

ICE DEVIL

Location: *Monster Manual* p70.

Ice Devil Treasure. The lair of up to four ice devils has a 55% chance of having 1d10 x 1,000 gp in assorted coins; a 35% chance each of having 1d10 gems and 1d4 art objects; and a 15% chance of having 1d4 random magic items.

The lair of five to twenty ice devils instead has a 75% chance of having 2d6 x 1,000 gp in assorted coins; a 50% chance each of having 2d6 gems and 1d6 art objects; and a 15% chance of having 1d4 random magic items.

The lair of 21 or more ice devils instead has a 75% chance of having 3d6 x 1,000 gp in assorted coins; a 50% chance each of having 3d6 gems and 2d4 art objects; and a 20% chance of having 1d6 random magic items.

ICE PARAELEMENTAL

Source: 1e *Monster Manual* 2.

An ice paraelemental is a roughly humanoid form made of ice, covered in a layer of frost. Sometimes called a frost or cold elemental, an ice paraelemental radiates an aura of intense cold all around it. On the Paraelemental Plane of Ice, ice paraelementals sometimes appear differently, resembling animals or even machines, but the differences are superficial; such paraelementals use the same stat block as humanoid-looking ice paraelementals.

Heat Eaters. Ice paraelementals gain sustenance by draining heat, whether it be from living creatures or from fires. On its home plane, an ice paraelemental can persist for years without feeding, but since food is so scarce, it will greedily pursue a potential meal for weeks or even months in the hopes of absorbing its heat.

Some savvy planar travelers will appease ice paraelementals by bringing fuel with them and building fires as offerings for the paraelementals. However, this risks attracting the attention of other denizens of the plane of Ice, who may despise heat instead of feeding on it.

Cold Personalities. An ice paraelemental usually has an icy personality. Some are extremely formal, while others are simply distant. Few care

much about other creatures. Since the line between an elemental and an environmental phenomenon is very thin, some ice paraelementals even have trouble perceiving mortal beings as anything other than the equivalent of terrain or weather phenomena. With such an attitude, it's difficult for an ice paraelemental to feel any more concern for the welfare of living creatures than a human would feel for rubble it is clearing.

Ice Paraelemental Treasure. Ice paraelementals don't typically gather treasure.

Ice Paraelemental

Large Elemental (Air, Ice, Water), usually neutral

Armor Class 16 (natural armor)

Hit Points 90 (12d10+24)

Speed 25 ft.

STR 16 (+3), **DEX** 9 (-1), **CON** 15 (+2),
INT 5 (-3), **WIS** 10 (+0), **CHA** 6 (-2)

Damage Vulnerability fire

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

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Auran

Challenge 5 (1,800 xp) **Prof** +3

Freezing Aura. A creature that starts its turn within 10' of the paraelemental takes 5 (1d10) cold damage.

Regeneration. If the paraelemental starts its turn in icy or snowy terrain with at least 1 hit point, it regains 5 hit points.

ACTIONS

Multiattack. The paraelemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 7 (2d6) cold damage.

Freeze. The paraelemental touches a body of water or similar liquid within 5' of it and freezes an area up to 10' square to a depth of 6".

Ice Paraelemental Brittlehard

Large Elemental (Air, Ice, Water), usually neutral

Armor Class 16 (natural armor)

Hit Points 1 (minion)

Speed 25 ft.

STR 16 (+3), **DEX** 9 (-1), **CON** 15 (+2),
INT 5 (-3), **WIS** 10 (+0), **CHA** 6 (-2)

Damage Immunities cold, poison; bludgeoning, piercing, and slashing that isn't magic

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Auran

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

Freezing Aura. A creature that starts its turn within 10' of the paraelemental takes 5 (1d10) cold damage.

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

Death Throes. When the paraelemental dies, it explodes in a burst of cold and ice. Each creature within 10' must make a DC 12 Dex save, taking 11 (2d10) cold and 7 (2d6) piercing damage on a failure or half that on a success.

ACTIONS

Multiattack. The paraelemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 7 (2d6) cold damage.

Ice Paraelemental Guardian

The ice paraelemental guardian uses the Ice Paraelemental stat block with the following changes.

- It has 112 hit points (15d10+30 Hit Dice).
- A creature damaged by its Freezing Aura also has its speed reduced by half until the start of the creature's next turn.
- Its Challenge Rating is 7 (2,900 xp).

The paraelemental has the following additional Reaction option.

- **Guardian's Strike.** When a creature moves to a space within 5' of the guardian, it uses Slam against that creature.

ICE MEPHIT

Location: *Monster Manual* p215.

Ice Mephit Treasure. A mephit has a 5% chance each to have 1d6 cp, sp, ep, and gp.

The lair of a group of ten to twenty mephits instead has a 20% chance each of having 1d10 x 10 cp, 1d10 x 10 sp, 3d6 ep, 1d6 x 5 gp, and 1d3 gems.

The lair of a group of 21-100 mephits instead has a 40% chance each of having 1d10 x 50 cp, 1d10 x 25 sp, 3d12 ep, 2d8 x 10 gp, and 1d8 gems.

ICE TOAD

See GIANT ICE TOAD.

ICE TROLL

Source: 1e *Fiend Folio*.

Ice trolls dwell in frozen wastelands, usually near a body of water, or in freezing subterranean areas. Smaller and weaker than normal trolls, ice trolls are nonetheless very dangerous due to their ability to regenerate while in water or freezing temperatures.

An ice troll delights in rending prey to bits while it still squirms, sharing the ferocious sadism of a standard troll. It typically resembles a normal troll, but with blue-white skin and dark blue hair. It is slightly smaller than a standard troll, with a scrawny-looking build, but is nonetheless fearsome to behold.

Ice trolls are terrifically afraid of fire. While most trolls might display an arrogant disregard for flames, an ice troll is visibly cowed by them and is usually reluctant to approach fires larger than a torch.

Ice Troll Treasure. The lair of a solitary ice troll is 20% likely each to contain 2d6 x 100 cp, 1d10 x 100 sp, and 3d6 x 25 gp; and 10% likely each to hold 1d20 ep, 1d6 pp, and 1d4 gems.

The lair of a **gang** of two to six ice trolls is instead 20% likely each to contain 1d8 x 500 cp, 2d6 x 250 sp, and 1d12 x 100 gp; and 10% likely each to hold 1d6 x 10 ep, 1d20 pp, and 1d8 gems.

The lair of a **pack** of seven to 20 ice trolls is instead 40% likely each to contain 1d8 x 1,000 cp, 1d6 x 1,000 sp, and 1d4 x 1,000 gp; 15% likely each to hold 1d10 x 50 ep, 1d6 x 25 pp, and 2d6 gems; and 10% likely to hold 1d2 magic weapons.

Ice Troll

Large Giant (Troll), often chaotic evil

Armor Class 15 (natural armor)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR 16 (+3), **DEX** 13 (+1), **CON** 16 (+3),
INT 7 (-2), **WIS** 9 (-1), **CHA** 7 (-2)

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 9

Languages Giant

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

Fear of Fire. If an ice troll takes fire damage, it must make a DC 10 Wisdom save or be frightened of the source of the fire until the end of the troll's next turn.

Regeneration. If it starts its turn at least partially immersed in water, or in an ambient temperature of 40 degrees Fahrenheit or less, the troll regains 5 hit points at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its Bite and two with its Claws.

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

Ice Troll Brigand

The ice troll brigand uses the Ice Troll stat block with the following changes.

- Its AC is 17 (shield).
- It has 90 hit points (12d8+36 Hit Dice).
- Its Strength is 18 (+4).
- It is trained in Athletics +6.
- Its Bite is +6 to hit and does 2d6+4 damage.
- Its Claw is +6 to hit and does 1d10+4 damage.
- Its Challenge Rating is 4 (1,100 xp).

It has the following additional Bonus Action option.

- ***Shove.*** If the troll makes at least one attack and is wielding its shield, it makes a Shove attack.

ICHTHYOSAUR

Source: 3e *Stormwrack*.

An ichthyosaur is a swift-swimming marine reptile with a fish-like body and a long narrow jaw. Different types of ichthyosaurs pursue different prey, but all are dangerous predators fully capable of competing with sharks.

Ichthyosaur Treasure. An ichthyosaur doesn't usually collect treasure.

Ichthyosaur

Large Beast, always unaligned

Armor Class 14 (natural armor)

Hit Points 105 (10d10+50)

Speed swim 50 ft.

**STR 20 (+5), DEX 17 (+3), CON 20 (+5),
INT 2 (-4), WIS 13 (+1), CHA 9 (-1)**

Senses passive Perception 11

Languages -

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

Hold Breath. The ichthyosaur can hold its breath for up to 60 minutes.

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) piercing damage.

Ichthyosaur Glutton

Gargantuan Beast, always unaligned

Armor Class 18 (natural armor)

Hit Points 155 (10d20+50)

Speed swim 60 ft.

**STR 24 (+7), DEX 17 (+3), CON 20 (+5),
INT 2 (-4), WIS 13 (+1), CHA 9 (-1)**

Senses passive Perception 11

Languages -

Challenge 10 (700 xp) **Prof** +4

Hold Breath. The ichthyosaur can hold its breath for up to 60 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (4d10+7) piercing damage.

BONUS ACTIONS

Swallow. If the glutton hits a Medium or smaller creature with Bite, it makes the following attack against that creature: *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (4d10+7) piercing damage, and that creature must make a DC 19 Str save or be swallowed by the ichthyosaur. The ichthyosaur's gut can hold up to one Large, four Medium, or 16 Small creatures.

A swallowed creature is blinded and restrained, has total cover from effects originating outside the ichthyosaur, and it takes 21 (6d6) acid damage at the start of each of the ichthyosaur's turns.

If the ichthyosaur takes 25 or more damage on a single turn from a creature inside it, the ichthyosaur must succeed on a DC 21 Con at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10' of the ichthyosaur. If the ichthyosaur dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15' of movement, exiting prone.

THE ICICLE PRINCESS

Source: Homebrew.

The Icicle Princess was a powerful fey entity whose frozen heart threatened the World and some parts of the Feywild alike. However, a group of mortal heroes managed to thaw her heart, transforming her into the Princess of Ladybugs.

Nonetheless, there is a very real chance that another fey will gain the title of Icicle Princess, as well as the stat block herein.

The Icicle Princess looked like a beautiful elven maiden whose body was made of ice, but whose mouth was full of jagged icicles instead of teeth. Her hair was a long, ever-shifting cascade of icicles, and the air around her was so cold that her aura was visible as a faint shimmer of blue fog in the air. It seems likely that any future Icicle Princess will have a similar appearance.

The Icicle Princess' Treasure. A future Icicle Princess' treasure will depend on what it was before taking up the role.

The Icicle Princess

Medium Fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 77 (14d8+14)

Speed 30 ft.

**STR 9 (-1), DEX 17 (+3), CON 12 (+1),
INT 15 (+2), WIS 10 (+0), CHA 20 (+5)**

Saving Throws Con +5, Wis +4

Skills Arcana +6, Deception +9, Insight +4, Nature +6, Persuasion +9

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

Damage Immunities cold

Condition Immunities charmed, paralyzed, petrified

Senses Darkvision 60 ft., passive Perception 10

Languages Elvish, Sylvan, Goblin, Giant, Gnomish

Challenge 12 (8,400 xp) **Prof** +4

Cold Aura. A creature that starts its turn within 20' of the Icicle Princess takes 11 (2d10) cold damage.

Frozen Heart. If the Icicle Princess would fall to 0 hit points, she instead falls to 1 hit point unless her frozen heart (stored in her Glacial Palace) is first thawed.

Legendary Resistance (3/day). If the Icicle Princess fails a saving throw, she can choose to succeed instead.

ACTIONS

Freezing Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (4d10) cold damage.

Frosty Breath (recharge 5-6). The Icicle Princess exhales a gust of freezing air in a 40' cone. Each creature within the cone must succeed at a DC 17 Constitution saving throw, suffering 33 (6d10) cold damage on a failure and half that on a success.

Icicle Prison. The Icicle Princess chooses a creature she can see within 30' and shakes her hair at it. A volley of icicles shoots at the target, which must make a DC 17 Dexterity saving throw, taking 13 (3d8) piercing damage and 4 (1d8) cold damage and being restrained by the icicles on a failure. The target or another creature can use an action to make a DC 20 Str (Athletics) check to break the target free.

