

The book cover features a dark, textured background with a pattern of irregular, light-colored stones. On the left side, there are three vertical, cylindrical elements with a twisted, rope-like texture. A rectangular, torn piece of light brown paper is pasted onto the cover, containing the title text. The text is centered and reads "Loot Tavern's" in a smaller font, followed by "BEASTIARY" in a larger, bold, serif font. The paper has a dashed border and some frayed edges, particularly at the bottom right corner where it appears to be peeling away from the cover.

Loot Tavern's
BEASTIARY

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ANIMATED MAGNETITE

Crafted from highly magnetic magnetite, these animated armours and weapons share the common property of being immobilised by heat. The animated suit of plate armour is capable of conjuring bolts of arcanomagnetic force that can knock a creature from its feet.

MAGNETITE ARMOUR
Medium construct, unaligned

Armour Class 18 (natural armour)
Hit Points 127 (15d8 + 60)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities cold, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Arcanomagnetic Repulsion. Attacks against the armour made with weapons or ammunition that contain iron are made at **disadvantage**.

False Appearance. While the armour remains motionless, it is indistinguishable from a pile of armour plates.

Superconductor. If the armour takes **10** or more fire damage in a single hit, it falls **prone** and, until the end of its next turn, it is **incapacitated** and its flying speed is reduced to 0 feet.

ACTIONS

Multiattack. The armour makes two melee attacks or casts magnetobolt twice.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 4 (1d8) force damage.

Magnetobolt. *Ranged Spell Attack:* +7 to hit, range 90 ft., one target. *Hit:* 10 (3d6) force damage and the target must succeed on a **DC 15 Strength saving throw** or be knocked prone. A creature wearing ferrous armour makes this saving throw with **disadvantage**.

FLYING MAGNETITE WEAPON
Small construct, unaligned

Armour Class 18 (natural armour)
Hit Points 44 (8d6 + 16)
Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities cold, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 3 (700 XP)

Arcanomagnetic Repulsion. Attacks against the weapon made with weapons or ammunition that contain iron are made at **disadvantage**.

False Appearance. While the weapon remains motionless, it is indistinguishable from a normal weapon.

Superconductor. If the weapon takes **10** or more fire damage in a single hit, it falls **prone** and, until the end of its next turn, it is **incapacitated** and its fly speed is reduced to 0 feet.

ACTIONS

Multiattack. The weapon makes two melee attacks. It has one of the following attack options, depending on its anatomy.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) force damage.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage plus 3 (1d6) force damage.

Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) force damage.



THE BROOD

Slkvol has shaped the swamp for as long as it has existed. In fact, before the swamp was even a watering hole, Slkvol travelled through its subterranean rivers enthralling and entrancing as it went. As the aeons passed, Slkvol ingested many fauna, assimilating the adaptations that naturally grew out of the changing selective pressures. One of those adaptations was a failsafe, a means of storing its memories, gathering biomass and reforming itself.

BROODLING

Slkvol's workers are its broodlings. These ray-like amphibians scour the swamp looking for targets with high biomass or interesting features. Once such a creature is found, a broodling releases a pheromone, gathering its brethren and enhancing their hive-mind intellect. With a sting, the broodlings inject a toxin that makes a creature more suggestible and less willful. Then, the gathered mass of broodlings use their augmented intelligence to submit the creature to their will. Once entranced, the creature willingly follows the broodlings to Slkvol's lair, where the broodmother decides how best to extract its assets.



BROODLING

BROODLING

Tiny aberration, lawful evil

Armour Class 12

Hit Points 13 (3d4 + 6)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	15 (+2)	3 (-4)	10 (+0)	5 (-3)

Condition Immunities charmed

Senses blindsight 30 ft., passive Perception 10

Languages telepathy 120 ft., understands Deep Speech but can't speak

Challenge 1/2 (100 XP)

Amphibious. The broodling can breathe air and water.

Hive Mind. Broodlings' minds connect to other broodlings within 5 feet of them, forming a chain of thought. The broodling gains a +3 bonus to Intelligence checks and saving throws, and to its Entrance **save DC** for each other broodling in such a chain.

ACTIONS

Multiattack. The broodling makes two attacks: one with its bite and one with its sting.

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

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 piercing damage and the creature must succeed on a **DC 12 Constitution saving throw** or have **disadvantage** on **Wisdom saving throws** until the end of the broodling's next turn.

Entrance (1/Day). The broodling targets one creature it can see within 10 feet of it. The target must succeed on a **DC 6 Wisdom saving throw** or be magically charmed by the broodling until the broodling dies or until it is on a different plane of existence from the target. The charmed target is under the broodling's control and can't take reactions.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 30 feet away from the broodling.

ABOLETH BROODMOTHER

Due to the plethora of adaptations a broodmother has assimilated, it only vaguely resembles its form when it first arrived on the Material Plane. The one thing it does retain is its indelible memory and its desire to entrance living things. For lair actions, see page 10.

REGIONAL EFFECTS

The region containing a aboleth broodmother's lair is warped by millenia of tinkering with the flora and fauna, creating one or more of the following effects:

- Never-before-seen fauna, often sporting sacs of

ABOLETH BROODMOTHER

Large aberration, lawful evil

Armour Class 17 (natural armour)

Hit Points 153 (18d10 + 54)

Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	18 (+4)	14 (+2)	18 (+4)

Saving Throws Con +7, Int +8, Wis +6

Skills Athletics +9, History +12, Perception +10

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 11 (7,200 XP)

Amphibious. The aboleth can breathe air and water.

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

Infectious Mucous. The aboleth is surrounded by infectious mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a **DC 15 Constitution saving throw**. On a failure, the creature is diseased. For the first hour of the disease, the creature takes 4 (1d8) necrotic damage each time it ends its turn out of water (it must be at least neck-deep to avoid this damage). After the first hour and until the disease is cured, a creature is unable to gain the benefits of a short or long rest if it does not spend the rest at least neck-deep in water.

A creature that fails the saving throw by 5 or more (**DC 10**) becomes a host for 1d4 broodling eggs that hatch within 3d6 days.

Mother of the Swarm (Mythic Trait; Recharges after a Short or Long Rest). If the aboleth is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains 153 hit points. In addition, it births 2 broodlings, gains a +5 bonus to its damage rolls until it finishes a short or long rests, and a flurry of swamp fauna swarms over it to protect it, granting it 100 temporary hit points.

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

ACTIONS

Multiattack. The aboleth makes three tentacle attacks and uses Birth, if available.

unborn broodlings, proliferate within 6 miles of the lair.

- Creatures in contact with water within 6 miles of the lair feel a compulsion to move towards its centre.
- Within 1 mile of the lair, thickets of dense vegetation allows passage only to the broodmother, broodlings, or creatures controlled either. Each 5-foot-cube of the thicket has an **AC of 15**, **50 hit points**, **vulnerability** to cold damage, **resistance** to bludgeoning damage, and **immunity** to piercing, poison, and psychic damage.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target must save against the aboleth's Infectious Mucous trait.

Birth (Recharge 4-6). The aboleth produces a broodling in an adjacent, unoccupied space.

Entrance (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a **DC 16 Wisdom saving throw** or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

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

Jet. The aboleth spurts out a pall of ink, heavily obscuring a 20-foot-radius sphere of water centred of the aboleth until the start of its next turn. It then moves up to its swimming speed.

Tentacle. The aboleth makes one tentacle attack.

Suction Drain (Costs 2 Actions). The aboleth attempts to grapple one creature within 10 feet of it with a special tentacle. A creature charmed by the aboleth automatically fails this contested check. If the aboleth succeeds, the creature takes 21 (6d6) necrotic and the aboleth regains hit points equal to half the damage dealt. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

MYTHIC ACTIONS

If the aboleth's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Mother of the Swarm.

Gestate. The aboleth recharges and uses Birth. It must use a different legendary action before it can use this one again.

Rapid Suction Drain. The aboleth uses its Suction Drain legendary action option costing only 1 legendary action instead of 2. It must use a different legendary action before it uses this one again.

LAIR ACTIONS

So long as the aboleth broodmother or one of its offspring is alive and within the lake, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions and environmental hazards depend on the level at which you run the adventure.

LAIR ACTION DCs

Adventure Level	Saving Throw DC
5	13
11	15
17	17

Lair Actions. On initiative count 20 (losing initiative ties), the creature takes a lair action to cause one of the following effects; the same effect can't be used two rounds in a row:

- **Tempestuous Turbulence.** The water within the lair writhes and swirls, causing 6-foot-tall waves to crash over all the low-lying islands. Each creature in the water, or on the ground less than 5 feet above the water's surface, must make a **Strength saving throw** or be pulled up to 20 feet into the water and be knocked **prone**.

- **Plague Tide.** The water begins to bubble, filling the lair with noxious, aerosolised droplets. A creature is affected even if it doesn't need to breathe. Each creature must succeed on a **Constitution saving throw** or become **poisoned** until it is cured. If running this adventure at 11th or 17th level, the creature is poisoned as if it had failed a saving throw against the *contagion* spell (no concentration required). A creature can repeat the saving throw at the end of each of its turns, ending the effect for it on a success.
- **Aqua Phantasm.** Water in the aboleth broodmother's lair magically becomes a conduit for the unspeakable horrors the broodmother has witnessed in its vast memory. Each creature of the broodmother or broodlings' choice within the lair's waters must succeed on a **Wisdom saving throw** or take psychic damage and become frightened of the huddled mass of creatures (wave 1), the chrysalis (wave 2), or the broodmother (wave 3) until the end of its next turn.

AQUA PHANTASM DAMAGE

Adventure Level	Psychic Damage
5	3 (1d6)
11	7 (2d6)
17	14 (4d6)

LESSER ABOLETH BROODMOTHER

Large aberration, lawful evil

Armour Class 15 (natural armour)

Hit Points 67 (9d10 + 18)

Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	17 (+3)	13 (+1)	17 (+3)

Saving Throws Con +5, Int +6, Wis +4

Skills Athletics +6, History +9, Perception +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Deep Speech, telepathy 120 ft.

