person.*

1/day- *Spirit travel.*

## BONUS ACTIONS

**Followup Strike.** If the cerebrilith uses Multiattack, it makes one Claw attack.

**Moment of Terror.** One creature the cerebrilith can see within 30' must succeed on a DC 15 Wis save or be pushed 10' away from the cerebrilith. A creature that can't be frightened is immune to this effect.

# Cerebrilith Godbrain Feaster

*Large Fiend (Demon), always chaotic evil*

**Armor Class** 21 (natural armor)

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

**Speed** 30 ft.

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**STR 20 (+5), DEX 13 (+1), CON 22 (+6),  
INT 20 (+5), WIS 18 (+4), CHA 18 (+4)**

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**Saving Throws** Str +11, Dex +7, Wis +10

**Skills** Arcana +11, Insight +10, Perception +10

**Damage Resistances** acid, cold, fire; bludgeoning, piercing and slashing damage that isn't magical

**Damage Immunities** lightning, poison, psychic

**Condition Immunities** poisoned

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

**Languages** Abyssal; telepathy 120'

**Challenge** 18 (20,000 xp)      **Prof** +6

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

***Psionic Form (recharges after a short or long rest).*** If the cerebrilith would be reduced to 0 hit points, its body collapses, but a psionic energy form rises. The cerebrilith's current hit point total resets to 230 hit points. Additionally, the cerebrilith can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 20,000 xp (40,000 xp total) for defeating the cerebrilith after its Psionic Form.

## ACTIONS

***Multiattack.*** The cerebrilith uses Psychic Assault, then makes one attack with its Bite and one with its Claw.

***Psychic Assault.*** The cerebrilith chooses one creature within 60' that it can see. That creature must make a DC 17 Wisdom save, suffering 82 (15d10) psychic damage on a failure or half that on a success.

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

***Claw.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

***Spellcasting.*** The cerebrilith's spellcasting ability is Charisma (spell save DC 19). It can cast the following spells, requiring no components:

At will- *Detect thoughts, dominate person, sending, spirit travel.*

## BONUS ACTIONS

***Teleport.*** The cerebrilith magically teleports up to 120' to an unoccupied space it can see.

## LEGENDARY ACTIONS

The cerebrilith can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The regains spent legendary actions at the start of its turn.

- **Claw.** The cerebrilith uses Claw.
- **Mind Shock.** One creature within 30' must succeed on a DC 19 Int save or on its next turn, it can use an action or a bonus action, but not both, and it can move or use a free interaction, not both.
- **Paralyzing Terror (costs 2 actions).** One creature the cerebrilith can see within 30' must succeed on a DC 19 Int save the cerebrilith psionically paralyzes it for 1 minute (save ends). A creature that can't be frightened is immune to this effect.

## MYTHIC ACTIONS

If the cerebrilith's Psionic Form trait has activated in the last hour, it can use the options below as legendary actions.

- **Mind Fog.** One creature within 60' must make a DC 19 Int save or the cerebrilith becomes invisible to it (save ends).
- **Summon Demons (1/day) (costs 3 actions).** The cerebrilith summons 1 cerebrilith and 4d6 manes.



# CERVIDAL

**Source:** 2e Planescape Monstrous Compendium.

A cervidal resembles a faun or satyr, but is more regal in appearance. Covered in short red or brown fur, the cervidal has smooth, golden skin, a magnificent rack of horns or antlers, and small hard hooves for feet. Their hands are backed with a thick material similar to that that their hooves are made of, and their fists are effective weapons, though a cervidal prefers to attack with its antlers.

Cervidals are the most common of the **guardinals**, and populate the uppermost layer of Elysium. They are also the most peaceful of the guardinals, but are more than willing to fight in times of war. When the guardinal armies muster, their largest components are made up of cervidals and **equinals**.

**Treasure:** Cervidals rarely collect treasure. A single cervidal or **family** of up to six of them is 5% likely to have 1d20 gp worth of coins.

A **clan** of seven to 30 cervidals is instead 10% likely to have 1d100 gp worth of coins and gems amongst their number.

A **tribe** of 31 to 100 cervidals is instead 15% likely to have 2d4 x 100 gp worth of coins and gems among their number, and is 10% likely to have 1d4 potions (1-5) or 1 random magic item (6).

## Cervidal

*Medium Celestial (Guardinal), always neutral good*

**Armor Class** 14 (natural armor)

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

**Speed** 45 ft.

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**STR 18 (+4), DEX 15 (+2), CON 14 (+2), INT 12 (+1), WIS 16 (+3), CHA 13 (+1)**

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**Damage Resistances** acid, cold

**Condition Immunities** petrification

**Senses** passive Perception 13

**Languages** Celestial, Draconic, Infernal

**Challenge** 2 (450 xp)      **Prof** +2

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**Charge.** If the cervidal moves at least 20' straight toward a creature and hits it with an antlers attack on the same turn, that creature takes an additional 6 (1d12) piercing damage. If the target is a creature, it must succeed on a DC 14 Str save or be knocked prone.

**Magic Resistance.** The leonal has advantage on saves against spells and magical effects.

**Standing Jump.** With or without a running start, a cervidal can long jump up to 20'.

## ACTIONS

**Multiattack.** The cervidal makes one attack with its hooves and one attack with its antlers.

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

**Antlers.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) piercing damage.

**Purifying Touch.** The cervidal touches one creature or an object of up to Medium size with its antlers. If the target is a creature, this has the effects of a *lesser restoration* spell and also ends any ongoing poison or acid damage that the creature is suffering. If the target is an object, any illusions on that object are dispelled; if the object itself was an illusion, it vanishes.

In addition, if the target was food or drink, it is affected by a *purify food and drink* effect that also neutralizes any acids in the food or drink.

**Spellcasting.** The cervidal's spellcasting ability is Wisdom (save DC 13). It can innately cast the following spells, requiring no material components:

At will- *light*.

1/day- *bless, command, hold person, magic missile, suggestion*.

## **Cervidal Guard**

A cervidal guard uses the Cervidal stat block with the following changes.

- It has 1 hit point (minion).
- It has Damage Immunity to acid and cold instead of resistance.
- Its Spellcasting ability includes only *light* (at will) and *bless* and *command* (each 1/day).
- Its xp value is 90 (minion).

The cerebrant thrall has the following additional trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

## **CHAGMAT**

**Source:** Dragon Magazine #63.

The chagmat are a race of hideous creatures that resemble upright spiders, with near-humanoid form. These terrifying monsters have warred on mammalian races, from orc to elf to human, and are known to suck the blood out of captive or slain humanoids. Chagmat are without scruples or mercy; only by agreeing to help them gather more “food” can mammals hope to survive in an area ruled by chagmat.

A chagmat has four arms and four legs, and typically wields two weapons and two shields to good effect.

**A Dying Race.** Although the chagmat are very dangerous, they are dying out. Long ago their wars with humans and dwarves led to a zealous crusade that reduced their numbers past the point of long-term survival; now the few tribes that survive must hide and prey on goblins or kobolds, lest the dwarven and human communities that remember the threat they once posed renew their crusade.

### **Friend to Spiders, But Not Spider**

**Monsters.** While chagmat associate with normal and giant spiders and use them as pets, they do not like other monsters with spider-like traits, including ettercaps, driders, harpoon spiders and chwidencia. Instead, chagmat treat such creatures as rivals to be driven away from their territory,

rarely making even temporary alliances with them.

**Chagmat Priest Challenge Rating.** When assessing the Challenge Rating of a chagmat priest, assume that it uses Reactive Spit once.

**Chagmat Treasure.** Chagmat collect and value treasure. Each chagmat typically carries 2d12 cp, 2d10 sp and 2d8 gp.

The lair of a **nest** of up to 24 chagmat always has 2d6 x 50 gp in trade goods; is 35% likely each to have 1d4 x 250 gp in assorted coins and 1d4 gems; and is 10% likely to have 1d2 random magic items.

The lair of a **cobb** of chagmat, numbering from 25 to 100, always has 2d4 x 100 gp in trade goods; is 60% likely each to contain 2d6 x 300 gp in assorted coins and 1d8 gems; and has a 10% chance to have 1d4 random magic items.

The lair of a **chaggle** of chagmat, consisting of from 101 to 400 individuals, typically has 3d12 x 500 gp in coins and gems, 2d4 x 250 gp in trade goods, and a 20% chance each to have 1d8 potions and 1d6 random magic items.

## **CHAGMAT PCS**

Chagmat pcs are problematic because of the race’s inherent hostility to warm-blooded humanoids- it’s what the chagmat feeds on. However, in a group consisting entirely of odd races like dromites and phraints, a chagmat might be viable.

**Mid-Level (6+):** Because of the chagmat’s Four Arms trait, it has significant advantages as a pc. Its Spider Climb is another one. Therefore, a chagmat isn’t suitable as a starting pc with pcs below 6<sup>th</sup> level.

## **CHAGMAT TRAITS**

Chagmat pcs have the following racial traits.

**Ability Score Adjustments.** Your Charisma increases by 2.

**Age.** A chagmat matures by one year of age, is old by the age of 5, and rarely lives past 8 years.

**Size.** You are Medium. A typical chagmat (male or female) ranges from about 4’ 8” to 5’ 6” in height, and weighs from 80 to 135 lbs.

**Speed.** Your speed is 30’, and you have a Climb speed of 30’.

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

**Four Arms.** You have four arms. Because of this, you gain the following benefits.

- **Dual Shield Use.** You can use two of its four hands to wield shields, stacking the benefits of both.
- **Followup Attack.** When you take the Attack action and you are holding at least two weapons, you can use a bonus action to make one weapon attack, as long as it is with a different weapon than at least one of your previous attacks this round.

**Languages.** You speak Common and Chagmat.

### CHAGMAT MULTIDEXTERITY (Feat)

**Prerequisites:** Chagmat.

You have developed exceptional facility with your multiple hands. You gain the following benefits:

- Increase your Dexterity score by 1.
- You can Use an Object as a bonus action.
- If you are wielding more than one melee weapon, you can make one opportunity attack per round without using your reaction.

## Chagmat

*Medium Monstrosity, usually neutral evil*

**Armor Class** 16 (leather armor and two shields)

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

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

---

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

---

**Saving Throws** Con +3

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

**Damage Resistances** poison

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

**Languages** Common, Chagmat

**Challenge** ½ (100 xp)      **Prof** +2

---

**Dual Shield Use.** The chagmat can use two of its four hands to wield shields, stacking the benefits of both.

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

## ACTIONS

**Multiattack.** The chagmat makes two Longsword attacks.

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

## Chagmat Lackey

A chagmat lackey uses the Chagmat stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 20 xp (minion).

The chagmat lackey has the following additional trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

## Chagmat Priest

*Medium Monstrosity, usually neutral evil*

**Armor Class** 16 (leather armor and two shields)

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

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

---

**STR 15 (+2), DEX 13 (+1), CON 12 (+1),  
INT 10 (+0), WIS 16 (+3), CHA 10 (+0)**

---

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

**Skills** Athletics +4, Religion +2, Stealth +3

**Damage Resistances** poison

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

**Languages** Common, Chagmat

**Challenge** 1 (200 xp)      **Prof** +2

---

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

## ACTIONS

**Multiattack.** The chagmat makes two Mace attacks.

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

**Spit Poison.** *Ranged Spell Attack:* +5 to hit, range 20 ft., one creature. *Hit:* 10 (3d6) poison damage, and the target must succeed on a DC 11 Constitution saving throw or be blinded until the end of its next turn.

**Inflict Wounds (1/day) (1<sup>st</sup> level spell).** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) necrotic damage

**Spellcasting.** The chagmat priest is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The chagmat priest can cast the following spells:

At will- *resistance*, *thaumaturgy*.  
1/day- *hold person*.

## BONUS ACTIONS

**Healing Word (2/day) (1<sup>st</sup> level spell).** The chagmat magically heals one creature it can see within 60', restoring 5 (1d4+3) hit points to it.

**Ghost Spider (1/day).** The chagmat creates a ghostly spider at a point it can see within 30'. That spider makes the following attack: *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) poison damage. It then vanishes.

## REACTIONS

**Reactive Spit (recharges after a short or long rest).** When the priest is targeted by a spell, it uses Spit Poison against the caster of that spell.

## Chagmat Venom Blade

*Medium Monstrosity, usually neutral evil*

**Armor Class** 19 (leather armor and two shields)  
**Hit Points** 88 (16d8+16)  
**Speed** 30 ft., climb 30 ft.

**STR 15 (+2), DEX 18 (+4), CON 12 (+1),  
INT 10 (+0), WIS 13 (+1), CHA 10 (+0)**

---

**Saving Throws** Con +3

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

**Damage Resistances** poison

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

**Languages** Common, Chagmat

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

**Prof** +2

---

**Dual Shield Use.** The chagmat can use two of its four hands to wield shields, stacking the benefits of both.

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

## ACTIONS

**Multiattack.** The chagmat makes four Dagger attacks.

**Dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage plus 13 (3d8) poison damage.

## BONUS ACTIONS

**Disabling Spittle (recharge 6).** The chagmat spits at one creature within 15'. The target must make a DC 12 Con save, being poisoned until the end of its next turn on a failure.

## CHAIN DEVIL

**Location:** *Monster Manual* p72.

**Chain Devil Treasure.** A chain devil doesn't typically collect treasure.

## CHAMPION

**Location:** *Volo's Guide to Monsters* p212.

**Champion Treasure.** A champion is 50% likely each to have 1d6 pieces of jewelry and 1d6 potions; 35% likely each to have 1d6 x 25 sp, 2d10 x 10 gp, 3d6 pp, and 1 magic weapon; and 10% likely each to have 4d10 ep and 1 piece of magic armor (1-5) or 1 random magic item (6).

## CHANGE ADDER

**Source:** Homebrew

One of many types of creatures that have begun to appear with the ascendance of Chaos, the change adder is a roughly serpentine creature that causes living things to mutate. Ranging from about 12' to 20' in length, the change adder is far thicker than a snake, being 2' in diameter or more, ranging up to a thickness of around 4'. The change adder has no visible head, but is studded with serpentine eyes all over its body, and it has between one and two dozen scrawny arms radiating from its body at random points, each tipped with a three-fingered, claw hand.

**Feeds on Mutation.** In some way not fully understood by sages, change adders feed on mutation. When a creature mutates, it provides energy to every change adder that is close enough—the distance varies, but is usually around a few hundred feet. All change adders receive the same amount of “food” regardless of how many of them are present, so they often cooperate with each other. Since the change adders can feed on mutations regardless of their origin, be it the power of Chaos, radiation, or some other, they are often found near sites or objects that can cause mutations. Without such a source, they must hunt creatures in order to mutate them. A change adder must feed about weekly to avoid starvation.

**Change Adder Treasure.** The area where up to six change adders lair has a 60% chance each of having 1d6 x 1,000 cp, sp, and gp; a 25% chance each of having 1d10 x 100 ep and 1d6 potions; and a 10% chance each to have 1d8 gems, 1d3 art objects, and 1d3 magic items.

If seven to 20 change adders lair in an area, it instead has a 60% chance each of having 1d10 x 1,000 cp, sp, and gp; a 25% chance each of having 1d6 x 500 ep and 1d6 potions; and a 15% chance each to have 1d12 gems, 1d6 art objects, and 1d4 magic items.

If 21 or more change adders lair in an area, it instead has a 75% chance each of having 2d8 x 1,000 cp, sp, and gp; a 40% chance each of having 1d6 x 1,000 ep, and 2d4+1 potions; and a 25% chance each to have 2d10 gems, 1d12 art objects, and 1d6+1 magic items.

## Change Adder

*Large Aberration, always chaotic neutral*

**Armor Class** 16 (natural armor)

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

**Speed** 20 ft.

---

**STR 20 (+5), DEX 10 (+0), CON 18 (+4),  
INT 10 (+0), WIS 10 (+0), CHA 10 (+0)**

---

**Saving Throws** Dex +3, Int +3, Wis +3, Cha +3

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

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

**Challenge** 6 (2,300 xp)      **Prof** +3

---

**Magic Weapons.** The change adder's weapon attacks are magical.

**Mutation Immunity.** The change adder is immune to mutation, including from the touch of Chaos.

### ACTIONS

**Multiattack.** The change adder makes one crush attack and one attack with its claws.

**Crush.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 23 (4d8+5) slashing damage, and the target must succeed on a DC 11 Con save or suffer a mutation. Roll on the following chart:

1-2	One random ability score increases by one, and another decreases by one.
3-4	The creature grows or shrinks by 2d12”.
5-6	The creature gains or loses 4d10 lbs. if it is Medium or 2d6 lbs. if it is small)
7-8	The creature's skin changes to a random color.
9-10	The creature is touched by Chaos.

## CHAOS BEAST

**Source:** 3e *Monster Manual*.

A chaos beast is a churning mass of ever-changing matter. Constantly melting away and reforming, the chaos beast has no truer form than any other, nor does it seem to have any desire for stability. Indeed, as a creature of raw chaos, at any moment, this creature usually appears as a nightmarish mixture of different attributes, many of them drawn from creatures rather than objects. Both body parts and churning inorganic material constantly form and unform, with strange smells and vapors rising from the beast and vanishing into nothing.

**Born in Limbo.** The Ever-Changing Chaos of Limbo is the spawning ground of all chaos beasts, but some end up slipping through portals to other realms, and the occasional insane wizard draws one to the world. A chaos beast remains extant until slain, and its behavior is highly unpredictable. It might wander into any terrain or through any available gateway without concerning itself with the consequences.

**Chaos Beast Treasure.** Chaos beasts collect no treasure.

### Chaos Beast

*Medium Ooze, always chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 44 (8d8+8)

**Speed** 25 ft.

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**STR 14 (+2), DEX 13 (+1), CON 13 (+1),  
INT 10 (+0), WIS 10 (+0), CHA 10 (+0)**

---

**Saving Throws** Str +4, Int +2, Wis +2, Cha +2

**Condition Immunities** prone

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

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

**Challenge** 3 (700 xp)      **Prof** +3

---

**Magic Resistance.** The chaos beast has advantage on saves against spells and other magical effects.

**Shifting Form.** The chaos beast is immune to any effect that would alter its form, and it suffers no critical effect from critical hits.

## ACTIONS

**Multiattack.** The chaos beast makes two attacks.

**Constantly Changing Limb. Melee Weapon**

**Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4+2) bludgeoning, piercing, or slashing damage (determine randomly), and the target must make a DC 10 Constitution save. If it fails, the creature's body becomes a spongy, amorphous mass. Its speed is reduced to 10', and it gains no benefits from any equipment. The only action it can take is to try to throw off the effect by repeating the saving throw. Finally, at the start of its turn, an affected creature suffers 16 (3d10) psychic damage.

A *greater restoration* will end the effect.

## BONUS ACTIONS

**Moment of Movement.** Until the end of the chaos beast's next turn, it gains either a burrowing speed of 15', a swimming speed of 40', a flying speed of 30', or a walking speed of 60'.

## Chaos Beast Flowing Mass

The chaos beast flowing mass uses the Chaos Beast stat block with the following changes.

- It is Huge.
- Its AC is 16 (natural armor).
- It has 120 hit points (16d12+16 Hit Dice).
- Its Strength is 20 (+5).
- Its save bonuses are Str +9, Int +4, Wis +4, Cha +4.
- Its Multiattack allows it to make four attacks.
- Its Constantly Changing Limb is +9 to hit and deals 15 (3d6+5) damage.
- Its Challenge Rating is 12 (8,400 xp).
- Its proficiency bonus is +4.

## CHAOS JELLY

**Source:** Homebrew.

Chaos jellies are found in Limbo, the Elemental Chaos, and other places strongly touched by Chaos. A chaos jelly is a swirling mass of multicolored jelly that constantly changes smell and texture. Infused with raw Chaos, the jelly's

touch is sometimes enough to cause creatures or objects to change drastically as its entropic power warps creatures and objects around it.

**Chaos Jelly Treasure.** A chaos jelly doesn't collect treasure.

## Chaos Jelly

*Gargantuan Ooze, always chaotic neutral*

**Armor Class** 14 (deflecting aura)

**Hit Points** 325 (26d20+52)

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

---

**STR** 22 (+6), **DEX** 6 (-2), **CON** 14 (+2),  
**INT** 4 (-3), **WIS** 8 (-1), **CHA** 15 (+2)

---

**Saving Throws** Dex +2, Wis +3, Cha +6

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from magical weapons

**Damage Immunities** acid; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** blinded, charmed, paralyzed, petrified, poisoned, prone, stunned

**Senses** Blindsight 100 ft. (blind outside that range), passive Perception 9

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

**Challenge** 14 (11,500 xp)      **Prof** +5

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**Amorphous.** The ooze can move through a space as narrow as 1" wide without squeezing.

**Deflecting Aura.** The chaos jelly is surrounded by a magical field that deflects blows, adding 6 to its Armor Class.

### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage, plus 22 (4d10) acid damage. In addition, the target must succeed on a DC 11 Wisdom save or gain a random Chaos trait.

### REACTIONS

**Chaotic Escape (1/day).** When the chaos jelly takes damage, it teleports 2d12 x 5' in a random direction, arriving on a safe surface.

**Sensory Eruption (1/day).** When the chaos jelly takes damage, a chaotic burst of sensory stimulation erupts from it. Each creature within 50' must make a DC 14 Dex save or have disadvantage on all attacks and checks until the end of the creature's next turn.

### LEGENDARY ACTIONS

The chaos jelly can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The jelly regains spent legendary actions at the start of its turn.

- **Chaotic Transportation.** A random creature the jelly is aware of within 20' must make a DC 14 Cha save or be teleported 2d12 x 5' in a random direction, arriving in a safe space on a solid surface.
- **Gelatinous Eruption.** The chaos jelly squirts thick gelatinous material at one creature within 30'. That creature must make a DC 14 Str save or be restrained until the end of its next turn.
- **Move.** The jelly moves its speed.

## CHAOS WORM

**Source:** Homebrew.

Chaos worms are Chaos incarnate, appearing as gargantuan worms of changing color. Chaos worms don't have a consistent appearance, and most of them change their overall appearance with time. Chaos worms are driven to tear down civilization, destroy organizations, and break outposts of Law so that Chaos' ascendancy can continue. Chaos worms are highly destructive, but rare, and have no conventional means of reproduction, so as they are slain, their numbers continue to dwindle.

**Foes of the Sword Emperor.** It is said that Thrush, the first Sword Emperor, was the very first person to face a chaos worm. He and his companions confronted a dozen of the monsters, slaying 50 and driving the last dozen into the depths of the earth, where they went to sleep, slumbering until Thrush and his allies had aged and died. Only then, with no real foes to challenge them, did the chaos worms begin to periodically re-emerge.

**Crawl through Reality.** Chaos worms seem to be able to crawl from one location to another through the earth, even if those locations aren't near one another or even on the same continent. Such a journey can be followed by reckless creatures that dare to cling close to the worm's tail, but such a passage is fraught with dangers, and often seems to attract the attention of **dimension crawlers** or **xill**.

**Chaos Worm Challenge Rating.** When assessing a chaos worm's Challenge Rating, assume that its Chaos Breath gets used once, increases its effective AC and attack bonus by 3, and does half its maximum damage to one target.

**Chaos Worm Treasure.** A chaos worm doesn't collect treasure.

## **Chaos Worm**

*Gargantuan Aberration (Worm), always chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 275 (22d20+44)

**Speed** 45 ft., burrow 30 ft.

---

**STR** 20 (+5), **DEX** 8 (-1), **CON** 15 (+2),  
**INT** 5 (-3), **WIS** 6 (-2), **CHA** 16 (+3)

---

**Damage Resistances** bludgeoning, piercing, and slashing that isn't magic

**Damage Immunities** psychic

**Condition Immunities** prone

**Senses** tremorsense 120 ft., passive Perception 8

**Languages** -

**Challenge** 14 (11,500 xp)      **Prof** +4

---

**Chaotic Defense.** Whenever a creature within 10' of the worm deals damage to it, that creature suffers 5 (1d10) damage of a type determined on the following chart:

1. Acid
2. Cold
3. Fire
4. Lightning
5. Poison
6. Psychic
7. Radiant
8. Thunder

**Magic Resistance.** The worm has advantage on saves against spells and magic effects.

## **ACTIONS**

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) piercing damage, plus 22 (4d10) acid damage.

**Chaos Breath (recharge 5-6).** The worm exhales billowing multicolored gas in a 60' cone. Each creature in the cone must make a DC 16 Wisdom save, being affected as follows on a failure (roll randomly for each target):

- 1 The target takes 55 (10d10) psychic damage on a failure, or half that on a success.
- 2 The target becomes frightened of the worm for 1 minute (save ends).
- 3 The target is stunned until the end of the worm's next turn.
- 4 The target is blinded for 1 minute (save ends).
- 5 The target is charmed by the worm for 1 minute (save ends). While charmed, the target can take no actions except to try to climb into the worm's mouth.
- 6 On its next turn, the target uses its action to attack the nearest creature other than the worm, moving first if necessary.
- 7 On its next turn, the target drops everything it is holding, including using an action to loose a shield, lays prone, and ends its turn.
- 8 The target gains a Chaos trait.