BONUS ACTIONS

Icy Step. As long as both her starting position and her destination are in snow, the Icicle Princess teleports 100'.

LEGENDARY ACTIONS

The Icicle Princess 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 princess regains spent legendary actions at the start of her turn.

- **Create Snowman.** The Icicle Princess causes a **snowman** to rise from existing snow she can see within 50'.
- **Freezing Touch.** The Icicle Princess makes a Freezing Touch attack.

- **Icy Fog.** A freezing mist rises in a 60' radius sphere centered on the Icicle Princess. Creatures within the mist can see only 10', and a creature that attempts to move across the ground while the mist persists must make a DC 10 Dexterity (Acrobatics) check or fall prone, ending its movement. The mist persists until the beginning of the Icicle Princess' next turn.

ILLITHIDAE

Source: *3e Lords of Madness* (embrac, kigrid, saltor).

There are many tales about the origin of the **mind flayers**, also known as illithids. Although much is mysterious about them, one thing is certain: they come from an alien world, be it around some dim far star or some Far Realm barely comprehensible to humanoids. Whatever their origins, they are not alone in their home realm. Sometimes, some of the other creatures that dwell there cross over with the mind flayers. Collectively, many of these things are called illithidae, and they are thought to be the alien fauna of whatever realm the true home of the illithids may be.

Illithidae include **embracs**, **kigrids**, and **saltors**, and there are likely many other types that have yet to be cataloged

Alien in Mind and Body. Though many of the illithidae are relatively intelligent, it is very hard to comprehend their motivations. They are highly alien, and often act in ways that seem incomprehensible to worldly creatures. Most illithidae have psionic abilities.

In addition, illithidae often have bizarre body plans, weird nutritional requirements, sometimes including types of energy, emotions, or other forms of sustenance not applicable to most worldly creatures, and biological processes unlike those of natural creatures.

ILLITHILICH

Location: *Volo's Guide to Monsters* p172.

Illithilich Treasure. Though each illithilich is different, an illithilich typically has a 90% chance of having 2d6 scrolls; a 75% chance each to have 2d6 x 1,000 cp and sp, 2d10 x 1,000 ep and gp, 3d6 x 10 pp, 2d8 gems, 3d6 art objects, and 1d4+2 random magic items; and a 65% chance of having a magic rod et al.

ILLUSIONIST

Location: *Volo's Guide to Monsters* p214.

Illusionist Treasure. An illusionist typically carries 3d10 sp and gp. It also has a 25% chance each of having 3d6 ep, 1d8 pp, 1d4 gems, 1d4 potions, and 1d3+1 scrolls.

IMAGE CAPTOR

Source: *Homebrew*.

An image captor is a strange creature from the Plane of Mirrors. It somewhat resembles a headless humanoid in shape, but its body is composed of flat planes of almost perfectly-reflective material. When it has captured a creature's image, that creature is visible within some of the image captor's facets.

Strange Kidnappers. Image captors are generally only found when a worldly wizard explores magic related to the Plane of Mirrors. It generally seeks to capture as many images as it can and return to the Plane of Mirrors, where it toys with its victims, sometimes even releasing them into confusing reflections.

Image Captor Treasure. Image captors only collect treasure on the Plane of Mirrors. There, a single image captor or a **collection** of up to six of the creatures has a 50% chance of having 2d8 gems.

An **assemblage** of seven to twenty image captors on the Plane of Mirrors instead has a 60% chance of having 2d12 gems.

A larger assemblage of image captors instead has a 75% chance of having 3d10 gems.

Image Captor

Large Monstrosity, usually chaotic neutral

Armor Class 16 (natural armor)

Hit Points 75 (10d10+20)

Speed 30 ft.

STR 15 (+2), **DEX** 11 (+0), **CON** 14 (+2),

INT 15 (+2), **WIS** 17 (+3), **CHA** 17 (+3)

Saving Throws Dex +2, Int +4, Cha +5

Skills Perception +5

Damage Vulnerabilities thunder

Damage Immunities radiant

Condition Immunities blinded

Senses passive Perception 15

Languages telepathy 60'

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

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage plus 11 (2d10) radiant damage.

Capture Image. The image captor chooses one creature it can see within 60', which must make a DC 13 Charisma save or have its image captured. If its image is captured, the creature vanishes, and its image becomes visible on one of the facets of the image captor's body. An image captor can capture the image of one creature of Large or larger size, of four Medium creatures, or of sixteen Small or smaller creatures at one time.

The captured creature finds itself in an area with mirrored walls, floor, and ceiling, just large enough to hold it. While it is captured, whenever the image captor takes damage, the captured target takes 20 points of damage. The creature can attack the image captor from within, but it still takes damage whenever the image captor does.

The captured creature is freed if *dispel magic* is cast on the image captor, if the creature is targeted by an effect that causes it to teleport or plane shift, or if the image captor falls to 0 hit points.

BONUS ACTIONS

Release Image. The image captor releases one captured image. The creature represented by that image reappears in an unoccupied space the image captor can see within 15'.

IMIX

Location: *Princes of the Apocalypse* p214.

Imix's Treasure. Imix's hoard consists of items capable of withstanding the tremendous heat of his lair. There is a 75% chance each that he has 4d10 gems, 4d10 art objects, and 1d4+4 magic items.

IMMENSE SPIDER

Source: Homebrew.

An immense spider is a huge, bloated arachnid with a constant appetite. While relatively clumsy, it can entangle prey with its webs, then move in for the kill, biting and poisoning its hapless target to death. An immense spider can only live in places with plentiful prey, for it must consume large amounts of living tissue or face starvation.

An immense spider is often accompanied by smaller spiders, including **giant spiders** and **giant wolf spiders**. Sometimes, spider-loving creatures will manage to build an understanding with an immense spider by giving it offerings, but such efforts are uncertain. Nonetheless, **Drow**, **chagmat**, and even a few **ettercaps** have been encountered veritably in the shadow of an immense spider.

Immense Spider Treasure. In the various cocooned bodies in the lair of one or more immense spiders, there is a 25% chance each of being 2d10 x 5 cp, sp, and gp; a 10% chance each of being 1d10 ep, 1d4 pp, 1d4 potions, and 1d2 random magic items.

Immense Spider

Huge Beast (Spider), always unaligned

Armor Class 10 (natural armor)

Hit Points 84 (8d12+32)

Speed 40 ft., climb 40 ft.

**STR 20 (+5), DEX 6 (-2), CON 18 (+4),
INT 2 (-4), WIS 11 (+0), CHA 4 (-3)**

Saving Throws Dex +0

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

Languages -

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+5) piercing damage, and the target must make a DC 14 Constitution saving throw, suffering 11 (2d10) poison damage and being poisoned for 1 minute on a failed save (save ends), or taking half as much damage and not being poisoned on a success.

BONUS ACTIONS

Web (Recharge 5-6). *Ranged Weapon Attack:* +0 to hit, range 30'/60', one creature. *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, hp 15, vulnerability to fire damage, immunity to bludgeoning, poison and psychic damage).

Immense Spider Stalker

The immense spider stalker uses the Immense Spider stat block with the following changes.

- Its AC is 15 (natural armor).
- Its Dexterity is 16 (+3).
- It isn't trained in Dex saves.
- It is trained in Stealth +6.
- Its Bite is +8 to hit, with a save DC of 15.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

The stalker has the following additional Trait.

- **Sneak Attack (1/turn).** If the spider hits a creature that it has advantage against, or if the target has another enemy within 5' of it and the spider doesn't have disadvantage, the spider can deal an extra 7 (2d6) damage.

The stalker has the following additional Bonus Action option.

- **Hide.** As long as it has light obscurement or three quarters cover, the spider makes a Dexterity (Stealth) check to Hide.

IMMOLITH

Source: 4e *Monster Manual*.

An immolith looks like a blazing column of flames with a skeletal demonic face and a host of claws, but no other discernible features. All else is hidden in the flames that make up the monster.

This horrifying type of demon is formed when multiple powerful demons are slain on another plane. As their spirits fall back to the Abyss, they fuse into the flaming destroyer known as an immolith, which despises mortal and living creatures, favoring only other undead or demons.

An immolith lusts to kill and destroy. It seeks to start anything around on fire, to slay nearby creatures, and to wreak as much destruction and misery as possible.

An immolith makes an unreliable and dangerous ally, even to other demons and undead monsters. It can rarely subvert its need to destroy for long, even in the face of a scheme that might produce much more awful effects in the long term.

Immolith Treasure: Immolith gleefully melt any treasure they come across into slag and scatter the remains.

Immolith

Large Fiend (Demon), always chaotic evil

Armor Class 13

Hit Points 157 (15d10+75)

Speed 30 ft.

**STR 18 (+4), DEX 16 (+3), CON 20 (+5),
INT 9 (-1), WIS 15 (+2), CHA 18 (+4)**

Damage Resistances bludgeoning, piercing, and slashing that isn't magical

Damage Immunities fire, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal

Challenge 10 (5,900 xp) **Prof** +4

Flaming Aura. The immolith is surrounded by raging flames in a 10' radius around it. A creature that starts its turn in the aura takes 14 (4d6) fire damage.

Magic Weapons. The immolith's weapon attacks are magical.

Radiant Weakness. The immolith has disadvantage on saves against radiant damage.

Unliving Fiend. The immolith is both undead and a fiend. Effects that target either fiends or undead can target the immolith, and an effect that cannot target either type cannot target the immolith.

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

ACTIONS

Fiery Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) slashing damage, plus 10 (3d6) fire damage. In addition, if the target is a creature, it must make a DC 16 Dexterity save or catch fire, taking 5 (1d10) fire damage at the start of each of its turns until a creature uses an action to extinguish the flames.

Pull of the Flames. One creature within 10' must make a DC 16 Strength save, suffering 22 (4d10) fire damage on a failure or half that on a success. In addition, a creature that fails is pulled adjacent to the immolith, has its speed reduced to 0, and magically loses resistance to fire. It can use an action to repeat the save and end the effect. The effect otherwise lasts for 1 minute or until the immolith moves away from the creature or the creature dies.

BONUS ACTION

Evil Pulse. Each demon and undead within 20', including the immolith, regains 5 (1d10) hit points.

Followup Attack. If the immolith is bloodied and its action was to use Fiery Claw, it uses Fiery Claw.

Immolith Incinerator

The immolith incinerator uses the Immolith stat block with the following additional Action option.

- **Blaze Up.** Each creature within 30' takes 10 (3d6) fire damage.

It has the following additional Bonus Action option.

- **The Speed of Flame.** The immolith Dashes.

IMMOTH

Source: 3e *Monster Manual II*.

An immoth is a creature made of a massive agglutination of ice crystals. Appearing as a giant humanoid standing an imposing 8' high with a long, curling tail ending in a vicious stinger, an immoth is often covered in runes that it can use to trigger a variety of magical powers. Though usually solitary, some immoths congregate in places of magical power in order to unearth ever deeper secrets of the multiverse. Such a group of immoths is called a **bindrune**.

Immoths eat any living thing, but it isn't the flesh that gives it sustenance; it's the creature's life force. On their home plane, groups of immoths sometimes set out on hunting trips that last for weeks or months.

The Mountain of Ultimate Winter. The immoths hail from a place in the deepest reaches of the Paraelemental Plane of Ice called the Mountain of Ultimate Winter, a place so cold that everything, even ideas, freeze solid. There even creatures that are immune to cold can't resist the chill. Only the immoths and a few other natives of the Elemental Planes can survive on the frigid slopes of the Mountain of Ultimate Winter.

Unrelenting Curiosity. Immoths are greatly intrigued by all forms of life, by magic, by lore of the planes, and by pretty much everything else. They are usually willing to barter for information, but are perfectly willing to take what they want by force if those they meet are uncooperative. Immoths relentlessly build great rune-libraries out of ice, containing great numbers of secrets. If a creature needs to find extremely obscure information, the immoths are a potential source.

Rune-Casters. Immoths are master of rune magicks unknown or unpracticeable by other types of creatures. Tales hold that the immoths believe that words themselves hold great power, being derived from the Words of Creation that began the multiverse. Their bodies are always covered in a number of frozen chunks of ice that bear runes, each of which contains a spell or other magical effect that it can employ with a touch. In addition, immoths can use their rune magic to freeze

incoming magical effects, preventing them from manifesting except as a frozen rune that the immoth can later use to learn the spell or effect itself.