Challenge 6 (2,300 XP)

Amphibious. The aboleth can breathe air and water.

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

Infectious Mucous. The aboleth is surrounded by infectious mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a **DC 13 Constitution saving throw**. On a failure, the creature is diseased. For the first hour of the disease, the creature takes 2 (1d4) necrotic damage if it ends its turn out of water (it must be at least neck-deep to avoid this damage). After the first hour and until the disease is cured, a creature is unable to gain the benefits of a short or long rest if it does not spend the rest at least neck-deep in water.

A creature that fails the saving throw by 5 or more (**DC 7**) becomes a host of a broodling egg that hatches in 3d6 days.

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

ACTIONS

Multiattack. The aboleth makes two tentacle attacks and uses Birth, if available.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target must succeed on a **DC 13 Constitution saving throw** or be affected as per the aboleth's Infectious Mucous trait.

Birth (Recharge 4-6). The aboleth produces a broodling in the nearest adjacent, unoccupied space to it.

Entrance (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a **DC 13 Wisdom saving throw** or be magically **charmed** by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

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

Jet. The aboleth spurts out a pall of ink, heavily obscuring a 20-foot-radius sphere of water until initiative 0 of the current round. It then moves up to its swim speed.

Tentacle. The aboleth makes one attack with its tentacle.

Suction Drain (Costs 2 Actions). The aboleth attempts to grapple one creature within 10 feet of it with a special tentacle. A creature charmed by the aboleth automatically fails this check. If the aboleth succeeds on the check, the creature takes 14 (4d6) necrotic and the aboleth regains a number of hit points equal to half the damage dealt. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



BROOD CHRYSALIS

Huge aberration, lawful evil

Armour Class 20 (natural armour)

Hit Points 207 (18d12 + 90)

Speed 5 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	20 (+5)	16 (+3)	14 (+2)	10 (+0)

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

Skills Perception +8

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 8 (3,900 XP) Surviving until the chrysalis transitions is sufficient to gain XP

Amphibious. The chrysalis can breathe air and water.

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

Regenerative State. The chrysalis regains all its hit points at the start of its turn.

Sticky Mucous. When a creature hits the chrysalis with a melee attack, it must succeed on a **DC 16 Strength saving throw** or become disarmed as its weapon stays stuck to the creature. A creature can use an action to make a **DC 16 Strength (Athletics)** check, freeing a stuck weapon within its reach on a success. If the attack requires that the attacker touch the aboleth (GM's discretion), then the attacker becomes **grappled** (escape **DC 16**) on a failed save. While it is grappled, it can't use that limb. If the natural weapon is a bite, then the creature can't speak while it is grappled in this way.

Transitional State. The chrysalis turns into an aboleth broodmother at the start of its fourth turn after becoming a chrysalis, ending any grapples it is a part of.

ACTIONS

Multiattack. The chrysalis makes three sticky ectoplasm attacks. Each attack must be against a different target.

Sticky Ectoplasm. Ranged Weapon Attack: **+8** to hit, range 30/90 ft., one target. *Hit:* 15 (3d6 + 5) acid damage and the target's speed is reduced by **15 feet** until the target uses an action to remove the ectoplasm. A creature whose speed is reduced to 0 feet by this effect is **restrained** (escape **DC 15**).

GREATER BROOD CHRYSALIS

Huge aberration, lawful evil

Armour Class 22 (natural armour)

Hit Points 312 (25d12 + 150)

Speed 5 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	22 (+6)	18 (+4)	14 (+2)	14 (+2)

Saving Throws Con +10, Int +8, Wis +6

Skills Perception +10

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 12 (8,400 XP) Surviving until the chrysalis transitions is sufficient to gain XP

Amphibious. The chrysalis can breathe air and water.

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

Regenerative State. The chrysalis regains all its hit points at the start of its turn.

Sticky Mucous. When a creature hits the chrysalis with a melee attack, it must succeed on a **DC 18 Strength saving throw** or become disarmed as its weapon stays stuck to the creature. A creature can use an action to make a **DC 18 Strength (Athletics)** check, freeing a stuck weapon within its reach on a success. If the attack requires that the attacker touch the aboleth (GM's discretion), then the attacker becomes **grappled** (escape **DC 18**) on a failed save. While it is grappled, it can't use that limb. If the natural weapon is a bite, then the creature can't speak while it is grappled in this way.

Transitional State. The chrysalis turns into an aboleth broodmother at the start of its fourth turn after becoming a chrysalis, ending any grapples it is a part of.

ACTIONS

Multiattack. The chrysalis makes four sticky ectoplasm attacks. Each attack must be against a different target.

Sticky Ectoplasm. Ranged Weapon Attack: **+10** to hit, range 40/120 ft., one target. *Hit:* 16 (3d6 + 6) acid damage and the target's speed is reduced by **15 feet** until the target uses an action to remove the ectoplasm. A creature whose speed is reduced to 0 feet by this effect is **restrained** (escape **DC 17**).

BROODMOTHER CHRYSALIS

The broodmother's chrysalis is its failsafe. After gathering a sufficient volume of biomass within the huddle of charmed creatures, the broodlings encapsulate the huddle, creating a hard, sticky casing that protects the internal workings. In this temporary transitional state, the aboleth is almost unkillable. It

metabolises the constituent creatures at an astonishing rate almost immediately repairing any wounds it may sustain.

Brood Chrysalis CR Calculation. As the brood chrysalides' Regenerative State effectively prevents it from being killed, the CR presented here represents

only the offensive CR. You can remove the Transitional State and Regenerative State traits to use this creature as a normal, killable monster. If you do so, use the following CRs:

- Lesser Brood Chrysalis: CR 7 (2,900 XP)
- Brood Chrysalis: CR 13 (10,000 XP)
- Greater Brood Chrysalis: CR 18 (20,000 XP)

BROOD CHRYSALIS



LESSER BROOD CHRYSALIS

Large aberration, lawful evil

Armour Class 17 (natural armour)

Hit Points 171 (18d10 + 72)

Speed 5 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	18 (+4)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Con +7, Wis +5

Skills Perception +8

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 18

Languages Deep Speech, telepathy 120 ft.

Challenge 5 (1,800 XP) Surviving until the chrysalis transitions is sufficient to gain XP

Amphibious. The chrysalis can breathe air and water.

Legendary Resistances (1/Day). If the chrysalis fails a saving throw, it can choose to succeed instead.

Regenerative State. The chrysalis regains all its hit points at the start of its turn.

Sticky Mucous. When a creature hits the chrysalis with a melee attack, it must succeed on a **DC 15 Strength saving throw** or become disarmed as its weapon stays stuck to the creature. A creature can use an action to make a **DC 15 Strength (Athletics)** check, freeing a stuck weapon within its reach on a success. If the attack requires that the attacker touch the aboleth (GM's discretion), then the attacker becomes **grappled** (escape **DC 15**) on a failed save. While it is grappled, it can't use that limb. If the natural weapon is a bite, then the creature can't speak while it is grappled in this way.

Transitional State. The chrysalis turns into a lesser aboleth broodmother at the start of its fourth turn after becoming a chrysalis, ending any grapples it is a part of.

ACTIONS

Multiattack. The chrysalis makes three sticky ectoplasm attacks. Each attack must be against a different target.

Sticky Ectoplasm. Ranged Weapon Attack: **+7** to hit, range 30/90 ft., one target. *Hit:* 11 (2d6 + 4) acid damage and the target's speed is reduced by **15 feet** until the target uses an action to remove the ectoplasm. A creature whose speed is reduced to 0 feet by this effect is **restrained** (escape **DC 14**).

FAERIE-O'-FIRE

When a will-o'-wisp basks in the eternal sunset of the Fey Lands, a change overcomes the malevolent spirit that lies at its heart. In place of wisps' despair, a faerie develops a guileful and mischievous cunning.

These faeries often pair themselves with more powerful creatures, such as a fey queen with a penchant for collecting waifs and strays, or a territorial suneater owlbear. They act as a lure to these creatures bite, coaxing unwary wanderers to follow their cheerful nimbus. If all goes according to the faerie's plan, both faerie and owlbear will gain meal from this symbiotic mutualism.

Etymology. What came first, *faerie fire* or the faerie-o'-fire? Though the great and prolific wizard Plagiaritrix claimed to have invented the *faerie fire* spell, this origin story is now shrouded in doubt. The faerie-o'-fire's solar flare attack was discovered to have surprisingly similar characteristics to the spell, leading scholars to believe that Plagiaritrix might simply have 'borrowed' it while on one of their many trips to the Fey Lands.

FAERIE-O'-FIRE

Tiny fey, chaotic neutral

Armour Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	17 (+3)

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant, poison

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

Senses darkvision 120 ft., passive Perception 12

Languages Sylvan

Challenge 2 (450 XP)

Bright. When the faerie-o'-fire isn't invisible, it sheds bright light in a **5-foot radius**, and dim light for an additional **5 feet**.

Consume Life. As a bonus action, the faerie-o'-fire can target one creature it can see within **5 feet** of it that has 0 hit points and is still alive. The target must succeed on a **DC 10 Constitution saving throw** against this magic or die. If the target dies, the faerie-o'-fire regains 10 (3d6) hit points.

Ephemeral. The faerie-o'-fire can't wear or carry anything.

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

ACTIONS

Solar Flare. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) radiant damage. Until the end of the creature's next turn, the creature sheds bright light in a **5-foot radius** and dim light for an additional 5 feet, attack rolls against the creature have **advantage**, and the creature can't benefit from being invisible.

Invisibility. The faerie-o'-fire magically turns invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

HYPHANS

Sharing a closer genealogy with the common toadstool than with any of the humanoid races, hyphans is the term used for the alien, fungal hive-mind and the creatures it animates. Found underground, hyphans line vast subterranean caverns as stationary toadstools, penetrate tremendous expanses of rock and soil as microscopic mycelia, and infect the bodies of creatures. This latter form, though least common, permits hyphans to interact with other creatures of The Low, as well as providing defensive measures in response to incursions by greedy adventurers. All such creatures are part of a single entity, the hyphan colony. Any sensation one portion of the colony experiences, the rest of the colony comes to know about soon after.