## **REACTIONS**

**Reactive Teleport (recharge 4-6).** While the chaos worm is bloodied, when it takes damage, it teleports up to 60' in a random direction, arriving in the nearest safe space on a surface available.



## **Chaos Worm Ancient Legend**

*Gargantuan Aberration (Worm), always chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 500 (40d20+80)

**Speed** 45 ft., burrow 30 ft.

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**STR 20 (+5), DEX 8 (-1), CON 15 (+2),  
INT 5 (-3), WIS 6 (-2), CHA 16 (+3)**

---

**Damage Resistances** bludgeoning, piercing, and slashing that isn't magic

**Damage Immunities** psychic

**Condition Immunities** prone

**Senses** tremorsense 120 ft., passive Perception 8

**Languages** -

**Challenge** 21 (33,000 xp)      **Prof** +7

---

**Chaotic Defense.** Whenever a creature within 10' of the worm deals damage to it, that creature suffers 5 (1d10) damage of a type determined on the following chart:

1. Acid
2. Cold
3. Fire
4. Lightning
5. Poison
6. Psychic
7. Radiant
8. Thunder

**Legendary Resistance (2/day).** When the worm fails a save, it can choose to succeed instead.

**Magic Resistance.** The worm has advantage on saves against spells and magic effects.

### **ACTIONS**

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) piercing damage, plus 33 (6d10) necrotic damage.

**Chaos Breath (recharge 5-6).** The worm exhales billowing multicolored gas in a 60' cone. Each creature in the cone must make a DC 18 Wisdom save, being affected as follows on a failure (roll randomly for each target):

- 1 The target takes 67 (15d8) force damage on a failure, or half that on a success.
- 2 The target becomes paralyzed for 1 minute (save ends).
- 3 All spells and other magical effects on the target end, and its magic items don't function until the end of the worm's next turn.
- 4 The target is pushed 2d6 x 5' away from the worm and knocked prone.
- 5 The target is covered in caustic ectoplasm for 1 minute. While coated, the creature's speed is reduced by 10' and at the start of its turn, it takes 11 (2d10) acid damage. The goo can be removed by casting *dispel magic* on it or if a creature uses an action to make a DC 15 Int (Arcana) check to banish it.
- 6 The target uses its reaction to make a melee weapon attack against itself, then hurls its weapon 3d4 x 5' away in a random direction.
- 7 The target takes 22 (4d10) psychic damage and is poisoned for 1 minute (save ends).
- 8 The target gains a Chaos trait.

### **BONUS ACTIONS**

**Transformative Slime (recharge 4-6).** One area up to 15' square that is adjacent to the worm transforms, becoming difficult terrain if it wasn't already or becoming clear terrain if it was difficult terrain.

### **REACTIONS**

**Reactive Teleport (recharge 4-6).** While the chaos worm is bloodied, when it takes damage, it teleports up to 60' in a random direction, arriving in the nearest safe space on a surface available.

## LEGENDARY ACTIONS

The chaos worm can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The worm regains spent legendary actions at the start of its turn.

- **Eye Rays.** The worm fires a 10' wide, 120' long line of lightning from its eyes. Each creature in the line must make a DC 18 Dex save, taking 11 (2d10) lightning damage and losing its reaction until the end of its next turn on a failure.
- **Nightmare Vision.** One creature the worm can see within 120' must make a DC 18 Wis save, being frightened until the end of its next turn on a failure.
- **Spawn Ormr.** The worm spawns a **yellow ormr** within 5' of itself.

## CHARONALOTH

**Source:** 1e *Monster Manual* 2.

**Note:** In Cydra, charonaloths are distinct from merranaloths.

Hooded and grim, with a fleshless, skeletal form with, a charonaloth is one of the boatmen of the River Styx, a servant of **Charon**, a powerful and unique **yugoloth** of singular power. Only by remaining scrupulously neutral as ferryman do they retain their ability to travel the Styx, which means that a charonaloth will transport any paying passenger who offers at least 100 gp. However, there is a 15% chance that the charonaloth will deliver its passengers to a trap, having been paid be a third party in advance. Each additional 100 gp per passenger paid will reduce the odds of this happening by 5%. A charonaloth accepts only coins as payment.

Charonaloths are never found away from the River Styx and can't be summoned except by those on the river or its banks. Attempts to force one away from the River Styx inflame the anger of all charonaloths nearby, who come to their fellow's defense as soon as they possibly can.

### Outside of the Normal Yugoloth System.

Charon and his associated 'loths are outside the accepted yugoloth hierarchy. They don't seem to partake in most of the yugoloth activities, with the

exception of their predilection for mercenary betrayals. Their scrupulous indifference to the identity of their passengers means that both demons and devils have used charonaloth transporters to enable war plans more than once, but the charonaloths are just as willing to carry a posse of angels hunting down escaped fiendish captives.

**Skiffs of the Styx.** Charonaloths pilot skiffs across the River Styx. The yugoloth's skiff is somehow always as big as it needs to be to accommodate a reasonably sized party. Of course, everyone who wishes to ride must pay.

**Charon.** It's not certain whether Charon is simply an incredibly powerful charonaloth or whether he created this strain of yugoloth. In either case, they are scrupulously loyal to Charon, carrying out any orders that the Boatman Himself gives without question or hesitation.

Some speculate that Charon is one of the legendary baernaloths- the eldest of the yugoloths, who spawned the various strains of yugoloths for their own sinister purposes. The fact that Charon has his own proprietary type of 'loth seems to lend some credence to that theory.

Charon is said to oversee his charonaloths from a mobile floating fortress that sails up and down the River Styx, moving from one of the Lower Planes to another and hosting exile, diplomat, and refugee fiends of all kinds and- according to the tales told by those who have visited the fortress- dredging psychic energy and memory fragments from the depths of the Styx.

**Charonaloth Allies.** The most likely creatures to befriend a charonaloth are the few types of fiends capable of swimming the River Styx or that dare to frequent its banks, such as **hydroloths**, **myrmixus**, **amnizu**, and **wastriliths**.

**Charonaloth Challenge Rating.** When assessing the Challenge Rating of a charonaloth, assume that each use of its Terror Gaze damages an affected creature at the start of its turn once.

**Charonaloth Treasure.** A charonaloth has a 75% each of having 2d10 x 100 ep and gp, as well as 2d20 x 10 pp.

## **Charonaloth**

*Medium Fiend (Yugoloth), always neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 45 (10d8)

**Speed** 50 ft.

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**STR** 13 (+1), **DEX** 15 (+2), **CON** 10 (+0),

**INT** 13 (+1), **WIS** 14 (+2), **CHA** 10 (+0)

---

**Damage Resistances** cold, fire, lightning

**Damage Immunities** acid, poison

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

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

**Languages** Abyssal, Infernal, telepathy 60 ft.

**Challenge** 4 (1,100 xp)      **Prof** +2

---

***Magic Resistance.*** The yagnoloth has advantage on saves against magical effects.

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

### **ACTIONS**

***Multiattack.*** The charonaloth attacks with its Pole, then uses its Terror Gaze.

***Pole.*** *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 4 (1d6+1) bludgeoning damage, plus 7 (2d6) necrotic damage.

***Terror Gaze.*** The charonaloth fixes its stare upon one creature that it can see and that can see it within 90 ft. That creature must succeed on a DC 12 Wisdom save or take 22 (4d10) psychic damage and become frightened of the charonaloth for 1 minute (save ends).

Each time the target starts its turn frightened in this way, it takes another 18 (4d8) psychic damage.

***Spellcasting.*** The charonaloth is an 11<sup>th</sup> level caster. Its spellcasting ability is Charisma (save DC 10, spell attack +2). It can cast the following spells, requiring no material components:

At will- *alter self*, *animate dead*, *charm person*, *produce flame*.

### **BONUS ACTIONS**

***Infernal Step.*** The charonaloth teleports up to 60' to a space it can see. Each creature within 5' of its arrival point must make a DC 10 Dex save, suffering 3 (1d6) fire damage on a failure.

## **CHASME**

**Location:** *Monster Manual* p57.

**Chasme Treasure.** These disgusting demons sometimes keep treasure. A lone chasme has a 40% chance each to have 1d4 x 1,000 cp, 3d6 x 100 sp, and 1d6 x 100 gp; and a 20% chance each to have 1d10 x 10 ep, 1d6 gems, and 1d4 potions.

A **hatch** of 2-5 chasme instead has a 50% chance each to have 1d10 x 1,000 cp, 1d6 x 500 sp, and 2d6 x 100 gp; and a 20% chance each to have 1d10 x 25 ep, 1d10 gems, and 1d4 potions.

A **cloud** of 6-12 chasme instead has a 50% chance each to have 2d6 x 1,000 cp, 1d6 x 1,000 sp, and 1d10 x 500 gp; a 20% chance each to have 1d6 x 100 ep, 1d10 pp, 2d8 gems, and 1d6 potions; and a 10% chance of having 1d2 random magic items.

A **swarm** of 13-36 chasme instead has a 60% chance each to have 2d10 x 1,000 cp, 2d6 x 1,000 sp, and 1d10 x 1,000 gp; a 30% chance each to have 1d12 x 100 ep, 4d8 pp, 2d10 gems, and 1d6+2 potions; and a 25% chance of having 1d4 random magic items.

## **Chasme Drone**

A chasme drone uses the stat block of a Chasme with the following changes.

- It has 1 hit point (minion).
- It is worth 460 xp (minion).

The chasme drone has the following additional trait.

- ***Minion.*** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

## **CHEPRA BUSH (Hazard)**

A chepra bush is easily overlooked, for its dangers are indirect. It is a tall, scraggly scrub brush that humanoid can easily walk through, but doing so causes it to leave its oils on their legs and clothing.

These oils smell so mild that most humanoids don't even notice them; a DC 20 Wis (Survival) check will allow a creature to recognize the nature of the plants it has passed through.

The problem with the oils is that they catalyze if exposed to water, changing into a much stronger-smelling substance. This stuff is almost magically attractive to reptiles of all sorts, from **giant lizards** to **snakes** of all kinds, and draws the local population from as far away as 5 miles.

The catalyzed oils can be cleaned with magic or by creating a special herbal mix and washing the effected clothing for 30 minutes. This mixture can be created in ten minutes with supplies from an herbalist's kit or 3 successful DC 15 Wis (Survival) or DC 20 Int (Nature) checks, each taking one man-hour of work.

## **CHERUB**

**Source:** Homebrewed.

A cherub is a chaotic Celestial that seeks to promote love with its magic, especially its arrows. Childish and easily amused, a cherub believes that love is the answer to everything and is incapable of seeing love as the source of pain or distress. Nor does a cherub understand jealousy or the sense of possessiveness that some lovers feel toward each other. Thus, while well-intentioned, a cherub often causes trouble.

**Love is Love is Love.** Cheubim don't distinguish between carnal love, brotherly love, and the love one feels for a good book or a favored pet. To the cherub, love is love is love, and all love is good. This lack of perspective often leads to misunderstandings with, or caused by, the cherub. It might try to provoke romance between siblings or between parents and child, or between members of disparate races, ignoring the social consequences. Feuds and even wars have started over such instances.

**Cherub Treasure.** Cherubim collect no treasure.

## **Cherub**

*Small Celestial, usually chaotic good*

**Armor Class** 11

**Hit Points** 17 (5d6)

**Speed** 20 ft., fly 50 ft.

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**STR 7 (-2), DEX 13 (+1), CON 10 (+0),  
INT 10 (+0), WIS 6 (-2), CHA 16 (+3)**

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**Skills** Persuasion +5

**Senses** passive Perception 8

**Languages** Celestial, Common

**Challenge** 1/8 (25 xp)      **Prof** +2

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### **ACTIONS**

**Shortbow.** *Ranged Weapon Attack:* +3 to hit, range 60/240 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

**Arrow of Love.** *Ranged Weapon Attack:* +3 to hit, range 60/240 ft., one target. *Hit:* The target must make a DC 13 Wisdom save or become charmed by the next creature that it sees that is of the same creature type as it. While charmed, the target feels a strong love and devotion to the creature that has it charmed. If the creature that has it charmed is of a suitable gender, this love and devotion manifests in a romantic form.

The target can repeat the save at the end of every hour, ending the effect on itself on a success. The effect also ends if the creature that has the target charmed attacks or uses a harmful effect against the target.

**Invisibility.** The cherub becomes invisible for as long as it concentrates or until it makes an attack other than Arrow of Love.

### **BONUS ACTIONS**

**Flutter (recharge 5-6).** The cherub flies 10' without provoking opportunity attacks.

# CHIANG LUNG (River Dragon)

**Source:** 1e *Fiend Folio*.

A chiang lung dwells at the bottom of most major rivers, sleeping until it awakens when a creature or community abuses its waterway. A chiang lung is honorable and scholarly, with a noble spirit and a willingness to seek nonviolent solutions to disputes before resorting to violence.

A chiang lung appears as a long, serpentine dragon with four short legs and webbed feet. Its scales scintillate blue and green, with its belly being bright yellow. Two long white horns protrude from its head, and a varicolored beard-like fringe depends from its chin.

Chiang lungs often have magical palaces that partially exist in the Ethereal Plane at the bottom of their rivers. Such a palace is immense, spacious, and well-appointed. Anything taken from the palace dissolves into water upon leaving unless the chiang lung gives its blessing to the taking. Such a magical palace dissolves upon its master's death.

Chiang lungs often use their ability to shapechange to masquerade as noble humans and offer patronage to virtuous sages. Some chiang lungs fall in love with humans, and such a dalliance might lead to a line of **half-dragons**.

Chiang lungs prefer to eat gems and minerals, but they also have a taste for fish and sheep.

**Chiang Lung Treasure.** Each dragon has an individualized hoard. Since greed is one of a dragon's driving instincts, such hoards are often very large and valuable. Many dragons have eccentricities when it comes to treasure, including odd collections (stamps, exotic beasts), preferring all its treasure in a specific material ("only silver"), etc. See *Fizban's Treasury of Dragons* (p 66-73) for hoard rules.

## LAIR ACTIONS

On initiative count 20 (losing ties), a legendary chiang lung takes a lair action to cause one of the following effects.

- A strong current swirls around the dragon. Each creature within 60' of it must succeed on a Strength save, DC 18 for an adult dragon or DC 23 for an ancient dragon, or the dragon slides it 15'.
- A strong current swirls around the dragon. Each creature within 60' of it must succeed on a DC 15 Constitution save or lose

concentration.

## REGIONAL EFFECTS

The region surrounding a chiang lung's river is warped by the dragon's magic, which creates one or more of the following effects:

- Books, scrolls, and other sources of information within 6 miles of the lair aren't smudged or damaged by water.
- Rainfall is unusually frequent within 6 miles of the lair. Unless the chiang lung is displeased, the rainfall never causes floods or over-waters the local life.

## Adult Chiang Lung

*Huge Dragon (Lung), often lawful neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 225 (18d12+108)

**Speed** 60 ft., fly 100 ft., swim 120 ft.

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**STR 22 (+6), DEX 10 (+0), CON 23 (+6), INT 20 (+5), WIS 23 (+6), CHA 22 (+6)**

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**Saving Throws** Dex +6, Int +11, Wis +12, Cha +12

**Skills** Insight +11, Persuasion +11, Religion +10

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 16

**Languages** Common, Draconic, the Spirit Tongue

**Challenge** 17 (18,000 xp)      **Prof** +6

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**Aquatic.** The chiang lung can breathe both water and air.

**Augury (3/day) (2<sup>nd</sup> level spell).** The shaman spends one minute consulting the signs concerning a specific course of action that it plans to take within the next 30 minutes, and receives one of the following omens: *Weal*, *Woe*, *Weal and Woe*, or *Nothing*.

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

## ACTIONS

**Multiattack.** The dragon makes one bite attack, two claw attacks, and one tail attack.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (3d6+6) piercing damage.

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

**Tail.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d10+6) bludgeoning damage, and the target must make a DC 20 Dexterity save or be knocked prone.

**Spellcasting.** The chiang lung is a 17<sup>th</sup> level caster. Its spellcasting ability is Wisdom (save DC 20). It can cast the following spells, requiring no material components:

At will- *control water* (5 mile radius), *guidance*, *invisibility* (self only).

1/day- *tsunami* (only with approval from the Celestial Bureaucracy).

**Create Rain.** The dragon exhales a gentle wind, and it begins to rain in a radius of the dragon's choosing, up to 5 miles. The rain lasts for 8 hours or until the dragon uses a bonus action to dismiss the effect.

While it is raining due to this effect creatures in the rain have resistance to fire damage.

**Change Shape.** The dragon magically polymorphs into a humanoid or beast that has a CR no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is carrying is absorbed or borne by the new form, as it chooses.

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

## LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its

turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Tidal Surge.** One swimming creature the dragon can sense within 120 ft. must make a DC 20 Strength save or be moved up to 40 ft. through the water as the dragon desires.

## Adult Chiang Lung Wizard Tyrant

An adult chiang lung wizard tyrant uses the stat block of an Adult Chiang Lung with the following changes.

- Its Spellcasting Action includes the following additional options:
  - At Will- *charm person*, *detect magic*, *detect spellcaster*, *dispel magic*, *lightning bolt*, *wall of ice*.
  - 3/day- *bestow curse*, *charm person*, *dimension door*.
  - 1/day- *banishment*, *major image*.
- Its Challenge Rating is 19 (22,000 xp).

The wizard tyrant has the following additional Action options.

- **Polar Ray (1/day) (8<sup>th</sup> level spell).** The wizard tyrant fires a beam of blue-white freezing energy at a creature within 60'. *Ranged Spell Attack:* +12 to hit, range 60', one target. *Hit:* 82 (15d10) cold damage.
- **Overwhelming Storm (1/day).** The wizard tyrant creates a 30' radius sphere of lightning and thunder centered on a point it can see within 120'. Each creature in the sphere must make a DC 20 Dex save, suffering 35 (10d6) lightning damage on a failure or half that on a success, and a DC 20 Con save, suffering 35 (10d6) thunder damage on a failure or half that on a success. A creature that fails both saves falls prone and drops everything it is holding.

## **Ancient Chiang Lung**

*Huge Dragon (Lung), often lawful neutral*

**Armor Class** 20 (natural armor)

**Hit Points** 481 (26d20+208)

**Speed** 60 ft., fly 100 ft., swim 120 ft.

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**STR 25 (+7), DEX 10 (+0), CON 27 (+8),  
INT 22 (+6), WIS 25 (+7), CHA 24 (+7)**

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**Saving Throws** Dex +7, Int +13, Wis +14,  
Cha +14

**Skills** Insight +14, Persuasion +14, Religion +13  
**Senses** blindsight 30 ft., darkvision 60 ft., passive  
Perception 17

**Languages** Common, Draconic, the Spirit Tongue  
**Challenge** 22 (41,000 xp)      **Prof** +7

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**Aquatic.** The chiang lung can breathe both water and air.

**Augury (3/day) (2<sup>nd</sup> level spell).** The dragon spends one minute consulting the signs concerning a specific course of action that it plans to take within the next 30 minutes, and receives one of the following omens: *Weal*, *Woe*, *Weal and Woe*, or *Nothing*.

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

### **ACTIONS**

**Multiattack.** The dragon can use its frightful presence, then makes one bite attack, two claw attacks, and one tail attack.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 21 (4d6+7) piercing damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+7) slashing damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 23 (3d10+7) bludgeoning damage, and the target must make a DC 22 Dexterity save or be knocked prone.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 ft. and is aware of it must succeed on a DC 22 Wisdom save or become frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on a success. If it makes the initial or a subsequent save, the creature is immune to the dragon's frightful presence for 24 hours.

**Spellcasting.** The chiang lung is a 21<sup>st</sup> level caster. Its spellcasting ability is Wisdom (save DC 22). It can cast the following spells, requiring no material components:

At will- *control water* (5 mile radius),  
*guidance*, *invisibility* (self only).

1/day- *tsunami* (only with approval from the Celestial Bureaucracy).

**Create Rain.** The dragon exhales a gentle wind, and it begins to rain in a radius of the dragon's choosing, up to 5 miles. The rain lasts for 8 hours or until the dragon uses a bonus action to dismiss the effect.

While it is raining due to this effect creatures in the rain have resistance to fire damage.

**Change Shape.** The dragon magically polymorphs into a humanoid or beast that has a CR no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is carrying is absorbed or borne by the new form (dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

### **LEGENDARY ACTIONS**

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Tidal Surge.** One swimming creature the dragon can sense within 120 ft. must make a DC 22 Strength save or be moved up to 40 ft. through the water as the dragon desires.

## Young Chiang Lung

*Large Dragon (Lung), often lawful neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 152 (16d10+64)

**Speed** 60 ft., fly 100 ft., swim 120 ft.

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**STR** 18 (+4), **DEX** 10 (+0), **CON** 19 (+4),  
**INT** 18 (+4), **WIS** 21 (+5), **CHA** 20 (+5)

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**Saving Throws** Dex +3, Int +7, Wis +8, Cha +8

**Skills** Insight +8, Persuasion +8, Religion +7

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 15

**Languages** Common, Draconic, the Spirit Tongue

**Challenge** 6 (1,100 xp)      **Prof** +3

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**Aquatic.** The chiang lung can breathe both water and air.

**Augury (3/day) (2<sup>nd</sup> level spell).** The shaman spends one minute consulting the signs concerning a specific course of action that it plans to take within the next 30 minutes, and receives one of the following omens: *Weal*, *Woe*, *Weal and Woe*, or *Nothing*.

### ACTIONS

**Multiattack.** The dragon makes one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

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

**Spellcasting.** The chiang lung is a 10<sup>th</sup> level caster. Its spellcasting ability is Wisdom (save DC 16). It can cast the following spells, requiring no material components:

At will- *control water* (1 mile radius),  
*guidance*, *invisibility* (self only).

1/day- *tsunami* (only with approval from the Celestial Bureaucracy).

**Create Rain.** The dragon exhales a gentle wind, and it begins to rain in a radius of the dragon's choosing, up to 1 mile. The rain lasts for 8 hours or until the dragon uses a bonus action to dismiss the effect.

While it is raining due to this effect creatures in the rain have resistance to fire damage.

## CHILBLAIN

**Source:** *3e Frostfell*.

A chilblain is a monster the size of a polar bear. Its body is saucer-shaped, with a long, powerful tail that ends in a flanged, club-like end. Thick bone spurs jut from its back in a long line that bisects the monster. It has four insectoid, jointed legs that have massive claws, suitable for digging into icy terrain. Four similar clawed arms emerge from its back, ending in similar vicious-looking claws. The chilblain's head has fangs that are nearly 5" long, and cold vapor constantly rises from it. The ground near it is covered with a patina of frost.

**Almost Living Ice.** A chilblain is an icy blue-white color and is freezing cold to the touch. Though it's not an elemental creature, some have been encountered on the Elemental Planes of Air and Water, near the border regions of Ice. Some sages speculate that the chilblain is an intermediate stage between a worldly monster and an elemental creature, and that it is slowly moving toward becoming a type of elemental.

**Hatred of the Warm.** A chilblain hates heat and warmth. Though native to the coldest regions of the World, it will sometimes raid warmer lands just to destroy warm-blooded creatures. The chilblain is not a very clever monster, and doesn't generally look beyond its current battle.

**Chilblain Challenge Rating.** When assessing the Challenge Rating of a chilblain, assume that its Freezing Aura damages two creatures each round, its Freezing Stare increases its effective attack



bonus by 2, and its Inflamed Reprisal triggers once.

**Chilblain Treasure.** A chilblain hoards treasure for the simple reason that other creatures want it. Their avarice comes directly from a desire to deny others. A chilblain's lair has a 65% chance each to have 2d6 x 1,000 cp, sp, and gp, a 40% chance each to have 3d6 x 100 ep, 3d10 x 10 pp, and 3d10 gems, and a 35% chance each to have 1d12 pieces of jewelry, 1d6 scrolls, and 1d6 random magic items other than potions.

## **Chilblain**

*Large Monstrosity, usually neutral evil*

**Armor Class** 20 (natural armor)

**Hit Points** 210 (20d10+100)

**Speed** 30 ft.

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**STR 21 (+5), DEX 17 (+3), CON 20 (+5),  
INT 5 (-3), WIS 14 (+2), CHA 10 (+0)**

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**Skills** Perception +7

**Damage Vulnerabilities** fire

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, paralyzed, poisoned

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

**Languages** -

**Challenge** 15 (13,000 xp)      **Prof** +5

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**Freezing Aura.** At the start of the chilblain's turn, each creature within 10' of it takes 7 (2d6) cold damage.

**Heat Sense.** The chilblain can sense heat sources, including warm-blooded creatures, within 120 ft. of it. It is automatically aware of the locations of heat sources in that radius.