Rune magic is an ancient form of magic, and most worldly creatures have forgotten it. Those few who are initiated into it often view immoths with special reverence, and some even claim that these ice folk created the first runes.

Each immoth's body has 4-13 runes of power on it, which it can touch to unleash spells in a mere instant. The highest level spell contained on the immoth is typically 3rd if it has up to 7 runes, 4th if it has 8 to 10 runes, and 5th if it contains 11 to 13 runes. Though each immoth's spell selection is unique, an immoth never casts fire spells.

Planar Travelers. Immoths sometimes travel to other planes to further their pursuit of knowledge. An immoth might be found at the site of a unique magical effect, an unusual natural phenomenon, or in the territory of an unknown species of creature, but only if such a place is in a cold or arctic climate.

Immoth Allies. An immoth usually disdains the presence of other creatures, but a few isolated cases of an immoth with **frost salamanders**, **giant ice toads**, or **winter wolves** exist.

Immoth Challenge Rating. When assessing the Challenge Rating of an immoth, increase its effective AC by 1 because of its Trap Magic reaction option.

Immoth Treasure. Due to their pursuit of knowledge, immoths often accumulate treasure, both for the knowledge it contains (such as books of lore) and for its value to other creatures, with which the immoth might wish to barter. A solitary immoth has a 75% chance of having 2d4 scrolls and 2d10 mundane books; a 50% chance each of having 1d6 x 1,000 cp, sp, and gp; and a 35% chance each of having 1d8 x 100 ep, 1d20 x 10 pp, 1d6 gems, and 1d4 art objects.

A **bindrune** of two or more immoths instead has a 75% chance of having 2d8 scrolls and 4d8 mundane books; a 60% chance each of having 1d8 x 1,000 cp, sp, and gp; and a 35% chance each of having 1d8 x 250 ep, 1d20 x 20 pp, 1d10 gems, and 1d4 art objects.

Immoth

Large Elemental, usually neutral

Armor Class 18 (natural armor)

Hit Points 95 (10d10+40)

Speed 30 ft., fly 30 ft., swim 30 ft.

STR 18 (+4), **DEX** 16 (+3), **CON** 19 (+4),
INT 20 (+5), **WIS** 13 (+1), **CHA** 14 (+2)

Saving Throws Int +9, Wis +5, Cha +6

Skills Arcana +9, Nature +9, Religion +9

Damage Vulnerabilities fire

Damage Resistances piercing and slashing that isn't adamantine

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Auran

Challenge 10 (5,900 xp) **Prof** +4

ACTIONS

Multiattack. The immoth makes one attack with its Claws and one attack with its Tail Stinger.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage plus 11 (2d10) cold damage.

Tail Stinger. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 11 (2d10) cold damage, and if the target takes any cold damage, it must succeed on a DC 16 Constitution save or be paralyzed for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

BONUS ACTIONS

Rune Magic. The immoth's body has 7 runes on it, each of which it can touch to cast one of the following spells, regardless of the spell's normal casting time. The immoth's spellcasting ability for

its runes is Intelligence (+9 to hit with spell attacks, save DC 17).

1/day- *detect magic, gust of wind, hold person, lightning bolt, magic missile, Melf's acid arrow, sleet storm.*

REACTIONS

Trap Magic (recharges after a short of long rest). When the immoth is targeted by or in the area of a spell or magical effect, it can use its reaction to transform that spell or effect into an ice rune, in which case the spell or effect has no effect on any target.

Immoth Master

The immoth master uses the Immoth stat block with the following changes.

- Its AC is 21.
- It has 171 hit points (18d10+72 Hit Dice).
- Its Intelligence is 22 (+6).
- Its save bonuses are Int +11, Wis +6, and Cha +7.
- Its trained skills are all at +11.
- Its Rune Magic trait instead has a DC of 19 and a spell attack bonus of +11, has 13 runes, and includes the following additional spell options:
 - 1/day- *cone of cold, contact other plane, ice storm, solid fog, stone shape, wall of force.*
- Its Challenge Rating is 14 (11,500 xp).
- Its proficiency bonus is +5.

Immoth Rune Reader

The immoth rune reader uses the Immoth stat block with the following changes.

- Its Rune Magic trait instead has 10 runes, and includes the following additional spell options:
 - 1/day- *ice storm, solid fog, stone shape.*

IMP

Location: *Monster Manual* p76.

Imp Treasure. Imps usually can't hold on to treasure, but the lair of a group of at least a dozen imps has a 25% chance to hold 1d12 x 100 gp in assorted coins and gems.

INCUBUS

Location: *Monster Manual* p285.

Incubus Treasure. One of these fiends has a 50% chance of having 1d6 pieces of jewelry; a 25% chance of having 1 piece of magical clothing (1-2) or magical jewelry (3-6); and a 10% chance each to have 1d6 x 100 gp in assorted coins and 1d6 gems.

Incubus Bastard Rake

The incubus bastard rake infiltrates mortal society, the more civilized the better, and tries to instill decadence on it from within, building up a network of charmed victims over time. In some cases, a bastard rake might take control of an entire town.

Incubus Bastard Rake Encounter Design:

An incubus bastard rake works best surrounded by minions it can command and use to defend itself. Because of its ability to command its allies, a bastard rake can be both more dangerous than its Challenge Rating might suggest and frustratingly elusive. It works best if it tries to keep behind its lackeys, constantly moving itself further from the pcs while interposing its allies.

The rake uses the Succubus/Incubus stat block with the following changes.

- If a creature remains charmed by the incubus' Charm action for the full day, it remains charmed until it successfully saves against the effect, even if the incubus uses Charm against another creature.

It has the following additional Action option.

- **Command Minion.** The incubus chooses one- a creature charmed by the incubus makes one weapon attack against a target of the incubus' choice or moves its speed to a location of the incubus' choice.

It has the following Bonus Action options.

- **Aid Me!** One creature charmed by the incubus moves half its speed, ending closer to the incubus.
- **Rakish Maneuver.** The incubus moves 10' without provoking opportunity attacks.

REACTIONS

Redirect Attack. When a creature the rake can see targets it with an attack, the rake chooses a creature charmed by it within 5' of it. The two swap places, and the chosen creature becomes the target instead.

INDIGO DRAGON

Source: Homebrew.

An indigo dragon is a frightfully powerful type of dragon that is even rarer than most of its cousins. As large as a **red dragon**, an indigo dragon prefers to live in areas cut by dozens of canyons or tightly packed mountain peaks where the terrible noises they make can echo, frightening creatures for miles around them.

An indigo dragon has a long, widely-built body covered in thick scales of deep indigo whose hue only darkens as the dragon ages. It has a thick neck, less sinuous than many of its kin, and a pair of backwards-curving horns.

Unless most **chromatic dragons**, an indigo dragon lacks a true breath weapon. Instead, it can emit a variety of intense sounds that can disorient or destroy. Even creatures that can't hear the sounds can be affected by them, although a *silence* spell offers protection.

An indigo dragon disdains silence. It loves to pack things that make noise like **shriekers** in its lair, and sometimes allows monsters with sonic attacks such as **cloakers** or **destrachans** to serve

as its guards. It distrusts quiet creatures, and silent individuals sneaking around the dragon drive it into a mad fury.

Indigo 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.

LAIR ACTIONS

An indigo dragon's lair is always noisy, with a cacophonous mix of wind, water, shriekers, monster calls, and the roars of the dragon itself, not to mention magically-produced sounds.

On initiative count 20 (losing ties), a legendary indigo 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 frightful moaning fills a 90' cube within the lair. Each creature of the dragon's choice in the cube must succeed on a DC 15 Wis save or be frightened until initiative count 20 of the next round.
- An inaudible, subsonic wave passes through a 50' cube in the lair. Each creature of the dragon's choice in the cube must succeed on a DC 15 Con save or be poisoned until initiative count 20 of the next round.
- A loud keening sound washes over a 50' cube in the lair. Each creature of the dragon's choice in the cube must succeed on a DC 15 Con save or be deafened for 1 minute (save ends).
- The dragon creates an illusory sound at a point within the lair. It can be as quiet as a whisper or as loud as the dragon's own roar. A creature that uses an action to make a DC 20 Int (Investigation) check can tell that the sound is false via small clues.

REGIONAL EFFECTS

The region surrounding an indigo dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Cacophonous noises of various sorts- wind, rustling vegetation, the rumble of thunder, mysterious cracking noises, animal sounds, etc- fill the air within 1 mile of the lair, making it impossible to hear normal speech at a distance of greater than 20'.
- Constant noise makes it difficult to rest. When a creature completes a rest, it must make a Con save, DC 10 for a short rest or 12 for a long rest, or gain no benefit from the rest.
- Sounds are amplified within 5 miles of the lair, giving creatures advantage on Wisdom (Perception) checks that rely on hearing and disadvantage on Dexterity (Stealth) checks to move silently.

Adult Indigo Dragon

Huge Dragon (Chromatic), usually chaotic evil

Armor Class 19 (natural armor)

Hit Points 243 (18d12+126)

Speed 40 ft., climb 40 ft., fly 80 ft.

**STR 26 (+8), DEX 10 (+0), CON 24 (+7),
INT 16 (+3), WIS 14 (+2), CHA 20 (+5)**

Saving Throws Dex +6, Con +13, Wis +8,
Cha +11

Skills Intimidation +11, Perception +8,
Persuasion +11

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive
Perception 18

Languages Common, Draconic

Challenge 20 (25,000 xp) **Prof** +6

Echolocation. If the dragon is deafened, its
blindsight is reduced to 10'.

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. It then makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10+8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6+8) slashing damage.

Tail. *Melee Weapon Attack:* +14 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 19 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.

Sonic Trill (Recharge 5-6). The dragon uses its sonic trill to produce one of the following effects.

- Each creature within 50' of the dragon must make a DC 21 Con save, taking 63 (14d8) thunder damage on a failure or half that on a success.
- One object the dragon can see within 60' takes 63 (14d8) thunder damage. If the object is worn or carried, the creature wearing or carrying it can use its reaction to make a DC 21 Dex save. If it succeeds, the creature can choose to take the damage in place of the object, and takes only half damage.
- One creature it can see within 30' must make a DC 21 Con save or be stunned until the end of the dragon's next turn.
- Each creature in a 60' cone must make a

DC 21 Con save. The dragon chooses one of the following, and each creature that fails its save suffers that effect.

- The creature is frightened until the end of the dragon's next turn.
- The creature is poisoned until the end of the dragon's next turn.
- The creature's speed is reduced by half until the end of the dragon's next turn.
- The creature loses its bonus action and reaction until the end of the dragon's next turn.

REACTIONS

Bloodied Trill (recharges after a short or long rest). When the dragon becomes bloodied, its Sonic Trill recharges, and the dragon 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.

- **Disorient.** One creature the dragon can see within 60' must make a DC 19 Wis save. If it fails, it loses its bonus action and reaction until the end of the dragon's next turn.
- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 24 Dexterity save or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Indigo Dragon

Gargantuan Dragon (Chromatic), usually chaotic evil

Armor Class 22 (natural armor)

Hit Points 499 (27d20+216)

Speed 40 ft., fly 50 ft.

**STR 29 (+9), DEX 10 (+0), CON 28 (+9),
INT 18 (+4), WIS 16 (+3), CHA 22 (+6)**

Saving Throws Dex +8, Con +17, Wis +11, Cha +14

Skills Intimidation +14, Perception +11, Persuasion +14

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 27 (105,000 xp) **Prof** +8

Echolocation. If the dragon is deafened, its blindsight is reduced to 10'.

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. It then makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +17? to hit, reach 10 ft., one target. *Hit:* 20 (2d10+9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 18 (2d8+9) 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 24 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.

Sonic Trill (Recharge 5-6). The dragon uses its sonic trill to produce one of the following effects.