Co-opted Assistance. A hyphan hive mind typically adapts an infected creature's body into one of three archetypes: the brute, duskcap, or sporeslinger. These individuals must regularly return to the heart of their colony to be replenished and regain their vigour, less they become decrepit, desiccated husks.

HYPHAN BRUTE



DECREPIT HYPHAN BRUTE

Large plant (hyphan), lawful neutral

Armour Class 14 (unarmoured defence)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	8 (-1)	10 (+0)	9 (-1)

Skills Athletic +5

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Grounded. The brute has **advantage** on ability checks and saving throws made to prevent it being moved against its will.

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

Sun Sickness. While in sunlight, or if it takes 5 or more radiant damage in a single turn, the brute has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The brute dies if it spends more than **1 hour** in direct sunlight.

ACTIONS

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

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the brute 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 fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smush. The brute moves up to **5 feet** and can occupy the space of a creature 1 or more sizes smaller than it. A creature whose space it enters must make a **DC 13 Strength saving throw**. On a failure, the creature takes 9 (2d8) bludgeoning damage and is knocked **prone**. On a success, the creature takes half as much damage and pushes the brute back to the space from which it moved. While the brute occupies the space of a creature it knocked prone in this way, the creature is grappled (**escape DC 13**). Until this grapple ends, it is **restrained**.

Rampage (Costs 2 Actions). The brute moves up to its speed and can move through the spaces of creature 1 or more sizes smaller than it. Each creature whose space it moves through must make a **DC 13 Strength saving throw**, taking 9 (2d8) bludgeoning damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature can be affected by this action no more than once per turn.

FAERIE-O'-FIRE

HYPHAN BRUTE

Large plant (hyphan), lawful neutral

Armour Class 17 (unarmoured defence)

Hit Points 126 (12d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	8 (-1)	10 (+0)	9 (-1)

Skills Athletic +7

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Grounded. The brute has **advantage** on ability checks and saving throws made to prevent it being moved against its will.

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

Sun Sickness. While in sunlight, or if it takes 10 or more radiant damage in a single turn, the brute has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The brute dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiattack. The brute makes two attacks.

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

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the brute 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 fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smush. The brute moves up to 5 feet and can occupy the space of a creature 1 or more sizes smaller than it. A creature whose space it enters must make a **DC 15 Strength saving throw**. On a failure, the creature takes 13 (3d8) bludgeoning damage and is knocked **prone**. On a success, the creature takes half as much damage and pushes the brute back to the space from which it moved. While the brute occupies the space of a creature it knocked prone in this way, the creature is grappled (**escape DC 15**). Until this grapple ends, it is **restrained**.

Rampage (Costs 2 Actions). The brute moves up to its speed and can move through the spaces of creature 1 or more sizes smaller than it. Each creature whose space it moves through must make a **DC 15 Strength saving throw**, taking 13 (3d8) bludgeoning damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature can be affected by this action no more than once per turn.

VIGOROUS HYPHAN BRUTE

Large plant (hyphan), lawful neutral

Armour Class 18 (unarmoured defence)

Hit Points 172 (15d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	8 (-1)	10 (+0)	9 (-1)

Skills Athletic +9

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 9 (5,000 XP)

Grounded. The brute has **advantage** on ability checks and saving throws made to prevent it being moved against its will.

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

Sun Sickness. While in sunlight, or if it takes 15 or more radiant damage in a single turn, the brute has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The brute dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiattack. The brute makes two attacks.

Broken Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the brute 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 fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smush. The brute moves up to 5 feet and can occupy the space of a creature 1 or more sizes smaller than it. A creature whose space it enters must make a **DC 17 Strength saving throw**. On a failure, the creature takes 18 (4d8) bludgeoning damage and is knocked **prone**. On a success, the creature takes half as much damage and pushes the brute back to the space from which it moved. While the brute occupies the space of a creature it knocked prone in this way, the creature is grappled (**escape DC 17**). Until this grapple ends, it is **restrained**.

Rampage (Costs 2 Actions). The brute moves up to its speed and can move through the spaces of creature 1 or more sizes smaller than it. Each creature whose space it moves through must make a **DC 17 Strength saving throw**, taking 18 (4d8) bludgeoning damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature can be affected by this action no more than once per turn.

HYPHAN BRUTE

Strong and burly creatures will be formed into brutes. Used for clearing rockfalls and to intimidate interlopers in a hyphans domain, these large specimens size can often act as an impediment in the tight tunnels of The Low. On the battlefield, brutes act as juggernauts, sending ranks of foes to the floor, perfect targets for their smaller cousins, the duskcaps. Their bulk and toughness allows them to fight without any sense of self preservation as they rampage through the enemy lines

HYPHAN DUSKCAP

Lithe, gracefule, or otherwise agile creatures can expect to become duskcaps if they should find themselves overcome by a hyphan colony's grasp. Primarily information gatherers, duskcaps are adept at passing without notice, and often patrol a colony's periphery, acting as its eyes and ears.

Brainless Senses. An isolated duskcap—indeed any isolated hyphan—does not possess the ability to understand what it hears; it is the fungal hive mind that interprets those sounds. While a duskcap is within range of a colony's communication spores, this interpretation happens instantaneously. However, if a duskcap should range beyond these spores, it will record everything it hears to be transmitted, with unfailing accuracy, to the hive mind upon its return.



HYPHAN
DUSKCAP

DECREPIT HYPHAN DUSKCAP

Medium plant (hyphan), lawful neutral

Armour Class 13

Hit Points 33 (6d8 + 6)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Stealth +5, Perception +3

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Cunning Action. The duskcap can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The duskcap deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duskcap that isn't incapacitated and the duskcap doesn't have disadvantage on the attack roll.

Sun Sickness. While in sunlight, or if it takes 5 or more radiant damage in a single turn, the duskcap has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The duskcap dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Spike. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the duskcap 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 fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Flanking Strike. The duskcap moves up to 20 feet and makes one attack with its spike.

Spike Storm (Costs 2 Actions). The duskcap fires a torrent of spikes in either a 20-foot cone or in a 10-foot sphere. Each other creature in the area must make a **DC 13 Dexterity saving throw**, taking 14 (4d6) piercing damage on a failure or half as much damage on a success.

HYPHAN DUSKCAP

Medium plant (hyphan), lawful neutral

Armour Class 16 (natural armour)

Hit Points 91 (14d8 +28)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	14 (+2)	10 (+0)	17 (+3)	12 (+1)

Skills Stealth +7, Perception +6

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Cunning Action. The duskcap can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The duskcap deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duskcap that isn't incapacitated and the duskcap doesn't have disadvantage on the attack roll.

Sun Sickness. While in sunlight, or if it takes 10 or more radiant damage in a single turn, the duskcap has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The duskcap dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Spike. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the duskcap 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 fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Flanking Strike. The duskcap moves up to 20 feet and makes one attack with its spike.

Spike Storm (Costs 2 Actions). The duskcap fires a torrent of spikes in either a 20-foot cone or in a 10-foot sphere centred on it. Each other creature in the area must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failure or half as much damage on a success.

VIGOROUS HYPHAN DUSKCAP

Medium plant (hyphan), lawful neutral

Armour Class 17 (natural armour)

Hit Points 127 (17d8 +51)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	21 (+5)	16 (+3)	10 (+0)	19 (+4)	13 (+1)

Skills Stealth +8, Perception +7

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 8 (3,900 XP)

Cunning Action. The duskcap can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

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

Sun Sickness. While in sunlight, or if it takes 15 or more radiant damage in a single turn, the duskcap has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The duskcap dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiattack. The duskcap makes two attacks.

Spike. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the duskcap 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 fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Flanking Strike. The duskcap moves up to 20 feet and makes one attack with its spike.

Spike Storm (Costs 2 Actions). The duskcap fires a torrent of spikes in either a 20-foot cone or in a 10-foot sphere centred on it. Each other creature in the area must make a DC 16 Dexterity saving throw, taking 21 (6d6) piercing damage on a failure or half as much damage on a success.

HYPHAN SPORESLINGER

Innately magical creatures that get 'hyphanated' (the term used by scholars to describe the act by which a creature is overcome by a hyphan colony) will become sporeslingers. Some of these individuals may remember the spells they knew in life, but, for the most part, this connection with the Weave is co-opted to provide the colony access to charm-based magics. Sporeslingers use these beguiling enchantments to capture stray creatures and deliver them to the fungal heart where they, too, can be hyphanated. Without these specimens, a hive-mind would have to rely on serendipity to gather new biomass. With them, it can take a more pro-active approach.

DECREPIT HYPHAN SPORESLINGER

Small plant (hyphan), lawful neutral

Armour Class 12

Hit Points 33 (6d6 + 12)

Speed 25 ft.

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

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Sorcery Points. The sporeslinger has 3 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Quickened Spell. When the sporeslinger casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Twinned Spell. When the sporeslinger casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Sun Sickness. While in sunlight, or if it takes 5 or more radiant damage in a single turn, the sporeslinger has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The sporeslinger dies if it spends more than 1 hour in direct sunlight.

Self-preservation. A hyphan hive mind is far from stupid. It understands the fragility and value of a sporeslinger. A sporeslinger possesses the ability to produce clouds of obscuring spores (from which to make its escape) and is rarely found alone. On diplomatic missions they may be accompanied by brutes, for their intimidating size. When laying a trap, a sporeslinger may stand alone in a field of barely-visible puffball toadstools, several duskcaps lying in wait in the shadows.

Spellcaster. The sporeslinger is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell **save DC 13**, +5 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): **charm touch**, **mage hand**, **mending**, **poison spray**
1st level (4 slots): **charm person**^c, **corrupting ichor**^{*}, **shield**
2nd level (2 slots): **mortiferous pulse**^{*}

^{*}see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

ACTIONS

Sporestaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage. Hit or miss, if the target is a creature, it must succeed on a **DC 13 Wisdom saving throw** or be **charmed** by the sporeslinger and its hyphan allies until the end of the sporeslinger's next turn.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the sporeslinger 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 fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smokescreen. The sporeslinger shakes its staff, creating a 5-foot-diameter sphere of black smoke centred on it that heavily obscures the area. It then moves up to its speed.