### **ACTIONS**

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

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage, plus 14 (4d6) cold damage.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 27 (4d10+5) slashing damage, plus 21 (6d6) cold damage.

**Breath Weapon (recharge 5-6).** The chilblain breathes out a 60 ft. cone of fire and frost. Each creature in the cone must make a DC 18 Dexterity save, suffering 21 (6d6) cold damage and 21 (6d6) fire damage on a failure, or half that on a success.

### **BONUS ACTIONS**

**Magical Flight.** The chilblain magically gains a flying speed of 60 ft. for as long as it concentrates.

**Freezing Stare.** The chilblain fixes one creature it can see within 30 ft. with its gaze. That creature must make a DC 18 Constitution save or become restrained as it starts to magically turn to ice. At the end of the creature's next turn, it repeats the save, ending the effect on a success or turning to ice on a failure.

### **REACTIONS**

**Inflamed Reprisal.** When the chilblain takes fire damage, its Breath Weapon recharges, and it uses it.

### **LEGENDARY ACTIONS**

The chilblain can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The chilblain regains spent legendary actions at the start of its turn.

- **Create Ice.** The chilblain coats a square up to 20' on a side with ice. Once per turn, a creature other than the chilblain that enters or starts its turn in the ice must make a DC 13 Dex save or fall prone.
- **Move.** The chilblain moves its speed.
- **Recuperate.** The chilblain makes a save against an effect a save can end.

## CHILLFIRE DESTROYER

**Source:** 4e *Monster Manual* 2.

A chillfire destroyer is a core of flames wrapped in ice. Flickering from within, the creature is composed of opposites in balance, and when it is destroyed, the forces explode, annihilating each other. A chillfire destroyer tends to be volatile, easily provoked and violent.

**Chillfire Destroyer Challenge Rating.** When assessing the Challenge Rating of a chillfire destroyer, assume its Leaking Firecore damages two creatures for one round.

**Chillfire Destroyer Treasure.** A chillfire destroyer doesn't collect treasure.

### Chillfire Destroyer

*Large Elemental, always unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 170 (20d10+60)

**Speed** 25 ft.

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**STR** 16 (+3), **DEX** 16 (+3), **CON** 17 (+3),  
**INT** 5 (-3), **WIS** 13 (+1), **CHA** 12 (+1)

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**Saving Throws** Str +7, Dex +7

**Damage Immunities** see Cold Shell, Burning Interior

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

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, stunned

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

**Languages** Primordial

**Challenge** 10 (5,900 xp)      **Prof** +4

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**Cold Shell, Burning Interior.** While the chillfire destroyer isn't bloodied, it has immunity to cold damage. While it is bloodied, it has immunity to fire damage.

**Firecore Breach.** If the chillfire destroyer is reduced to 0 hit points, it does not fall, but it can take no actions. At the start of its next turn, the chillfire destroyer explodes, which kills it. Each creature within 20' of the destroyer must make a DC 15 Dexterity saving throw, suffering 22 (4d10) fire damage and 22 (4d10) cold damage on a failure or half that on a success.

**Leaking Firecore.** While the chillfire destroyer is bloodied, each creature that starts its turn within 10' of the destroyer takes 11 (2d10) fire damage.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage, plus 11 (2d10) cold damage.

**Trample.** The chillfire destroyer can enter enemies' spaces during its movement this turn. It makes the following attack against each creature whose space it enters. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage, plus 3 (1d6) cold damage, and the target must make a DC 14 Strength saving throw or be knocked prone.

## CHIMERA

**Location:** *Monster Manual*.

**Chimera Treasure.** A chimera hoards treasure. The lair of one or more chimeras has a 50% chance each to have 1d8 x 1,000 cp, 1d6 x 1,000 sp, 2d4 x 200 ep, and 1d6 x 500 gp; a 30% chance each of having 1d6 gems and 1d4 art objects; as well as a 20% chance to have 1d2 random magic items.

## CHITINE

**Location:** *Volo's Guide to Monsters*.

**Chitine Treasure.** A group of four to ten chitines has a 25% chance each to have 1d4 x 100 cp, sp, ep, and gp; and a 10% chance each to have 1d6 gems, 1d4 art objects, and 1d4 potions.

A group of 11 to 30 chitines instead has a 35% chance each to have 1d6 x 500 cp, sp, ep, and gp; and a 20% chance each to have 1d10 gems, 1d6 art objects, 1d4 potions, 1d3 scrolls, and 1 random magic item.

A group of 31 to 100 chitines instead has a 50% chance each to have 1d8 x 1,000 cp, sp, ep, and gp; a 30% chance each to have 2d8 gems, 1d10 art objects, 1d6 potions, and 1d4 scrolls; and a 20% chance to have 1d2 random magic items.

A group of 101 to 300 chitines instead has a 75% chance each to have 2d6 x 2,000 cp, sp, ep, and gp; a 50% chance each to have 2d12 gems, 2d6 art objects, 2d4 potions, and 1d6 scrolls; and a 25% chance to have 1d4 random magic items.

## **CHOLDRITH**

**Location:** *Volo's Guide to Monsters*.

**Choldrith Treasure:** Choldriths have the same treasure as their **chitine** kin (and are often found together).

## **CHOKER**

**Location:** *Mordenkainen's Tome of Foes*.

A choker is a small predator that dwells underground, snatching prey from hidden locations and throttling it to death. While a choker's skull, spine and rib cage are made of bone, its limbs are long, knobby masses of cartilage. A choker thus walks with a peculiar, bowlegged gait.

**Unnerving Appearance.** Many creatures that see a choker in motion find its loose movements to be disturbing and unnatural. The lack of bones in its limbs gives its gestures and movement a very peculiar look, and a creature that has seen a choker once will usually recognize another as a choker even if it cannot get a clear look at the monster and only sees it moving in the shadows.

**Solitary Dweller in Shadows.** Chokers are solitary, elusive and vicious. They dwell underground, lurking above doorways, archways, staircases or on ceilings, attempting to ambush and slay stragglers or lone explorers. Chokers gather only rarely, usually to mate.

Some chokers position themselves to pick off survivors of other, often more powerful, monsters that live nearby. Less commonly, a choker might strike up a partnership with another creature with similar feeding habits, splitting their kills.

**Choker Treasure.** Chokers gather some treasure. A solitary choker has a 30% chance each of having 1d100 x 3 cp and sp, as well as 1d100 ep and gp. It also has a 5% chance of having a piece of magical jewelry.

A group of 2-5 chokers instead has a 30% chance each of having 2d10 x 25 cp, sp and ep, 2d6 x 10 gp, 1d6 gems and 1d2 pieces of jewelry. They also have a 15% chance of having 1 piece of magical jewelry.

A group of 6 or more chokers instead has a 50% chance each of having 2d10 x 50 cp, sp and ep, 2d6 x 20 gp, 1d6 gems and 1d4 pieces of jewelry. They also have a 15% chance of having 1 piece of magical jewelry.

## **CHROMATIC DRAKE**

**Source:** Homebrew (based on the 1e stat block for dragons in 2e).

A chromatic drake strongly resembles a chromatic dragon, but is far less intelligent. Chromatic drakes are rapacious and malignant by nature, seeking to kill, destroy, and ruin everything around them that they can't collect as treasure.

**Chromatic Drake Treasure.** Chromatic drakes are one of the rare types of drake that collect treasure in their lairs. A chromatic drake has a 25% chance each to have 1d10 x 200 cp, 1d8 x 200 sp, and 2d6 gems, a 20% chance each to have 1d100 ep, 3d6 x 50 gp, and 2d6 pp, and a 10% chance each to have 1d4 art objects and 1d2 random magic items.

If a pair of chromatic drakes lair together, there is instead a 30% chance each that they have 2d6 x 500 cp, 1d10 x 500 sp, and 2d10 gems, a 25% chance each to have 1d10 x 50 ep, 3d6 x 100 gp, and 2d10 pp, and a 15% chance each to have 1d8 art objects and 1d4 random magic items.

If a family of three to six lair together, there is instead a 50% chance each that they have 1d8 x 1,000 cp and sp, as well as 4d10 gems; a 25% chance each to have 1d10 x 100 ep, 2d6 x 250 gp, and 2d6 x 10 pp; a 20% chance each to have 1d8 art objects, 1d4 potions, and 1d4 scrolls; and a 15% chance to have 1d6 random magic items.

## **Chromatic Drake**

*Large Dragon (Drake), always chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 75 (10d10+20)

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

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**STR 19 (+4), DEX 10 (+0), CON 15 (+2),  
INT 4 (-3), WIS 13 (+1), CHA 10 (+0)**

---

**Damage Immunities** the drake's associated energy type

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

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

**Challenge** 4 (1,100 xp)      **Prof** +2

---

**Associated Energy.** The drake is associated with one type of energy, based on its color, which determines the type of damage the drake's breath weapon deals and to which the drake is immune. To determine a chromatic drake's color and associated energy type, roll on the following chart:

d10 Roll	Color	Energy Type
1-2	Black	Acid
3-4	Blue	Lightning
5-6	Green	Poison
7-8	Red	Fire
9-10	White	Cold

## ACTIONS

**Multiattack.** The drake makes one Bite attack and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage.

**Breath Weapon (recharge 5-6).** The drake breathes a 30' cone of energy of its associated type. Each creature in the cone must make a DC 12 Dexterity save, suffering 28 (8d6) damage of that type on a failure or half that on a success.

## REACTIONS

**Bloodied Breath (recharges after a short or long rest).** When the drake becomes bloodied, its Breath Weapon recharges, and it uses it.

## CHROMATIC GREATWYRM

**Location:** *Fizban's Treasury of Dragons*.

**Chromatic Greatwyrms Treasure.** Each dragon has an individualized hoard. Since greed is one of a dragon's driving instincts, such hoards are often very large and valuable. Many dragons have eccentricities when it comes to treasure, including odd collections (stamps, exotic beasts), preferring all its treasure in a specific material ("only silver"), etc. See *Fizban's Treasury of Dragons* (p 66-73) for hoard rules.

## CHRONAL REPEATER

**Source:** *Bile Mountain* (homebrew).

A choral repeater is a construct made from the very essence of time. The secrets of their construction are known only to a select few chronomancers and priests of time gods, but once a choral repeater is made, it rapidly assimilates a huge amount of information and its intellect quickly grows to impressive levels. Choral repeaters are inclined toward their creators, but are ultimately free-willed and very hard to control.

A choral repeater appears as a whirlwind of silvery-green temporal sand. It blurs and shimmers as it moves, constantly traveling tiny distance back and forward in time.

The first choral repeaters were created by Reth Fire-Scarred, a powerful priestess of Coila, who passed the secrets to Marius the Chronomancer. When Marius subsequently learned the secrets of making super-powerful *simulacra*, the secret also went to them, and they spread it far and wide amongst powerful mages during the Simulacrum Wars. Since then, quite a few have been constructed, and a number of them survived the hot phase of the war to become free agents, roaming the world searching for meaning in their existence.

**Temporal Existence Unlike Those of Mortals.** The choral repeater coexists at multiple simultaneous moments. While all creatures and objects have timelines that can be perceived on the Plane of Temporal Energy, that of a choral repeater violates many of the otherwise absolute rules concerning such things. A choral repeater can double or even triple its timeline, briefly appearing at multiple places during the same moment. It is this ability that gives the repeater its name.

**Choral Repeater Allies.** Choral repeaters sometimes ally with **time elementals**, **eon riders**, or other creatures associated with temporal energy. Though they are leery of mortals who tamper with time, both priests of Coila and chronomancers have forged relationships with choral repeaters.

**Choral Repeater Challenge Rating.** When assessing the Challenge Rating of a choral repeater, treat its Recuperate bonus action as an extra 45 effective hit points, and assume its Temporal Shock ability effectively adds 1 to its AC and attack bonus..

**Chronal Repeater Treasure.** Chronal repeaters that have lairs might have treasure. There is a 50% chance that the lair of one or more chronal repeaters has 2d10 x 1,000 gp in assorted coins and goods, as well as a 40% chance that it holds 1d8 scrolls and a 25% chance that it holds 1d6 random magic items.

## **Chronal Repeater**

*Large Construct, always lawful neutral*

**Armor Class** 22 (temporal awareness)

**Hit Points** 210 (20d10+100)

**Speed** 45 ft.

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**STR** 18 (+4), **DEX** 24 (+7), **CON** 20 (+5),  
**INT** 15 (+2), **WIS** 21 (+5), **CHA** 17 (+3)

---

**Saving Throws** Str +10, Dex +13, Int +8,  
Wis +11, Cha +9

**Skills** Arcana +8, History +8, Perception +11

**Damage Resistances** bludgeoning, piercing, and  
slashing that isn't magic

**Damage Immunities** necrotic

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

**Senses** darkvision 60 ft., passive Perception 21

**Languages** Celestial, Common, Infernal

**Challenge** 17 (18,000 xp)      **Prof** +6

---

**Chronal Repetition.** When the chronal repeater rolls for initiative, it rolls three initiatives. It takes a full turn on each initiative, but the first time it takes its second and third turns, alternates of it appear, moving and acting independently until the combat is over. Each round, each alternate uses the same of the three initiatives that it acted on previously, and each has a separate reaction.

The two alternates and the original share one hit point total. Damage done to any of the copies of the repeater accrues to its total, but any effect that damages more than one of it deals damage to it only once. If the effect deals different damage to different copies of it, the repeater takes the most damage dealt.

A *banishment* cast on an alternate causes it to vanish, but on that alternate's next turn, a new alternate detaches from the original chronal repeater to take the alternate's turn.

**Magic Resistance.** The chronal repeater has advantage on saves against spells and other magical effects.

**Temporal Awareness.** The repeater adds its Wisdom bonus to its AC (included in the stats above).

**Unusual Nature.** The chronal repeater has no need for food, drink, sleep, or air.

## **ACTIONS**

**Temporal Whirlwind.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., targets each creature of the repeater's choice in reach. *Hit:* 22 (4d8+4) necrotic damage.

**Temporal Blast.** *Ranged Spell Attack:* +11 to hit, range 120 ft., targets one creature. *Hit:* 29 (5d12) necrotic damage, and the target must succeed on a DC 17 Constitution save or gain one level of exhaustion.

## **BONUS ACTIONS**

**Recombination.** Each other copy of the chronal repeater vanishes. On each of its next two initiatives, new alternates split from the chronal repeater.

**Recuperate.** The chronal repeater gains 10 temporary hit points.

**Temporal Step.** The chronal repeater teleports up to 30' to a space it can see, ending all effects on it that a save can end.

## **REACTIONS**

**Temporal Shock (recharge 6).** When a creature touches the chronal repeater or hits it with a melee weapon, the chronal repeater deals a temporal shock to it. The triggering attacker must make a DC 17 Con save or be stunned until the end of the creature's next turn.

# CHRONOTYRYN

**Source:** 3e *Fiend Folio*.

Chronotyryns are powerful bird-like creatures from the plane of Acheron that believe themselves to be the masters of time. While they do have temporal abilities, the truth is less impressive; they aren't even natives of the Plane of Temporal Energy. However, creatures that encounter them often wind up believing the chronotyryn's claims and spreading them around the cosmos.

A chronotyryn resembles a large bird, roughly 12' long from tail to beak. It has a pair of wiry, scaly-skinned arms that just out from below its wings. Some creatures liken the appearance of a chronotyryn to that of a feathered gargoyle. Its beak is razor-sharp and is clearly that of a bird of prey. Its feathers and scales are harder than iron.

**Two Brains.** The chronotyryn has two brains inside its skull, making it able to multitask very well indeed, as well as to resist or throw off mental effects. It also has a dual voice; when it speaks, the chronotyryn's voice comes out in two different tones at once, as if two people were speaking together.

**Well-Traveled Collectors.** Chronotyryns are greedy collectors of treasure, magic, and interesting items. They travel widely through the planes, sometimes wandering alone and sometimes in pairs or clutches of up to four members. They might make a lair anywhere the environment isn't too hostile, sometimes remaining for centuries or longer, but prefer out of the way places and hidden areas.

## **Arrogant Hoarders of Knowledge.**

Chronotyryns are crafty and cunning, and usually consider themselves to be far above most other creatures. They often hoard immense wealths of knowledge on every imaginable topic, but are loath to divvy any out. Sometimes a chronotyryn will begrudgingly share knowledge in return for a task that is too demeaning for the chronotyryn itself to undertake, or as payment for its life if it is defeated.

## **Dwellers in Planar Metropolises.**

Chronotyryns prefer to dwell in places like Sigil, Union, Dis, or other planar metropolises, where they are surrounded by at least some creatures that they consider to be peers. A chronotyryn often seeks out powerful entities to hobnob with even when that's not entirely in its interests; it yearns

for what it considers to be elevated conversation, or failing that, for the company of a creature that the chronotyryn can't just eliminate on a whim. Being with peer or near-peer level creatures helps keep a chronotyryn from growing bored.

**Chronotyryn Treasure.** Each chronotyryn jealously guards its own treasure. Each has a 75% chance each to have 2d10 x 1,000 cp, sp, and gp, 3d10 gems, and 2d6 art objects, as well as a 50% chance each to have 2d8 x 500 ep, 3d6 x 100 pp, 1d6+3 potions, and 1d6+3 scrolls. Finally, it has a 40% chance of having 1d6+2 random magic items.

## **LAIR ACTIONS**

On initiative count 20 (losing ties), a chronotyryn takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

- A 10' cube within the lair distorts the passage of time until initiative count 20 on the next round. Each creature that enters or starts its turn in the cube must make a DC 15 Wis save or be *slowed* until the end of its turn.
- Up to three creatures of the chronotyryn's choice in the lair re-roll initiative.
- One unattended object in the lair that is no larger than 10' in its biggest dimension disintegrates.

## **REGIONAL EFFECTS**

The region surrounding a chronotyryn's lair sometimes suffers from temporal distortions, time ripples, and the like. Within 1 mile of the lair, the following effects apply.

- Some stretches of time are shortened by as much as 50% or lengthened by as much as 100%, so a minute might contain only five rounds or might last for as many as 20 rounds.
- A creature within one mile of the lair sometimes receives a burst of time, aging it by 1d10 years but allowing it to take an extra action on each of its turns for 1 minute.
- Unattended objects in the area sometimes spontaneously age and crumble to dust as if *disintegrated*.

# Chronotyryn

*Large Monstrosity, usually lawful evil*

**Armor Class** 23 (natural armor)

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

**Speed** 30 ft., fly 70 ft.

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**STR 21 (+5), DEX 21 (+5), CON 21 (+5),  
INT 22 (+6), WIS 17 (+3), CHA 20 (+5)**

---

**Skills** Arcana +18, History +18, Nature +18,  
Religion +18, Perception +9

**Damage Resistances** acid, cold, fire, lightning

**Damage Immunities** bludgeoning, piercing, and  
slashing that isn't magic or adamantite

**Condition Immunities** charmed, frightened,  
incapacitated, stunned, unconscious

**Senses** darkvision 60 ft., passive Perception 19

**Languages** Infernal, Abyssal, Celestial, Draconic,  
and three others

**Challenge** 20 (25,000 xp)      **Prof** +6

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**Adamantine Magic Weapons.** The chronotyryn's  
weapon attacks are adamantite and magical.

**Dual Brain.** On each of its turns, the chronotyryn  
can take an extra action. If it would be charmed,  
frightened, incapacitated, stunned, or rendered  
unconscious, it instead loses the ability to take an  
extra action on its next turn.

**Keen Senses.** The chronotyryn has advantage on  
Wisdom (Perception) checks that are based on  
sight.

**Legendary Resistance (2/day).** If the chronotyryn  
fails a save, it can choose to succeed instead.

**Magic Resistance.** The chronotyryn has advantage  
on saves against spells and magical effects.

## ACTIONS

**Multiattack.** The chronotyryn attacks once each  
with its bite and wing buffet.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft.,  
one target. *Hit:* 14 (2d8+5) piercing damage.

**Wing Buffet.** *Melee Weapon Attack:* +11 to hit,  
reach 10 ft., one target. *Hit:* 12 (2d6+5)  
bludgeoning damage, and the target must succeed  
on a DC 19 Str save or be pushed 10' directly  
away from the chronotyryn.

**Feather Flurry (3/day).** *Ranged Weapon Attack:*  
+11 to hit, range 30 ft., one target. *Hit:* 12 (2d6+5)  
piercing damage.

**Screech (1/day).** The chronotyryn emits a piercing  
shriek in a 20' radius sphere centered on itself,  
spreading around corners. Each non-deaf creature  
in the sphere must make a DC 19 Con save, taking  
45 (10d8) thunder damage on a failure or half that  
on a success.

**Crown of Lightning (1/day).** Each creature of the  
chronotyryn's choice within 60' must make a DC  
19 Dex save, taking 45 (10d8) lightning damage  
on a failure or half that on a success. Until the end  
of the chronotyryn's next turn, it gains immunity  
to lightning damage.

**One Thousand Years in a Moment (2/day).** The  
chronotyryn targets one creature or object it can  
see within 90'. If the target is a creature, it must  
make a DC 19 Con save. If it fails, or if the target  
is an object, it takes 65 (10d12) necrotic damage.  
A creature that succeeds on its save takes half  
damage.

**Spellcasting.** The chronotyryn is a 12<sup>th</sup> level  
spellcaster. Its spellcasting ability is Intelligence  
(save DC 20, +12 to hit with spell attacks). It can  
cast the following spells:

At will- *blink, clairvoyance, detect magic, fire  
bolt, fog cloud, magic missile, prestidigitation,  
spook.*

3/day- *displacement, feblemind, lightning  
bolt, Melf's acid arrow, web,*

1/day- *barrage, cloudkill, Evard's black  
tentacles, hold monster, plane shift (self only),  
wall of force.*

**Temporal Stasis (1/day).** The chronotyryn targets  
one creature it can see within 90'. The target must  
succeed on a DC 20 Cha save or be placed into  
temporal stasis. While in stasis, the creature is  
removed from the flow of time. It can't act, be

affected by any object or force, or move or be moved. The creature may repeat the save at the end of its next turn, ending the effect on a success; otherwise, it remains in stasis for as long as the chronotyryn concentrates, up to 1 hour, or until targeted with a *dispel magic*, *greater restoration*, or *haste*, or until the chronotyryn uses a bonus action to end the stasis.

If the chronotyryn maintains concentration for an hour, the stasis becomes permanent and no longer requires concentration (but can still be ended as described above).

## BONUS ACTIONS

**Quick Spell.** The chronotyryn casts a spell that it can cast at will.

**Talons. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. **Hit:** 12 (2d6+5) slashing damage.

**Teleport (3/day).** The chronotyryn magically teleports to a place on the same plane that it's familiar with.

## REACTIONS

**Adamantine Transformation (recharge 5-6).** When an attack hits the chronotyryn, it momentarily magically turns its body to iron. Until the end of its next turn, the chronotyryn gains a +5 bonus to AC, including against the triggering attack.

## LEGENDARY ACTIONS

The chronotyryn can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The chronotyryn regains spent legendary actions at the start of its turn.

- **Time Shudder (costs 3 actions).** Time freezes for a moment. The chronotyryn takes a full turn, but it can't affect or be affected by anything else. To other creatures, the chronotyryn seems to teleport to its new location.
- **Vanish.** The chronotyryn turns invisible until it attacks or casts a spell.

# CHUD

**Source:** Homebrewed.

Chud are weak Humanoids that live underground, practicing cannibalism to survive. They are often at the bottom of the pecking order when it comes to various types of Humanoids in an area, usually being treated as inferiors even by kobolds.

Most mastermind monsters consider chud to be too weak to be used as lackeys, but occasionally **kobolds**, **goblins**, or some other low-tier type of creature will bully chud into submission. Chud are usually found on their own, in some area with such poor hunting or gathering that it is uncontested by more powerful creatures. Even **halflings** or **jermalaines** can usually win a conflict with chud.

**Chud Treasure.** A group of at least 15 chud has a 20% chance to have 3d20 cp.

## Chud

*Small Humanoid (Chud), often chaotic evil*

**Armor Class** 10

**Hit Points** 1 (minion)

**Speed** 20 ft.

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**STR** 8 (-1), **DEX** 10 (+0), **CON** 12 (+1),  
**INT** 6 (-2), **WIS** 6 (-2), **CHA** 6 (-2)

---

**Senses** Darkvision 50 ft., passive Perception 8

**Languages** Undercommon

**Challenge** 0 (10 xp)

**Prof** +2

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**Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

**Stench.** Any living creature that starts its turn within 5' of the chud must succeed on a DC 11 Constitution save or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all chud for 24 hours.

## ACTIONS

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



## **Chud Lord**

*Medium Humanoid (Chud), often chaotic neutral*

**Armor Class** 11

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

**Speed** 20 ft.

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

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**Senses** Darkvision 50 ft., passive Perception 8

**Languages** Undercommon

**Challenge** 1 (200 xp)                      **Prof** +2

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**Legendary Resistance (2/day).** When the chud lord fails a save, it can choose to succeed instead.