- Each creature within 50' of the dragon must make a DC 26 Con save, taking 90 (20d8) thunder damage on a failure or half that on a success.
- One object the dragon can see within 60' takes 90 (20d8) thunder damage. If the object is worn or carried, the creature wearing or carrying it can use its reaction to make a DC 26 Dex save. If it succeeds, the creature can choose to take the damage in place of the object, and takes only half damage.
- One creature the dragon can see within 30' must make a DC 26 Con save or be stunned until the end of the dragon's next turn.
- Each creature in a 60' cone must make a DC 26 Con save. The dragon chooses one of the following, and each creature that fails its save suffers that effect.
 - The creature is frightened until the end of the dragon's next turn.
 - The creature is poisoned until the end of the dragon's next turn.
 - The creature's speed is reduced by half until the end of the dragon's next turn.
 - The creature loses its bonus action and reaction until the end of the dragon's next turn.

REACTIONS

Bloodied Trill (recharges after a short or long rest). When the dragon becomes bloodied, its Sonic Trill recharges, and the dragon 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.

- **Disorient.** One creature the dragon can see within 60' must make a DC 26 Wis save. If it fails, it loses its bonus action and reaction until the end of the dragon's next turn.
- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 27 Dexterity save or take 16 (2d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Indigo Dragon Ascendant

Ambition beyond words, the ancient indigo dragon ascendant walks the path to true godhood. It might seek to join the ranks of Bahamut, Tiamat, and Sardior, or it might be attempting to forge a religion entirely around itself, its body of worshipers made up of inferiors such as Fey, Humanoids, or Giants. The ancient indigo dragon ascendant uses the Ancient Indigo Dragon stat block with the following changes.

- It is also immune to bludgeoning, piercing, and slashing damage that isn't magic.
- Its attack, save, and bonuses, as well as its save DCs, increase by 1.
- Its Challenge Rating is 30 (155,000 xp).
- Its proficiency bonus is +9.

It has the following additional Traits.

- **Magic Resistance.** The dragon has advantage on saving throws against spells and other magical effects.
- **Magic Weapons.** The dragon's weapon attacks are magical.
- **Preternatural Awareness.** Whenever a creature speaks the dragon's name, for the next minute, the dragon can hear everything spoken within 30' of that creature.

The ascendant has the following additional Action options.

- **Spellcasting.** The jackalwere casts one of the following spells, using Charisma as the spellcasting ability (save DC 22):
 - At Will- *detect magic, detect thoughts, guidance, thaumaturgy.*
 - 2/day- *dispel magic, lesser restoration, scrying.*
 - 1/day- *banishment, charm monster, stone shape, wall of force.*
- **Transport (recharge 5-6).** The ascendant teleports to a location it has been previously. This location may be on another plane.

It has the following additional Reaction options.

- **Legendary Recovery (1/day).** When the dragon is targeted by a spell, all hostile conditions on it end, and it regains one use of Legendary Resistance.
- **Scathing Recuperation (1/day).** When the dragon is reduced to below 125 hit points, it regains 60 hit points, teleports up to 100' to a space it can see, makes a saving throw, and makes one Claw attack, in any order.

Indigo Dragon Wyrmling

Medium Dragon (Chromatic), usually chaotic evil

Armor Class 17 (natural armor)

Hit Points 67 (9d8+27)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR 17 (+3), DEX 10 (+0), CON 16 (+3),

INT 12 (+1), WIS 11 (+0), CHA 15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Intimidation +4, Perception +2,

Persuasion +4

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 12

Languages Common, Draconic

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

Echolocation. If the dragon is deafened, its blindsight is reduced to 10'.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

Sonic Trill (Recharge 5-6). The dragon uses its sonic trill to produce one of the following effects.

- Each creature within 50' of the dragon must make a DC 13 Con save, taking 22 (5d8) thunder damage on a failure or half that on a success.
- One object the dragon can see within 60' takes 22 (5d8) thunder damage. If the object is worn or carried, the creature wearing or carrying it can make a DC 13 Dex save. If it succeeds, the creature can choose to take the damage in place of the object, and takes only half damage.
- One creature the dragon can see within 30' must make a DC 13 Con save or be stunned until the end of the dragon's next turn.

- Each creature in a 60' cone must make a DC 13 Con save. The dragon chooses one of the following, and each creature that fails its save suffers that effect.
 - The creature is frightened until the end of the dragon's next turn.
 - The creature is poisoned until the end of the dragon's next turn.
 - The creature's speed is reduced by half until the end of the dragon's next turn.
 - The creature loses its bonus action and reaction until the end of the dragon's next turn.

Young Indigo Dragon

Large Dragon (Chromatic), usually chaotic evil

Armor Class 18 (natural armor)

Hit Points 168 (16d10+80)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR 22 (+6), DEX 10 (+0), CON 20 (+5),

INT 14 (+2), WIS 12 (+1), CHA 18 (+4)

Saving Throws Dex +4, Con +9, Wis +5, Cha +8

Skills Intimidation +9, Perception +5,

Persuasion +9

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 15

Languages Common, Draconic

Challenge 12 (8,400 xp) **Prof** +4

Echolocation. If the dragon is deafened, its blindsight is reduced to 10'.

ACTIONS

Multiattack. The dragon makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage.

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

Sonic Trill (Recharge 5-6). The dragon uses its sonic trill to produce one of the following effects.

- Each creature within 50' of the dragon must make a DC 17 Con save, taking 54 (12d8) thunder damage on a failure or half that on a success.
- One object the dragon can see within 60' takes 54 (12d8) thunder damage. If the object is worn or carried, the creature wearing or carrying it can use its reaction to make a DC 17 Dex save. If it succeeds, the creature can choose to take the damage in place of the object, and takes only half damage.
- One creature the dragon can see within 30' must make a DC 17 Con save or be stunned until the end of the dragon's next turn.
- Each creature in a 60' cone must make a DC 17 Con save. The dragon chooses one of the following, and each creature that fails its save suffers that effect.
 - The creature is frightened until the end of the dragon's next turn.
 - The creature is poisoned until the end of the dragon's next turn.
 - The creature's speed is reduced by half until the end of the dragon's next turn.
 - The creature loses its bonus action and reaction until the end of the dragon's next turn.

REACTIONS

Bloodied Trill (recharges after a short or long rest). When the dragon becomes bloodied, its Sonic Trill recharges, and the dragon uses it.

Young Indigo Dragon Champion of Tiamat

The young indigo dragon champion of Tiamat uses the Young Indigo Dragon stat block with the following changes.

- Its attack, save, and skill bonuses, as well as its save DCs, increase by 1.
- Its Challenge Rating is 15 (13,000 xp).
- Its proficiency bonus is +5.

It has the following additional Trait.

- **Regeneration.** The dragon regains 15 hit points at the start of its turn if it has at least 1 hit point.

It has the following additional Bonus Action option.

- **Chromatic Strike (recharge 5-6).** The next time the dragon hits with an attack before the end of its next turn, the attack does an extra 5 (1d10) acid, cold, fire, lightning, and poison damage.

The champion has the following additional Action option.

- **Chromatic Breath (1/day).** The dragon breathes a multicolored, coruscating, 40' cone of energy. Each creature in the cone must make a DC 17 Dex save. If it fails, it takes 11 (2d10) each acid, cold, fire, lightning, and poison damage. On a successful save, the creature takes half of each type of damage.
- **Heads of the Dragon Queen (1/day).** The dragon magically grows four extra heads that resemble the heads of other types of chromatic dragons, then makes five Bite attacks. The extra heads then vanish.

INESCAPABLE ADJUDICATOR

Source: Homebrew.

An inescapable adjudicator is an agent of Law that exists to bring rogue lawful creatures to justice. Appearing as a 10' tall, four-armed humanoid with a single golden eye in a hound's head, the inescapable adjudicator is powerfully muscled but as lean as a greyhound. It is covered in thin, pale fur.

Judgment of Law. An inescapable adjudicator brings the judgment of Law with it. It is often found eliminating rogue **modrons** or other lawful creatures that have been infected by the touch of Chaos. Rarely, one will be dispatched to bring a mortal creature that has turned from the path of Law to Mechanus for correction, but only if that mortal was previously dedicated to Law. Others are outside of the adjudicator's remit.

Inescapable Adjudicator Treasure. An inescapable adjudicator has a 25% chance to have 1d3 random magic items.

Inescapable Adjudicator

Large Celestial, always lawful neutral

Armor Class 19 (natural armor)

Hit Points 178 (17d10+85)

Speed 50 ft.

**STR 20 (+5), DEX 16 (+3), CON 20 (+5),
INT 18 (+4), WIS 24 (+7), CHA 16 (+3)**

Saving Throws Dex +7, Int +8, Wis +11, Cha +7

Skills Intimidation +7, Investigation +8,
Perception +11, Survival +11

Damage Resistances cold, fire, thunder;
bludgeoning, piercing, and slashing that isn't
magic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 21

Languages All

Challenge 11 (7,200 xp)

Prof +4

Magic Resistance. The inescapable adjudicator has advantage on saves against spells and magical effects.

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

ACTIONS

Multiattack. The adjudicator makes four Slam attacks. It can substitute Wrathful Rays for up to two of these attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 10 (1d10+5) bludgeoning damage, and the target must succeed on a DC 15 Str save or have its speed reduced by 10' for 24 hours. The target can repeat the save at the end of its next turn, ending the reduction on itself on a success. This effect stacks, and succeeding on the repeated save only affects the reduction from that attack. If the target's speed is reduced to 0, it is rooted to the spot, unable to move.

A lesser restoration, remove curse, dispel magic, or haste will end the reduction in the target's speed.

Wrathful Ray. The adjudicator fires a red ray of light out of its eye in a line 5' wide and up to 90' long. Each creature in the line must make a DC 15 Dex save. If it fails, the target's speed is reduced by 10' for 24 hours. The target can repeat the save at the end of its next turn, ending the reduction on itself on a success. If the target's speed is reduced to 0, it is rooted to the spot, unable to move. *A lesser restoration, remove curse, dispel magic, or haste will eliminate the reduction.*

Judgment of Law (1/day). The inescapable adjudicator pronounces the judgment of Law upon the creature it was dispatched to capture if the target can hear the adjudicator and is within 90'. Unless it can't be charmed, the target must make a DC 15 Wis save or become charmed and surrender to the adjudicator, willingly accompanying it to judgment and attempting to dissuade allies from

interfering with the passage of justice. The creature remains charmed until it reaches its destination with the adjudicator. Each time the creature takes damage, it can repeat the save.

Spellcasting. The adjudicator casts one of the following spells, using Wisdom as its spellcasting ability and requiring no material components:

At will- *detect evil and good*, *magic circle*, *see invisibility*.

1/day- *teleport trace*, *true sight*.

INEVITABLE

Source: 3.5 *Monster Manual* (zelekhut, kolyarut); 3e *Fiend Folio* (quarut, varakhut).

The inevitables are strange clockwork creatures that are relics of a previous cosmology that was shattered by the final victory of Chaos in the Great War of Ethics. Inevitables consider themselves to be agents of law, similar to **maruts**, but they answer to no authority and seem bent on overturning the very nature of the cosmos and returning it to its previous state.

Forsaken by the Maruts. According to some scholars, the maruts were once a type of inevitable, but they have forsaken the rest of their kind and sought their own path among the astral realms. Other sages wryly point out that this itself is evidence that the order the inevitables represent (or once represented) is no longer tenable.

Organized and Driven. The inevitables are extraordinarily organized, working together like the cogs that make up a single machine. They are driven to “correct” what they perceive as the cosmic errors that cast Law down at the end of the Great War of Ethics, carrying out complex and protracted schemes designed to “restore” the order that the inevitables perceive to be missing from the world.

Punishers of Transgression. Each type of inevitable is designed to hunt down and punish those who would transgress against some type of fundamental law or principle, such as “Bargains should be kept,” “Everyone dies eventually” or “The wicked must be punished.” As soon as an inevitable is created, it is instilled with its first

mission and the principle that it will uphold. Most inevitables carry out punishment by slaying transgressors, but rarely, an inevitable will force the transgressor to compensate its victims or take some other action to balance the scales.

Inevitable Treasure. Unless one is assigned an item, inevitables don't keep treasure.

INFERNAL

Source: 3e *Epic Level Handbook*/

An infernal is the result of the star-crossed mating of devil and deity, a bastard entity that hates its forebears and yet possesses no small measure of their puissance and cunning. An infernal resembles a tormented, diabolic-looking humanoid with great draconic wings that fold around its twisted body. For some reason known only to the divine and diabolic powers, infernals usually have more freedom to roam the realms from which they sprang than most other **abominations**. Even so, their movements are proscribed to within certain regions, an arrangement that suits the devils fine, for an infernal is mighty enough that it might be able to challenge even an arch-devil for supremacy over its home plane.