Rage Spores (Costs 2 Actions). The sporeslinger blows a plume of spores in a 20-foot cone. Each non-hyphan creature in the area must succeed on a **DC 13 Wisdom saving throw** or immediately use its reaction to make a weapon attack against a randomly determined, non-hyphan creature within its reach/range.

HYPHAN SPORESLINGER

Small plant (hyphan), lawful neutral

Armour Class 14 (natural armour)

Hit Points 91 (14d6 + 42)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	19 (+4)

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Sorcery Points. The sporeslinger has 7 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Quickened Spell. When the sporeslinger casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Twinned Spell. When the sporeslinger casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Sun Sickness. While in sunlight, or if it takes 10 or more radiant damage in a single turn, the sporeslinger has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The sporeslinger dies if it spends more than 1 hour in direct sunlight.

Spellcaster. The sporeslinger is a 7th-level spellcaster. Its spell-casting ability is Charisma (spell **save DC 15, +7** to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): **chill touch**, **mage hand**, **mending**, **poison spray**
1st level (4 slots): **charm person**^c, **corrupting ichor**^{*}, **shield**
2nd level (3 slots): **mirror image**, **mortiferous pulse**^{*}
3rd level (3 slots): **counterspell**, **hypnotic pattern**^c
4th level (1 slot): **blight**

^{*}see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

ACTIONS

Sporestaff. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d6 + 1**) bludgeoning damage. Hit or miss, if the target is a creature, it must succeed on a **DC 15 Wisdom saving throw** or be **charmed** by the sporeslinger and its hyphan allies until the end of the sporeslinger's next turn.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the sporeslinger 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 fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smokescreen. The sporeslinger shakes its staff, creating a **5-foot-diameter sphere** of black smoke centred on it that heavily obscures the area. It then moves up to its speed.

Rage Spores (Costs 2 Actions). The sporeslinger blows a plume of spores in a **25-foot cone**. Each non-hyphan creature in the area must succeed on a **DC 15 Wisdom saving throw** or immediately use its reaction to make a weapon attack against a randomly determined, non-hyphan creature within its reach/range.

VIGOROUS HYPHAN SPORESLINGER

Small plant (hyphan), lawful neutral

Armour Class 15 (natural armour)

Hit Points 97 (15d6 + 45)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	15 (+2)	10 (+0)	22 (+6)

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Sorcery Points. The sporeslinger has 11 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Quickened Spell. When the sporeslinger casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Twinned Spell. When the sporeslinger casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Sun Sickness. While in sunlight, or if it takes 15 or more radiant damage in a single turn, the sporeslinger has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The sporeslinger dies if it spends more than 1 hour in direct sunlight.

Spellcaster. The sporeslinger is a 11th-level spellcaster. Its spell-casting ability is Charisma (spell **save DC 17, +9** to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): **chill touch**, **mage hand**, **mending**, **poison spray**
1st level (4 slots): **charm person**^c, **corrupting ichor**^{*}, **shield**
2nd level (3 slots): **mirror image**, **mortiferous pulse**^{*}
3rd level (3 slots): **counterspell**, **hypnotic pattern**^c
4th level (3 slots): **blight**, **polymorph**^c
5th level (2 slots): **dominate person**^c, **insect plague**^c
6th level (1 slot): **lungburst**^{*}

^{*}see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

ACTIONS

Sporestaff. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d6 + 1**) bludgeoning damage. Hit or miss, if the target is a creature, it must succeed on a **DC 17 Wisdom saving throw** or be **charmed** by the sporeslinger and its hyphan allies until the end of the sporeslinger's next turn.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the sporeslinger 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 fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smokescreen. The sporeslinger shakes its staff, creating a **5-foot-diameter sphere** of black smoke centred on it that heavily obscures the area. It then moves up to its speed.

Rage Spores (Costs 2 Actions). The sporeslinger blows a plume of spores in a **30-foot cone**. Each non-hyphan creature in the area must succeed on a **DC 17 Wisdom saving throw** or immediately use its reaction to make a weapon attack against a randomly determined, non-hyphan creature within its reach/range.

VARIANT: NO LEGENDARY ACTIONS

In scenarios other than the Veiled Lady monster hunt, you may wish to use these hyphans without their legendary actions. If you do so, the brutes' and duskcaps' CRs changes as follows (the Sporeslinger's CR stays the same):

- Decrepit Brute CR 1
- Brute CR 5
- Vigorous Brute CR 7
- Decrepit Duskcap CR 1
- Duskcap CR 4
- Vigorous Duskcap CR 5

Teamwork Trio. A brute, duskcap, and sporeslinger that bore an especially close connection pre-hyphanation, can bring the experience of that teamwork into the hyphan colony. Such individuals often form teams of three, acting in concert to strike more often, and perform feats that lone hyphans can not.



HYPHAN
SPORESLINGER

PUFFLING SWARM SPAWNER

A rapid rustling sound and the gleam of hundreds of tiny proto-eyes might be the only warning an adventurer receives as it walks through a field of swarm spawner fungi. From the depths of these morel-like mushrooms are fired a swarm of six-inch-tall, walking toadstools, whose paper-like skin trembles with contained explosive potential.

Explosive Investment. Though the actions of a swarm spawner fungus and its self-destructive pufflings might seem spiteful at the outset, its actually a carefully measured trade off. If a colony can gain more biomass than it expends to acquire that biomass, then there is a net gain, and the colony can expand. Using the aeons-spanning knowledge and experience hive minds have at their disposal, hyphan colonies have learnt to hold off from unleashing their traps until its quarry has progressed so deep within a fungal field that its chances of escape are nil.

SWARM SPAWNER FUNGUS

Large plant, unaligned

Armour Class 11 (natural armour)

Hit Points 75 (10d10 +20)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	2 (-4)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Saves Con +4

Damage Immunities necrotic

Condition Immunities charmed, frightened, paralyzed, prone, restrained, stunned

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 0 (10 XP)

ACTIONS

Spawn Swarm (Recharge 5–6). The fungus spawns a **swarm of pufflings** in the nearest unoccupied space to it.

SWARM OF PUFFLINGS

Medium swarm of tiny plants, unaligned

Armour Class 12 (natural armour)

Hit Points 60 (8d8 + 24)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	16 (+3)	4 (-3)	8 (-1)	3 (-4)

Saves Con +5

Damage Resistances bludgeoning, necrotic, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 2 (450 XP)

False Appearance. While the swarm remains motionless, it is indistinguishable from an ordinary patch of fungus.

Sporeburst. When the swarm takes bludgeoning, force, piercing, slashing, or thunder damage, it releases puffs of necrotic spores. Each creature within **5 feet** of it must make a **DC 13 Dexterity saving throw**, taking 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny mushroom. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Detonate. The swarm takes 9 (2d8) necrotic damage than can't be reduced in any way and release a plume of spores. Each creature within **5 feet** of it must make a **DC 13 Dexterity saving throw**, taking 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one.

SWARM SPAWNER FUNGUS



VEILED LADY

Hyphan colonies have an entirely alien system of ethics compared to other races of the Low. They have no concept of 'murder' or 'theft'; everything is simply 'useful' or 'waste'. This simplified outlook on life often brings hyphan colonies into conflict with other races.

Some colonies employ a plan of rapid relocation, moving themselves to new locations as soon as their existence is discovered. Others acted hyper-aggressively, consuming any creature the moment steps within their borders. Some colonies, in particular those that are in close proximity to other races, have developed a humanoid-like persona to interact with those peoples: the Veiled Lady.

LESSER VEILED LADY

Huge plant (hyphan), lawful neutral

Armour Class 15 (natural armour)

Hit Points 76 (8d12 + 24)

Speed 30 ft., burrow 30 ft., climb 30 ft.

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

Skills Deception +5, Insight +5, Perception +5

Condition Immunities charmed

Damage Immunities necrotic

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

Languages telepathy 120 ft.

Challenge 6 (2,300 XP)

Amorphous. The Veiled Lady can move through a space as narrow as 1 inch wide without squeezing.

Communication Spores. The Veiled Lady's telepathy extends throughout its lair. It communicates using images and emotion.

Detritivore. As a bonus action, the Veiled Lady can target one Small or larger corpse not under the effects of the *gentle repose* spell or one Small or larger creature that has 0 hit points and is still alive that the Veiled Lady can see within **15 feet** of it. If the target is alive, it must succeed on a **DC 14 Constitution saving throw** or automatically fail one death saving throw. On a failure, or if the target is a corpse, the Veiled Lady regains 14 (4d6) hit points. Once a corpse has been targeted by this feature, it becomes desiccated and can't be targeted again.

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

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

Sun Sickness. While in sunlight, or if it takes 5 or more radiant damage in a single turn, the Veiled Lady has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The myconid dies if it spends more than **1 hour** in direct sunlight.

The landscape of hyphan foreign is constantly changing as strategies that result in extermination fail to propagate, and colonies develop new, unique schemes.

Appearance. In the dim light of an underground cavern, the Veiled Lady appears as huge, gowned silhouette, faintly feminine in shape. Closer inspection reveals a hollow where one might expect a cranium, and skin formed of constantly shifting threads of ultra-fine mycelia. A Veiled Lady appears to drift across the floor, gliding up unclimbable walls and squeezing through minute gaps without apparent effort.

ACTIONS

Multiattack. The Veiled Lady uses either its Infectious Spores or Shackles of Pain, then makes a halluciwhip attack.

Halluciwhip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage plus 3 (1d6) poison damage and the target must succeed on a **DC 14 Constitution saving throw** or be **poisoned** until the end of its next turn.