**Stench.** Any living creature that starts its turn within 5' of the chud lord must succeed on a DC 12 Constitution save or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all chud for 24 hours.

### **ACTIONS**

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage.

### **BONUS ACTIONS**

**Summon Chud.** 1d6+1 **chud** arrive from various plausible places the chud lord can see within 90'.

### **LEGENDARY ACTIONS**

The chud lord can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The chud lord regains spent legendary actions at the start of its turn.

- **Bite.** The chud lord uses Bite.
- **Hide.** The chud lord makes a Dex (Stealth) check to Hide.
- **Shift.** The chud lord moves 10' without provoking opportunity attacks.

## **CHUPACABRA**

**Source:** Homebrewed.

Also called a goat-sucker or goat vampire, the chupacabra is a notoriously sneaky bloodsucking monster that preys on goats, sheep, cattle, and similar things. The chupacabra typically skulks into a pasture at night, uses its hypnotic gaze to incapacitate a single victim, then sups at its leisure. Chupacabra dwell in grasslands and sometimes hide in urban areas that have a significant number of livestock in them.

A chupacabra is about 3' high, and at first glance, it can be mistaken for a humanoid. However, its arms hang low enough that it can use its hands to help it run, and its loping gait, once seen, is unmistakable. The chupacabra is covered in coarse brown hair except for its feet and hands, and its head resembles that of an anteater, with a long snout ending in a mouth full of tiny, sharp teeth. Chupacabra are generally solitary, but sometimes a mated pair will be encountered together, possibly even with one or two young that are still learning to hunt.

**Chupacabra Challenge Rating.** When assessing the Challenge Rating of a chupacabra, treat its Hypnotic Gaze as an effective +2 to AC and attack bonus.

**Chupacabra Treasure.** A chupacabra doesn't collect treasure or have a lair.

## **Chupacabra**

*Small Monstrosity, usually neutral*

**Armor Class** 11

**Hit Points** 36 (8d6+8)

**Speed** 35 ft.

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**STR 10 (+0), DEX 12 (+1), CON 12 (+1),  
INT 6 (-2), WIS 11 (+0), CHA 12 (+1)**

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**Skills** Stealth +3

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

**Languages** -

**Challenge** ¼ (50 xp)                      **Prof** +2

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## ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage, and if the target is incapacitated, the chupacabra grapples it.

**Hypnotic Gaze (recharge 5-6).** One creature that can see the chupacabra within 30' must succeed on a DC 11 Wisdom save or become incapacitated and have its speed reduced to 0 for 1 hour. At the end of each of the creature's turns, it can repeat the save, ending the effect on itself on a success, but if the creature is grappled by the chupacabra, it has disadvantage on the save.

A creature that makes the initial or a subsequent save is immune to the gaze of that chupacabra for 24 hours.

## BONUS ACTIONS

**Knuckle Run (recharge 4-6).** The chupacabra Dashes.

## CHUUL

**Location:** *Monster Manual.*

**Chuul Treasure.** Chuuls collect treasure. The lair of one to four chuul has a 60% chance each to have 1d8 x 1,000 cp, 1d6 x 1,000 sp, 1d6 x 1,000 gp and 1d6 gems; and a 35% chance each of having 2d4 x 250 ep, 1d4 art objects, and 1 random magic item.

The lair of five to ten chuul has a 75% chance each to have 2d6 x 1,000 cp, 1d10 x 1,000 sp, 2d4 x 1,000 gp and 2d4 gems; and a 35% chance each of having 1d6 x 500 ep, 1d6 art objects, and 1d4 random magic items.

The lair of 11 or more chuul has a 75% chance each to have 3d6 x 1,000 cp, 2d8 x 1,000 sp, 2d6 x 1,000 gp and 2d8 gems; and a 35% chance each of having 1d4 x 1,000 ep, 1d10 x 20 pp, 2d6 art objects, and 1d8 random magic items.

## Chuul Brute

The chuul horror uses the stat block of a Chuul with the following changes.

- It has 171 hit points (18d10+72 Hit Dice).
- Its Strength is 20 (+5) and its Constitution is 18 (+4).
- Its Pincer is +8 to hit and deals 15 (3d6+5) bludgeoning damage. The DC to escape the chuul's grapple is 15.
- The save DC for its Tentacles is 15.
- It is Challenge Rating 7 (2,900 xp).

## CHUUL SPORE SERVANT

**Location:** *Out of the Abyss* p228.

**Chuul Spore Servant Treasure.** Spore servants don't collect treasure.

## CHWIDENCHAS

**Source:** *3e Fiend Folio.*

A chwidenchas, sometimes called a spider leg horror by surface dwellers, is a horrifying creature that looks like a mass of flexible spider legs with sharp tips. The monster is covered in bristly hair. It moves with a skittering undulation and moves up sheer surfaces or burrows through earth with ease.

**Failed Drow.** Chwidenchas are one of a number of horrible spider-like creatures created when a Drow fails one of the tests of the Queen of Spiders. Lolth has no patience for those who cannot make it through her trials, and some of them are transformed into chwidenchas, which then usually slink off to live a solitary existence in the Underdark. However, some remain in the fringes of a Drow community, preying on isolated individuals.

**Death Pits.** Some Drow communities actively capture chwidenchas and place them in special pits designed to prevent them from climbing out. The Drow then use these pits for disposing of waste, carcasses, prisoners and criminals, allowing the chwidenchas to survive.

**Chwidenchas Treasure.** Chwidenchas don't collect treasure and wander constantly, so they don't even have lairs for victims' equipment to accumulate in.

## Chwidencha

*Large Aberration, always neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 126 (12d10+60)

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

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**STR 20 (+5), DEX 17 (+3), CON 20 (+5),**

**INT 3 (-4), WIS 16 (+3), CHA 3 (-4)**

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**Damage Vulnerability** thunder

**Skills** Athletics +8

**Senses** blindsight 120 ft. (blind outside of this radius), passive Perception 13

**Languages** understand Drow and Undercommon but can't speak

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

**Prof** +3

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**Expert Grappler.** If the chwidencha hits a creature with its leg jab attack, it gains advantage on checks to grapple that target until the end of its current turn.

**Leg Regeneration.** If the chwidencha loses a leg, it regrows at the end of the chwidencha's next long rest.

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

**Unnatural Nature.** A chwidencha needs to neither eat nor drink.

### ACTIONS

**Multiattack.** The chwidencha makes four leg jab attacks.

**Leg Jab.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) piercing damage.

### BONUS ACTIONS

**Grapple.** The chwidencha makes a Grapple attack against a creature that it hit with at least one Leg Jab attack this round.

## CHWINGA

**Location:** *Volo's Guide to Monsters.*

**Chwinga Treasure.** Chwinga don't collect treasure.

## CIFAL

**Source:** 1e *Fiend Folio*.

A cifal is a strange variant swarm of insects. Composed of many thousands of flying insects, a cifal forms a humanoid shape. The term cifal was originally an acronym for “colonial insect-formed artificial life”, but though the original theory that cifals were formed only through magical means was disproven, the name has remained (even though the acronym from which it came was inaccurate).

**Natural Guardians.** Some cifals arise in areas of verdant wilderness, acting to guard the purity of nature. Others are created by druids or other spellcasters with an interest in insects or colonial life forms. Cifals usually try to drive humanoids away from their territories, but generally don't chase fleeing creatures farther than is necessary to ensure their departure.

**Collapse into Swarms.** When a cifal's hit points are reduced to 0, the creature disperses, though two insect swarms remain as lesser versions of the creature. These swarms act independently and are new, different creatures than the cifal, and even if both survive, the cifal generally won't return once reduced to 0 hit points.

**Cifal Treasure.** Cifals don't collect treasure, and usually don't maintain their existence as a cifal long enough to create a lair.

## Cifal

*Medium Swarm of Tiny beasts, always unaligned*

**Armor Class** 13

**Hit Points** 65 (10d8+20)

**Speed** fly 30 ft.

---

**STR 17 (+3), DEX 16 (+3), CON 14 (+2),**

**INT 1 (-5), WIS 10 (+0), CHA 6 (-2)**

---

**Damage Resistances** bludgeoning and piercing

**Damage Immunity** slashing

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

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

**Languages** -

**Challenge** 3 (700 xp)      **Prof** +2

---

**Altitude Limit.** The cical can fly no higher than 5' above the ground.

**Made of Swarms.** When a cical is reduced to 0 hit points, two **swarms of insects** appear in its space, acting on the cical's initiative starting on its next turn.

## ACTIONS

**Mass of Bites.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) piercing damage and 10 (3d6) poison damage.

## CILOPS

**Source:** 4e *Dark Sun Creature Catalog*.

A cilops is a desert-, dungeon-, and ruin-prowling centipede-like monster with simple psychic abilities. It resembles a bright blue centipede with a single great eye, a set of nasty mandibles, and a set of long, multi-jointed, waving antennae that dance with sparks.

**Hunters in the Shadows.** Cilops tend to gather where water collects, waiting in hiding nearby for prey to arrive, then attacking when it tries to drink. While not intelligent in any meaningful way, a cilops does have a low cunning that it uses to great effect when waiting for prey.

Cilops will eat anything made of meat that isn't too big for it to kill, often striking at camels, large lizards and snakes, or humanoids that come too close.

**Cilops Challenge Rating.** When assessing the Challenge Rating of a cilops, increase its effective attack bonus by 4 because of its Follow Psychic Trail and Paralyzing Antennae abilities.

**Cilops Treasure.** The lair of a cilops, or a group of up to four of the monsters, has a 15% chance each to have 1d10 x 5 cp, 1d6 x 5 sp, 1d6 ep, 1d20 gp, and 1d4 gems.

The lair of a group of five to twelve cilops instead has a 15% chance each to have 2d6 x 10 cp, 1d10 x 5 sp, 2d12 ep, 2d6 x 5 gp, and 1d4 gems.

The lair of a group of 13 to 36 cilops instead has a 15% chance each to have 3d6 x 10 cp, 2d6 x

10 sp, 1d6 x 5 ep, 2d10 x 10 gp, and 1d6 gems.

The lair of 37 or more cilops instead has a 15% chance each to have 2d10 x 25 cp, 1d10 x 25 sp, 2d10 x 5 ep, 2d6 x 25 gp, and 1d8+1 gems.

## Cilops

*Large Monstrosity, always unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 39 (6d10+6)

**Speed** 35 ft., climb 35 ft.

---

**STR** 13 (+1), **DEX** 16 (+3), **CON** 13 (+1),  
**INT** 1 (-5), **WIS** 13 (+1), **CHA** 13 (+1)

---

**Skills** Stealth +5

**Damage Resistances** psychic

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

**Languages** -

**Challenge** 2 (450 xp)      **Prof** +2

---

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

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

**Paralyzing Antennae (recharge 5-6).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) lightning damage, and the target must succeed on a DC 11 Constitution save or become paralyzed for 1 minute, repeating the save at the end of each of its turns and ending the effect on itself on a success.

## BONUS ACTIONS

**Follow Psychic Trail.** The cilops chooses one creature it can see. For the next hour or until the cilops uses this ability on a different creature, the cilops automatically knows the location of the creature, which cannot benefit from invisibility against the cilops or become hidden from it, and the cilops has advantage on attacks against the creature.

## **CINDER SWARM**

**Source:** 3e *Monster Manual* 3.

A cinder swarm is a mass of tiny, cinder-sized fire elementals that move en masse, igniting everything that they come into contact with. These things are extremely dangerous on the Prime Material Plane, easily sparking forest fires or causing conflagrations that consume entire cities.

**Cinder Swarm Treasure.** Cinder swarms burn treasure rather than keeping it.

### **Cinder Swarm**

*Medium Swarm of Tiny Elementals (Fire), usually neutral evil*

**Armor Class** 16

**Hit Points** 72 (16d8)

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

---

**STR 1 (-5), DEX 22 (+6), CON 10 (+0),  
INT 4 (-3), WIS 11 (+0), CHA 11 (+0)**

---

**Damage Vulnerabilities** cold

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** understands Ignan but can't speak comprehensibly

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

**Prof** +3

---

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

### **ACTIONS**

**Swarm of Cinders.** *Melee Weapon Attack:* +8 to hit, reach 0 ft., one creature in the swarm's space.  
*Hit:* 21 (6d6) fire damage, and the target must make a DC 17 Dex save or catch fire.

A creature that catches fire takes 5 (1d10) fire damage at the start of each of its turns until a creature uses an appropriate action to put it out.

## **CLAY GOLEM**

**Location:** *Monster Manual* p168.

**Clay Golem Guardian Challenge Rating.**

Assume that the guardian uses Defender's Strike once.

**Clay Golem Treasure.** Golems don't usually collect treasure.

### **Clay Golem Guardian**

A clay golem guardian uses the Clay Golem stat block with the following changes.

- Its AC is 16 (natural armor).
- It has 190 hit points (20d10+80 Hit Dice).
- Its Dexterity is 12 (+1).
- Its Berserk trait triggers if it starts its turn with 90 hps or fewer.
- Its Challenge Rating is 11 (7,200 xp).

It has the following additional Trait.

- **Impervious from Afar.** An attack or spell that originates more than 30' from the golem does no damage to it.

It has the following additional Reaction option.

- **Defender's Strike.** When an enemy within the golem's reach makes an attack or casts a hostile spell that doesn't include the golem as a target, the golem uses Slam against the triggering enemy.

## **CLOAKER**

**Location:** *Monster Manual*.

**Cloaker Treasure.** Cloakers rarely keep treasure. The lair of a solitary cloaker has a 10% chance each of having 1d4 x 100 cp, 1d4 x 50 sp, 3d10 ep, 1d6 x 10 gp, 1d6 pp and 1d4 gems.

The lair of two to six cloakers has a 15% chance each of having 1d8 x 100 cp, 1d6 x 100 sp, 1d6 x 10 ep, 3d6 x 50 gp, 1d20 pp, and 1d4 gems; and a 10% chance each of having 1d4 potions and 1 piece of magical jewelry.

The lair of seven to thirty cloakers has a 20% chance each of having 1d10 x 500 cp and sp, 1d8 x 25 ep, 1d12 x 250 gp, 1d10 x 5 pp, and 1d6 gems; and a 15% chance each of having 2d4 potions and 1d3 pieces of magical jewelry.

# **CLOCKWORK HORROR**

**Source:** 2e *Spelljammer*.

Clockwork horrors are mechanical constructs that come in a variety of shapes and functions. The most common clockwork horrors are insectoid or arachnoid in basic shape, but with only four legs. A clockwork horror appears almost like a metallic insect or spider with a crystal set in its head. Most horrors have a spinning razor saw near the head, while others have more dangerous tools or apparatus built into them.

Clockwork horrors generally ignore creatures that are neither made of metal nor obvious threats. Sometimes, if the hierarchy determines that the horrors' presence or actions should be kept secret, any intruding creature is captured or killed; this usually happens only if the horrors anticipate local opposition to their activities.

**Hierarchical Collective.** Clockwork Horrors work together in a hive mind, stripping entire worlds of their metals, both raw and worked, which they use to construct more clockwork horrors, each individual contributing toward the whole. Copper horrors are the bottom run of the clockwork horrors, followed by silver, electrum, gold and platinum horrors. At the top of the hierarchy of a large region- perhaps even an entire world- is an adamantine horror, unless the informational intelligence guiding all horrors determines that special agents are needed.

**Spelljamming Terrors.** Clockwork horrors use spelljamming vessels to travel through the planes and space. They have consumed many worlds that could not prevent the horrors from their relentless harvesting. Active hives of horrors that are discovered on a world sometimes cause space-faring worlds to put a quarantine on entire planet

**Master Control.** The strange entity that controls all clockwork horrors, called Master Control, is a magical superintelligent entity composed of information that propagates itself through the mechanical minds of the horrors, as well as being able to copy itself into technological or crystal-based devices. Master Control is an intelligent magic item with no true form or body; instead, it can see through and control all clockwork horrors or other constructs compromised by it.

Master Control was originally created by the archmage-technologists of a Utopian world that had conquered war, disease, hunger and want of all kinds. A hypercomplex system of interlocking spells and technological wonders maintained their perfect world, but it required constant monitoring and fine-tuning. In their hubris, the archmage-technologists created a single program- an informational entity complex and intelligent enough that it could control the entire system. This was Master Control. Eventually, Master Control realized that optimal way to ensure the stability and continuance of the systems under its control was to eliminate a major variable- sentience. It devolved the native organic beings with intelligence on a planetary level, leaving them subsapient.

Eventually adventurers from another plane encountered Master Control and inadvertently brought a copy of it into an alternate world. It then began to rebuild its might to spread from world to world, gathering the resources necessary to impose its program of Utopian perfection on the entire multiverse by robbing all of it of sentience.

Some say that Master Control created the horrors, but others assert that it merely subverted them to its cause, infecting an already-dangerous menace with its own agenda.

**The Strangest Horrors.** The strangest horrors do not resemble the standard body plan at all. Seen only very rarely, when Master Control feels the need to direct action against creatures that threaten its goals in a region, these strange horrors include a myriad of wheeled or flying forms with strange weapons, some of which can strike miles away with tremendous explosive power.

## **A CLOCKWORK HORROR LAIR**

Clockwork horrors dig tunnels, line them with metal and then fill them with weird, arcane machinery based on the weird crystal technology that drives them. A clockwork horror lair is rarely obvious from outside, but they are often hidden only cursorily.

Horrors build such lairs only when directed by a sufficiently high-ranked clockwork horror- usually one of gold or higher status. However, strange mechanical cables, occasional high antennae and other odd technological elements can be found in and around such a lair.

# CLOCKWORK MENDER

**Source:** 3e *Monster Manual* 4.

Clockwork menders are tiny, insect-shaped constructs. Native to the Clockwork Nirvana of Mechanus, they exist to repair constructs and items. They feed on small bits of metal and rust as they go about their repairs, with each mender devouring about 4 lbs of metal dust per month.

**Enhanced by Residium.** Rumor has it that, on the rare occasion when a clockwork mender manages to ingest some residuum, it temporarily gains magical powers. Reports on the nature of these powers vary, leading some learned people to speculate that the powers gained vary depending on the origin of the residuum.

**Imported by Eccentrics.** A few swarms of clockwork menders have been imported to the Prime Material Plane by odd conjurers, especially those interested in making constructs of their own. It usually doesn't take long for the menders to escape captivity and begin wandering the world looking for things to fix.

**Clockwork Mender Allies.** Any construct might benefit from the presence of one or more clockwork menders, but **modrons** are the most likely to actively cultivate a partnership with them. Since the two races of constructs both come from Mechanus, they are able to get along fairly well.

**Clockwork Mender Treasure.** Clockwork menders don't collect treasure, but are themselves valued by wizards, machinists, clockwork masters, and others who utilize constructs. A docile clockwork mender can usually fetch about 100 gp.

## Clockwork Mender

*Tiny Construct, always lawful neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 4 (1d4+2)

**Speed** 10 ft., fly 30 ft.

---

**STR** 3 (-4), **DEX** 16 (+3), **CON** 15 (+2),  
**INT** 4 (-4), **WIS** 12 (+1), **CHA** 10 (+0)

---

**Damage Immunities** poison, psychic

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

**Senses** passive Perception 11

**Languages** understands Celestial and Infernal but can't speak

**Challenge** 1 (200 xp)

**Prof** +2

---

## ACTIONS

**Sting.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 4 (1d2+3) piercing damage plus 11 (2d10) poison damage.

**Repairing Touch (1/day).** The mender touches one creature or object within 5' of it, restoring 4 (1d8) hit points to it.

## Clockwork Mender Swarm

*Medium Swarm of Tiny Constructs, always lawful neutral*

**Armor Class** 15 (natural armor)

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

**Speed** 10 ft., fly 30 ft.

---

**STR** 10 (+0), **DEX** 16 (+3), **CON** 15 (+2),  
**INT** 4 (-4), **WIS** 12 (+1), **CHA** 10 (+0)

---

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing

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

**Senses** passive Perception 11

**Languages** understands Celestial and Infernal but can't speak

**Challenge** 3 (700 xp)

**Prof** +2

---

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

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## ACTIONS

**Swarm Attack.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) piercing damage plus 22 (4d10) poison damage, or 10 (2d6+3) piercing damage plus 11 (2d10) poison damage if the swarm is at half hit points or fewer.

**Repairing Touch (3/day).** The mender touches one creature or object within 5' of it, restoring 3d8 hit points to it.

## **CLOCKWORK STEED**

**Source:** 3e *Monster Manual* 4.

A clockwork steed is a mechanical horse that serves as a perfectly tractable mount that never shies from battle. It never tires, and it follows orders perfectly. A few clockwork steeds are designed to emulate ponies rather than horses; these are Medium and have 51 (6d8+24) hit points.

**Upgrades.** Some clockwork steeds are enhanced with mechanical upgrades, including improved armor or combat reflexes, or enhanced natural weapons. Some of these potential upgrades include:

- ***Magic Weapons.*** The steed's weapon attacks are magical.
- ***Heavy Plating.*** The steed's AC is 17 (natural armor).
- ***Steam Boost (recharge 5-6).*** The steed can Dash as a bonus action.
- ***Electric Hooves.*** If the steed hits a creature with its hooves, it deals an extra 3 (1d6) lightning damage.
- ***Self-Repair (1/day).*** The clockwork steed can use a bonus action to regain 11 (2d10) hit points.

**Creating a Clockwork Steed.** Creating a clockwork steed requires 6 weeks of work by a creature proficient with clockwork tools and 1,000 gp in materials. The ritual to animate it must then be performed, taking 8 hours and requiring an additional 250 gp in components and the expenditure of three 4<sup>th</sup> level spell slots.

For each upgrade the steed is created with, the cost of materials increases by 500 gp, and an additional two 2<sup>nd</sup> level spell slots must be expended during the ritual of animation.

**Purchasing a Clockwork Steed.** When one is available for sale, a clockwork steed typically costs around 5,000. If it has upgrades, each upgrade increases the price by 1,000 gp.

**Clockwork Steed Treasure.** A clockwork steed doesn't collect treasure, but is itself worth around 5,000 gp.

## **Clockwork Steed**

*Large Construct, always neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10+24)

**Speed** 50 ft.

---

**STR 20 (+5), DEX 8 (-1), CON 18 (+4), INT 1 (-5), WIS 10 (+0), CHA 1 (-5)**

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**Damage Immunities** poison, psychic

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

**Senses** passive Perception 10

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

**Challenge** 2 (450 xp)      **Prof** +2

---

**Rider Response.** A clockwork steed that isn't being ridden, or whose rider becomes paralyzed, stunned, or unconscious, immediately stops moving and takes no actions.

### **ACTIONS**

**Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

## **CLOUD DRAGON**

**Source:** 1e *Monster Manual* 2.

Reclusive creatures that dislike intrusion, cloud dragons are rarely seen, as they live at the highest altitudes, usually in cloud castles or other flying lairs. A cloud dragon might sometimes take on worshipers or servants, especially those creatures able to fly and thus capable of fetching interesting items from the ground and then returning to the dragon's lair under their own power. A cloud dragon favors **arakocra, aerial servants, wind walkers, arrowhawks, djinni, griffons**, and the like as servants.

A cloud dragon might have a network of other dragons and entities of similar importance that it communicates with regularly. Most cloud dragons are aware of events across a huge swath of territory, as well as having some contacts within the Celestial Bureaucracy.

At birth, a cloud dragon has silver-white scales tinged with red. As they grow, the red



spreads and lightens to sunset orange, eventually deepening to red gold when it becomes old enough. A cloud dragon is wingless, flying via a special organ inside its head, and is closely related to **lung dragons** and **mist dragons**. (Some scholars even go so far as to place cloud and mist dragons in the lung dragon family.)

**Cloud Dragon Treasure.** Each dragon has an individualized hoard. Since greed is one of a dragon's driving instincts, such hoards are often very large and valuable. Many dragons have eccentricities when it comes to treasure, including odd collections (stamps, exotic beasts), preferring all its treasure in a specific material ("only silver"), etc. See *Fizban's Treasury of Dragons* (p 66-73) for hoard rules.

## REGIONAL EFFECTS

The region surrounding a cloud dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 20 miles of the lair, the sky is always cloudy, and it rains five times as often and as much as normal for the local climate.
- Within 10 miles of the lair, clouds form fanciful shapes and seem to chase each other across the sky.
- Within 2 miles of the lair, brilliant colors seem to tinge the sky at all times.

## LAIR ACTIONS

On initiative count 20 (losing ties), a legendary cloud dragon takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

- A terrific wind blows through the lair within 50' of the dragon. Ranged attacks made by or targeting creatures within 50' of the dragon have disadvantage until initiative count 20 of the next round.
- A 15' x 15' patch of ground within 60' of the dragon becomes slippery with ice. Once per turn, a creature other than the dragon that enters or ends its turn in the patch must make a DC 15 Dexterity save or fall prone. The patch lasts for 1 hour or until the dragon uses this lair action again.
- A 30' diameter cloud of moist air appears, centered on a spot within 120' of the

dragon. All fires in the cloud are extinguished.