Many infernals construct mighty fortresses in epically inaccessible places, such as the bottom of a pool of molten lava, the depths of a forlorn chasm in Avernus, a lightless void in the Quasielemental Plane of Vacuum, or within a frozen glacier. An infernal rarely welcomes unexpected company.

An infernal looks like a classical devil, standing about 15' tall. It has massive draconian wings, black scales all over its body, wicked claws, and a fanged maw.

An Infernal in Combat. In combat, an infernal prefers to keep its distance, using its powerful spells to destroy enemies from afar, often opening with a Hellball in an attempt to wipe them out in a single devastating move. If foes close with it, it uses a combination of its Cautious Caster bonus action and its incredible speed to put distance between itself and them.

An infernal pressed into melee is formidable, and it is more than willing to cast fire-based magic that targets itself in order to blast enemies around it.

If it believes itself likely to lose an encounter, an infernal will typically flee before the situation gets too dire. Creatures that make an infernal flee have surely gained a lifelong enemy of incredible power, cunning, and patience.

Infernal Allies. Infernals are frequently served by rogue **devils**, such as **pit fiends**, **horned devils**, **bone devils**, or **ice devils**. Sometimes, **yugoloth** mercenaries will contract to serve as an infernal's troops or guards.

Infernal Challenge Rating. When assessing the Challenge Rating of an infernal, increase its effective AC by 2 to account for its Learned Spell Immunity.

Infernal Treasure. An infernal typically has 5d20+100 x 1,000 gp in assorted coins and gems. In addition, it has a 75% chance each to have 2d10 pieces of jewelry and 1d6+4 magic items.

Infernal

Large Fiend (Abomination), always evil

Armor Class 20 (natural armor)

Hit Points 460 (40d10+240)

Speed 80 ft., fly 150 ft.

**STR 24 (+7), DEX 18 (+4), CON 22 (+6),
INT 20 (+5), WIS 23 (+6), CHA 27 (+8)**

Saving Throws Dex +13, Int +14, Wis +15,
Cha +17

Skills Arcana +14, Religion +14

Damage Immunities fire, poison; bludgeoning,
piercing, and slashing that isn't magic

Condition Immunities charmed, exhaustion,
frightened, paralyzed, petrified

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Celestial, Infernal,
telepathy 120'

Challenge 30 (155,000 xp) **Prof** +9

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

Learned Spell Immunity. If the infernal is affected by a spell, it can choose to become immune to further castings of that spell until it completes a long rest.

Legendary Resistance (3/day). If the infernal fails a save, it can choose to succeed instead.

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

Magic Weapons. The infernal's weapon attacks are magical.

Regeneration. If the infernal starts its turn and has at least 1 hit point, it regains 30 hit points.

ACTIONS

Multiattack. The infernal attacks once each with its Claws, Bite, and Tail.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) slashing damage.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 12 (1d10+7) piercing damage, and if the target casts spells, it must make a DC 25 Wisdom save or its highest level unexpended spell slot is expended. If it prepares spells, it can choose to lose one of its highest level prepared spells instead.

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 13 (1d12+7) piercing damage.

Hellball (1/day). The infernal creates a massive blast of energy in a 40' sphere centered on a point within 300' that the infernal can see. Each creature in that sphere must make four DC 25 Dexterity saves, suffering, respectively, 35 (10d6) acid, fire, lightning, and thunder damage on a success or half that on a failure.

Spellcasting. The infernal casts one of the following spells, using Charisma as its spellcasting ability (spell save DC 25, +14 to hit with spell attacks), requiring no material components:

At will- *animate dead* (as an action), *charm person*, *create undead* (as an action), *darkness*, *detect magic*, *dispel magic*, *fear*, *fireball*, *greater invisibility*, *produce flame*, *scrying* (as an action), *wall of fire*.

1/day- *fire storm*, *meteor swarm*.

BONUS ACTIONS

Cautious Caster. If the infernal used its action to cast a spell, it Disengages.

Wings. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) bludgeoning damage, and the target must make a DC 24 Str save or fall prone.

REACTIONS

Bloodied Spell. Whenever the infernal becomes bloodied, it uses Spellcasting.

LEGENDARY ACTIONS.

The infernal 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 infernal regains spent legendary actions at the start of its turn.

- **Attack.** The infernal makes one melee attack.
- **Infernal Step.** The infernal teleports up to 30'. Each creature within 5' of its arrival point takes 5 (1d10) fire damage.
- **Summon Pit Fiend (requires 2 actions).** A pit fiend appears at a point the infernal can see within 120'. The infernal can summon up to four pit fiends per day. The pit fiend remains for 1 hour or until the infernal uses a bonus action to dismiss it. It can use a single bonus action to dismiss any or all of its pit fiends.

LAIR ACTIONS

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

- A cloud of black smoke fills a 40' cube in the lair for 1 minute or until the infernal uses this lair action again. The area is heavily obscured, and a creature that ends its turn in it must succeed on a DC 23 Con save or be poisoned until the end of its next turn.
- An explosion of sparks fills a 10' radius sphere in the lair. Each creature in the explosion must make a DC 23 Dex save or be blinded for 1 minute (save ends).
- The infernal casts *wall of force* in the lair (no concentration required). The wall ends if the infernal uses this lair action again.

INFERNO SPIDER

Source: 3e *Monster Manual* 4.

An inferno spider is a creature from the Elemental Plane of Fire, near the border with Magma. The spider appears to be made of magma, and belches flames and smoke constantly. Liquid fire drips from its body, burning briefly where the spider passes. Even the inferno spider's web is made of fire. The spider is about 4' high and has a diameter of around 8'

Voracious Predators. Targeting anything weaker than itself, an inferno spider is a solitary hunter on the Elemental Plane of Fire with an endless appetite. Creatures weaker than it fear and despise it.

Some inferno spiders find their way to the World, where they quickly die unless they are in a hot climate. Some live in arid deserts or atop volcanic mountains, but they can rarely spread

Explosive Reproduction. Only the most successful inferno spiders live to reproduce. Once in its lifetime, only after it has grown old and powerful, does an inferno spider seek a mate. When it finds one, the two fall into a ritualistic

dance, circling each other for hours or days, until finally they rush into each others' embrace and explode. This explosion births hundreds of inferno spider young, which attack each other in a frenzy until only a few remain, spaced widely apart enough and sated enough to go their separate ways.

Inferno Spiders as Pets. Powerful **fire elementals**, **salamanders**, **moltarri**, or similar creatures sometimes forge alliances with inferno spiders. The inferno spiders act as subordinates or even pets in such a relationship.

Inferno spiders are attracted to individuals with great arcane or divine power, such as **archmagi**, **war priests**, **liches**, and the like. An inferno spider will often willingly serve such a creature, provided that it is more powerful than the spider.

Fire archoments, including **Imix**, often have inferno spiders patrolling the flaming landscape surrounding their lairs.

Inferno Spider Treasure. Inferno spiders don't collect treasure, incinerating it with the flames of their bodies instead.

Inferno Spider

Large Elemental (Fire), always neutral

Armor Class 13

Hit Points 133 (14d10+56)

Speed 40 ft., climb 40 ft.

**STR 20 (+5), DEX 16 (+3), CON 18 (+4),
INT 6 (-2), WIS 11 (+0), CHA 11 (+0)**

Damage Vulnerabilities cold

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 xp)

Prof +3

Heated Body. A creature that touches the inferno spider or hits it with a melee attack while within 5' of it takes 7 (2d6) fire damage.

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

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) piercing damage plus 27 (6d8) fire damage.

Flame Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 50'/100', one creature. *Hit:* 7 (2d6) fire damage, and the target is restrained by webbing. At the start of each of its turns, the restrained creature takes another 7 (2d6) fire damage. As an action, the restrained creature can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, hp 5, vulnerability to cold damage, immunity to bludgeoning, fire, poison, and psychic damage).

Inferno Spider Juggernaut

The inferno spider juggernaut uses the Inferno Spider stat block with the following changes.

- It has 199 hit points (21d10+84 Hit Dice).
- Its attack bonuses and save DCs increase by 1.
- Its Challenge Rating is 11 (7,200 xp).
- Its proficiency bonus is +4.

It has the following additional Trait.

- **Bloodied Frenzy.** While bloodied, the spider gets a +10 bonus to damage rolls that deal fire damage.

It has the following additional Reaction option.

- **Shrug it Off (1/day).** When the spider becomes bloodied, it gains 50 temporary hit points.

Inferno Spider Young

The inferno spider young uses the Inferno Spider stat block with the following changes.

- It is Small.
- It has 1 hit point (minion).
- It is worth 360 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.

INOI

Source: Homebrew.

An inoi is a manifestation of the cosmic balance. Appearing as a 20' tall robed humanoid form split down the middle between glowing white and utter black, the inoi's purpose is to guard the World against the extremes of good, evil, law, and chaos alike. Should the inoi become aware of the presence of a Celestial or Fiend, it stops at nothing to banish or destroy it.

Inois dwell in deep forests or high mountains, far from the distractions of mortal civilization. They enjoy the company of Beasts, but tend to shun more intelligent natural creatures such as Giants and Humanoids.

Inoi Treasure. An inoi has a 25% chance to have 1d3 scrolls.

Inoi

Huge Giant, always neutral

Armor Class 20 (natural armor)

Hit Points 225 (18d12+108)

Speed 50 ft., fly 50 ft.

STR 22 (+6), **DEX** 14 (+2), **CON** 22 (+6),
INT 18 (+4), **WIS** 18 (+4), **CHA** 18 (+4)

Skills Insight +8, Perception +8

Damage Resistances bludgeoning, piercing, and

slashing that isn't magic

Senses darkvision 60 ft., passive Perception 18

Languages Druidic, the Spirit Tongue

Challenge 12 (8,400 xp) **Prof** +4

Banishing Aura. A Celestial or Fiend that starts its turn within 15' of the inoi must make a DC 16 Charisma save or be returned to its home plane.

ACTIONS

Multiattack. The inoi makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) bludgeoning plus 11 (2d10) force damage.

BONUS ACTIONS

Balanced Step. The inoi teleports up to 100' to a space adjacent to a Celestial, Fiend, or creature that attacked the inoi or targeted it with a spell since the start of the inoi's last turn.

INSANE CLOWN

Source: Homebrew.

The most powerful and dangerous (and least sane) members of the Dark Carnival are the insane clowns, who lead the wagons on their eternal journeys. The insane clowns that direct a given group of wagons set the tone for every member of that group, either turning the band toward terrible (and often arbitrary) retribution for some crime or slight, real or imagined, or simply into a force of chaos that spreads lunatic slaughter wherever it goes. A group of insane clowns is known as a **posse**.

Each insane clown adopts a unique style of face paint. This distinctive look is individual enough to identify the clown if faithfully reproduced.

Insane Clown Allies. Insane clown wagons are typically occupied by a mix of **dark carnies**, **jugglas**, **juggalos**, and others. Often some sort of wizard, such as a **necromancer**, will journey with the wagons, and other beings of various kind have joined the carnival at times, including **genies**.

Insane Clown Treasure. An insane clown has a 30% chance of having 1 piece of magical clothing.

A Dark Carnival posse led by one or more insane clowns that has at least ten members also has a 25% chance each to have 3d6 x 10 gp in trade goods, 1d20 x 1,000 cp, 1d10 x 1,000 sp, 2d10 x 25 gp, and 2d6 x 10 gp.

Insane Clown

Medium Humanoid, usually chaotic neutral

Armor Class 15 (leather armor)

Hit Points 111 (16d8+48)

Speed 30 ft.

**STR 16 (+3), DEX 18 (+4), CON 16 (+3),
INT 9 (-1), WIS 10 (+0), CHA 15 (+2)**

Saving Throws Dex +6

Skills Acrobatics +6, Perform +4

Senses passive Perception 10

Languages Common

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

Insane. The clown has advantage on saves against the charmed and frightened conditions.

ACTIONS

Multiattack. The clown makes two Hand Axe attacks. If it is juggling at least three hand axe attacks, it can make three ranged Hand Axe attacks instead.