Infectious Spores (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 14 Constitution saving throw** or become afflicted as per the *fungal infection** spell for the next minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Shackles of Pain (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 14 Wisdom saving throw** or become afflicted as per the *shackles of pain** spell; each time the Veiled Lady takes damage, the afflicted creature takes psychic damage equal to half that damage and can repeat the saving throw, ending the effect on a success. The Veiled Lady can have only one creature afflicted by Shackles of Pain at a time.

LEGENDARY ACTIONS

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

Hyphal Tether. Tendrils of grasping hyphae burst from the ground, grabbing at one creature the Veiled Lady can see within **30 feet** of the it. The creature must succeed on a **DC 14 Strength saving throw** or become **grappled (escape DC 14)**. Until this grapple ends, a creature is **restrained**.

Mycelial Reconstitution. The Veiled Lady dissolves into mycelia, ending any grapples or restraining effects to which it is currently subjected, and reappears in an unoccupied space on the ground it can see within **30 feet** of it. This does not end grapples created by the Veiled Lady's Hyphal Tether.

Whip. The Veiled Lady makes a halluciwhip attack.

SWARM OF PUFFLINGS



LAIR ACTIONS

The colony's hive mind is routed through its fungal heart, hidden deep in the cave system. So long as this fungal heart is alive and within its lair, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions depend on the level at which you run the adventure.

LEVEL-BASED LAIR ACTION STATISTICS

Adventure Level	Saving Throw DC	Attack Modifier	Damage
4th	12	+4	3 (1d6)
10th	15	+7	10 (3d6)
15th	17	+9	21 (6d6)



VEILED LADY

GM TIP

Write down the saving throw DC, attack modifier, and damage for your adventure level so you don't have to keep flicking back and forth!

Lair Actions. On initiative count 20 (losing initiative ties), the fungal heart takes a lair action to cause one of the following effects:

- **Infectious Spores.** The heart chooses one creature within the lair. A variety of small mushrooms grow around it, releasing their spores and casting the spell *fungal infection* on it.
- **Mindfunk Spores.** The heart chooses one creature within the lair, shooting a spray of spore-containing acid at it from a nearby toadstool. Make a ranged weapon attack against the target. On a hit, the target takes acid damage equal to the values in the table above and must succeed on a **Wisdom saving throw** or be affected by the *dominate person* spell until the end of its next turn. The heart can't use this lair action again until it has used a different one.
- **Sprout Puffballs.** Grey-black puffballs sprout in a 10-foot square originating from a point on a surface within the lair. Each 5-foot square area of puffballs has AC 5, 1 hit point, immunity to necrotic damage, and immunity to all conditions bar petrification. The puffballs automatically fail all saving throws.

The puffballs erupt if they take any damage or a creature moves into their space, immediately destroying a 5-foot square. Each creature within 5 feet of the puffballs when they erupt must make a **Constitution saving throw**, taking necrotic damage equal to the value in the table above on a failure, or half as much damage on a success.

VEILED LADY

Huge plant (hyphan), lawful neutral

Armor Class 16 (natural armour)

Hit Points 138 (12d12 + 75)

Speed 30 ft., burrow 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	21 (+5)	15 (+2)	16 (+3)	16 (+3)

Saves Dex +9, Con +10, Wis +8

Skills Deception +8, Insight +8, Perception +8

Condition Immunities charmed

Damage Immunities necrotic

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 18

Languages telepathy 120 ft.

Challenge 14 (11,500 XP)

Amorphous. The Veiled Lady can move through a space as narrow as 1 inch wide without squeezing.

Communication Spores. The Veiled Lady's telepathy extends throughout its lair. It communicates using images and emotion.

Detritivore. As a bonus action, the Veiled Lady can target one Small or larger corpse not under the effects of the *gentle repose* spell or one Small or larger creature that has 0 hit points and is still alive that the Veiled Lady can see within **15 feet** of it. If the target is alive, it must succeed on a **DC 18 Constitution saving throw** or automatically fail one death saving throw. On a failure, or if the target is a corpse, the Veiled Lady regains 21 (6d6) hit points. Once a corpse has been targeted by this feature, it becomes desiccated and can't be targeted again.

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

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

Sun Sickness. While in sunlight, or if it takes **15** or more radiant damage in a single turn, the Veiled Lady has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The Veiled Lady dies if it spends more than **1 hour** in direct sunlight.

Symbiotic Vigour (Mythic Trait; Recharges after a Short or Long Rest). If the Veiled Lady is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, beetles, hyphae, and grubs swarm over it, it recharges all its Infectious Spore and Shackles of Pain, regains **142** hit points, gains **142** temporary hitpoints as a thick mat of mycelial webbing grows to cover it.

ACTIONS

Multiattack. The Veiled Lady uses either its Infectious Spores or Shackles of Pain, then makes two halluciwhip attacks.

Halluciwhip. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage plus 10 (3d6) poison damage and the target must succeed on a **DC 18 Constitution saving throw** or be **poisoned** until the end of its next turn.

Infectious Spores (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 18 Constitution saving throw** or become afflicted as per a *fungal infection** spell cast at 6th level for the next minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Shackles of Pain (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 18 Wisdom saving throw** or become afflicted as per the *shackles of pain** spell; each time the Veiled Lady takes damage, the afflicted creature takes psychic damage equal to half that damage and can repeat the saving throw, ending the effect on a success. The Veiled Lady can have only one creature afflicted by Shackles of Pain at a time.

LEGENDARY ACTIONS

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

Hyphal Tether. Tendrils of grasping hyphae burst from the ground, grabbing at one creature the Veiled Lady can see within **30 feet** of it. The creature must succeed on a **DC 18 Strength saving throw** or become **grappled (escape DC 18)**. Until this grapple ends, a creature is **restrained**.

Mycelial Reconstitution. The Veiled Lady dissolves into mycelia, ending any grapples or restraining effects to which it is currently subjected, and reappears in an unoccupied space on the ground it can see within **30 feet** of it. This does not end grapples created by the Veiled Lady's Hyphal Tether.

Whip. The Veiled Lady makes a halluciwhip attack.

MYTHIC ACTIONS

If the Veiled Lady's mythic trait is active, it can use the options below as legendary actions, as long as it has temporary hit points from its Symbiotic Vigour.

Spore Bloom. The Veiled Lady recharges and uses its Infectious Spores or Shackles of Pain. The Veiled Lady must use a different legendary action before it uses this one again.

Whirlwhip (Costs 2 Actions). The Veiled Lady flicks its whip in a wide circle. Each creature within **10 feet** of the Veiled Lady must make a **DC 18 Dexterity saving throw**, taking 10 (4d6) slashing and 10 (4d6) poison damage on a failure, or half as much damage on a success.

MAGNETITE DRAGONS

Matter-of-fact and down-to-earth, magnetite dragons are distant relatives of the metallic dragons. They lack the ability to shape change

A magnetite dragon has a bestial slant to its appearance; its short maw, narrow eyes, and stocky hind legs give it the proud and powerful cast of a rearing bull. Two, wide horns — the source of its magnetic control — sweep forwards from its brow, often sporting an assortment of ferrous parapherna-

lia. Its wyrmlings scales are a dull grey, but quickly take on a iridescent red-blue sheen as it ages and is exposed to sources of magic.

Of particular note are its hexofuga: the blocky shards that protrude from its back. These arcano-magnetic organs are the source of its ability to fly, its true wings being small, vestigial structures with little musculature.

ADULT MAGNETITE DRAGON

Huge dragon, neutral

Armour Class 18 (natural armour)

Hit Points 172 (15d12 + 75)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +10, Wis +7, Cha +8

Skills Perception +12, Religion, +7, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, draconic.

Challenge 13 (10,000 XP)

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **20 feet** of the dragon is difficult terrain for creatures wearing ferrous armour. This trait is only active while the dragon has both horns intact.

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

Superconductor. If the dragon takes 5 or more fire damage at a time, its flying speed is reduced by 30 feet until the end of its next turn. If its flying speed is reduced to 0, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws, or three with its sword shot.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) force damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Sword Shot. *Ranged Weapon Attack:* +11 to hit, range 50/150 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **60-foot cone**. Each creature in that area must make a **DC 18 Dexterity saving throw**, taking 45 (13d6) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 18 Strength saving throw**. On a failed save, the creature is pushed up to **60 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

LEGENDARY ACTIONS

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

Detect. The dragon makes a **Wisdom (Perception)** check.

Sword Shot. The dragon makes a sword shot attack.

Blood Bend (Costs 2 Actions). The dragon exerts its magnetic control over the iron in creatures' blood. Each creature of the dragon's choice that contains blood and is within **10 feet** of the dragon must succeed on a **DC 18 Strength saving throw** or be moved up to **10 feet** in a direction of the dragon's choosing and knocked **prone**. A creature wearing ferrous armour has **disadvantage** on this saving throw. The dragon can then fly up to half its flying speed.

ANCIENT MAGNETITE DRAGON

Gargantuan dragon, neutral

Armour Class 22 (natural armour)

Hit Points 367 (21d20 + 147)

Speed 40 ft., climb 40 ft. fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	17 (+3)	16 (+3)	19 (+4)

Saving Throws Dex +7, Con +14, Wis +10, Cha +11

Skills Perception +17, Religion, +10, Stealth +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, draconic.

Challenge 21 (33,000 XP)

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **30 feet** of the dragon is difficult terrain for creatures wearing ferrous armour. This trait is only active while the dragon has both horns intact.

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

Superconductor. If the dragon takes 5 or more fire damage at a time, its flying speed is reduced by 30 feet until the end of its next turn. If its flying speed is reduced to 0, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws, or three with its sword shot.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) force damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Sword Shot. *Ranged Weapon Attack:* +15 to hit, range 60/180 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **60-foot cone**. Each creature in that area must make a **DC 22 Dexterity saving throw**, taking 70 (20d6) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 22 Strength saving throw**. On a failed save, the creature is pushed up to **60 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

LEGENDARY ACTIONS

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

Detect. The dragon makes a **Wisdom (Perception)** check.

Sword Shot. The dragon makes a sword shot attack.