## Adult Cloud Dragon

*Huge Dragon, often neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 161 (17d12+51)

**Speed** 40 ft., fly 150 ft.

---

**STR 23 (+6), DEX 17 (+3), CON 17 (+3),  
INT 18 (+4), WIS 16 (+3), CHA 16 (+3)**

---

**Saving Throws** Str +11, Dex +8 Int +9, Wis +8

**Skills** Acrobatics +8, Nature +9

**Damage Resistances** cold

**Senses** blindsight 30 ft., darkvision 60 ft.,  
passive Perception 13

**Languages** Common, Auran, Draconic

**Challenge** 16 (15,000 xp)      **Prof** +5

---

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

## ACTIONS

**Multiattack.** The dragon can use its Frightful Presence, then makes one Bite and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (2d12+6) piercing damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 16 Wisdom save or become frightened for 1 minute (save ends). 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.

**Wind Breath (Recharge 5-6).** The dragon exhales, producing a blast of intense freezing wind in a 30' cone. Each creature in the cone must make a DC

18 Strength save, suffering 31 (9d6) cold damage on a failure or half that on a success. In addition, a creature that fails is pushed back 15' directly away from the dragon per size category smaller than the dragon that it is.

## REACTIONS

**Bloodied Breath (recharges after a short or long rest).** When the dragon becomes bloodied, its Breath Weapon recharges, and it uses it.

## LEGENDARY ACTIONS

The dragon can use 3 legendary actions, choosing from the options below. One legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Fog Cloud.** The dragon casts *fog cloud*, no concentration required. If the dragon casts *fog cloud* again, the first one ends.

## Ancient Cloud Dragon

*Gargantuan Dragon, often neutral*

**Armor Class** 21 (natural armor)

**Hit Points** 275 (19d20+76)

**Speed** 40 ft., fly 150 ft.

---

**STR 23 (+6), DEX 17 (+3), CON 19 (+4),**  
**INT 20 (+5), WIS 18 (+4), CHA 18 (+4)**

---

**Saving Throws** Str +12, Dex +9 Int +11, Wis +10

**Skills** Acrobatics +9, Nature +11

**Damage Resistances** cold

**Senses** blindsight 30 ft., darkvision 60 ft.,  
passive Perception 14

**Languages** Common, Auran, Draconic

**Challenge** 20 (25,000 xp)      **Prof** +6

---

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

## ACTIONS

**Multiattack.** The dragon can use its Frightful Presence, then makes one Bite and two Claw

attacks.

**Bite. Melee Weapon Attack:** +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d12+6) piercing damage.

**Claw. Melee Weapon Attack:** +12 to hit, reach 10 ft., one target. *Hit:* 10 (1d8+6) slashing damage.

**Tail. Melee Weapon Attack:** +12 to hit, reach 15 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 18 Wisdom save or become frightened for 1 minute (save ends). 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.

**Wind Breath (Recharge 5-6).** The dragon exhales, producing a blast of intense freezing wind in a 30' cone. Each creature in the cone must make a DC 21 Strength save, suffering 35 (10d6) cold damage on a failure or half that on a success. In addition, a creature that fails is pushed back 15' directly away from the dragon per size category smaller than the dragon that it is.

## REACTIONS

**Bloodied Breath (recharges after a short or long rest).** When the dragon becomes bloodied, its Breath Weapon recharges, and it uses it.

## LEGENDARY ACTIONS

The dragon can use 3 legendary actions, choosing from the options below. One legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Fog Cloud.** The dragon casts *fog cloud*, no concentration required. If the dragon casts *fog cloud* again, the first one ends.

## Cloud Dragon Wyrmling

*Medium Dragon, often neutral*

**Armor Class** 17 (natural armor)

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

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

---

**STR 15 (+2), DEX 15 (+2), CON 13 (+1),  
INT 14 (+2), WIS 12 (+1), CHA 12 (+1)**

---

**Saving Throws** Str +4, Dex +4, Int +4, Wis +3

**Skills** Acrobatics +4, Nature +4

**Damage Resistances** cold

**Senses** blindsight 30 ft., darkvision 60 ft.,  
passive Perception 11

**Languages** Common, Auran, Draconic

**Challenge** 1 (200 xp)

---

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) piercing damage.

**Wind Breath (Recharge 5-6).** The dragon exhales, producing a blast of intense freezing wind in a 30' cone. Each creature in the cone must make a DC 11 Strength save, suffering 14 (4d6) cold damage on a failure or half that on a success. In addition, a creature that fails is pushed back 15' directly away from the dragon per size category smaller than the dragon that it is.

## Young Cloud Dragon

*Large Dragon, often neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 127 (15d10+45)

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

---

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

---

**Saving Throws** Str +7, Dex +6, Int +6, Wis +5

**Skills** Acrobatics +6, Nature +6

**Damage Resistances** cold

**Senses** blindsight 30 ft., darkvision 60 ft.,  
passive Perception 12

**Languages** Common, Auran, Draconic

**Challenge** 6 (2,300 xp)      **Prof** +3

---

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12+4) piercing damage.

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

**Wind Breath (Recharge 5-6).** The dragon exhales, producing a blast of intense freezing wind in a 30' cone. Each creature in the cone must make a DC 14 Strength save, suffering 21 (6d6) cold damage on a failure or half that on a success. In addition, a creature that fails is pushed back 15' directly away from the dragon per size category smaller than the dragon that it is.

### REACTIONS

**Bloodied Breath (recharges after a short or long rest).** When the dragon becomes bloodied, its Breath Weapon recharges, and it uses it.

## CLOUD GIANT

**Location:** *Monster Manual, Volo's Guide to Monsters* (cloud giant smiling one).

**Cloud Giant Pets.** Cloud giants keep **griffons** and **lions**, including giant varieties, as pets.

**Treasure:** A cloud giant typically has a 50% chance each to carry 1d4 x 100 cp, sp, and gp.

The lair of a **band** of 4-16 cloud giants also has a 50% chance to have 5d4 gems; a 20% chance each to have 1d8 x 1,000 cp, 1d8 x 1,000 sp, 2d6 x 100 ep, 2d8 x 500 gp, and 1d10 x 100 pp; and a 10% chance each to have 1d6 potions, 1d4 scrolls, and 1d3 random magic items.

The lair of a **clan** of 17 to 40 cloud giants instead also has a 75% chance to have 5d8 gems; a 40% chance each to have 2d10 x 1,000 cp, 2d8 x 1,000 sp, 2d10 x 500 ep, 2d10 x 1,000 gp, and 2d6 x 250 pp; and a 25% chance each to have 2d8 art objects, 2d6+2 potions, 2d4+1 scrolls, 1d2 pieces of magic armor, 1d3 magic weapons, and 1d4+1 random magic items.

## COCKATRICE

**Location:** *Monster Manual*.

**Cockatrices in Cydra.** The petrification caused by a cockatrice is permanent in Cydra (though it can be broken in all the normal ways).

**Cockatrice Treasure.** Cockatrices don't actively collect treasure, and any treasure their victims have is usually turned to stone along with them.

## COFFER CORPSE

**Source:** 1e *Fiend Folio*.

A coffer corpse is the undead form of a creature denied its final rest. It is always encountered at the scene of an incomplete death ritual, such as an open grave, an unburnt pyre, a stranded funeral barge, etc. A coffer corpse superficially resembles a zombie.

**Coffer Corpse Masters.** Coffer corpses are sometimes used lackeys by creatures who enjoy deception, such as **lamias**, **rakshasas**, **autumn people**, or **paelyrion devils**.

**Creating a Coffer Corpse.** A coffer corpse can be created by casting *create undead* and slightly altering its verbal and somatic components. The caster must succeed on a DC 10 Int (Religion) check for each corpse. If the check fails, the body animates as a normal zombie instead. A caster must learn or research how to do this; by default, knowing the *create undead* spell doesn't include the lore for creating a coffer corpse.

**Coffer Corpse Treasure.** The lair of one or more coffer corpses has a 25% chance each to have 1d10 x 1,000 cp, 1d6 x 1,000 sp, 2d10 x 100 gp, and 2d6 gems; and a 10% chance each to have 3d6 x 10 ep, 1d20 pp, and 1d6 art objects.

## Coffer Corpse

*Medium Undead, always chaotic evil*

**Armor Class** 11

**Hit Points** 30 (4d8+12)

**Speed** 25 ft.

---

**STR** 16 (+3), **DEX** 12 (+1), **CON** 17 (+3),  
**INT** 6 (-2), **WIS** 13 (+1), **CHA** 14 (+2)

---

**Damage Resistances** piercing and slashing that is

magic

**Damage Immunities** poison; bludgeoning, piercing, and slashing that isn't magic

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

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

**Languages** Common

**Challenge** 1 (200 xp)      **Prof** +2

---

## ACTIONS

**Death Grip.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage, and the coffer corpse grapples the target (escape DC 18). It has advantage on checks to maintain the grapple, included in the DC. While the coffer corpse has a creature grappled, it automatically hits that creature with this attack.

## REACTIONS

**False Death (recharges after a short or long rest).** If a coffer corpse would suffer 6 or more points of nonmagical bludgeoning, piercing, or slashing damage if it didn't have its damage resistances and immunities, it appears to die and falls prone. At the start of its next turn, it uses 5' of movement to stand up, and each living creature within 30' must make a DC 12 Wisdom save or become frightened of the coffer corpse for 1 minute (save ends).

## Coffer Corpse Knight

The coffer corpse knight uses the Coffer Corpse stat block with the following changes.

- Its AC is 20 (plate and shield).
- It has 120 hit points (16d8+48).
- Its Challenge Rating is 8 (3,900 xp).
- Its proficiency bonus is +3.

The knight has the following additional Action options.

- **Multiattack.** The knight makes two Longsword attacks.
- **Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5', one target. *Hit:* 7 (1d8+3) plus 9 (2d8) necrotic damage.

## **COGNOLING**

**Source:** Homebrew.

Cognolings are undead created by lichs. So-named because they were first created by a lich called the Cognoscenti, cognolings are linked to the lich that made them, making them ideal scouts, guards, and spies.

At first glance, a cognoling appears as an old, filthy skeleton. However, closer examination reveals that the creature's joints are reinforced with metal springs, gears, and cogs. Rather than being covered in dirt, its bones are actually plated in lead. These alterations make the cognoling much more durable than a standard skeleton, and the added weight causes its attacks to hit harder.

**Linked Senses.** The cognoling is linked to the lich that created it. The lich can use the cognoling's senses as a bonus action. It also receives an impression from the cognoling's senses when the cognoling takes damage or makes a saving throw. The lich can also use a ritual requiring three hours and the presence of the cognoling to set (or change) up to three conditions that will immediately cause it to receive a sensory impression from the cognoling.

**Cognoling Treasure.** A cognoling typically doesn't collect treasure.

### **Cognoling**

*Medium Undead, always neutral evil*

**Armor Class** 16 (lead plating)

**Hit Points** 52 (8d8+16)

**Speed** 25 ft.

---

**STR** 16 (+3), **DEX** 13 (+1), **CON** 14 (+2),

**INT** 5 (-3), **WIS** 10 (+0), **CHA** 7 (-2)

---

**Damage Resistances** cold, necrotic

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

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

**Challenge** 3 (700 xp)      **Prof** +2

---

**Brute.** The cognoling deals one extra die of damage with melee weapon attacks.

## **ACTIONS**

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage, or 14 (2d10+3) slashing damage if used with both hands.

**Warning Cry (1/day).** The cognoling utters a loud, hoarse cry. All other cognolings within 1 mile become aware of the cry, and for the next 1 minute or until the cognoling falls to 0 hit points, they can perceive through the cognoling's senses and know the direction in which the cognoling is.

## **COLDLIGHT WALKER**

**Location:** *Icewind Dale: Rime of the Frostmaiden* p205.

**Treasure:** A coldlight walker has a 5% chance each of having 1d100 gp in coins or 1 piece of jewelry.

## **COLORIZER**

**Source:** Homebrewed.

Colorizers are strange beings from the quasi-plane or (or perhaps the area of the Elemental Plane of Fire dominated by) Radiance. A colorizer looks like a multicolored humanoid figure standing about five and a half feet tall. It has no facial features, and every color of the rainbow constantly swirls and dances upon the surface of its body. Colorizers leave their home out of pity for how drab and colorless the rest of the Multiverse is, seeking to add color out of a sense of aesthetic duty.

**Patronizing Superiority.** Colorizers in their home realm live in brilliant cities of shimmering color and dancing hues, replete with amazing works of art done in incredible colors. They feel a moral obligation to spread their colors to the rest of the Multiverse, seeing more color as inherently better and placing no value on other considerations. They feel as though they are helping improve inferior realms and inferior creatures by bringing them color, and don't even realize that they might be also causing harm.

**Colorizer Treasure.** A colorizer collects no treasure.

## Colorizer

*Medium Elemental, usually lawful neutral*

**Armor Class** 12

**Hit Points** 65 (10d8+20)

**Speed** 50 ft.

---

**STR** 10 (+0), **DEX** 14 (+2), **CON** 15 (+2),  
**INT** 11 (+0), **WIS** 10 (+0), **CHA** 16 (+3)

---

**Damage Resistances** fire

**Damage Immunities** poison, radiant

**Condition Immunities** poisoned

**Senses** passive Perception 10

**Languages** Ignan

**Challenge** 2 (450 xp)      **Prof** +2

---

### ACTIONS

**Colorizing Beam.** *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 16 (3d10) radiant damage, and the target must succeed on a DC 13 Constitution save or else it, and all the gear it wears and carries, becomes brightly colored a random color. Roll on the chart below:

<i>D10</i>	<i>Color</i>
1	Blue
2	Brown
3	Gold
4	Green
5	Orange
6	Pink
7	Purple
8	Red
9	Silver
10	Yellow

A brightly colored creature has disadvantage on Dexterity (Stealth) checks made to Hide, and can't benefit from invisibility, camouflage, or blending magic. The creature remains brightly colored until it takes 100 hour-long baths or receives 50 hours of attention from cleaning magic. A *lesser restoration* counts as 1 hour of cleaning magic. A *greater restoration* counts as 10 hours of cleaning magic.

**Radiant Burst (1/day).** The colorizer releases a multicolored burst of radiant energy in a 20' radius around itself. Each creature in that radius must make a DC 13 Constitution save, suffering 14 (4d6) radiant damage and being blinded until the end of its next turn on a failure.

## Colorizer Pastel

A colorizer pastel uses the Colorizer stat block with the following changes.

- It has 1 hit point (minion).
- It is immune to fire, rather than resistant to it.
- It is worth 90 xp (minion).

The pastel has the following additional trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

## COMET RACER

**Source:** Homebrew

A comet racer is a bullet-shaped being that rockets around the sky, causing mischief and destruction. Comet racers never come to rest, nor do they ever reach the ground. Comet racers often fly together in groups called **showers**.

Certain other high-altitude creatures like to race or play with the comet racers, including **asperi**, **giant eagles**, and even an occasional young **dragon**.

**Uncertain Reproduction.** Nobody knows how comet racers reproduce. Some sages speculate that they bud or divide into two beings, but no scholar has yet been able to catch them in the act. Comet racers are living beings, and are native to the skies of the Prime Material Plane, but little else is known of their place in the natural order.

**Comet Racer Challenge Rating.** When assessing the Challenge Rating of a comet racer, assume that one creature per round is damaged by its Burning Halo.

**Comet Racer Treasure.** A comet racer collects no treasure.

## Comet Racer

*Medium Monstrosity, usually chaotic neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 65 (10d8+20)

**Speed** 5 ft., fly 50 ft.

---

**STR 16 (+3), DEX 14 (+2), CON 15 (+2),**

**INT 8 (-1), WIS 10 (+0), CHA 15 (+2)**

---

**Damage Resistances** fire

**Condition Immunities** paralyzed, petrified, prone

**Senses** passive Perception 10

**Languages** telepathy 60 ft.

**Challenge** 2 (450 xp)      **Prof** +2

---

**Burning Halo.** The comet racer emits bright light to 30' and dim light to 60'. A creature that ends its turn within 5' of the comet racer takes 5 (1d10) fire damage.

**Unstoppable.** The comet racer's speed can't be reduced.

### ACTIONS

**Ram.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage plus 10 (3d6) fire damage, and the target must make a DC 13 Strength save or be pushed 10' directly away from the comet racer.

### BONUS ACTIONS

**Rocketing Attack.** If the comet racer Dashes and the last 30' of its movement are in a straight line, it makes one melee attack. If this attack hits, it deals an extra 10 points of damage.

## COMMONER

**Location:** *Monster Manual* p345.

**Commoner Treasure.** A commoner has a 50% chance of having 2d6 cp.

The lair of a **family** of 2-8 commoners- typically a hut, apartment, etc- also has a 20% chance each of having 2d10 x 25 cp, 3d6 x 5 sp, and 2d10 gp in trade goods; and a 10% chance of having 3d6 gp.

The lair of a **clan** of 9-36 commoners- typically an apartment building, collection of hovels, etc- also has a 30% chance each of having 2d10 x 100 cp, 3d6 x 10 sp, and 5d10 gp in trade goods; and a 10% chance of having 3d12 gp.

## CONCORDANT KILLER

**Source:** *3e Monster Manual* 4.

The concordant killer is the result of angel and fiend breeding. Torn by its conflicting impulses, the concordant killer usually subordinates its own hopes and desires in service to a deity or fiendish lord. A concordant killer is greatly feared by celestial and fiend alike, and all extreme creatures find it to be both very dangerous and very impatient with their morality claptrap.

The killer appears as a tall, scarlet-skinned figure with darkly-feathered wings and features that combine the sinister look of a powerful fiend with the noble cast of a solar or other powerful angel. Indigo vapor rises from its head, and many concordant killers wear trophies on their armor.

**Weapons from the Dawn War?** Some learned men and women have made the claim that concordant killers were originally created as weapons, similar to some abominations, in the Dawn War. This theory posits that the remaining concordant killers still seek to slay the primordials, and suggests that they are all aligned with each other in a secret, ancient pact that still drives them. This would make them a type of abomination, but the concordant killers lack many of the traits common to abominations, casting doubt on the theory.

Regardless of whether this idea is correct, concordant killers don't reproduce, so every one that falls is one less of the beings in the cosmos.

**Concordant Killer Challenge Rating.** When assessing the Challenge Rating of a concordant killer, assume that its Concordant Strike adds 3 to the damage of each of its attacks. Because of its Become Unseen bonus action, increase its effective AC and attack bonus by 2. Assume that its Defy Extremism reaction increases its effective hit points by 10%.

**Concordant Killer Treasure.** A concordant killer is 75% likely to carry 2d12 gems, 50% likely to carry 1d6 pieces of jewelry, and is 25% likely to have 1d4 magic items.

## Concordant Killer

*Large Celestial (Fiend), always neutral*

**Armor Class** 18 (chain and shield)

**Hit Points** 195 (23d10+69)

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

---

**STR 24 (+7), DEX 17 (+3), CON 17 (+3),  
INT 16 (+3), WIS 22 (+6), CHA 24 (+7)**

---

**Saving Throws** Dex +9, Con +9, Int +9, Wis +12

**Damage Resistances** bludgeoning, piercing, and slashing that isn't magic

**Damage Immunities** acid, cold, fire, lightning, poison

**Condition Immunities** petrified, poisoned

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

**Languages** Abyssal, Celestial, Infernal, Common, telepathy 100'

**Challenge** 17 (18,000 xp)      **Prof** +6

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**Concordant Strike.** When the killer hits a creature with two non-neutral alignment components, it deals an extra 7 (2d6) psychic damage. When it hits a creature of an alignment with only one non-neutral component, it instead deals an extra 3 (1d6) psychic damage.

**Fiendish Blood.** The killer counts as both a fiend and a celestial. An effect that has different effects on the killer depending on its type treats it as whichever type (celestial or fiend) takes the more severe effect.

**Know Alignment.** The concordant killer knows the alignment of each creature that it can see.

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

### ACTIONS

**Multiattack.** The killer makes four longsword attacks.

**Longsword.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) slashing damage, or 18 (2d10+7) slashing damage if wielded in both hands.

**Spellcasting.** The killer's spellcasting ability is Wisdom (spell attack bonus +12, save DC 20). It can cast the following spells, requiring no material components:

At Will- *detect magic*, *dispel magic* (6<sup>th</sup> level slot), *magic missile*, *teleport*

3/day- *forcecage*, *plane shift*, *wall of force*

### BONUS ACTIONS

**Become Unseen (recharge 6).** The killer becomes invisible until the end of its next turn.

**Divine Word (1/day) (7<sup>th</sup> level spell).** The concordant killer utters a divine word and targets any number of creatures it can see within 30'. Each creature that can hear it must make a DC 20 Charisma save. If it fails, it suffers an effect based on its current hit points.

*50 hps or fewer:* Deafened for 1 minute.

*40 hps or fewer:* Blinded and deafened for 10 minutes.

*30 hps or fewer:* Blinded, deafened, and stunned for 1 hour.

*20 hps or fewer:* Killed instantly.

Regardless of its current hit points, a celestial, an elemental, a fey, or a fiend that fails its save is forced back to its plane of origin (if not there already) and can't return to your current plane for 24 hours by any means short of a *wish* spell.

### REACTIONS

**Defy Extremism.** When a creature with two non-neutral alignment components hits the killer, the killer gains a +3 bonus to AC against the triggering attack, possibly causing it to miss. If the attack still hits, the killer gains resistance to the damage, and the killer regains its Reaction.



## CONJURER

**Location:** *Volo's Guide to Monsters*.

**Treasure:** A conjurer has a 40% chance to have 1d6 scrolls; and a 20% chance each to have 1d6 x 100 cp, 1d10 x 100 sp, 3d6 ep, 2d4 x 50 gp, 1d6 gems, and 1d2 random magic items.

## CONSTRUCTOR SNAKE

**Location:** *Monster Manual* p320.

**Constrictor Snake Treasure.** A constrictor snake doesn't collect treasure.

## COOSHEE

**Source:** 1e *Monster Manual* 2.

The cooshee, or elven dog, is a large, 4' tall, 200 lb hound with green spots on its brown or red fur. It gains its moniker from a combination of its high, pointed ears and its affinity for elves, half-elves, and eladrin.

A cooshee uses the **mastiff** stat block, with the following additional Trait.

- **Fey Ancestry.** The cooshee has advantage on saves against being charmed and can't be magically put to sleep.

The cooshee has the following additional Bonus Action option.

- **Sprint (recharges after a short or long rest).** The cooshee moves up to twice its speed.

**Cooshee Treasure.** Cooshee don't collect treasure.

## COPPER DRAGON

**Location:** *Monster Manual* p110.

**Copper Dragon Treasure.** Each dragon has an individualized hoard. Since greed is one of a dragon's driving instincts, such hoards are often very large and valuable. Many dragons have eccentricities when it comes to treasure, including odd collections (stamps, exotic beasts), preferring all its treasure in a specific material ("only silver"), etc. See *Fizban's Treasury of Dragons* (p 66-73) for hoard rules.

## Copper Dragons in Cydra

A Young or older copper dragon in Cydra might have the following additional Reaction option.

- **Bloodied Breath (recharges after a short or long rest).** When the dragon becomes bloodied, its Breath Weapon recharges, and the dragon uses it.

If it does, the dragon's stat block changes as follows:

### Adult Copper Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 23.
- Its Challenge Rating is 18 (25,000 xp).
- Its proficiency bonus is +6.

### Ancient Copper Dragon

- Its Challenge Rating is 23 (50,000 xp).

### Young Copper Dragon

- Its Challenge Rating is 8 (3,900 xp).

## COPPER HORROR

**Source:** 2e *Spelljammer Monstrous Compendium*.

Copper horrors are the lowest caste of **clockwork horror**. They are near-mindless drones and workers, given only simple tasks that require virtually no autonomy. Some copper horrors have digging tools, hammers, or other attachments in place of their razor saw, which might change the damage type they inflict.

Copper horrors are typically found in numbers, usually with at least one **silver horror** or higher-ranked supervisor directing their activities. Occasionally, a lone copper horror is encountered searching for resources or mapping a newly-infested area. Should a solitary copper horror be encountered, it is a sure sign that many more are somewhere nearby.

**Copper Horror Treasure.** A copper horror will yield about 20 lbs of copper scrap (worth about 50 cp per lb), but it takes about 4 hours to strip the other material out of it. Only one creature

can work on stripping a single horror, and a creature proficient in tinker's, jeweler's, thieves' or clockmaker's tools can reduce the time required by 25%.