Hand Axe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/80 ft.. one target. *Hit:* 6 (1d6+3) slashing damage.

Breathe Fire (recharge 5-6). The clown breathes fire in a 15' cone. Each creature in the cone must make a DC 13 Dexterity save, suffering 27 (5d10) fire damage on a failure or half that on a success.

Spellcasting. The clown casts one of the following spells, using Charisma as its spellcasting ability (save DC 12) and requiring no material components:

At will- *disguise self*, *vicious mockery*.

2/day- *Tasha's uncontrollable hideous laughter*.

1/day- *oops, sorry, phlegmatic spray*.

BONUS ACTIONS

Hey Rube! (recharges after a short or long rest).

One ally within 120' that can hear the clown can use its Reaction to move its speed.

Master Juggler. The clown draws up to five items that can each be held in one hand and begins juggling them.

REACTIONS

Catch Weapon. If the clown is juggling and a ranged weapon attack targets it, the clown makes a Dex save with a DC equal to the attack roll to catch the weapon and add it to the juggle.

INTELLECT DEVOURER

Location: *Monster Manual*.

Intellect Devourer Treasure: An intellect devourer collects no treasure of its own, instead typically turning it over to its illithid masters.

INVISIBLE STALKER

Location: *Monster Manual*.

Invisible Stalker Treasure. An invisible stalker doesn't keep treasure.

Invisible Stalker Assassin

An invisible stalker assassin uses the Invisible Stalker stat block with the following changes.

- Its AC is 15.
- Its Dexterity is 20 (+5).
- Its bonus to Stealth is +13.
- Its Challenge Rating is 8 (3,900 xp).

The stalker has the following additional Traits.

- **Assassinate.** During its first turn, the hawk has advantage on attacks rolls against any creature that hasn't taken a turn. Any hit the hawk scores against a surprised creature is a critical hit.
- **Sneak Attack (1/turn).** If the stalker hits a creature that it has advantage against, or if the target has another enemy within 5' of it and the stalker doesn't have disadvantage, the stalker can deal an extra 14 (4d6) damage.

IRON BLIZZARD (Hazard)

An iron blizzard usually manifests either in deep regions of the Elemental Chaos or in areas of the Prime Material Plane or Elemental Plane of Earth that are subject to extremely powerful magnetic fields. It consists of countless small flecks of iron or iron ore moving in a whirlwind of deadly shrapnel.

An iron blizzard can vary widely in size and duration. The smallest iron blizzards are only about 30' in diameter. The largest can be miles across. Those that are formed because of a local magnetic field might last until the field dies or is removed, while one that forms spontaneously might last only moments or hours.

The area of the iron blizzard is lightly obscured, or heavily obscured if they are at least 100' from the viewer.

Once per turn, a creature that enters or ends its turn in the iron blizzard must make a DC 15 Con save, taking 32 (5d12) slashing damage on a failure or half that on a success. A creature that fails by 5 or more is also blinded until the end of its next turn.

IRON COBRA

Location: *Mordenkainen's Tome of Foes* p125.

An iron cobra is usually between 5' and 7' in length, with obvious rivets and other signs of its constructed nature visible to observers. A typical iron cobra weighs around 500 lbs.

More Magical Than Mechanical. Although an iron cobra's metal body includes a variety of articulations and mechanical effects, the majority of its animating force is magical. It needs occasional maintenance, including oiling and cleaning, to remain in good working order if it is frequently active. An undisturbed iron cobra, on the other hand, can last for centuries or even longer without maintenance.

Poison Receptacle. The fangs of the iron cobra include a hollow reservoir that can hold poison. The receptacle holds enough poison to deliver three doses, and can be filled with any injected poison. The poison in the iron cobra's stat block is generated as part of its creation, but others can be substituted (see some of the variants presented below).

Variant Appearances. Variant Constructs could exist with different appearances, but the same stat block as an iron cobra. For instance, an "iron cobra" might be made of bronze and shaped like a spider or wyvern. In such a case, the differences are purely cosmetic.

Iron Cobra Treasure. An iron cobra is often guarding treasure. There is a 30% chance each that the cobra guards 1d8 x 100 cp and sp, 1d6 x 100 ep and gp, 1d4 x 10 pp and 2d4 gems.

Iron Cobra Armored Sentinel

An iron cobra armored sentinel uses the Iron Cobra stat block with the following changes.

- Its AC is 18 (natural armor).
- It has 97 hit points (15d8+30 Hit Dice).
- Its Strength is 16 (+3).
- Its attack and skill bonuses, as well as its save DCs, increase by 1.
- Its Challenge Rating is 7 (2,900 xp).
- Its proficiency bonus is +3.

It has the following additional Trait.

- **Sentinel.** If the sentinel hits a creature with an opportunity attack, that creature's speed is reduced to 0 until the start of its next turn.

Iron Cobra with Wyvern Venom

An iron cobra with wyvern venom uses the Iron Cobra stat block with the following changes.

- Instead of the save and effect listed, a creature hit by the cobra's bite must make a DC 15 Con save, taking 24 (7d6) poison damage on a failed save or half as much on a success.

IRON ELEMENTAL MYRMIDON

Source: 4e *The Plane Below: Secrets of the Elemental Chaos* (as iron archon).

Elemental myrmidons, also known as elemental archons, are powerful elemental warriors who were created during the earliest epochs of the multiverse, during a period called the Dawn War. Spawned by the primordials, elemental myrmidons are endowed with cunning and the prowess and mind of a veteran soldier. Literally born with a sword in hand, iron myrmidons love combat, conflict, and destruction.

Soldiers in an Elemental Army. Elemental myrmidons fight for the primordials, mainly as soldiers but also as officers, special agents, or shock troops. They sometimes serve

archoments, powerful **genies**, or other mighty elemental beings, often engaging in unusual or unorthodox military maneuvers to promote the agendas of their masters.

Other iron myrmidons have turned to a more mercenary existence, fighting for the highest bidder. Since many of the primordials they once served were slain or imprisoned during the Dawn War, a tremendous number of elemental myrmidons have no master to give them orders. These myrmidons are drawn to powerful creatures, especially ones whose agenda allows the elemental myrmidons to destroy. Elemental myrmidons were literally born to fight, and it is difficult for one to resist the lure of the opportunity to engage in an act of great or especially intriguing destruction.

Different types of elemental myrmidons often work together, and they usually have no issue cooperating. Even seemingly natural enemies, such as **fire** and **ice myrmidons**, work in concert without trouble.

Elemental Myrmidon Treasure. Elemental myrmidons rarely collect treasure, but if they linger in one area long, the treasure of slain creatures might accumulate around them. In the lair of one to four elemental myrmidons, there is a 20% chance each that there are 1d6 x 500 cp, sp, and gp; and a 10% chance each that there are 1d10 x 50 ep, 1d20 x 5 pp, 1d6 gems, and 1 random magic item.

The lair of five to twelve myrmidons instead has a 30% chance each of having 2d6 x 1,000 cp and sp, as well as 1d6 x 1,000 gp; and a 10% chance each to have 1d20 x 100 ep, 1d10 x 20 pp, 1d10 gems, and 1d3 random magic items.

The lair of 13 to 35 myrmidons instead has a 40% chance each to have 2d6 x 2,000 cp and sp, as well as 2d8 x 1,000 gp; and a 15% chance each to have 3d6 x 250 ep, 1d6 x 100 pp, 2d12 gems, and 1d3+2 random magic items.

The lair of 36 or more myrmidons instead has a 50% chance each to have 2d10 x 2,000 cp and sp, as well as 1d10 x 2,000 gp; and a 15% chance each to have 2d10 x 500 ep, 1d10 x 200 pp, 3d10 gems, and 1d6+2 random magic items.

Iron Elemental Myrmidon

Medium Elemental, usually neutral

Armor Class 18 (plate armor)

Hit Points 127 (17d8+51)

Speed 30 ft.

**STR 18 (+4), DEX 12 (+1), CON 17 (+3),
INT 8 (-1), WIS 10 (+0), CHA 10 (+0)**

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

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Terran, one language of its creator's choice

Challenge 7 (2,900 xp) **Prof** +3

Magic Weapon. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes two Longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage, or 9 (1d10+4) slashing damage if wielded in two hands.

Flurry of Strikes (recharge 6). The myrmidon makes four Longsword attacks.

Iron Elemental Myrmidon Captain

The iron elemental myrmidon captain uses the Iron Elemental Myrmidon stat block with the following changes.

- It has 225 hit points (30d8+90 Hit Dice).
- Its Strength is 20 (+5) and its Charisma is 15 (+2).
- Its Longsword is +9 to hit and deals 1d8+5 damage, or 1d10+5 damage if wielded in two hands.
- Its Challenge Rating is 11 (7,200 xp).
- Its proficiency bonus is +4.

The captain has the following additional Action options.

- ***Tremendous Blow (recharge 5-6).*** The captain makes one Longsword attack. If it hits, it deals an extra 44 (8d10) slashing damage.
- ***Tactical Maneuver (recharges after a short or long rest).*** Each allied creature that can hear the captain within 50' can use its reaction to move half its speed.

The captain has the following additional Bonus Action options.

- ***Commander's Strike.*** One allied creature within 60' that can see or hear the captain can use its reaction to make one melee weapon attack.
- ***Shove (recharges when first bloodied, then after a short or long rest).*** If the captain hits with a melee weapon attack, it makes a Shove attempt against the target of that attack.

IRON GOLEM

Location: *Monster Manual* p168.

Iron Golem Treasure. Golems don't usually collect treasure.

Iron Golem Guardian Goliath

An iron golem guardian goliath is usually stationed to guard a pass, bridge, harbor, or similar large feature. It stands 60' tall and blocks all who attempt to pass by it. Its ability to ignore attacks from distant sources, combined with its ability to hurl javelins of force at targets some distance away, make it difficult for creatures to overcome the golem by maintaining their distance.

Gargantuan Construct (Golem), always unaligned

Armor Class 25 (natural armor)

Hit Points 330 (20d20+120)

Speed 45 ft.

STR 28 (+9), **DEX** 9 (-1), **CON** 22 (+6),

INT 3 (-4), **WIS** 11 (+0), **CHA** 1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing that isn't magic or adamantite

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 23 (50,000 xp)

Prof +7

Fire Absorption. Whenever the golem would take fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 37 (8d6+9) slashing damage plus 11 (2d10) thunder damage.

Force Javelin. The golem creates and hurls a javelin of force, which dissipates at the end of its turn. *Ranged Weapon Attack:* +16 to hit, range 60'/180', one target. *Hit:* 58 (9d12) force damage.

BONUS ACTIONS

Shock Wave (1/day). Each creature within 60' must make a DC 24 Dex save or fall prone.

REACTIONS

Bloodied Breath (recharges after a short or long rest). When the golem becomes bloodied, it breathes flame in a 50' cone that includes the creature that bloodied it if possible. Each creature in the cone must make a DC 21 Dex save, taking 90 (20d8) fire damage on a failure or half that on a success.

IRONCLAD MAULER

Source: 3e *Monster Manual III*.

An ironclad mauler is a war beast, perhaps a dire bear or elephant, that has had armor plates implanted into it. The creature has been re-engineered as a war beast. Most ironclad maulers are old relics of the Sword Empire, and the few that remain alive are growing old, but are nonetheless very dangerous. An ironclad mauler was trained to be aggressive, and those that still live have only survived by viciously preying on anything around them.

Voracious Appetites. Whatever an ironclad mauler eats, it must consume a tremendous amount to fuel the various mechanisms and apparati that have been built into its body. An ironclad mauler that is an herbivore must devour hundreds of pounds of fodder daily, and a

carnivore must likewise eat hundreds of pounds of meat every day to sustain itself. An ironclad mauler is thus a significant strain on the ecosystem of the area where it dwells.

Anti-Troop Weapons. Ironclad maulers originated as powerful war weapons designed to smash formations of heavy infantry troops. Able to shrug off terrific blows, an ironclad mauler can demolish an entire squadron of veteran troops with surprising speed. Bred for combat, an ironclad mauler relishes battle, especially when it is against a match or near-match for itself.

Ironclad Mauler Treasure. Ironclad maulers don't collect treasure, and they must travel far and wide to feed themselves, so they don't usually stay in a lair for any length of time.