Blood Bend (Costs 2 Actions). The dragon exerts its magnetic control over the iron in creatures' blood. Each creature of the dragon's choice that contains blood and is within **15 feet** of the dragon must succeed on a **DC 22 Strength saving throw** or be moved up to **15 feet** in a direction of the dragon's choosing and knocked **prone**. A creature wearing ferrous armour has **disadvantage** on this saving throw. The dragon can then fly up to half its flying speed.

MAGNETITE
DRAGON



Treasure & Power. Made of a keratin-magnetite composite, a magnetite wyrmling's back scales can only develop into hexofuga upon prolonged exposure to such arcane fields. In fact, a magnetite dragon's growth and power is intrinsically linked to the duration and magnitude to which it has been exposed to magic. Though a magnetite wyrmling is among the weakest of all dragon wyrmlings, a fully grown individual can rival even a black dragon in power. For this reason, a magnetite dragon has no care for gold and gems; it covets only magical items and sources of arcane power, the stronger the better.

Neutral Motives. Magnetite dragons are incensed by the proliferation of order or chaos, and feel a compulsion to maintain the natural order of the world. Persuading such a dragon to fight for good or evil is a futile affair, but the mere mention of the fey lands' uncontrolled chaos, or the clockwork nirvana's orderly machinations, is enough to motivate even the most slovenly individual.

Magical Magnetite. It is an established arcano-magical fact that magnetite's properties change on exposure to strong magical fields. The usually brittle substance hardens and exhibits much stronger magnetic fields. However, the material's superconducting properties are nullified on exposure to heat. For these reasons, a magnetite dragon typically makes its home in subzero conditions and near strong sources of magic.

MAGNETITE WYRMLING

Medium dragon, neutral

Armour Class 15 (natural armour)

Hit Points 16 (3d8 + 3)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Dex +2, Con +3, Wis +3, Cha +3

Skills Perception +5, Stealth +2

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, draconic.

Challenge 1 (200 XP)

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **10 feet** of the dragon is difficult terrain for creatures wearing ferrous armour. This trait is only active while the dragon has both horns intact.

Superconductor. If the dragon takes 5 or more fire damage at a time, its flying speed is reduced by 30 feet until the end of its next turn. If its flying speed is reduced to 0, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

Multiattack. The dragon makes two attacks: one with its bite and one with its claws, or two with its sword shot.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Sword Shot. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **15-foot cone**. Each creature in that area must make a **DC 11 Dexterity saving throw**, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 11 Strength saving throw**. On a failed save, the creature is pushed up to **30 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

YOUNG MAGNETITE DRAGON

Large dragon, neutral LIP

Armour Class 16 (natural armour)

Hit Points 85 (10d10 + 30)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +3, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +3

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 5 (1,800 XP)

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **15 feet** of the dragon is difficult terrain for creatures wearing ferrous armour. This trait is only active while the dragon has both horns intact.

Superconductor. If the dragon takes 5 or more fire damage at a time, its flying speed is reduced by 30 feet until the end of its next turn. If its flying speed is reduced to 0, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

Multiattack. The dragon makes two attacks: one with its bite and one with its claws, or two with its sword shot.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

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

Sword Shot. *Ranged Weapon Attack:* +6 to hit, range 40/120 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **30-foot cone**. Each creature in that area must make a **DC 14 Dexterity saving throw**, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 14 Strength saving throw**. On a failed save, the creature is pushed up to **40 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

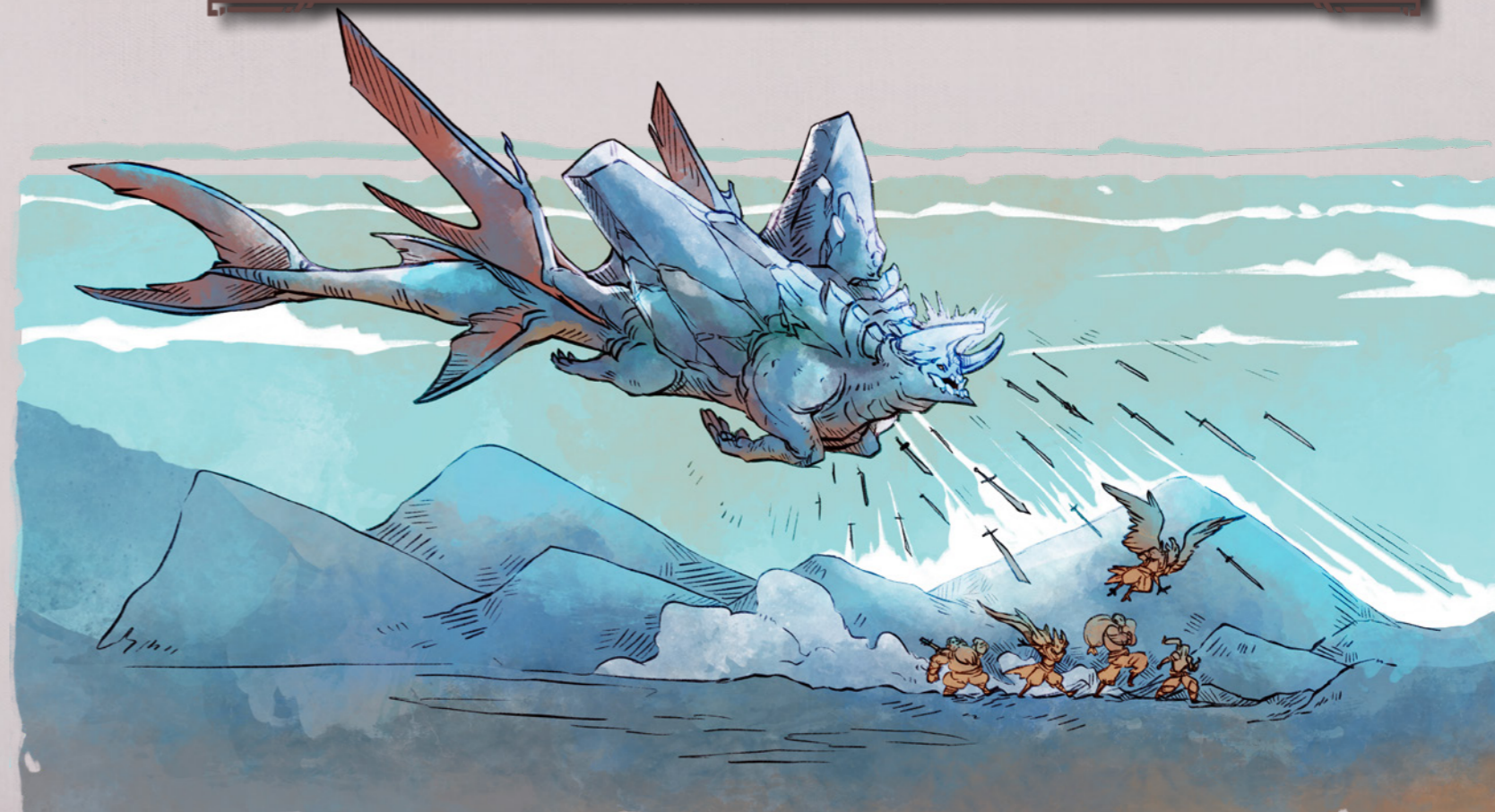
LEGENDARY ACTIONS

The dragon can take 2 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a **Wisdom (Perception)** check.

Sword Shot. The dragon makes a sword shot attack.

Blood Bend (Cost[s] 2 Actions). The dragon exerts its magnetic control over the iron in creatures' blood. Each creature of the dragon's choice that contains blood and is within **5 feet** of the dragon must succeed on a **DC 14 Strength saving throw** or be moved up to **5 feet** in a direction of the dragon's choosing and knocked **prone**. A creature wearing ferrous armour has **disadvantage** on this saving throw. The dragon can then fly up to half its flying speed.





SUNEATER OWLBears

It is widely believed that the owlbear is the product of a biomancer's attempt at a chimeric fusion. An owlbear, a creature that combines the aggression of a bear with the irascibility of an owl, is already anything but docile. The influence of the Fey Lands

has done nothing to bridle these extreme emotions. In fact, the suneater owlbear is more territorial, more grouchy, and more ravenous than its Material Plane counterparts.

ADULT SUNMOUTH OWLBear

Large fey, unaligned

Armour Class 15 (natural armour)

Hit Points 95 (10d10 + 40)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	3 (-4)	14 (+2)	16 (+3)

Saves Wis +5, Cha +6

Skills Perception +5

Damage Resistances fire

Damage Immunities radiant

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 15

Languages –

Challenge 8 (3,900 XP)

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

Observer Mimic. If the owlbear is in dim light or darkness, it appears to be an observer*, a type of powerful, floating eye monster.

Photometabolise. If the owlbear is in direct sunlight, it regains 10 hit points at the start of its turn.

Radiant Absorption. Whenever the owlbear is subjected to radiant damage, it takes no damage and regains a number of hit points equal to the radiant damage dealt.

Supernova (Mythic Trait; Recharges after a Short or Long Rest). If the owlbear is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it immediately uses its Blinding Flash legendary action (without expending any actions), recharges its Solar Beam, and regains 95 hit points. In addition, a small sun coalesces 10 feet above the owlbear and follows it for the next hour, shedding bright sunlight in a 30-foot radius and dispelling magical darkness created by spells of 2nd-level or lower in the area.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Solar Beam (Recharge 5–6). The owlbear exhales a beam of irradiating energy in a 5-foot-wide, 60-foot-long line. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking 24 (7d6) radiant damage on a failed save or half as much damage on a successful one.

REACTIONS

Flare (2/Day). When the owlbear takes damage while in its lair, it summons a faerie-o'-fire in an unoccupied space it can see within 60 feet of it.

LEGENDARY ACTIONS

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

Claw. The owlbear makes a claw attack.

Sunstep. The owlbear teleports from one area of bright light to an unoccupied space of bright light within 60 feet of it that it can see.

Blinding Flash (Costs 2 Actions). The owlbear's feather-fronds release a blinding burst of light. Each creature within 30 feet of the owlbear that can see the owlbear must succeed on a **DC 15 Constitution saving throw** or be blinded until the end of the creature's next turn. A creature that fails this saving throw by 5 or more (**DC 11**) is **stunned** while blinded in this way. A creature immune to being blinded can't be stunned in this way.