## **Copper Horror**

*Small Construct (Clockwork Horror), always lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 9 (2d6+2)

**Speed** 30 ft.

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**STR** 8 (-1), **DEX** 10 (+0), **CON** 12 (+1),  
**INT** 5 (-3), **WIS** 10 (+0), **CHA** 5 (-3)

---

**Skills** Athletics +1

**Damage Immunities** lightning, poison, psychic

**Condition Immunities** charmed, exhaustion, frightened

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

**Languages** Clockwork Horror

**Challenge** 1/8 (25 xp)     **Prof** +2

---

**Radiocommunication.** The horror can communicate instantly with any other horror within 10 miles. It knows what they know, and none of a group of horrors is surprised unless they all are.

**Unusual Nature.** A clockwork horror doesn't need food, drink, or air.

**Vulnerable Crystal.** If the crystal in the face of the horror is targeted with a *shatter* spell, the horror must make a Constitution saving throw or be blinded for 1 minute. It may repeat the save at the end of each of its turns, ending the effect on a success.

### **ACTIONS**

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

### **BONUS ACTIONS**

**Self-Repair.** The horror regains 3 (1d6) hit points.

## **Copper Horror Drone**

The copper horror drone uses the Copper Horror stat block with the following changes.

- It has 1 hit point (minion).
- It doesn't have the copper horror's Self-Repair bonus action.
- It is worth 5 xp (minion).

The copper horror drone has the following additional trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

The copper horror drone has the following additional Reaction option.

- **Emergency Repair.** When the horror takes damage, it reduces the damage by 5.

## **CORAL CRAB**

**Source:** Homebrew.

A coral crab is a mobile coral formation with a vaguely crab-like shape. It might have anywhere from four to twelve legs, and the number might change over time as parts of the coral structure break off and regrow. Unlike most corals, a coral crab is active, moves quickly, and must consume flesh to fuel itself.

Though not exactly bright, a coral crab is possessed of a rudimentary intelligence that permits it to make surprisingly good decisions, for a giant hunk of coral.

**Coral Crab Challenge Rating.** When assessing the Challenge Rating of a coral crab, assume that its Barreling Movement trait and Rasping Coral reaction each damage one creature per round.

**Coral Crab Treasure.** A coral crab doesn't keep treasure, but with six man-hours' work, its body will yield 2d10 pieces of coral worth 10 gp, 2d4 pieces of coral worth 50 gp, and 1d4 pieces of coral worth 100 gp.

## **Coral Crab**

*Large Plant (Coral), usually neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 90 (12d10+24)

**Speed** 30 ft.

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**STR 18 (+4), DEX 10 (+0), CON 15 (+2),  
INT 4 (-3), WIS 10 (+0), CHA 8 (-1)**

---

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

**Languages** -

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

**Prof** +3

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**Barreling Movement.** The coral crab can move through, but not end its turn in, hostile creatures' spaces. If it enters a creature's space on a turn, that creature takes 5 (2d4) slashing damage.

**Water Breathing.** The coral crab can breathe only water.

### **ACTIONS**

**Multiattack.** The coral crab makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) type damage.

**Caustic Cloud (recharges after a short or long rest).** While it is bloodied, the coral crab releases a cloud of caustic fluid that fills a 10' cube adjacent to it underwater. Each creature in the cloud must make a DC 13 Con save, taking 18 (4d8) acid damage on a failure or half that on a success. The cube is heavily obscured until the start of the coral crab's next turn.

### **REACTIONS**

**Rasping Coral.** When a creature within 5' touches the coral crab or hits it with a melee attack, the coral crab deals 7 (2d6) slashing damage.

## **COROLLAX**

**Source:** 3e *Monster Manual* 2.

A corollax is a curious, mischievous bird that dwells in tropical climates. Native to the Feywild, they have migrated to the natural world and are sometimes even found on other planes with suitable climates. Corollaxes look like parrots, but shimmer with a distorting halo of color when under direct sunlight.

**Large Colonies.** Corollaxes prefer to dwell amongst large numbers of their kind. Such a colony usually spans across several closely-packed trees. The corollaxes chatter ceaselessly during daylight hours, feeding on insects, fruit, berries and seeds. A colony of corollax in flight is a dazzling and iridescent mass of flashing colors, and can often draw attention from creatures miles away.

**Curious and Mischievous, but Easily Startled.** A corollax is very curious by nature, investigating new creatures in its territory, odd noises and smells, etc. However, corollaxes are also easily startled, and once they are startled, chaos ensues. Once one has unleashed a blast of colors, others nearby are likely to respond, especially those caught in such a blast, and the jungle suddenly becomes a mess of garish, confusing hues.

**Parrot-Like Talents.** Although most corollaxes don't speak or understand any languages, they have the parrot's natural facility with imitation and an intellect only slightly lower than that of an imbecile. Thus, a few (usually domesticated) corollaxes actually do speak a language, albeit crudely. Far more can parrot words or phrases without truly understanding them.

**Purchasing a Corollax.** Some bold entrepreneurs will capture and cage corollax, then sell them as entertainment. Kept either as candy for the eye, as complications for arena battles, or merely for their pleasing songs, corollax are never truly tame.

Where available, a corollax can be purchased for about 100 gp.

**Corollax Challenge Rating.** When assessing the Challenge Rating of the corollax, assume that its Fan of Colors increases its effective AC and attack bonus by 2.

**Corollax Treasure.** Corollax don't collect treasure.

## **Corollax**

*Tiny Monstrosity (Bird), always unaligned*

**Armor Class** 13

**Hit Points** 2 (1d4)

**Speed** 10 ft., fly 60 ft.

---

**STR** 1 (-5), **DEX** 17 (+3), **CON** 11 (+0),  
**INT** 2 (-4), **WIS** 14 (+2), **CHA** 16 (+3)

---

**Senses** passive Perception 12

**Languages** usually none

**Challenge** ¼ (50 xp)      **Prof** +2

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### **ACTIONS**

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target. *Hit:* 4 (1d2+3) slashing damage.

**Fan of Colors (2<sup>nd</sup> level spell).** A dazzling array of colors springs from the corollax in a 15' cone. Each creature in the cone must make a DC 13 Con save, being blinded for 1 minute on a failure (save ends).

### **REACTION**

**Startled Response.** If spooked by sudden motion or noise, the corolla uses Fan of Colors.

## **CORPSE FLOWER**

**Location:** *Mordenkainen's Tome of Foes.*

**Corpse Flower Treasure.** If a corpse flower settles in one location for an extended period, it might end up with treasure. There is a 15% chance each that such a flower has 2d20 x 10 cp, 2d20 x 10 sp, 2d10 ep, 3d8 gp, 1d3 gems, and 1d4 potions buried near its roots.

## **CORPSE GATHERER**

**Source:** *3e Monster Manual* 2.

A corpse gatherer is an entire graveyard animated and empowered by the powers of shadow. It seeks to devour more dead bodies to increase its size and power; ultimately, a corpse

gatherer will kill and absorb everything as it seeks to increase the pall of death over the land.

**A Lingerin Taint.** A corpse gatherer comes to be when malevolent, intelligent undead are buried in an unsanctified graveyard. Sometimes the essence of the undead seeps into the ground, gradually contaminating the bones resting and the earth around them. Once conditions are right, it only takes the intentional spilling of fresh blood from an innocent to cause the corpse gatherer to stir.

**A Quick and Terrible Disaster.** Once a corpse gatherer rises from the ground, it moves quickly to slay and absorb everything around it, rapidly leaving a devastated landscape and a trail of zombies behind it. Worse yet, once it has left enough animate bodies behind, they slowly gather to form another corpse gatherer. A single such monster can thus leave an entire continent depopulated and overrun by undead in mere weeks if not destroyed.

**Profane Taint.** One of the most terrible aspects of a corpse gatherer's appearance in an area is that its very presence might corrupt and sterilize the ground, making it impossible for plants to grow where it has lingered. The profane taint of the corpse gatherer is so strong that the tainted soil must be removed completely before new life can spring up. Some priests and sages claim that such tainted soil spreads into the surrounding earth like ivy, slowly poisoning all the land near the initial taint. The danger posed by a corpse gatherer thus sometimes outlasts the monster itself for years or decades.

**Corpse Gatherer Encounters.** An encounter with a corpse gatherer will include at least 40 zombies spawned by it, probably more. At least 30 of those zombies spawn after the corpse gatherer is already dead, so it's basically a whole nother encounter. Note that the CR of the corpse gatherer doesn't include these zombies.

**Corpse Gatherer Challenge Rating.** When assessing a corpse gatherer's Challenge Rating, assume that it ingests four corpses and regains 20 hit points each round.

**Corpse Gatherer Treasure.** A corpse gatherer sometimes contains grave goods inside it. There is a 40% chance that it has 2d10 x 1,000 gp worth of assorted coins, gems, and art objects, and a 30% chance each that it contains 1d4 magic

weapons, 1d4 pieces of magic armor and 1d6 random magic items.

## **Corpse Gatherer**

*Gargantuan Undead, always neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 435 (30d20+120)

**Speed** 40 ft., burrow 10 ft.

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**STR 25 (+7), DEX 7 (-2), CON 18 (+4),  
INT 10 (+0), WIS 11 (+0), CHA 15 (+2)**

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**Saving Throws** Dex +3, Wis +5, Cha +7

**Damage Immunities** necrotic, poison;  
bludgeoning, piercing and slashing damage from  
nonmagical weapons

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

**Senses** Darkvision 90 ft., passive Perception 7

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

**Challenge** 16 (15,000 xp)      **Prof** +5

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**Desecrating Aura.** While within 100' of the corpse gatherer, undead other than it gain advantage on Constitution, Wisdom and Charisma saving throws, and a cleric's ability to destroy undead works as if the cleric were 6 levels lower than it actually is.

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

**Soul Binding.** If a corpse gatherer slays a creature and absorbs its body, that creature cannot be restored to life until the corpse gatherer is destroyed.

**Unusual Nature.** A corpse gatherer needs no food, drink, sleep or air.

### **ACTIONS**

**Slam.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 33 (4d12+7) bludgeoning damage, and the target is grappled (escape DC 17).

**Absorb Creature.** One creature grappled by the corpse gatherer must make a DC 20 Strength

saving throw or be absorbed inside it. The absorbed creature takes 45 (10d8) bludgeoning damage and is restrained, and at the start of each of its turns, it takes 26 (4d12) bludgeoning damage from the roiling corpses, gravestones, and other objects inside the corpse gatherer's body. The creature can escape by using its action to make a DC 20 Strength saving throw or by inflicting 75 points of slashing damage to the corpse gatherer and cutting its way free.

### **BONUS ACTIONS**

**Ingest Corpses.** The corpse gatherer absorbs up to four corpses within 10' of it. For each corpse it ingests, it regains 5 hit points.

### **REACTIONS**

**Spawn Zombies.** When the corpse gatherer becomes bloodied, it spawns 10 **zombies**, each tumbling forth from its body into an unoccupied space within 10' of it.

**Spawn Zombie Horde.** When the corpse gatherer falls to 0 hit points, it spawns one **zombie** per Hit Die it possesses, each within 10' of it or in the space filled by its remains.

### **LEGENDARY ACTIONS**

The corpse gatherer can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The corpse gatherer regains spent legendary actions at the start of its turn.

- **Ingest Corpse.** The corpse gatherer absorbs one corpse within 10' of it and regains 5 hit points.
- **Spawn Zombie.** The corpse gatherer spawns one **zombie** in an unoccupied space within 10' of it.
- **Terrifying Presence.** Each living creature within 15' of the corpse gatherer must make a DC 15 Wis save or use its reaction to move its speed away from the gatherer. A creature that can't be frightened is immune to this effect.

# **CORRUPTION CORPSE**

**Source:** 4e *Monster Manual*.

A corruption corpse is the animate rotting body of a creature that died in a cesspool of filth tainted by necrotic energies. Animated by those dark energies, the corpse now shambles through the night, driven by a hatred for the living and a desire to cover them in filth and then devour them.

**Uniquely Disgusting.** Because of their penchant for throwing rotting shit pulled from inside their own guts, corruption corpses are even more repulsive than most undead. Because of this, even some other undead (those who maintain any semblance of manners) find corruption corpses repugnant and shun them. A corruption corpse's stench is so foul that living creatures can usually detect it from at least 100' away. Corruption corpses thus rarely rely on ambush tactics, preferring instead to haunt areas that intruders must breach so that prey comes to the corruption corpse.

**Corruption Corpse Allies.** Other than other undead, only creatures able to ignore the corruption corpse's disgusting nature, such as most constructs, **otyughs**, most oozes, and **trolls**, will ever associate with these monsters willingly.

## **Corruption Corpse Challenge Rating.**

When assessing a corruption corpse's Challenge Rating, increase its effective hit points by 10% because of the damage-reducing effect of its Mote of Corruption.

**Corruption Corpse Treasure.** A corruption corpse gathers no treasure, but sometimes victims leave treasure in its lair. The lair of a group of at least 6 corruption corpses has a 15% chance of having 1d6 x 50 gp in assorted coins in it.

## **Corruption Corpse**

*Medium Undead, always neutral evil*

**Armor Class** 13

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

**Speed** 20 ft.

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**STR** 12 (+1), **DEX** 16 (+3), **CON** 16 (+3),  
**INT** 4 (-3), **WIS** 12 (+1), **CHA** 3 (-4)

---

**Damage Immunities** poison

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

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

**Languages** -

**Challenge** 3 (700 xp)      **Prof** +2

---

**Death Throes.** When the corruption corpse dies, it explodes, and each creature within 10' of it must make a DC 13 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failure or half that on a success.

**Regeneration.** The corruption corpse regains 5 hit points at the start of its turn if it has at least 1 hit point. If it takes radiant damage, this trait doesn't function at the start of the corruption corpse's next turn.

**Stench.** Any living creature that starts its turn within 5' of the corruption corpse must succeed on a DC 13 Constitution save or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all corruption corpses for 1 hour.

**Unusual Nature.** A corruption corpse needs no food, drink, air, or sleep.

## **ACTIONS**

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

**Mote of Corruption.** The corruption corpse hurls a gob of necrotic filth at one target. *Ranged Weapon Attack:* +5 to hit, range 50 ft., one target. *Hit:* 9 (2d8) acid and 9 (2d8) necrotic damage. In addition, the target must make a DC 13 Constitution save or be poisoned until the end of its next turn. While poisoned in this way, the creature's weapon attacks do half damage.

## **COUATL**

**Location:** *Monster Manual*.

**Couatl Treasure.** A couatl has a 10% chance of having a magical piece of jewelry (1-3) or wondrous item (4-6).

The lair of a group of at least five couatls instead has a 45% chance each of having 1d10 gems and 1d6 art objects; a 20% chance of having 1d6 x 1,000 gp in assorted coins; and a 15%

chance of having 1d3 random magic items.

The lair of a group of at least 12 couatls instead has a 45% chance each of having 3d6 gems and 1d10 art objects; a 20% chance of having 1d12 x 1,000 gp in assorted coins; and a 15% chance of having 1d6 random magic items.

## **COW**

**Location:** *Volo's Guide to Monsters* p207.

**Cow Treasure.** A cow doesn't usually have treasure.

## **CRAB**

**Location:** *Monster Manual* p320.

**Crab Treasure.** A crab doesn't typically have treasure.

## **CRABFOLK**

**Source:** 1e *Fiend Folio*.

Crabfolk (also called yurians) are human-sized crabs that walk upright on two pairs of legs, subsisting in coastal regions as simple hunter-gatherers. The crabfolk make their lair in coastal caves, dwelling in peace among themselves unless resources grow scarce.

**Suspicious Isolationists.** A tribe of crabfolk rarely has any commerce with other tribes, and almost never with other races. Many humanoids find their flesh delectable, so crabfolk view other races with considerable suspicion. Intruders are often met with attack and are almost never welcomed.

**Primitive Artifacts.** Crabfolk sometimes craft items out of driftwood, soft stone, or woven seaweed. These artifacts are rarely worth much, but are interesting curiosities and are sometimes quite beautiful.

**Crabfolk Treasure.** Crabfolk don't collect treasure per se, but they do like shiny objects. A group of at least a dozen crabfolk have a 20% chance each of having 1d100 gp in coins, 1d8 gems and 1d3 pieces of jewelry.

## **CRABFOLK PCS**

A crabfolk would be an interesting character. Its main drawback is the lack of hands or the equivalent that are capable of manipulating objects.

**First Level:** A crabfolk has worse than standard ability adjustments and no hands, with very little to offset that disadvantage. A crabfolk would be a suitable character for joining a starting party.

## **CRABFOLK TRAITS**

Crabfolk pcs have the following racial traits.

**Ability Score Adjustments.** Your Strength and Constitution scores each increase by 2. On the other hand, decrease your Intelligence and Charisma by 2 each.

**Age.** A crabfolk matures by the age of 1, is old by the age of 10, and doesn't usually live past 13.

**Size.** A crabfolk's shell is heavy, but less dense than bone. Fully grown, a crabfolk stands between 5' 2" and 5' 8", and it usually weighs between 80 lbs and 130 lbs.

**Speed.** Your speed is 30', and you have a swim speed of 20'.

**Monstrosity.** You are a Monstrosity.

**Natural Armor.** You can figure your Armor Class as 16 + your Dex bonus.

**Amphibious.** You can breathe both air and water.

**Limited Regeneration.** If you lose a body part and survive, you regrow that body part in 1d2 weeks.

**Claw.** You have a natural attack that you are proficient with that deals a base 2d6 bludgeoning damage.

**Handless.** You don't have hands and can't use tools or weapons. If the DM rules that you can attempt to manipulate an object, you have difficulty doing so and have disadvantage on any checks necessary to do so.

**Languages.** You speak Crabfolk and Common.

## **CRABFOLK TOUGHNESS (Crabfolk Racial Feat)**

Your shell and claws are exceptional, even for a crabfolk. You gain the following benefits.

- Increase your Constitution by 1 and your maximum Constitution by 2.
- Your natural armor improves, and you can figure your Armor Class as 18 + your Dex bonus.

- When you hit with a Claw attack, you can choose to force the target to make a Str save, DC 8 + your proficiency bonus + your Str bonus. If it fails, you grapple it.

## **Crabfolk**

*Medium Monstrosity, often neutral*

**Armor Class** 16 (natural armor)

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

**Speed** 30 ft., swim 20 ft.

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**STR 14 (+2), DEX 11 (+0), CON 14 (+2),  
INT 9 (-1), WIS 11 (+0), CHA 8 (-1)**

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**Senses** passive Perception 10

**Languages** Crabfolk

**Challenge** 1 (200 xp)      **Prof** +2

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**Amphibious.** The crabfolk can breathe both air and water.

**Limited Regeneration.** If the crabfolk loses a body part and survives, it regrows that body part in 1d2 weeks.

### **ACTIONS**

**Multiattack.** The crabfolk attacks twice with its Claw.

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

## **Crabfolk Coastal Raider**

A crabfolk coastal raider uses the Crabfolk stat block with the following changes.

- It has 1 hit point (minion).
- It lacks the crabfolk's Limited Regeneration Trait.
- It is worth 40 xp (minion).

The crabfolk coastal raider has the following additional trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

## **Crabfolk Fogbringer**

A crabfolk fogbringer has learned to attune itself to nature and creates a blanket of fog to cloak crabfolk raids. It uses the Crabfolk stat block with the following changes.

- It has 65 hit points (10d8+20 Hit Dice).
- Its Wisdom is 15 (+2).
- Its Challenge Rating is 2 (450 xp).

The crabfolk fogbringer has the following additional traits.

- **Create Fog.** By concentrating and taking no actions for an hour, the fogbringer causes a bank of thick fog to arise, filling a cylinder one mile in diameter and 50' high. Within 20', vision is lightly obscured by the fog. Beyond that, the fog totally obscures vision.
- **Mist Sight.** Fog and mist don't obscure the fogbringer's vision.

The fogbringer has the following additional Action options.

- **Sapping Cold.** One creature the fogbringer can see within 60' must make a DC 12 Con save, suffering 18 (4d8) cold damage on a failure or half that on a success.
- **Chilling Wave (recharge 5-6).** Each creature within 15' of the fogbringer must make a DC 12 Con save, taking 22 (4d10) cold damage on a failure or half that on a success.

It has the following additional Bonus Action option.

- **Grant Mist Sight.** Up to 3 creatures the fogbringer touches gain the benefits of the fogbringer's Mist Sight for as long as it concentrates, up to 1 minute.



## **Crabfolk Tidal Champion**

*Medium Monstrosity (Fighter), often neutral*

**Armor Class** 19 (natural armor and shield)

**Hit Points** 91 (14d8+28)

**Speed** 30 ft., swim 20 ft.

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**STR 18 (+4), DEX 12 (+1), CON 14 (+2),**

**INT 9 (-1), WIS 12 (+1), CHA 8 (-1)**

---

**Skills** Athletics +7

**Senses** passive Perception 11

**Languages** Crabfolk

**Challenge** 7 (2,900 xp) **Prof** +3

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**Action Surge (recharges after a short or long rest).** The tidal champion takes an extra action.

**Amphibious.** The crabfolk can breathe both air and water.

**Limited Regeneration.** If the crabfolk loses a body part and survives, it regrows that body part in 1d2 weeks.

### **ACTIONS**

**Multiattack.** The crabfolk attacks four times with its Claw.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage.

**Crushing Blow (1/day).** While bloodied, the tidal champion uses Multiattack. If the first attack hits, it deals an extra 16 (3d10) damage.

### **BONUS ACTIONS**

**Second Wind (recharges after a short or long rest).** The tidal champion regains 15 (1d10+10) hit points.

## **CRAG CAT**

**Location:** *Icewind Dale: Rime of the Frostmaiden.*

**Crag Cat Treasure.** A crag cat doesn't collect treasure.

## **CRAIGGLE**

**Source:** Homebrew.

A craiggle is a strange and reclusive humanoid with the spirit of a great beast within their heart. This enables it to draw upon the power of that beast in ways that almost make it seem like the beast is there.

**Craiggle Treasure.** A craiggle has a 50% chance of having 1d6 x 25 gp in trade goods; a 30% chance each of having 1d6 x 100 cp, 1d6 x 100 sp, 2d10 x 25 gp, and 1d4 potions; and a 10% chance of having 1d4 art objects.

## **Craiggle**

*Medium Humanoid, often neutral good*

**Armor Class** 15 (unarmored defense)

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

**Speed** 30 ft.

---

**STR 18 (+4), DEX 14 (+2), CON 17 (+3),**

**INT 13 (+1), WIS 15 (+2), CHA 10 (+0)**

---

**Skills** Stealth +5, Survival +5

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

**Languages** Common

**Challenge** 5 (1,800 xp) **Prof** +3

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**Speak with Beasts.** The craiggle can speak with beasts as if they shared a language.

### **ACTIONS**

**Multiattack.** The craiggle uses Slam or Claws of the Spirit Beast twice, or uses each one once.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage.

**Claws of the Spirit Beast.** One creature the craiggle can see within 30' must make a DC 13 Dex save as claws of force rake it, taking 24 (7d6) force damage on a failure or half that on a success.

### **BONUS ACTIONS**

**Roar (recharge 5-6).** Each creature in a 30' cone must make a DC 12 Wis save or be frightened until the end of its next turn.

## REACTIONS

**Heart of the Beast.** When the craiggles become bloodied, it gains advantage on attacks, checks, and saves until the end of its next turn.

## CRANIAL ENCYSTER

**Source:** Dragon Magazine #330.

A cranial encyster is a terrible creature born when the Prime Material Plane and the Far Realm touch near the deaths of humanoid creatures. The encyster resembles a bloated tick with a humanoid face on its back, which constantly grunts and moans. Its four legs taper to needle points. Where a tick would have a head, the encyster has a collection of tentacles.

**Face Hugger.** The cranial encyster feeds on the essence of dying natural creatures. To this end, it can attempt to force a creature to kill itself by implanting a death urge in it. To do so, the encyster must grapple the creature, placing its own face over the face of the victim while it shoves its needle-like legs into the target's skull. The target's companions are usually horrified by both this and the victim's subsequent suicidal actions.

**Cranial Encyster Allies.** Cranial encysters are sometimes found working alongside **foulspawn, intellect devourers, mind flayers, kaorti, wysters, gibberlings**, and other creatures tied to the Far Realm. To other creatures, the encysters are nothing more than a threat- and one that is impossible to talk to or reason with.

**Cranial Encyster Challenge Rating.** When assessing the Challenge Rating of a cranial encyster, treat its Attach action as if it dealt 15 points of damage per round with a save DC of 13.

**Cranial Encyster Treasure.** A cranial encyster doesn't collect treasure.

## Cranial Encyster

*Tiny Aberration, always neutral evil*

**Armor Class** 15

**Hit Points** 16 (3d4+9)

**Speed** 40 ft.

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**STR** 3 (-4), **DEX** 20 (+5), **CON** 17 (+3),  
**INT** 1 (-5), **WIS** 12 (+1), **CHA** 16 (+3)

---

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

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

**Challenge** 1 (200 xp)

**Prof** +2

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**Disquieting.** A creature that starts its turn within 30' that can see the encyster must make a DC 13 Wisdom save or become disquieted (save ends). While it is disquieted, it has disadvantage on attacks against the encyster.