Ironclad Mauler

Huge Monstrosity (Bear), always unaligned

Armor Class 19 (natural armor)

Hit Points 172 (15d12+75)

Speed 40 ft.

STR 22 (+6), **DEX** 13 (+1), **CON** 21 (+5),
INT 2 (-4), **WIS** 12 (+1), **CHA** 10 (+0)

Saving Throws Dex +5, Con +9, Wis +5, Cha +4

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages can't speak, but often understands several commands in Common

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

Grafted Armor. The thick armor grafted onto the mauler grants it a +8 natural armor bonus and reduces the severity of crits on it by 2d6.

Sickenning Aura. A living creature that starts its turn within 10' of the ironclad mauler must succeed on a DC 17 Constitution save or become poisoned for 1 minute (save ends). A creature that makes its save, or for whom the effect ends, is immune to the sickening aura of that ironclad mauler for 24 hours.

ACTIONS

Multiattack. The mauler makes two Claw attacks and one Bite attack.

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6+6) piercing damage.

REACTIONS

Bloodied Claw (recharges after a short or long rest). When the mauler becomes bloodied, it uses Claw.

IRONMAW

Source: 3e *Fiend Folio*.

An ironmaw is a tree that grows on those planes of the Abyss that support forests or marshy terrain. An ironmaw is a 20 to 30 foot tall tree resembling an oak, although its leaves are covered in bright red splotches. When they are not in use, the ironmaw keeps its tendrils wrapped around its trunk. Often, the area surrounding an ironmaw is strewn with the grisly remnants of its recent kills, but some ironmaws move around or cover the remains in order to help maintain the illusion that it is just a tree- until it strikes.

An ironmaw will devour anything that comes within reach of its tendrils, whether it has recently fed or not, and no other wildlife lives near it. It enjoys killing and inflicting suffering for its own sake, and when dealing with weak prey, it will often toy with its victim before delivering the coup de grace. While an ironmaw is a plant, it comes from the lower planes, and it shares the raw malevolence common to all fiends.

Possibly Corrupted Treants. Some planar scholars believe that an ironmaw is nothing more than a **treant** that has somehow been imported into, and corrupted by, one of the lower planes. Although others deny this, whispers amongst the wisest and most knowledgeable of the Fey seem to confirm that at least some ironmaws began as

treants. However, an ironmaw that consumes sufficient humanoid blood becomes able to shed small acorn-like seeds of bone surrounded by a meaty shell, thus reproducing without the aid of magic (or even pollination).

Ironmaw Treasure. An ironmaw often has treasure buried around its base. There is a 50% chance each that the ground contains 2d6 x 1,000 cp, 1d10 x 1,000 sp, and 1d10 x 1,000 gp; and a 25% chance each that it contains 2d6 gems, 1d6 pieces of jewelry, and 1d6 random magic items.

Ironmaw

Huge Plant, always neutral evil

Armor Class 18 (natural armor)

Hit Points 168 (16d12+64)

Speed 10 ft.

**STR 21 (+5), DEX 9 (-1), CON 19 (+4),
INT 4 (-3), WIS 13 (+1), CHA 14 (+2)**

Saving Throws Str +9, Con +8, Cha +6

Damage Resistances acid, thunder; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities cold, electricity

Senses passive Perception 11

Languages Abyssal

Challenge 11 (7,200 xp) **Prof** +4

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

Reel. At the start of each of its turns, the ironmaw can pull each creature it is grappling up to 20' toward it (no action required).

ACTIONS

Multiattack. The ironmaw makes four attacks with its Tendrils. It may use its Bite in place of two tendril attacks.

Tendril. Melee Weapon Attack: +9 to hit, reach 60 ft., one target. ***Hit:*** 14 (2d8+5) bludgeoning damage, and if the target is Large or smaller, the tendril grapples the target (escape DC 15). The target must make a Constitution save, DC 16, or be poisoned as long as it remains grappled. While the creature is grappled, the ironmaw cannot attack a different creature with that tendril. The ironmaw has four tendrils and can grapple one creature with each.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. ***Hit:*** 18 (3d8+5) bludgeoning damage, and the target must make a Strength saving throw, DC 17, or be drawn inside the ironmaw's trunk and engulfed. While engulfed, the target is blinded and restrained, has total cover against attacks and other effects from outside the ironmaw, and it takes 21 (6d6) bludgeoning damage at the start of each of the ironmaw's turns. An ironmaw can engulf one Large, two Medium, four Small, or eight Tiny creatures at one time.

If the ironmaw takes 30 damage or more on a single turn from a creature inside it, it must succeed on a DC 21 Constitution saving throw at the end of that turn or expel all engulfed creatures, which fall prone in a space within 5 feet of the ironmaw. If the ironmaw dies, an engulfed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Ironmaw Starved Weaking

The ironmaw starved weakling has been weakened by years of deprivation. It uses the Ironmaw stat block with the following changes.

- It has four levels of exhaustion. This has the following effects.
 - It has 84 hit points (16d12+16 Hit Dice).
 - Its speed is 5'.
 - It has disadvantage on attacks, checks, and saves.
- Its Challenge Rating is 9 (5,000 xp).

IRRADIATED HOUND

Source: Homebrew.

An irradiated hound began its life as a large **mastiff** or **wolf** of especially sturdy constitution. However, after exposure to a heavy dose of radiation, the beast has mutated, with bleeding sores on its body and large patches of hair missing. Its maw drips with caustic acid. Some irradiated hounds remain loyal to a humanoid (or other) master, but others go insane with the pain of their existence, shunning pack mates and abandoning their old lives.

Rarely, an entire pack of wolves or other canines becomes exposed to radiation, leaving an entire group of irradiated hounds to rampage across the landscape. Such a pack is far less likely to remain loyal to any former companions than a solitary irradiated hound.

Irradiated Hound Treasure. An irradiated hound collects no treasure.

Irradiated Hound

Medium Beast, always unaligned

Armor Class 12 (natural armor)

Hit Points 32 (5d8+10)

Speed 40 ft.

STR 17 (+3), **DEX** 13 (+1), **CON** 15 (+2),
INT 2 (-4), **WIS** 13 (+1), **CHA** 8 (-1)

Damage Resistances acid, poison, radiant

Condition Immunities charmed

Senses passive Perception 11

Languages -

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

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

Death Throes. When the irradiated hound is reduced to 0 hit points, it explodes, spraying radioactive gore on everything within 5' of it. Each creature in the explosion must make a DC 12 Dexterity saving throw, suffering 7 (2d6) poison and radiant damage and gaining 2 (1d4) RADs on a failure, or suffering half damage and gaining 1 RAD on a success.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, plus 5 (2d4) acid damage.

IRRADIATOR

Source: Homebrew.

An irradiator is a terrible weapon of destruction, an ancient type of Construct developed by the fledgling races that rose in the wake of the collapse of the Miloxi Empire. It is uncertain exactly which of the various demi-beast races that the Miloxi created made the first irradiator, but it is certain that in the wars between them all that followed their liberation, the secrets to the monsters' creation spread.

An irradiator's body has a barrel-shaped central body about 10' high and 7' in diameter, with four thin, jointed metal legs that raise its body another 5' above the ground. Nozzles extend from it in all directions; it uses these to shoot flames to defend itself from threats.

Prohibited. Irradiators were eventually prohibited by a series of ancient treaties. Every side of every conflict agreed: they were too dangerous to use, as they tainted the territory they were used on for decades. It was agreed that all existing irradiators would be destroyed and the secrets to their destruction would be eliminated by all concerned so that they could never be created again.

As is the way with weapons deemed too powerful to be kept, a number of them were secretly stored away in case some future conflict might justify their use.

Escapees. In addition, a number of irradiators escaped the attempts to destroy them all, choosing autonomy and independence. Such irradiators are very dangerous and paranoid.

Irradiator Treasure. An irradiator keeps no treasure, and any treasure near it is usually radioactive.

Irradiator

Huge Construct, always neutral

Armor Class 21 (natural armor)

Hit Points 84 (8d12+32)

Speed 30 ft.

**STR 16 (+3), DEX 10 (+0), CON 18 (+4),
INT 8 (-1), WIS 10 (+0), CHA 6 (-2)**

Damage Immunities poison, psychic, radiant

Condition Immunities charmed, frightened, paralyzed, petrified, stunned

Senses darkvision 90 ft., passive Perception 10

Languages can't speak but understands Ancient Miloxi

Challenge 7 (2,900 xp)

Prof +3

Radioactive Core. The irradiator's core emits significant amounts of radiation. At the start of the irradiator's turn, each creature within 10' gains 1d4 RADs, and each creature between 10' and 60' from it gains 1 RAD.

When the irradiator is at 21 hit points or below, this increases to 1d4+1 RADs per round, or 1d2 RADs per round for creatures up to 60' away.

In addition, any object or location that spends at least 24 hours within 60' of the irradiator becomes radioactive. Any creature within 50' of at least one such object or location gains 1 RAD per day.

ACTIONS

Flame Nozzle. The irradiator creates a 30' cone of flame. Each creature in the cone must make a DC 15 Dex save, taking 22 (4d10) fire damage on a failure or half that on a success.

ISLAND SHARK

Source: Homebrew.

An island shark is one of the largest monsters known. It is a type of **gargantuan**, but even for one of those monsters, the island shark is truly on another scale. It is so big that it can consume an entire small island in a single bite. When an island shark appears in a region, the blood of the people of that region runs cold, for all know that the island shark's voracious appetites are difficult to fulfill, and the monster is so large as to be almost impossible to drive off.

Too Big to Believe. An island shark is larger than entire cities that it threatens. Its maw gapes so wide that it can swallow entire islands and everything on them. The monster is so large that it is impossible to fight it as a single creature.

Instead, driving off the beast requires defeating several of its body parts: one eye, its mouth, its dorsal fin, and one gill. If enough damage can be inflicted to all of these parts of its body in quick succession, it can be driven off. Even while this is being done, most creatures are so small that the shark doesn't actually engage them in combat; however, merely being close to such a behemoth is dangerous, as it continually moves, creating intense currents and other dangerous effects, bumping into nearby things as it moves, etc. Its skin is rough and abrasive, so its merest touch is dangerous.

Otherwise, an island shark will eventually feed on a land mass. It is almost twenty miles long, with a gaping maw almost five miles across. It takes about a day for the shark to take a bite, but when it does, it destroys an area of the land mass about five miles in diameter and roughly spherical in shape, killing or swallowing whole every living thing on it.

An Internal Nightmare. Creatures swallowed might be able to escape, but the island shark's belly and innards almost always contains its own ecosystem full of predators, including smaller **sharks**, aquatic oozes such as **bloodbloomer swarms**, **blue slimes**, **flotsam oozes**, and sometimes even communities of aquatic folk such as **sahuagin**, **locathah**, **mermaids**, or **avanti**).

Often, the interior of an island shark has some sort of terrible monster that serves as an apex predator. Even something as large as a **giant shark**, **ooze octopus**, or the like might hunt the flooded passages within an island shark.

A Lair for Mighty Recluses. There have been several occasions where powerful individuals intentionally got swallowed in order to lair within an island shark. Whether seeking isolation or adventure, creatures such as a **shou lung**, **dragon turtle**, **lich**, and a renegade **githyanki knight** of surpassing ability have hidden themselves away inside of an island shark. By doing so, they render themselves accessible only to those daring enough to face the island shark and to accept the risk involved in being swallowed.

Island Shark Treasure. An island shark doesn't collect treasure, but its gut can contain entire civilizations' worth of loot. Such treasure is inevitably taken up by the creatures that live inside the shark, however.

Creatures living inside an island shark get a +25% bonus to their chances of having treasure. In addition, they have double the normal amount of treasure.

Island Shark Eye

Gargantuan Beast (Gargantuan, Shark), always unaligned

Armor Class 15 (natural armor)

Hit Points 512 (25d20+250)

Speed 0 ft., swim 90 ft.

STR 30 (+10), **DEX** 10 (+0), **CON** 30 (+10),
INT 3 (-4), **WIS** 12 (+1), **CHA** 6 (-2)

Condition Immunities charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 100 miles., passive Perception
Languages -
Challenge 23 (50,000 xp) **Prof** +7

Part of a Greater Whole. The eye is but a part of a truly gigantic monster. The eye fills a circular space 1,500' in diameter, behind which the rest of the shark effectively forms a landscape.