MYTHIC ACTIONS

If the owlbear's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Supernova.

Reflash. The owlbear uses its Blinding Flash legendary action.

Refract (Costs 2 Actions). The owlbear recharges and uses its Solar Beam.

Catch the Sun. The suneater owlbear can feed on sunlight. It dislocates its huge maw to reveal the photosynthetic pigments specially-adapted to catching the hues of light shed by the Fey Lands' eternal sunset. One should avoid exposed outcroppings of rock in the Fey Lands; these vantage points are often a suneater owlbear's dinner table, and suneaters are extremely territorial.

By comparison, the bright daylight of the Material Plane is a feast, albeit an ephemeral one. The suneater owlbear is used to a constant food supply and the diurnal cycle to which so many Material Plane beasts are adapted leaves a suneater feeling

particularly hangry and irritable.

Indolent and Iridescent. The term Batesian mimicry comes from the dungeoneer Bates Buttonchop who would disguise himself as a black pudding in order to loot monster-filled crypts. The dungeoneer natives would avoid Bates's mimic disguise, having been stung by mimics before, leaving him free to purloin all manner of precious treasures. Suneater owlbeats, who're vulnerable in their darkened caves, use this Batesian mimicry to appear like observers, dangerous eye-monsters from The Low. This combination of above-ground ferocity and below-ground intimidation has proved quite the survival strategy.

LAIR ACTIONS

So long as the owlbear is alive and within its lair, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions and environmental hazards depend on the level at which you run the adventure.

LEVEL-BASED SAVING THROW DC AND DAMAGE

Adventure Level	Saving Throw DC	Attack Modifier	Damage
2nd	11	+3	3 (1d6)
7th	14	+6	10 (3d6)
16th	16	+8	17 (5d6)

ANCIENT SUNMOUTH OWLBEAR

Huge fey, unaligned

Armour Class 17 (natural armour)

Hit Points 138 (12d12 + 60)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	3 (-4)	16 (+3)	19 (+4)

Saves Wis +7, Cha +8

Skills Perception +7

Damage Resistances fire

Damage Immunities radiant

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 13 (10,000 XP)

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

Observer Mimic. If the owlbear is in dim light or darkness, it appears to be an observer*, a type of powerful, floating eye monster.

Photometabolise. If the owlbear is in direct sunlight, it regains 15 hit points at the start of its turn.

Radiant Absorption. Whenever the owlbear is subjected to radiant damage, it takes no damage and regains a number of hit points equal to the radiant damage dealt.

Supernova (Mythic Trait; Recharges after a Short or Long Rest). If the owlbear is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it immediately uses its Blinding Flash legendary action (without expending any actions), recharges its Solar Beam, and regains 138 hit points. In addition, a small sun coalesces 10 feet above the owlbear and follows it for the next hour, shedding bright sunlight in a 30-foot radius and dispelling magical darkness created by spells of 3rd-level or lower in the area.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Lair Actions. On initiative count 20 (losing initiative ties), the owlbear takes a lair action to cause one of the following effects; the same effect can't be used two rounds in a row:

- ♦ **Rage.** The owlbear's territorial rage affects all other creatures within the lair. Each creature must succeed on a **Wisdom saving throw** or immediately use its reaction to make one weapon attack against a random creature within reach/range.

Beak. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) slashing damage.

Solar Beam (Recharge 5–6). The owlbear exhales a beam of irradiating energy in a 5-foot-wide, **60-foot-long line**. Each creature in the area must make a **DC 17 Dexterity saving throw**, taking 35 (10d6) radiant damage on a failed save or half as much damage on a successful one.

REACTIONS

Flare (2/Day). When the owl bear takes damage while in its lair, it summons a faerie-o'-fire in an unoccupied space it can see within **60 feet** of it.

LEGENDARY ACTIONS

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

Claw. The owlbear makes a claw attack.

Sunstep. The owlbear teleports from one area of bright light to an unoccupied space of bright light within **60 feet** of it that it can see.

Blinding Flash (Costs 2 Actions). The owlbear's feather-fronds release a blinding burst of light. Each creature within **30 feet** of the owlbear that can see the owlbear must succeed on a **DC 17 Constitution saving throw** or be blinded until the end of the creature's next turn. A creature that fails this saving throw by 5 or more (**DC 13**) is **stunned** while blinded in this way. A creature immune to being blinded can't be stunned in this way.

MYTHIC ACTIONS

If the owlbear's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Supernova.

Reflash. The owlbear uses its Blinding Flash legendary action.

Refract (Costs 2 Actions). The owlbear recharges and uses its Solar Beam.

- ♦ **Disorienting Lights.** Flares and sparkles erupt in a deluge, confusing and disorienting creatures. Each creature in the lair other than the owlbear must succeed on a **Constitution saving throw** or be affected as per the *confusion* spell until the end of its next turn.
- ♦ **Summon Sunsprites.** A sunsprite appears next to each creature of the owlbear's choice that it can see and disappears on initiative count 20 of the following round. The sunsprites have 1 hit point each and act on initiative count 10 of this round. They move in order to attack one creature using the attack modifier in the table above, and dealing radiant damage equal to the values in the table above.



YOUNG SUNMOUTH OWLBEAR

Medium fey, unaligned

Armour Class 13 (natural armour)

Hit Points 52 (7d8 + 21)

Speed 40 ft., swim 30 ft.

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

Skills Perception +3

Damage Resistances fire

Damage Immunities radiant

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Observer Mimic. If the owlbear is in dim light or darkness, it appears to be an observer*, a type of powerful, floating eye monster.

Photometabolise. If the owlbear is in direct sunlight, it regains 10 hit points at the start of its turn.

Radiant Absorption. Whenever the owlbear is subjected to radiant damage, it takes no damage and regains a number of hit points equal to the radiant damage dealt.

Supernova (Mythic Trait; Recharges after a Short or Long Rest). If the owlbear is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it immediately uses its Blinding Flash legendary action (without expending any actions), recharges its Solar Beam, and regains 52 hit points. In addition, a small sun coalesces 10 feet above the owlbear and follows it for the next hour, shedding bright sunlight in a 30-foot radius.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

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

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

Solar Beam (Recharge 5–6). The owlbear exhales a beam of irradiating energy in a 5-foot-wide, **60-foot-long line**. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking 14 (4d6) radiant damage on a failed save or half as much damage on a successful one.

LEGENDARY ACTIONS

The owlbear can take 2 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 owlbear regains spent legendary actions at the start of its turn.

Claw. The owlbear makes a claw attack.

Sunstep. The owlbear teleports from one area of bright light to an unoccupied space of bright light within **60 feet** of it that it can see.

Blinding Flash (Costs 2 Actions). The owlbear's feather-fronds release a blinding burst of light. Each creature within **30 feet** of the owlbear that can see the owlbear must succeed on a **DC 13 Constitution saving throw** or be blinded until the end of the creature's next turn. A creature that fails this saving throw by 5 or more (**DC 9**) is **stunned** while blinded in this way. A creature immune to being blinded can't be stunned in this way.

MYTHIC ACTIONS

If the owlbear's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Supernova.

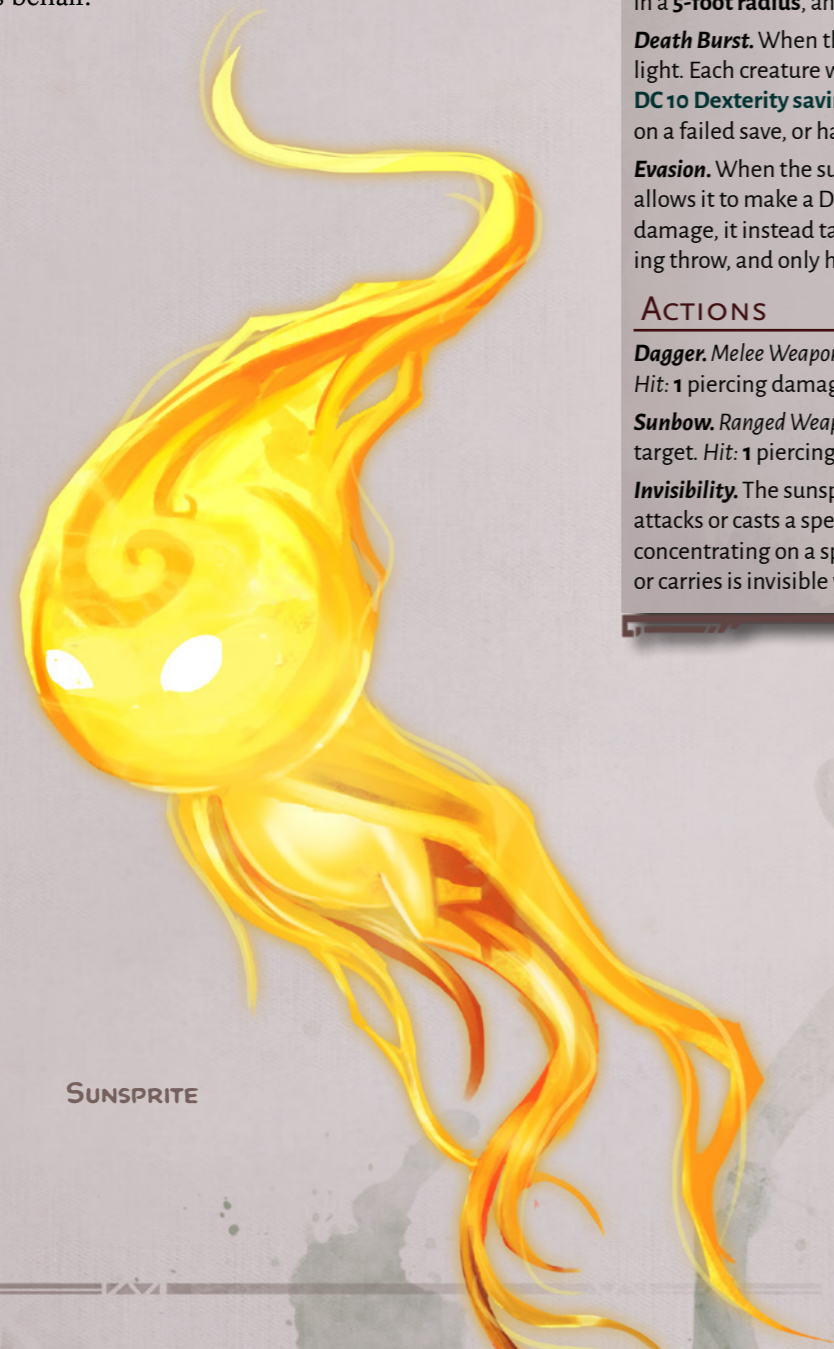
Reflash. The owlbear uses its Blinding Flash legendary action.

Refract (Costs 2 Actions). The owlbear recharges and uses its Solar Beam.

SUNSPRITE

Tumbling and frolicking in one of the innumerable sunbeams of the Fey Lands' unending sunset, sunsprites are playful, inquisitive, and capricious creatures. Much like giving a cat a belly rub, playing with a sunsprite is fraught with danger. Though the sunsprite (or cat) may appear to be enjoying themselves, their mood can be changed in an instant, leaving you with naught but a patch of sunburn (or some cat claw scratches).

Sunfriends. Give their mutual love of sunlight, it is no surprise that suneater owlbears and sunsprites are found in close proximity to one another. However, when threatened, a suneater owlbear will make use of the bright light shed by these sprites, which position themselves tactically on the sunbear's behalf.



SUNSPRITE

SUNSPRITE <i>Tiny fey, chaotic neutral</i>						
Armour Class 13						
Hit Points 2 (1d4)						
Speed 10 ft., fly 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
3 (-4)	17 (+3)	10 (+0)	10 (+0)	13 (+1)	16 (+3)	
Skills Acrobatics +7, Perception +3						
Damage Immunities radiant						
Condition Immunities blinded, charmed						
Senses darkvision 60 ft., passive Perception 13						
Languages Common, Elvish, Sylvan						
Challenge 1/8 (25 XP)						
Bright. When the sunsprite isn't invisible, it sheds bright light in a 5-foot radius , and dim light for an additional 5 feet .						
Death Burst. When the sunsprite dies, it explodes in a burst of light. Each creature within 5 feet of the sunsprite must make a DC 10 Dexterity saving throw , taking 7 (2d6) radiant damage on a failed save, or half as much damage on a successful one.						
Evasion. When the sunsprite is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if you fails.						
ACTIONS						
Dagger. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 1 piercing damage.						
Sunbow. <i>Ranged Weapon Attack:</i> +5 to hit, range 40/160 ft., one target. <i>Hit:</i> 1 piercing damage plus 4 (1d8) radiant damage.						
Invisibility. The sunsprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sunsprite wears or carries is invisible with it.						

SWALLYBOGS

Swamp natives, swallybogs are an easily deceived race of amphibious humanoids prone to apotheosis. Amazed by even the most rudimentary of modern technologies, such as metal, swallybogs will quickly deify creatures that bring even a modicum of comfort or order to their lives. Their culture follows a loose hierarchy based on morphological adaptations encountered along their tumultuous lifecycle.

Early Life. Within holy *swabologs*—birthponds, in common—swallybogs begin their life as limbless tadpoles, void of sex or gender. When food is scarce, these tadpoles can become cannibalistic, ensuring only the strongest (or most devious) survive. Some more barbaric tribes purposefully limit food input to bring about this struggle—known as a *florbracka*—ensuring the strength of the next generation.

Emergence & Growth. After a year, these tadpoles absorb their tails and sprout limbs, clambering through the vines and mud to breathe air for the first time, an event known as the *Guppening*. If a swallybog reaches adulthood, an uncommon occurrence in the alligator-filled waterways of swamps, it undergoes a moulting. From its old skin, the swallybog emerges as a sharpfin.

These muscular swallybogs have fins to increase their underwater movement, and adopt the smaller, forward-facing eyes of a predator. These individuals are the guards and hunters of the swallybog people, and are the most likely to encounter wandering adventurers. Importantly, all sharpfins are male.

Matriarchy. The eldest members of any swallybog tribe are the females, known as gillwranglers. Once a year, gillwranglers oversee a phlegm-spitting contest amongst the sharpfins, choosing the strongest to sire the thousand or so eggs each releases into the *swalabog*.

Enrapture. Given swallybogs' gullibility, it is unsurprising that they treat a creature as old, powerful, and seemingly omniscient as the aboleth broodmother as a god. As for any troublemakers, Slkvol can quickly enthrall them, or use them for 'additional biomass', a ritual which the swallybogs believe provides great honour.

SWALLYBOG <i>Medium humanoid (swallybog), neutral</i>						
Armour Class 13 (hide)						
Hit Points 19 (3d8 + 6)						
Speed 20 ft., swim 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	12 (+1)	14 (+2)	7 (-2)	10 (+0)	6 (-2)	
Skills Stealth +3						
Damage Resistances poison						
Senses darkvision 60 ft., passive Perception 10						
Languages Swallybog						
Challenge 1/2 (100 XP)						
Amphibious. The swallybog can breathe air and water.						
Gullible. The swallybog has disadvantage on Wisdom (Insight) checks.						
Standing Leap. The swallybog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.						
Swamp Camouflage. The swallybog has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.						
ACTIONS						
Multiattack. The swallybog makes two attacks with either its blowgun or its trident.						
Blowgun. <i>Ranged Weapon Attack:</i> +3 to hit, range 25/100 ft., one target. <i>Hit:</i> 2 piercing damage plus 5 (2d4) poison damage.						
Trident. <i>Melee or Ranged Weapon Attack:</i> +3 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.						



GILLWRANGLER

Martriarchs of the tribe, gillwranglers are the wisest, fiercest, and most intelligent (although that isn't saying much) of all swallybogs. With this final moulting comes a change in brain chemistry granting more rational decision-making and a stronger grasp of magic. Their druidic magics are often the focus of any ritual or celebration.

Combat. Before a hunt, a gillwrangler blesses sharpfins with enhanced jumping, allowing them to silently leap onto their prey. If endangered themselves, a gillwrangler can summon swarms of insects and whirlpools, whipping foes with lashes of water. Gillwranglers are also the tribe's healers, uses swamp plants and magic to prevent wounds festering.

SWALLYBOG GILLWRANGLER

Medium humanoid (swallybog), neutral L.I.P.

Armour Class 16 (natural armour)

Hit Points 90 (12d8 + 36)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	9 (-1)	19 (+4)	14 (+2)

Saves Dex +5, Con +6, Wis +7

Skills Nature +2, Perception +7, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 17

Languages Common, Druidic, Swallybog

Challenge 6 (2,300 XP)

Amphibious. The swallybog can breathe air and water.

Gullible. The swallybog has **disadvantage** on **Wisdom (Insight)** checks.

Spellcasting. The swallybog is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *shillelagh*, *swarm*^{*}, *water whip*^{*}

1st level (4 slots): *cure wounds*, *jump*^{*}, *thunderwave*

2nd level (3 slots): *moonbeam*^c, *riptide*^{*}

3rd level (3 slots): *depth charge*^{*}, *dispel magic*, *plant growth*

4th level (3 slots): *dominate beast*, *control water*^c, *polymorph*^c

5th level (2 slots): *contagion*, *insect plague*^c, *mass cure wounds*

^{*}see Appendix B; bold indicates combat spell; ^c indicates concentration; ⁺ cast on self and three other swallybogs before combat (60 ft. jump).

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

Swamp Camouflage. The swallybog has advantage on **Dexterity (Stealth)** checks made to hide in swampy terrain.

ACTIONS

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

SHARPFIN

Sharpfins are distinguished by the fin-like plum that rises from the top of their heads. Masters of net-based combat, sharpfins will leap out of the shadows, entangling its quarry in a net before finishing the job with its trident.

SWALLYBOG SHARPFIN

Medium humanoid (swallybog), neutral

Armour Class 16 (hide armour, shield)

Hit Points 90 (12d8 + 36)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (-2)	13 (+1)	6 (-2)

Skills Athletics +5, Stealth +4, Survival +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Swallybog

Challenge 3 (700 XP)

Amphibious. The swallybog can breathe air and water.

Gullible. Swallybogs are prone to believing anyone capable of magic is a deity and have **disadvantage** on **Insight** checks.

Net Master. Being within 5 feet of a hostile creature doesn't impose disadvantage on the swallybog's ranged attack rolls. Making an attack with a net doesn't limit the number of non-net attacks the swallybog can make (included in actions).

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

Swamp Camouflage. The swallybog has advantage on **Dexterity (Stealth)** checks made to hide in swampy terrain.

ACTIONS

Multiattack. The swallybog makes three attacks: one with its net and two with its trident.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 5 (2d4) poison damage.

Net. *Ranged Weapon Attack:* +4 to hit, range 5/10 ft., one target. *Hit:* the target is restrained if it is Large or smaller. A creature can use its action to make a **DC 10 Strength** check, freeing itself or another creature within its reach on a success. Dealing **5 slashing damage** to the net (**AC 10**) also frees the creature without harming it, ending the effect and destroying the net.

SWALLYBOG SHARPFIN



SWARM OF CUTLERY

From the depths of the monastery dining rooms flies a swarm of steel knives, forks, spoons, and — most lethally — sporks. Such creatures can be animated by protective magics, or be under the direct control of a creature capable of manipulating the arcano-magnetic spectrum, such as a magnetite dragon!

SWARM OF CUTLERY

Large swarm of Tiny constructs, unaligned

HW4

Armour Class 12

Hit Points 52 (7d10 + 14)

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	1 (-5)	1 (-5)	1 (-5)

Damage Vulnerabilities acid

Damage Immunities bludgeoning, piercing, poison, psychic, and slashing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages —

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny tool. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Jabs. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.



SWARM OF CUTLERY