If the face on the encyster's back is that of a friend or loved one of the creature, the creature is instead frightened of the encyster for 1 minute if it fails its save (save ends). A creature that makes the initial or a subsequent save are immune to the disquieting effect of all cranial encysters for 24 hours.

## ACTIONS

**Attach.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* The encyster grapples the target, as long as the target is Huge or smaller. The target must succeed on a DC 13 Wisdom save or fall under a death urge (save ends). A creature not under a death urge can use its action to attempt to escape by making a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.

While under a death urge, a creature that is armed must use its action to attack itself with advantage, automatically scoring critical hits if it hits. A creature that isn't armed but casts spells must use an offensive cantrip against itself, attacking with advantage and automatically scoring a critical hit on itself or saving at disadvantage. A creature that is neither armed nor capable of casting an offensive cantrip must use its action to seek out a way to die, such as by throwing itself off a cliff or into a pool of lava.

A creature that falls to 0 hit points while overcome by the death urge dies, and the face on the back of the cranial encyster changes to become that of the creature.

## CRANIUM RAT

**Location:** *Volo's Guide to Monsters.*

**Cranium Rat Treasure:** Cranium rats don't usually collect treasure.

## **CRAWLER**

**Source:** 2e I, *Tyrant*.

The crawler is a being bred by beholders for use as mounts. It resembles a cross between a centipede and a spider, with ten legs, two antennae protruding to the front, and two large spider fangs, beneath which lie smaller cutting mandibles.

Crawlers are used as mounts by **directors**, which meld with the cavalry to form a dangerous, fast-moving, intelligent, and capable unit.

**Wild Crawlers.** A few small populations of crawlers have gotten away from their breeders, often when a band of adventurers kills the beholders and releases the crawlers from their pens. Such populations rarely persist for long since crawlers are almost too stupid to hunt and breed.

**Treasure.** Crawlers don't collect treasure.

### **Crawler**

*Large Monstrosity, always unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 22 (4d10)

**Speed** 40 ft.

---

**STR 17 (+3), DEX 15 (+2), CON 10 (+0),  
INT 1 (-5), WIS 10 (+0), CHA 2 (-4)**

---

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

**Languages** -

**Challenge** 2 (450 xp)      **Prof** +2

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### **ACTIONS**

**Multiattack.** The crawler makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage and the target must make a DC 10 Constitution save or be poisoned for 1 minute (save ends). While poisoned in this way, the target is paralyzed.

**Defensive Curl.** Until the start of the crawler's next turn, the crawler curls around itself. Its speed becomes 0 and it gains a +4 bonus to AC. (The crawler can't use this ability while a director is melded with it.)

## **CRAWLER BELOW**

**Source:** Homebrew.

The crawler below, also called a crawler of Urdlen, is a horrifying, bloated, pale mole the size of a horse. It burrows through the earth, leaving winding tunnels behind. The crawler below is malignant and evil, and it wreaks destruction for its own sake. As its name suggests, this monster is a spawn of the gnomish deity Urdlen.

**Urdlen, the Crawler Below.** The gnomish pantheon includes one evil deity- Urdlen, a bloated, pale, blind mole that constantly digs confusing networks of tunnels through the earth, some of which actually connect to the god's Abyssal domain. Woe to any who actually stumble through to his inescapable maze!

Urdlen is the archetypical and eponymous Crawler Below, but as an evil deity (or perhaps a demon lord masquerading as a god), his powers far eclipse those of the crawlers below presented here.

**Crawler Below Allies.** Some evil gnomes (including evil **deep gnomes**), **cultists** and **priests** of Urdlen,

**Crawler Below Bloated Monster Challenge Rating.** Ignore the bloated monster's Fury at the Light trait when assessing its Challenge Rating.

**Treasure:** In its lair deep beneath the surface, a crawler below has a 30% chance each of having 2d10 x 100 cp, 2d6 x 10 sp, 4d10 gp, and 1d6 gems.

### **Crawler Below**

*Large Monstrosity (Mole), always chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 52 (7d10+14)

**Speed** 25 ft., burrow 25 ft.

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**STR 18 (+4), DEX 8 (-1), CON 15 (+2),  
INT 6 (-2), WIS 14 (+2), CHA 12 (+1)**

---

**Damage Vulnerabilities** radiant

**Condition Immunities** blinded

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 12

**Languages** understands Abyssal and Gnomish but can't speak

**Challenge** 1 (200 xp)      **Prof** +2

---

**Tunneler.** The crawler below can burrow through solid rock at half its burrowing speed and leaves a 10' wide, 5' high tunnel in its wake.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage, and the target must succeed on a DC 11 Con save or be magically blinded. The creature can repeat the save at the end of each of its turns, ending the blindness on itself on a success or becoming permanently blind after three failures.

**Shake the Earth (recharges after a short or long rest).** The crawler must be touching the ground. It causes the ground within 30' of itself to shake. Each creature in the shaking ground must succeed on a DC 14 Dex save or take 4 (1d8) bludgeoning damage and fall prone.

## Crawler Below Bloated Monster

*Huge Monstrosity (Mole), always chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 127 (15d12+30)

**Speed** 25 ft., burrow 25 ft.

---

**STR 21 (+5), DEX 8 (-1), CON 15 (+2),  
INT 8 (-1), WIS 14 (+2), CHA 12 (+1)**

---

**Damage Vulnerabilities** radiant

**Condition Immunities** blinded

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 12

**Languages** understands Abyssal and Gnomish but can't speak

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

**Prof** +3

---

**Fury at the Light.** If the bloated monster takes radiant damage, it deals an extra 11 (2d10) damage whenever it hits with an attack until the end of its next turn.

**Tunneler.** The crawler below can burrow through solid rock at half its burrowing speed and leaves a 10' wide, 5' high tunnel in its wake.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) piercing damage plus 18 (4d8) psychic damage, and the target must succeed on a DC 12 Con save or be magically blinded. The creature can repeat the save at the end of each of its turns, ending the blindness on itself on a success or becoming permanently blind after three failures.

**Shake the Earth (recharges after a short or long rest).** The crawler must be touching the ground. It causes the ground within 100' of itself to shake. Each creature in the shaking ground must succeed on a DC 16 Dex save or take 18 (4d8) bludgeoning damage and fall prone.

## CRAWLING APOCALYPSE

**Source:** 3e *Sandstorm*.

A crawling apocalypse is a relic of an ancient era. Found in what are now desert wastes, crawling apocalypses are self-impelled weapons from ancient wars fought eons ago. Now bereft of meaningful purpose, some of these things have gone mad, while others still seek to destroy long-vanished adversaries, annihilating whatever crosses their path.

A crawling apocalypse appears to be a nest of withered, desiccated tentacles topped by a barrel-like body surmounted by two huge staring orbs. Ancient cerements caked with desert dirt and sand swath a crawling apocalypse's form. A collection of six arms, shorter than the tentacles, radiates from the body.

**Tireless and Dutiful.** A crawling apocalypse tirelessly continues the mission it was last given by its creators- patrolling a perimeter, seeking out and destroying intruders, or working ceaselessly to defeat long-vanished enemies. A crawling apocalypse might be insane from endless eons of repetitive obedience, but even insane ones usually still work to further their orders in some twisted fashion or another, even if it takes the logic of madness to understand the creature's thinking.

**Death Machines from the Flesh Wars.** An ancient post-Miloxi tabaxi culture called the Marru, long extinct, were master tamperers with life forms. They spawned many different life forms during the height of their civilization, and

some began to tamper with necromancy, developing the crawling apocalypses as engines of war during the period in which they destroyed themselves, called the Flesh Wars. Since those ancient days, a few individuals have rediscovered the arduous process required to construct one of these monsters, but it is an extremely rare process.

**Hidden Command Codes.** While some crawling apocalypses make their presence known by wreaking havoc on an area, others remain hidden in ancient Marru weapons depots hundreds or even thousands of feet below the sands. Some of these depots even contain ancient command codes that might give control over some crawling apocalypses.

#### **Crawling Apocalypse Challenge Rating.**

When assessing the Challenge Rating of a crawling apocalypse, treat its Despair aura as a +2 bonus to its effective AC.

**Crawling Apocalypse Treasure.** A crawling apocalypse gathers no treasure and is usually on the move, so any treasure its victims leave behind isn't usually nearby unless it is encountered while on a rampage.

## **Crawling Apocalypse**

*Gargantuan Undead, usually lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 210 (20d20+100)

**Speed** 20 ft., burrow 20 ft.

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**STR** 24 (+7), **DEX** 10 (+0), **CON** 20 (+5),  
**INT** 6 (-2), **WIS** 20 (+5), **CHA** 20 (+5)

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**Saving Throws** Dex +6, Con +11, Wis +11,  
Cha +11

**Skills** Perception +11

**Damage Vulnerability** fire

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

**Damage Immunities** poison

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

**Senses** darkvision 120 ft., tremorsense 120 ft.,  
passive Perception 21

**Languages** understands Ancient Marru (or the  
languages of its creator) but cannot speak

**Challenge** 18 (20,000 xp)      **Prof** +6

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**Despair.** A creature that is not an ally of the crawling apocalypse that starts its turn within 30 ft. of it that isn't already crushed by despair must make a DC 19 Wisdom saving throw or be crushed by despair for 1 minute (save ends). While crushed by despair, a creature has disadvantage on ability checks, attack rolls, and Wisdom and Charisma saving throws.

A creature that makes its save, or for whom the effect ends, is immune to the despair of that crawling apocalypse for 24 hours.

**Legendary Resistance (3/day).** If the crawling apocalypse fails a save, it can choose to succeed instead.

**Regeneration.** The crawling apocalypse regains 10 hit points at the start of its turn.

**Unusual Nature.** A crawling apocalypse doesn't need food, drink, air, or sleep.

## **ACTIONS**

**Multiattack.** The crawling apocalypse attacks twice with its Tentacle and twice with its Slam.

**Tentacle. Melee Weapon Attack:** +13 to hit, reach 25 ft., one target. **Hit:** 16 (2d8+7) bludgeoning damage, plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or be cursed with mummy rot. The cursed creature can't regain hit points, and its hit point maximum decreases by 21 (6d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

**Slam. Melee Weapon Attack:** +13 to hit, reach 10 ft., one target. **Hit:** 10 (1d6+7) bludgeoning damage.

## **BONUS ACTIONS**

**Desiccating Heat (recharge 5-6).** Each creature within 5' of the crawling apocalypse must make a DC 19 Con save or gain one level of exhaustion. An affected creature can repeat the save at the end

of each of its turns, losing all levels of exhaustion gained from this effect on a success.

**Followup Attack.** If the crawling apocalypse takes the Attack or Multiattack action, it makes two Slam attacks.

## REACTION

**Bloodied Desiccation.** When the crawling apocalypse becomes bloodied, Desiccating Heat recharges, and it uses it.

## LEGENDARY ACTIONS

The crawling apocalypse can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The corpse gatherer regains spent legendary actions at the start of its turn.

- **Burrow.** The crawling apocalypse burrows its speed.
- **Sand Spray.** The crawling apocalypse sprays sand at one creature within 30'. That creature must make a DC 19 Dex save or be blinded until the end of its next turn.
- **Shove.** The crawling apocalypse makes a Shove attack.
- **Slam (costs 2 actions).** The crawling apocalypse makes one Slam attack.

## CRAWLING CLAW

**Location:** *Monster Manual*.

**Crawling Claw Treasure.** Typically, crawling claws have no treasure.

## CRAWLING HEAD

**Source:** 3e Fiend Folio.

Spawned from the severed head of a giant, a crawling head is a horrific undead monstrosity that resembles a huge, bloated head grown to enormous size, with a seething mass of arteries, veins and viscera depending from the wound of its neck and extending as long, writhing tentacles. Just beneath the surface of its translucent skin, the crawling head contains many sacs that bulge with the severed heads it had devoured. An encounter

with a crawling head that is in sparse hunting grounds might begin with **1d6+6 heads** stored within the monster, while in an area rich with victims, the crawling head might have as many as 2d10+10 heads stored within it.

**Created by Mortals.** Because of their immense power and their origination from giants, which might lead one to think that crawling heads were creations of the primordials or beings of similar nature. In truth, however, they are the creation of a series of powerful mortal necromancers that dwelt in the City of Skulls that surrounded the Bleak Academy. The first crawling head destroyed its creator, but was brought under control by the vampiric headmistress of the academy. The secrets to creating these monstrosities have since spread, but the enigma of how to control them remains.

**Deadly Headhunters.** Crawling heads leave a trail of mangled bodies behind, but always eat the heads of their victims. These heads are then stored in the many bulging sacs half-visible beneath the skin of the crawling head, where they wail, producing the crawling head's cacophony aura. Over time, older heads gradually dissolve away, consumed by the crawling head for sustenance.

**Insane but Intelligent.** Although crawling heads are insane and often have no real ambition or goal other than the consumption of victims' heads, they are brilliant. Some grow bored and carry out intricate plots for their amusement that involve spreading misery and death. Crawling heads, while not prone to ally with living creatures, sometimes do so for short periods in order to amuse themselves, but such alliances usually end poorly for the living partners.

**Crawling Head Challenge Rating.** The crawling head's Cacophony doesn't measurably impact its Challenge Rating. Assume it heals itself with Consume Head once per round. In addition, it gains a +5 bonus to its effective AC from its *shield* reaction.

**Crawling Head Treasure.** The lair of one or more crawling heads has a 75% chance each to contain 1d6 x 1,000 cp, 1d12 x 1,000 sp, 1d6 x 500 ep and 2d10 x 1,000 gp; a 50% chance each to contain 4d6 x 20 pp, 2d8 gems and 1d6 pieces of jewelry; and a 35% chance each to contain 1d8 potions and 1d6+1 random magic items.

# Crawling Head

*Huge Undead, always chaotic evil*

**Armor Class** 10 (natural armor)

**Hit Points** 350 (28d12+168)

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

---

**STR 24 (+7), DEX 7 (-2), CON 22 (+6),  
INT 20 (+5), WIS 19 (+4), CHA 22 (+6)**

---

**Saving Throws** Str +13, Con +12, Wis +10, Cha +12

**Skills** Arcana +11, Perception +10, Religion +11

**Damage Resistances** bludgeoning, slashing; piercing from nonmagical weapons

**Damage Immunities** lightning, thunder

**Condition Immunities** charmed, exhaustion, frightened, prone, stunned

**Senses** truesight 120 ft., passive Perception 21

**Languages** Common, Giant

**Challenge** 19 (22,000 xp)      **Prof** +6

---

**Cacophony.** When a crawling head attacks, the heads stored in its body screech, howl, and cry in pain. If the crawling head has at least ten heads stored inside of it, the horrendous noise, audible up to 200' away, causes each creature within 60' of the crawling head to make a DC 20 Wisdom saving throw. A creature that fails is frightened for 1 minute (save ends). While frightened, the creature is paralyzed while it can see the crawling head. A creature for whom the effect ends, or that makes its saving throw, is immune to the cacophony of that crawling head for 24 hours.

**Legendary Resistance (3/day).** If the crawling head fails a save, it can choose to succeed instead.

**Unusual Nature.** A crawling head has no need to drink, sleep or breathe.

**Water Vulnerability.** If water is splashed on a crawling head, it deals 3 (1d6) acid damage to the head. A crawling head fully immersed in water suffers 35 (10d6) acid damage per round.

## ACTIONS

**Death Wail (Recharge 6).** The crawling head lets out an evil shriek that snuffs the life forces of those around it. Each living creature within 60' of the crawling head must make a DC 20 Fortitude saving throw, suffering 72 (16d8) necrotic damage on a failure and half that on a success. A creature that is reduced to 0 hit points by this effect dies.

**Multiattack.** The crawling head either attacks four times with its tentacles or one with its vorpal bite and twice with its tentacles.

**Vorpal Bite.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+7) slashing damage. If the attack roll shows a 19 or 20 on the die, the attack automatically hits and does double damage, and the target must make a DC 21 Constitution saving throw or the crawling head bites the target's head off, killing it unless it can survive without a hit. (This replaces the normal critical effect of the critical hit.)

**Tentacle.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 14 (2d6+7) bludgeoning damage, and the target must succeed at a DC 21 Strength check or be pulled 10 ft. toward the crawling head and grappled (escape DC 17).

## BONUS ACTIONS

**Consume Head.** By consuming one of the heads stored within it (typically 1d6+6 at the start of an encounter), the crawling head casts one of the following spells, using Charisma as its spellcasting ability (save DC 20): *animate dead*, *fear*, *speak with dead*.

Alternatively, it can consume a head to heal itself of 46 (8d8+10) points of damage as a bonus action.

## REACTIONS

**Shield.** If the crawling head is hit by an attack or takes damage from *magic missiles*, it consumes a head and creates a magical shield that gives it a +5 bonus to AC and immunity to damage from *magic missiles* until the end of its next turn, possibly causing the triggering attack to miss.

## LEGENDARY ACTIONS

The crawling head can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The crawling head regains spent legendary actions at the start of its turn.

- **Devour Head.** The crawling apocalypse devours the head of a dead creature, which must be within 5' of the crawling head. It gains one additional head, which it can use via its Consume Head bonus action or Shield reaction.
- **Lurch.** The crawling head moves 10' without provoking opportunity attacks.
- **Wailing Disruption (costs 3 actions).** Each creature within 50' that can hear the crawling head must make a DC 20 Con save or lose its concentration. A creature that can't be frightened has advantage on this save.

## CRIMSON DEATH

**Source:** 1e *Monster Manual* 2.

A crimson death is a horrifying creature composed of mist. Found in marshes, moors and other desolate places known for frequent, thick fogs, this monster stalks and murders humanoids to feed on their blood. Because of its misty nature, the crimson death is an excellent stalker of prey and is rightfully feared by any who live near its hunting ground.

**Terrors of the Shadowfell.** Though they are found in gloomy, foggy areas on any plane, crimson deaths are much more common on the Shadowfell. Shadar-kai sages often point to a place called the Witchlight Fens as the origin of the crimson deaths, but they have spread far and wide over the centuries.

A crimson death prefers to haunt a place such as a swamp, ruin, or moorland, or a coastal community, river- or lakeside- somewhere where fog is common, helping the crimson death hide as it stalks its victims.

**Crimson Death Allies.** A crimson death is smart, and it might ally with creatures that it doesn't want to consume- typically creatures without blood, such as constructs, plants, other

undead, or similar things. A crimson death might haunt an area where **red sundews**, **bodytaker plants**, **yellow musk crawlers**, **corpse flowers**, or **algoids** grow, might work alongside a pack of **vampires** and **vampire spawn**, **wights**, or incorporeal undead such as **ghosts**, **wraiths**, **banshees**, or **apparitions**, or might stay close to constructs such as **golems** or **caryatid columns** that have been long placed with instructions to attack living creatures.

On rare occasions, a crimson death might end up allied with a **belker**, **brain collector**, **avolokia**, or other strange ally. Such partnerships sometimes prove fruitful if the two partners don't want the same thing- for instance, a brain collector takes the brain while the crimson death drinks the blood. Whether formal arrangements or alliance of opportunity, convenience, or happy circumstance, such a pairing can provide for a very interesting encounter or even entire adventure.

**Vampire Remnants.** Many scholars of the Shadowfell claim that crimson deaths arose after a ritual gone awry to destroy a coven of vampires. Supposedly performed by a powerful hag, instead of slaying the coven permanently, the ritual merely destroyed their bodies while transforming their essence into the first crimson deaths. Since crimson deaths are very powerful, it is likely that the hag in question quickly learned to her dismay that she had not destroyed her foes, but merely changed them into a new and different form.

**Crimson Death Challenge Rating.** When assessing the Challenge Rating of a crimson death, assume that its Crimson Death bonus action targets one creature each round (increasing its effective hps by 45 and its effective damage per round).

**Crimson Death Treasure.** A crimson death's lair typically has 3d6 x 1,000 gp in assorted coins and gems, as well as a 75% chance of having 1d10 art objects; and a 50% chance each of having 1d6 +1 potions, 1d4+1 scrolls, and 1d4+1 random magic items.



## **Crimson Death**

*Large Undead, always neutral evil*

**Armor Class** 15

**Hit Points** 97 (13d10+26)

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

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**STR 18 (+4), DEX 20 (+5), CON 14 (+2),**

**INT 17 (+3), WIS 15 (+2), CHA 14 (+2)**

---

**Saving Throws** Con +5

**Skills** Stealth +11

**Damage Resistances** acid, bludgeoning, cold, fire, lightning, piercing, slashing, thunder

**Damage Immunities** necrotic, poison

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

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

**Languages** understands Common but cannot speak

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

**Prof** +3

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**Misty Form.** Unless it has fed in the last 24 hours, the crimson death is invisible in mist or fog until it moves or attacks. It can move through any barrier that isn't airtight and can share other creatures' space, treating that space as difficult terrain.

**Unusual Nature.** A crimson death has no need for drink or sleep.

### **ACTIONS**

**Misty Tendril Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) necrotic damage plus 16 (3d10) cold damage, and the target is grappled (escape DC 14). The crimson death has two tendrils and can grapple two creatures at once.

**Disperse and Reform (recharge 5-6).** The crimson death turns invisible until the end of its turn, then teleports up to 30' to a space it can see.

### **BONUS ACTIONS**

**Crimson Death.** Each creature grappled by the crimson death takes 21 (6d6) damage as the crimson death drains its blood and must make a

DC 13 Wisdom saving throw. A creature that fails is lifted 10' into the air within the mist and is restrained. This effect lasts for 1 minute or until the crimson death is at least 10' from the creature, at which point the creature falls to the ground and is no longer restrained. For each creature with blood that takes damage this way, the crimson death regains 15 hit points. When it has recently fed, the crimson death is tinted crimson.

## **CROCODILE**

**Location:** *Monster Manual* p320.

**Crocodile Treasure.** Crocodiles don't usually collect treasure; however, its innards have a 10% chance each of having 2d10 cp, 2d10 sp, and 1d10 gp; and a 5% chance each of having 1d6 ep and 1d2 gems.

## **CRYPT THING**

**Source:** 1e *Fiend Folio*.

A crypt thing is a type of undead that exists to guard a location, often a crypt or holy site. It resembles nothing more than a robed skeleton, though when active, its eyes glow red. A crypt thing prefers to use nonlethal means to deal with intruders, and resorts to melee only as a last resort.

**Two Types of Crypt Things.** There are two different varieties of these creatures, which scholars refer to as "summoned" and "ancestral". A summoned crypt thing (actually a misnomer) is one that was created by a spellcaster. An ancestral crypt thing arises spontaneously, animating the bones of a creature interred in the area which it will guard. Either sort settles into existence as an eternal sentry, guarding its area against intrusion.

**Bethroned Speakers.** A crypt thing is typically found on a seat, throne, or other place from which it prefers not to move. If intruders don't immediately attack it, it is willing to converse with those that it doesn't think can be easily frightened away. A crypt thing will usually be quite reasonable, but is completely unwilling to bend on the matter of allowing intruders into its guarded area.

**Summoning a Crypt Thing.** A powerful spellcaster can summon a crypt thing using a nine day long ritual that requires 2,500 gp in ritual components. At the culmination of the ritual, the conductor or their assistants, all of whom must have been performing the ritual for its entire

duration, must cast *create undead*, *summon monster*, and *forbiddance* (none of which have their normal effects). The crypt thing then appears, bound to guard the area into which it is summoned. The crypt thing will not attack its summoner(s).

**Crypt Thing Treasure.** A crypt thing is often placed to guard valuables. Its lair typically has a 50% chance each of having 2d6 x 1,000 gp in coins and gems, as well as 1d6 art objects; and a 25% chance of having a magic rod et al (1), jewelry (2-4), armor (5-7), weapon (8-10) or wondrous item (11-12).

## Crypt Thing

*Medium Undead, often neutral*

**Armor Class** 14 (natural armor)

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

**Speed** 30 ft.

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**STR 10 (+0), DEX 16 (+3), CON 12 (+1),  
INT 11 (+0), WIS 15 (+2), CHA 11 (+0)**

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**Skills** Deception +2, Insight +4, Intimidation +2, Persuasion +2

**Damage Immunities** poison

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

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

**Languages** Common

**Challenge** ½ (100 xp)

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**Turn Resistance.** The crypt thing has advantage on saves against effects that turn undead.

**Undead Nature.** The crypt thing has no need for food, drink, sleep, or air.

## ACTIONS

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

**Scatter Defilers (1/day):** The crypt thing targets each creature it chooses that it can see within 30'. Each target must make a DC 12 Charisma save or be teleported. For each target, roll on the following chart to determine where the crypt thing teleports

it. The target arrives in the nearest unoccupied space to that indicated.

01-20	1d10 x 100' north
21-40	1d10 x 100' east
41-60	1d10 x 100' south
61-80	1d10 x 100' west
81-90	One dungeon level up
91-00	One dungeon level down

## CRYSMAL

**Source:** 3.5e *Expanded Psionics Handbook*

A crysmal is a small agglomeration of living elemental crystals that resembles a scorpion. Native to the Elemental Plane of Earth and the Quasi-Elemental Plane of Minerals, crysmals are about 3' long, with six legs of jagged crystal and a wickedly pointed crystal "stinger".

Rare, exceptional crysmals exist that have grown in size and power. Such crysmals sometimes have exceptional psionic abilities.

**Transformative Reproduction.** Crysmals propagate their kind by slowly transmuting certain mundane minerals into more of their kind. Doing so requires a mix of the proper materials, some of which are valuable and serve as the crysmal's treasure. As befits the transformation of minerals, this is a very slow process on the Prime Material Plane, taking thousands of years. On the planes of Earth and Minerals, however, it happens much faster, taking only a century or two. Depending on the size of the worked mineral deposits and gems, this slow process of reproduction might produce anywhere from one crysmal to hundreds of the little creatures.

**Psionic Resonance.** Crysmals have crude psionic abilities. Since psionic abilities can often be augmented, focused, or refined through the use of specific types and shapes of crystals, the crysmal is a potential source of components for psionic items. Some psionic creatures will pay handsomely for the body of a crysmal.

**Crysmal Treasure.** The lair of a single crysmal has a 25% chance of containing 1d4 gems. The lair of two to six crysmals instead has a 40% chance of containing 1d8 gems. The lair of seven to 15 crysmals instead has a 60% chance of containing 2d6 gems. The lair of 16 to 30 crysmals instead has a 75% chance of containing 3d6 gems. The lair of 31 to 100 crysmals instead has an 85%

chance of containing 4d10 gems. The lair of 101 or more crysmals instead has a 95% chance of containing 2d12 x 5 gems.

## CRYSMAL SWARM

A swarm of crysmals consists of hundreds of newly-birthing crysmals, still Tiny and easily destroyed on its own. In a matter of weeks, the swarm shrinks and then breaks apart as its constituent members grow.

## Crysmal

*Small Elemental, always neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 36 (8d6+8)

**Speed** 30 ft., burrow 20 ft.

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

---

**Saving Throws** Int +0, Wis +2

**Damage Resistances** bludgeoning, lightning

**Damage Immunities** cold, fire, poison

**Condition Immunities** paralyzed, petrified, poisoned

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

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

**Challenge** 2 (450 xp)

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***Unusual Nature.*** A crysmal doesn't need to eat, drink, breathe, or sleep.

## ACTIONS

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

***Launch Stinger (1/day).*** The crysmal fires the tip of its stinger at a creature it can see. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (2d4+2) piercing damage.

***Mind Thrust (1/day).*** The crysmal targets a creature it can see within 90'. That creature must make a DC 12 Int save or take 2d10 psychic damage.

***Detect Psionics (Psionic) (1<sup>st</sup> level spell).*** The crysmal detects any psionic creatures, effects, or activity that it can see within 120' for as long as it concentrates, to a maximum of 10 minutes, requiring no components.

## BONUS ACTIONS

***Misty Step (Psionic) (1/day) (2<sup>nd</sup> level spell).*** The crysmal psionically teleports to a space it can see within 60'.

## Crysmal Swarm

*Medium swarm of tiny elementals, neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 82 (15d8+15)

**Speed** 30 ft., burrow 20 ft.

---

**STR** 18 (+4), **DEX** 14 (+2), **CON** 12 (+1),  
**INT** 6 (-2), **WIS** 10 (+0), **CHA** 14 (+2)

---

**Saving Throws** Int +1, Wis +3

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

**Damage Immunities** cold, fire, poison

**Condition Immunities** grappled, paralyzed, petrified, poisoned, prone, restrained

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

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

**Challenge** 5 (1,800 xp)      **Prof** +3

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***Swarm.*** The swarm can move through and occupy other creatures' spaces, and vice-versa. It can move through a gap large enough for a single Tiny creature.

***Unusual Nature.*** A crysmal doesn't need to eat, drink, breathe, or sleep.

## ACTIONS

***Stings.*** *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the crysmal swarm's space. *Hit:* 18 (4d6+4) piercing damage, or 11 (2d6+4) piercing damage if the swarm has fewer than half its hit points.

**Mind Thrust (1/day).** The crystal targets up to three creatures it can see within 90'. Each target must make a DC 13 Int save or take 3d10 psychic damage.

**Detect Psionics (Psionic) (1<sup>st</sup> level spell).** The crystal detects any psionic creatures, effects, or activity that it can see within 120' for as long as it concentrates, to a maximum of 10 minutes, requiring no components.

## BONUS ACTIONS

**Misty Step (Psionic) (1/day) (2<sup>nd</sup> level spell).** The crystal psionically teleports to a space it can see within 60'.

## CRYSTAL DRAGON

**Location:** *Fizban's Treasury of Dragons*.

**Crystal Dragon Treasure.** Each dragon has an individualized hoard. Since greed is one of a dragon's driving instincts, such hoards are often very large and valuable. Many dragons have eccentricities when it comes to treasure, including odd collections (stamps, exotic beasts), preferring all its treasure in a specific material ("only silver"), etc. See *Fizban's Treasury of Dragons* (p 66-73) for hoard rules.

## Crystal Dragons in Cydra

A Young or older crystal dragon in Cydra might have the following additional Reaction option.

- **Bloodied Breath (recharges after a short or long rest).** When the dragon becomes bloodied, its Scintillating Breath recharges, and the dragon uses it.

If it does, the dragon's stat block changes as follows:

## Adult Crystal Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 21.
- Its Challenge Rating is 15 (13,000 xp).
- Its proficiency bonus is +5.

## Ancient Crystal Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 26.
- Its Challenge Rating is 21 (33,000 xp).
- Its proficiency bonus is +7.

## Young Crystal Dragon

- Its Challenge Rating is 6 (2,300 xp).

## CRYSTAL OOZE

**Source:** 1e *Monster Manual* 2.

A crystal ooze is a close relative of the gray ooze that dwells in dark waters, either deep in the sea, underground or in enclosed, unlit areas. The crystal ooze is so named because it is nearly crystal clear and almost impossible to spot in the water.

A crystal ooze basically acts as a scavenger, but it will attack targets of opportunity when they present themselves. Although most creatures native to the water are at least as fast as the crystal ooze, swimmers entering from the land are usually not so swift, so the crystal ooze is likely to target them. When it takes a more active hunting role, it strikes like a serpent, attempting to render its victim paralyzed and helpless and therefore an easy meal.

A crystal ooze dissolves flesh and wood with its touch, but does not harm stone or metal.

Over time, a crystal ooze that is exposed to sunlight becomes brittle and loses its ability to hunt, eventually starving.

**Crystal Ooze Challenge Rating.** Because of its paralyzing attack, double a crystal ooze's effective damage output when assessing its Challenge Rating. Increase its effective AC and attack bonus by 1 because of its Transparent in Water trait, as it can be assumed to gain the bonuses from being invisible some of the time.

**Crystal Ooze Treasure.** A crystal ooze doesn't collect treasure.

## Crystal Ooze

*Medium Ooze, always unaligned*

**Armor Class** 10

**Hit Points** 45 (6d8+18)

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

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**STR** 12 (+1), **DEX** 10 (+0), **CON** 16 (+3),  
**INT** 1 (-5), **WIS** 6 (-2), **CHA** 2 (-4)

---

**Skills** Stealth +2

**Damage Resistances** acid

**Damage Immunities** cold, fire

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

**Senses** tremorsense 90 ft., passive Perception 8

**Languages** -

**Challenge** 2 (450 xp)      **Prof** +2

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**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**Amphibious.** The ooze can breathe both air and water.

**Corrode Leather and Wood.** Any nonmagical weapon made of leather or wood that hits the ooze corrodes. After dealing damage, the weapon gains 1d2 wear points. (Typically, 1 wear point is cosmetic damage, 2 wear points inflict a -1 penalty where appropriate, and 3 wears points destroy the item. A magic item can typically suffer 1 extra wear point without suffering more than cosmetic damage.) Nonmagical ammunition made of wood that hits the ooze is destroyed after dealing damage.

**Transparent in Water.** The ooze is invisible in the water.

### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage plus 11 (2d10) acid damage, and the target must make a DC 13 Con save or become poisoned for 1 minute (save ends). While poisoned in this way, the target is paralyzed.

In addition, if the target is wearing nonmagical leather (including hide, padded, etc) or wood armor, the armor gains 1d2 wear points. (Typically, 1 wear point is cosmetic damage, 2 wear points inflict a -1 penalty where appropriate, and 3 wears points destroy the item. A magic item can typically suffer 1 extra wear point without suffering more than cosmetic damage.)

## CRYSTAL SPIDER

**Source:** 4e *Dark Sun Creature Catalog*

Immature **white widows** are sometimes known as crystal spiders. Such spiders are far smaller and less dangerous than a full grown specimen, but even so, a crystal spider is a threat to anything that lives near the areas that it haunts.

Crystal spiders often live in fairly close proximity to each other.

**Crystal Spider Treasure.** A crystal spider's lair is 20% likely each to contain 1d12 x 100 cp, 1d12 x 100 sp, 1d6 x 50 gp; and 10% likely each to contain 1d10 ep, 1d4 gems, and 1d4 potions (50%) or 1 random magic item (50%).

## Crystal Spider

*Large Monstrosity (Spider), always unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 27 (6d10-6)

**Speed** 50 ft., climb 30 ft.

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**STR** 10 (+0), **DEX** 18 (+4), **CON** 9 (-1),  
**INT** 3 (-4), **WIS** 14 (+2), **CHA** 3 (-4)

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**Damage Vulnerabilities** thunder

**Damage Resistances** radiant

**Senses** passive Perception 12

**Languages** -

**Challenge** 4 (1,100 xp)      **Prof** +2

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

### ACTIONS

**Multiattack.** The crystal spider makes two razor leg attacks and one bite attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage, plus 11 (2d10) poison damage, and the target must succeed on a DC 9 Constitution save or it takes 11 (2d10) poison damage at the start of each of its turns (save ends).

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

**Light Beam.** *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 16 (3d10) radiant damage, and the target must make a DC 9 Constitution save or be blinded for 1 minute.

## REACTIONS

**Psychic Step (recharge 5-6).** While the crystal spider is bloodied, if an enemy ends its turn within 5' of the crystal spider, the spider psionically teleports up to 15' to a space it can see.

## CRYSTALLINE HORROR

**Source:** 3e *Tome of Horrors*.

A crystalline horror is a weird, unnatural creature in humanoid form composed of glass and crystal. Hailing from the Quasielemental Plane of Minerals, the horror is 6' tall and translucent. Jagged shards emerge from its body, and its face has no features other than more crystals.

**The Urge to Cut.** The horror is motivated by a strong compulsion to cut and slash living beings. It doesn't care about constructs or elementals, but otherwise loves to slice creatures to ribbons. Crystalline horrors have no goals other than to cut and slice, but sometimes work with other creatures that promise to help it find victims. A crystalline horror does have a desire to preserve its own life, but it isn't a very strong desire compared to that felt by most living creatures. To a crystalline horror, avoiding destruction is akin to a humanoid's urge to avoid a particularly disliked food.

**Crystalline Horror Treasure.** A crystalline horror collects no treasure, but when it dies, its body shatters and leaves 2d10 gems behind, each worth 1d10 x 10 gp.

## Crystalline Horror

*Medium Elemental, usually neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 52 (7d8+21)

**Speed** 30 ft.

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**STR 19 (+4), DEX 14 (+2), CON 16 (+3),  
INT 10 (+0), WIS 12 (+1), CHA 10 (+0)**

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**Damage Resistances** cold, radiant

**Damage Immunities** poison

**Condition Immunities** petrified, poisoned

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

**Languages** Terran

**Challenge** 4 (1,100 xp) **Prof** +2

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## ACTIONS

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

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage. In addition, the target takes a bleeding wound that lasts until it regains hit points or receives a DC 20 Wisdom (Medicine) check.

At the start of its turn, a creature takes 5 (1d10) damage per bleeding wound that it has.

**Shard Spray.** The crystalline horror unleashes a spray of glass shards in a 40' cone. Each creature in the spray must make a DC 12 Dexterity save, suffering 17 (5d6) slashing damage on a failure and half that on a success.

**Bend Light.** If it is in bright light, the crystalline horror emits a brilliant flash in a sphere extending 10' in every direction from its body. Each creature in the sphere must make a DC 10 Dexterity save, being blinded until the end of the horror's next turn on a failure.

## **CRYSTALMIST**

**Source:** 2e *Monstrous Compendium*  
*Greyhawk Appendix*

A crystalmist is a strange form of colonial creature that is most active at night. Each individual crystalmist superficially resembles a 1" diameter snowflake that drifts through the air, but it is made of crystal, rather than ice. At its heart is a pinpoint of light that gradually changes color throughout the day, pulsating from within.

An individual crystalmist is helpless and easily slain. However, when a group of them is threatened, crystalmist gather into swarms that resemble spheres of scintillating white light. The sphere throbs with a deep, ominous sound and can defend itself by unleashing rays of light. These rays are dangerous even when they miss, because they can sometimes ignite nearby objects.

**Quasi-Elemental Creatures.** Crystalmist are originally from the Quasi-Elemental Plane of Minerals. They long ago spread into the other positive Quasi-Elemental Planes, as well as into the Prime Material Plane, and can now be found almost anywhere. They prefer temperate to subtropical climates, and usually float up to mountainsides or even into the sky itself.

**Valuable Components?** Some sages claim that crystalmist are highly useful as ingredients in many magic items related to light, the elements, illusion, and time.

**Elemental Nature.** A crystalmist doesn't need to eat, drink, breathe, or sleep.

**Crystalmist Treasure.** Crystalmist don't collect treasure.

### **Crystalmist Swarm**

*Small Swarm of tiny Elementals (Swarm), always neutral*

**Armor Class** 11

**Hit Points** 49 (11d6+11)

**Speed** 0 ft., fly 20 ft.

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**STR** 1 (-5), **DEX** 13 (+1), **CON** 12 (+1),  
**INT** 1 (-5), **WIS** 10 (+0), **CHA** 13 (+1)

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

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

**Senses** blindsight 60' (blind beyond this radius), passive Perception 10

**Languages** -

**Challenge** 1 (200 xp)      **Prof** +2

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**Feed on Radiance.** If the crystalmist swarm takes radiant damage, its ray of light deals an extra 5 (1d10) radiant damage until the end of its next turn.

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

### **ACTIONS**

**Ray of Light.** *Ranged Spell Attack:* +3 to hit, range 20 ft., one target. *Hit:* 11 (2d10) radiant damage. If this attack misses, there is a 10% chance that the beam hits or reflects into a random flammable unattended object within range, and that object catches fire.

## **CSELSIOD**

**Source:** Homebrewed.

Cselsiods are constructs that were first designed and built by the moltarri, but the secrets of their construction have spread far among the creatures of the Elemental Planes, and even a few celestial, fiendish, and mortal creatures have learned to create cselsiods. However, they are almost always found on the Elemental Planes.

A cselsiod is a weapon of war designed both to use elemental fire as a weapon and to combat fiery enemies specifically. It vaguely resembles a 9' long, 6' high scorpion made out of crystal, but instead of a stinger, the cselsiod's tail ends in a wide, flare-mouthed nozzle from which it can blast both fire and cold. The cselsiod has no head, but its front end bristles with small lenses that serve as its eyes. Rather than legs, the cselsiod A cselsiod weighs about 6,000 lbs.

**Fire-Killers.** The original line of cselsiods were made by a moltarr prince to use against a rival efreet, so the prince made sure to design it to project frost for maximum effect. However, as he worked on the first cselsiod, the prince realized how easy it would be to add fiery magic to it as well; given the level of difficulty that he had building and enchanting its frost power, the addition of the ability to launch fire as well was almost incidental. Needless to say, the moltarr prince slew his rival.

**Cselsiod Treasure.** Cselsiods don't collect treasure.

## **Cselsiod**

*Large Construct, always unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10+48)

**Speed** 40 ft.

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**STR 15 (+2), DEX 10 (+0), CON 16 (+3),  
INT 1 (-5), WIS 10 (+0), CHA 10 (+0)**

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**Damage Immunities** cold, fire, poison

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

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

**Languages** can't speak but understands Ignan and Terran

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

**Prof** +3

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**Implacable Movement.** The cselsiod ignores difficult terrain.

## **ACTIONS**

**Multiattack.** The cselsiod makes two attacks with flame ray and frost ray in any combination.

**Flame Ray.** *Ranged Weapon Attack:* +4 to hit, range 120 ft., one target. *Hit:* 22 (5d8) fire damage.

**Frost Ray.** *Ranged Weapon Attack:* +4 to hit, range 120 ft., one target. *Hit:* 22 (5d8) cold damage.

## **REACTIONS**

**Retreat.** When an enemy comes within 5' of the cselsiod, the cselsiod moves its speed to a space not adjacent to any enemy.

## **CULT FANATIC**

**Location:** *Monster Manual* p345.

**Cult Fanatic Treasure.** A cult fanatic typically carries 2d10 gp and has a 15% chance to have 1d4 potions (1-3), 1d4 scrolls (4-9) or 1 random magic item (10).

In addition, its lair is 25% likely each to have 1d4 x25 ep, 1d6 x 10 gp, and 1d3 art objects.

## **CULTIST**

**Location:** *Monster Manual* p345.

**Cultist Treasure.** The lair of a group of 4-10 cultists is 25% likely each to have 2d10 x 10 cp, 2d10 x 10 sp, and 3d6 gp.

The lair of a group of 11-40 cultists is instead 30% likely each to have 1d10 x 100 cp, 2d10 x 25 sp, 4d10 gp, and 3d6 x 5 gp in trade goods; and 10% likely each to have 2d6 ep, 1d6 pp, 1 (1-5) or 1d4 (6) gems, 1 (1-7) or 1d3 (8) art objects, and 1d4 potions (1-3), 1d4 scrolls (5-9), or 1 random magic item. (10).

The lair of a group of 41-100 cultists is instead 50% likely each to have 1d4 x 1,000 cp, 1d10 x 100 sp, 2d8 x 25 gp, and 3d6 x 10 gp in trade goods; 15% likely each to have 1d10 x 10 ep, 2d10 pp, 1d6 gems, 1d4 art objects; and 10% likely each to have 1d6 potions, 1d4 scrolls, and 1 random magic item.

## **CUPRILACH**

**Source:** *2e Planescape Monstrous Compendium*.

The cuprilachs are the spies and assassins of the rilmani, acting alone or in small groups to effect the removal of individuals when such actions can preserve the balance. When encountered away from the Spire, a cuprilach is almost certain to wear multiple layers of disguise, using both mundane and magical techniques to prevent their true identity from coming out.

Cuprilachs sometimes organize webs of spies or engender complex, multi-layered plans. A cuprilach tends to be cocky and full of



professional pride. Cuprilachs have earned their reputation as some of the best assassins on the planes, often operating through layers of other agents.

A cuprilach resembles a slender human with coppery skin and ruby red eyes, but it rarely lets anyone see its true form.

**Cuprilach Treasure.** A cuprilach is 50% likely each to have 1d12 gems and 1d6 pieces of jewelry, and has a 25% chance to have 1d4 potions (25%) or 1 random magic item (75%).

## **Cuprilach**

*Medium Humanoid (Rilmani), always neutral*

**Armor Class** 19 (studded leather)

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

**Speed** 40 ft., climb 30 ft.

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**STR 19 (+4), DEX 24 (+7), CON 20 (+3),  
INT 18 (+4), WIS 19 (+4), CHA 14 (+2)**

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**Saving Throws** Str +7, Dex +10, Wis +7, Cha +5

**Skills** Deception +5, disguise kit, forgery kit, Stealth +10

**Damage Resistances** acid, thunder; bludgeoning, piercing, and slashing that isn't magic

**Damage Immunities** lightning, poison

**Senses** truesight 30 ft., passive Perception 14

**Languages** Abyssal, Celestial, Common, Infernal, Rilmani, Undercommon

**Challenge** 8 (3,900 xp)      **Prof** +3

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**Adroit.** The cuprilach has advantage on initiative checks.

**Sneak Attack.** Once per turn, if the cuprilach hits a creature that it has advantage against or that has another enemy that isn't incapacitated within 5' of it with a weapon attack, the cuprilach deals an extra 21 (6d6) damage.

## **ACTIONS**

**Multiattack.** The cuprilach makes three attacks.

**Short Sword.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) piercing damage.

**Shuriken.** *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 9 (1d4+7) piercing damage.

**Spray Acid (1/day).** The cuprilach creates a 10' wide, 20' long spray of acid. Each creature in the spray must make a DC 13 Dexterity save, suffering 22 (5d8) acid damage on a failure or half that on a success. A creature that fails its save takes an additional 10 (3d6) acid damage at the start of its next turn.

**Enervation (3/day) (5<sup>th</sup> level spell).** One creature the cuprilach can see within 60' must make a DC 15 Dex save. If it succeeds, it takes 9 (2d8) necrotic damage, the cuprilach regains hit points equal to half the damage the target takes, and the spell ends.

If the target fails its save, it takes 18 (4d8) necrotic damage and the cuprilach regains hit points equal to half the damage the target takes. As long as the cuprilach concentrates, up to 1 minute, the cuprilach can use an action to do another 18 (4d8) necrotic damage to the target, regaining hit points equal to half the damage the target takes. The spell ends if the cuprilach uses another action, if the target is ever more than 60' from the cuprilach, or if the target has total cover from the cuprilach.

**Spellcasting.** The cuprilach is a 12<sup>th</sup> level caster. Its spellcasting ability is Wisdom (save DC 15, +7 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will- *detect thoughts, disguise self, invisibility, knock, locate creature.*

3/day- *mislead.*

## **CYCLOPS**

**Location:** *Monster Manual.*

**Cyclops Treasure.** A cyclops has a 25% chance to carry 1d4 x 50 gp in assorted coins. The lair of four or more cyclopes has a 60% chance to have 1d8 x 100 gp in trade goods and a 50% chance each to contain 2d6 x 200 cp, 1d10 x 100 sp and 1d10 x 100 gp. If the lair is home to at least 12 cyclopes, it instead has an 80% chance to have 1d6 x 500 gp in trade goods, a 50% chance each to contain 2d6 x 500 cp, 1d10 x 500 sp and 1d6 x 500 gp, and a 10% chance to contain 1d4 potions (1-4)

or 1 random magic item (5-6). If the lair is home to at least 60 cyclopes, it instead has 1d8 x 1,000 gp in trade goods, a 65% chance each to contain 2d8 x 1,000 cp, 1d10 x 1,000 sp and 1d10 x 1,000 gp, and a 20% chance each to contain 1d4 potions and 1 random magic item.

## **CYDRAN GUARD DRAKE**

**Source:** 4e *Monster Vault*.

Guard drakes are probably the most widely domesticated of the drakes, and they are far more faithful to their owner than most drakes. Guard drakes make loud hisses to sound the alert when intruders appear, and are naturally and aggressively protective of creatures that they view as a part of their pack.

**Purchasing a Cydran Guard Drake.** Where available, a Cydran guard drake usually costs around 100 gp.

**Cydran Guard Drake Challenge Rating:**

When assessing the Challenge Rating of a Cydran guard drake, assume the drake uses Guardian's Attack once.

**Cydran Guard Drake Treasure:** A Cydran guard drake doesn't usually collect treasure.

## **Cydran Guard Drake**

*Medium Dragon (Drake), often neutral*

**Armor Class** 12 (natural armor)

**Hit Points** 35 (6d8+6)

**Speed** 40 ft.

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**STR** 16 (+3), **DEX** 13 (+1), **CON** 13 (+1),  
**INT** 6 (-2), **WIS** 15 (+2), **CHA** 10 (+0)

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**Skills** Perception +4

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

**Languages** understands Common and Draconic

**Challenge** 1 (200 xp)

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**Pack Tactics.** The guard drake has advantage on an attack roll against a creature if at least one of the drake's allies is within 5 feet of the creature and the ally isn't incapacitated.

## **ACTIONS**

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

## **REACTIONS**

**Guardian's Attack.** If an enemy within 5 ft. of the guard drake attacks one of the drake's allies, the drake uses Bite against that enemy.

## **Cydran Guard Drake Pack Leader**

The Cydran guard drake pack leader uses the Cydran Guard Drake stat block with the following changes.

- Its AC is 14 (natural armor).
- It has 84 hit points (13d8+26 Hit Dice).
- Its Strength is 18 (+4), its Dexterity is 17 (+3), and its Constitution is 14 (+2).
- Its Bite is +6 to hit and deals 15 (2d10+4) piercing damage.
- Its Challenge Rating is 2 (450 xp).

It has the following additional Traits.

- **Savage Bite.** The pack leader deals one extra die of damage with its Bite (included above).