If the eye is reduced to 0 hit points, it shuts, and that part of the island shark is defeated. Only if one eye, one gill, its mouth, and its fin are all defeated within 24 hours can the island shark be driven away.

Water Breathing. The shark can breathe only water.

ACTIONS

Bump. *Melee Weapon Attack:* +17 to hit, reach 20 ft., up to three targets in a 30' cube. *Hit:* 54 (8d10+10) bludgeoning damage.

Tear. The eye emits a salty, caustic tear that is a 20' radius sphere. The tear moves 90' away from the eye. Any creature it touches as it moves must make a DC 25 Dexterity save, suffering 90 (20d8) acid damage on a failure or half that on a success.

Blink. The eye blinks, causing tremendous currents. Each creature within 120' of the eye must make a DC 25 Strength save. If it fails, it suffers 46 (8d8+10) bludgeoning damage and moves 50' in a random direction. If it succeeds, it takes half damage and moves 15' in a random direction.

Island Shark Fin

Gargantuan Beast (Gargantuan, Shark), always unaligned

Armor Class 20 (natural armor)

Hit Points 1,025 (50d20+500)

Speed 0 ft., swim 90 ft.

**STR 30 (+10), DEX 10 (+0), CON 30 (+10),
INT 3 (-4), WIS 12 (+1), CHA 6 (-2)**

Condition Immunities charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 100 miles., passive Perception

Languages -

Challenge 29 (135,000 xp) **Prof** +9

Part of a Greater Whole. The fin is but a part of a truly gigantic monster. The fin is a triangle with sides roughly measuring 1 mile each, beneath or above which the rest of the shark effectively forms a landscape.

If the fin is reduced to 0 hit points, it stops moving, and that part of the island shark is defeated. Only if one eye, one gill, its mouth, and its fin are all defeated within 24 hours can the island shark be driven away.

Water Breathing. The shark can breathe only water.

ACTIONS

Slam. *Melee Weapon Attack:* +19 to hit, reach 100 ft., up to three targets in a 30' cube. *Hit:* 65 (10d10+10) bludgeoning damage.

Abrasive Skin. *Melee Weapon Attack:* +19 to hit, reach 20 ft., each creature in a 30' cube adjacent to the shark. *Hit:* 46 (8d8+10) slashing damage.

Stir Currents. Each creature within 60' of the fin must make a DC 27 Strength save, suffering 35 (10d6) bludgeoning damage on a failure or half

that on a success. A creature that fails its save by 5 or more is also stunned until the end of the fin's next turn.

Island Shark Gill

Gargantuan Beast (Gargantuan, Shark), always unaligned

Armor Class 18 (natural armor)

Hit Points 615 (30d20+300)

Speed 0 ft., swim 90 ft.

**STR 30 (+10), DEX 10 (+0), CON 30 (+10),
INT 3 (-4), WIS 12 (+1), CHA 6 (-2)**

Condition Immunities charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 100 miles., passive Perception

Languages -

Challenge 25 (75,000 xp) **Prof** +8

Part of a Greater Whole. The gill is but a part of a truly gigantic monster. The gill forms a line one mile long and 100' wide, behind which the rest of the shark effectively forms a landscape.

If the gill is reduced to 0 hit points, it stops breathing, and that part of the island shark is defeated. Only if one eye, one gill, its mouth, and its fin are all defeated within 24 hours can the island shark be driven away.

Water Breathing. The shark can breathe only water.

ACTIONS

Bump. *Melee Weapon Attack:* +18 to hit, reach 20 ft., up to three targets in a 30' cube. *Hit:* 54 (8d10+10) bludgeoning damage.

Inhale (recharges when the shark uses Exhale). Each creature within 120' of the gill must make a DC 26 Strength save, suffering 55 (10d10) bludgeoning damage on a failure or half that on a

success. A creature that fails is also pulled 60' toward the gill, while a creature that succeeds is pulled 15' toward the gill. A creature that ends this turn within 5' of the gill suffers an extra 28 (8d6) slashing damage.

Exhale (recharges when the shark uses Inhale). Each creature within 120' of the gill must make a DC 26 Strength save, suffering 55 (10d10) bludgeoning damage on a failure or half that on a success. A creature that fails is also pushed 60' away from the gill, while a creature that succeeds is pushed 15' away from the gill.

Cloud of Mucus. A 20' radius sphere of mucus emerges from the gill and drifts 30' away from the gill. Any creature that is touched by the cloud must make a DC 26 Dexterity save, becoming restrained, caught by and moving with the cloud on a failure. While restrained in this way, the creature can't breathe. The cloud lasts 1 minute. At the start of each of the gill's turns, it drifts 30' further from the gill.

A restrained creature can escape by using an action to make a DC 26 Strength (Athletics) or Dexterity (Acrobatics) check.

Island Shark Mouth

Gargantuan Beast (Gargantuan, Shark), always unaligned

Armor Class 18 (natural armor)

Hit Points 1,025 (50d20+500)

Speed 0 ft., swim 90 ft.

**STR 30 (+10), DEX 10 (+0), CON 30 (+10),
INT 3 (-4), WIS 12 (+1), CHA 6 (-2)**

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

Senses blindsight 100 miles., passive Perception

Languages -

Challenge 31 (175,000 xp) **Prof** +9

Part of a Greater Whole. The mouth is but a part of a truly gigantic monster. The gaping maw makes up an oval roughly 2 miles across and 1 mile high, a 200' wide rim around which can be effectively attacked., behind which the rest of the shark effectively forms a landscape.

If the mouth is reduced to 0 hit points, it shuts, and that part of the island shark is defeated. Only if one eye, one gill, its mouth, and its fin are all defeated within 24 hours can the island shark be driven away.

Water Breathing. The shark can breathe only water.

ACTIONS

Tooth Scrape. *Melee Weapon Attack:* +19 to hit, reach 50', up to three targets in a 30' cube. *Hit:* 88 (12d12+10) slashing damage. If this attack scores a critical hit, the severity increases by 2d12.

Poison Breath. A 100' radius cloud of foul, poisonous gas forms in a space adjacent to the mouth, including underwater. Creatures in the cloud must make DC 27 Constitution saves, suffering 72 (16d8) poison damage on a failure or half that on a success.

Saliva Spray. A spray of caustic saliva splatters in a 90' cone emerging from the mouth. Each creature in the spray must make a DC 27 Dexterity save, suffering 60 (11d10) acid damage on a failure or half that on a success. A creature that fails its save by 5 or more puts 1 wear point each on 3 objects that it wears or carries.

REACTIONS

Rumble (1/day). When the mouth becomes bloodied, it emits a tremendous noise. Each creature within 300' must make a DC 27 Con save, taking 130 (20d12) thunder damage on a failure or half that on a success.

IXITXACHITL

Source: *5e Out of the Abyss* p225 (reproduced here for convenience).

Ixitxachitl (ick-zit-zah-chit-ul) are aquatic creatures resembling manta rays, with small, clawed hands at the end of their “wings” and black eyes gleaming with sinister intelligence. Many creatures mistake ixitxachitl for common manta rays, but this can prove a deadly mistake. The ixitxachitl are as evil as they are cunning, leading to their common nickname “demon rays”. They inhabit bodies of fresh and salt water, but their violent nature means that little is known of them.

Struggle for Survival. Ixitxachitl emerge from eggs as tiny creatures little more than a hand span in width. From that time onward, they struggle to survive at all costs, growing throughout their lives. Those ixitxachitl that master the secrets of survival gain powers of regeneration and feed on the life force of other creatures.

All Consuming. Ixitxachitl hollow out coral reefs or other natural aquatic formations to create labyrinthine dens, often compelling aid from captured aquatic species that they enslave. They typically strip an area bare before moving on to new fertile grounds, leaving their abandoned dens behind. Schools of ixitxachitl often war on other aquatic creatures to claim feeding grounds and territory.

Demon Worshipers. The ixitxachitl venerate and serve various demons, particularly Demogorgon, whom they consider their patron and creator, and Dagon. They have an intense rivalry with the **merrow** over which of them are the greatest and most favored servants of the Prince of Demons.

Ixitxachitl Treasure. The lair of a group of six to twelve ixitxachitl has a 20% chance each of having 3d6 x 100 sp, 1d10 x 100 gp, 2d12 pp, 1d10 gems, and 1d6 pieces of jewelry.

The lair of 13 to 36 ixitxachitl instead has a 40% chance each of having 2d4 x 1,000 sp, 2d6 x 500 gp, 4d8 pp, 2d10 gems, and 2d6 pieces of jewelry; and a 25% chance of having 1d4 magic items that can be used without hands. (Note that an ixitxachitl can wear one ring on its tail.)

The lair of 37 to 100 ixitxachitl instead has a 60% chance each of having 2d8 x 1,000 sp, 2d6 x 1,000 gp, 2d6 x 10 pp, 3d10 gems, and 2d10 pieces of jewelry; and a 40% chance of having 1d4+3 magic items that can be used without hands. (Note that an ixitxachitl can wear one ring on its tail.)

IXITXACHITL PCS

An ixitxachitl would make a reasonable pc in an aquatic game.

First Level (1+): An ixitxachitl is a fine choice for a starting character in an aquatic setting.

IXITXACHITL TRAITS

Ixitxachitl pcs have the following racial traits.

Ability Score Adjustments. Your Dexterity score increases by 2. In addition, choose three of Strength, Constitution, Intelligence, and Wisdom, and increase each of those scores by 1. Then decrease your Charisma by 2.

Age. An ixitxachitl is mature after between one and three months, depending on its food supply. Most ixitxachitl live to be about 30, but some have lived as long as 300.

Size. You are Small. An ixitxachitl typically has a wingspan of between 3' and 6', and usually weighs between 60 lbs and 280 lbs.

Aberration. You are an aberration.

Natural Weapons. You have a natural bite attack that you are proficient in that deals 1d6 points of piercing damage.

Darkvision You have darkvision 60'.

Barbed Tail. Any time a creature provokes an opportunity attack from you, you use your reaction to attempt to strike it with your barbed tail, a natural weapon you are proficient in that you can't otherwise use. The tail deals 1d8 piercing damage and has the Finesse property.

Handless. You have no hands, and can't easily use equipment.

Languages. You speak Common and Ixitxachitl.

Ixitxachitl

Small Aberration, often chaotic evil

Armor Class 15 (natural armor)

Hit Points 18 (4d6+4)

Speed 0 ft., swim 30 ft.

**STR 12 (+1), DEX 16 (+3), CON 13 (+1),
INT 12 (+1), WIS 13 (+1), CHA 7 (-2)**

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Ixitxachitl

Challenge ¼ (50 xp) **Prof** +2

ACTIONS

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

REACTIONS

Barbed Tail. When a creature provokes an opportunity attack from the ixitxachitl, the ixitxachitl can make the following attack instead of using its bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Ixitxachitl Cleric

The ixitxachitl cleric uses the Ixitxachitl stat block with the following additional Action option.

- **Spellcasting.** The ixitxachitl casts one of the following spells, using Wisdom as its spellcasting ability score (spell save DC 11, +3 to hit with spell attacks).
 - At Will- *guidance, thaumaturgy.*
 - 2/day- *charm person, create or destroy water, dispel magic.*
 - 1/day- *hold person, silence, tongues.*

Ixitxachitl Vampire

Far more dangerous than their smaller cousins, these ixitxachitl have learned to feed on the life forces of other creatures, draining their energy for sustenance. About 1 ixitxachitl in 40 is a vampire.

Medium Aberration, often chaotic evil

Armor Class 16 (natural armor)

Hit Points 44 (8d8+8)

Speed 0 ft., swim 30 ft.

**STR 14 (+2), DEX 18 (+4), CON 13 (+1),
INT 12 (+1), WIS 13 (+1), CHA 7 (-2)**

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Ixitxachitl

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

Regeneration. The ixitxachitl regains 10 hit points at the start of its turn. It dies only if it starts its turn with 0 hit points.

ACTIONS

Vampiric Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. The target must succeed on a DC 11 Constitution save or its hit point maximum is reduced by an amount equal to the damage taken, and the ixitxachitl regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

REACTIONS

Barbed Tail. When a creature provokes an opportunity attack from the ixitxachitl, the ixitxachitl can make the following attack instead of using its bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage.