# Tome of Beasts III

## PREVIEW


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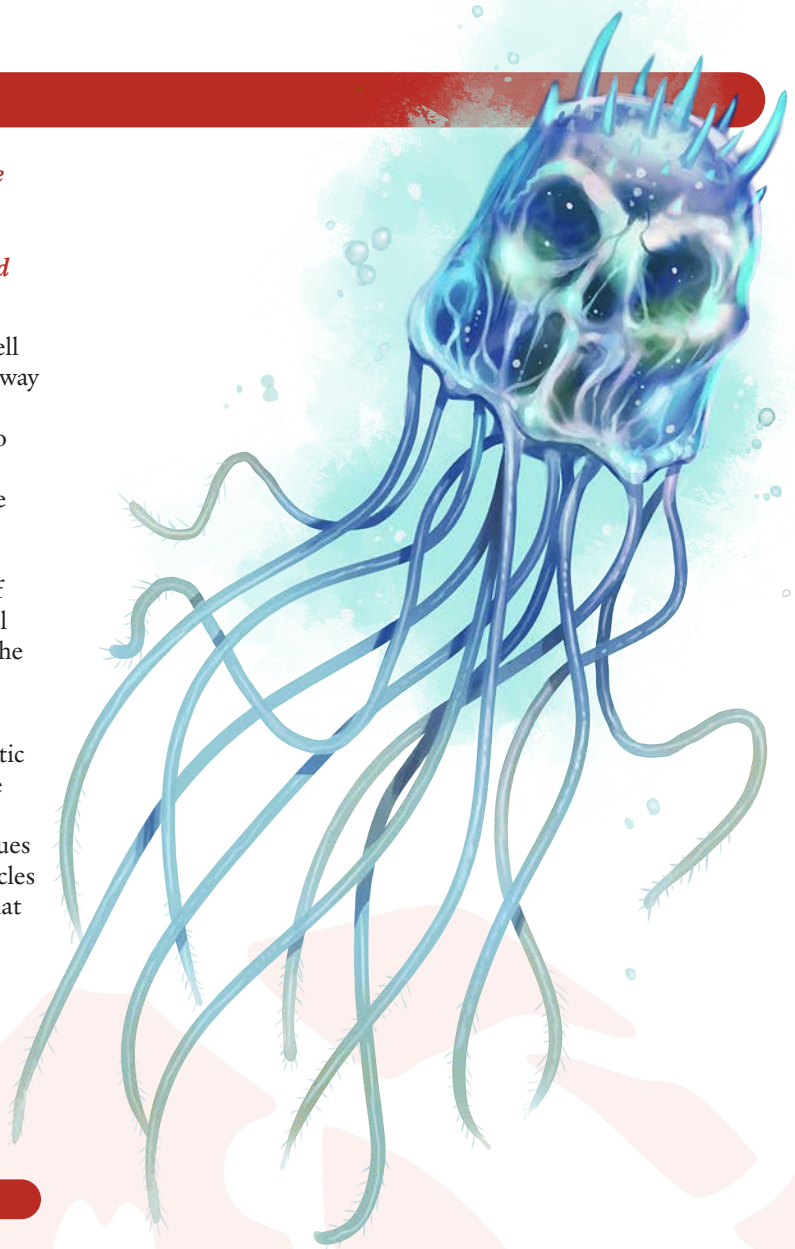
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# Coastline Reaper



*Tentacles rise out of the water, whipping about as the creature pulls itself up from the depths. Its bulbous head resembles a jellyfish, but its flesh sinks into holes created by its internal organs, giving its body the appearance of a large skull crowned with rows of spikes.*

**Coastal Boogeyman.** Communities that live near coasts tell stories of the coastline reaper to their children to keep them away from the beach at night. Coastline reapers live in submerged caves and hunt along coasts when the tide is high. Fishers who know there is a lair nearby always go out onto the waters at low tide or in large groups to avoid encountering the coastline reaper. The reaper gets its name from the unique pattern that appears on its bulbous head. It can deflate the outer flesh of its head, which sinks into holes created by the arrangement of its internal organs. The end result resembles a humanoid skull crowned in spikes, provoking fear in those who see it. When the reaper is submerged, these organs glow a pale blue, evoking a ghostly skull-like appearance as the reaper swims.

**Deadly Hunter.** Coastline reapers hunt the coast for aquatic life to feed on, but those near settlements are fond of the taste of humanoids. Such reapers quickly learned their appearance frightens humanoids and have adapted their hunting techniques over time to capitalize on this fear. Some of the reaper's tentacles are covered in small stingers filled with a paralyzing poison that is particularly effective against frightened creatures.

**Dark Allies and Rivals.** Though not quite sentient, coastline reapers can learn basic words and signals, making them desirable minions for creatures such as aboleths. Coastline reapers dislike the unpalatable sahuagin, who often hunt in the reaper's territory, and reapers go out of their way to destroy sahuagin colonies in their territory.

## COASTLINE REAPER

*Large monstrosity, neutral*

**Armor Class** 16 (natural armor)
**Hit Points** 144 (17d10 + 51)
**Speed** 10 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 18 (+4) | 17 (+3) | 5 (–3) | 14 (+2) | 8 (–1) |

**Saving Throws** Con +7, Dex +8
**Skills** Athletics +4, Stealth +8, Survival +6
**Damage Resistances** cold, poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 60 ft., passive Perception 11
**Languages** —
**Challenge** 9 (5,000 XP)

***Glowing Organs***. While underwater, the coastline reaper's skull-like internal organs glow an eerie, pale blue, shedding dim light in a 10-foot radius.

***Hold Breath***. While out of water, the coastline reaper can hold its breath for 30 minutes.

***Water Breathing***. The coastline reaper can breathe only underwater.

### Actions

***Multiattack***. The coastline reaper makes three attacks: two with its tentacle lash and one with its stinging tentacle.

***Tentacle Lash***. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

***Stinging Tentacle***. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) poison damage. The target must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. A frightened creature has disadvantage on this saving throw. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

***Frightening Visage (Recharge 5–6)***. If underwater, the coastline reaper flares the light from its organs, making the skull-like structure more apparent. If above water, the coastline reaper tightly pulls in its outer flesh, causing its body to take on a fleshy, skull-like appearance. Each humanoid within 30 feet of the coastline reaper that can see it must make a DC 16 Wisdom saving throw. On a failure, a creature takes 21 (6d6) psychic damage and is frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

# Ghost Knight Templar

*Dressed in black plate armor and bearing a shield emblazoned with a red skull, this malevolent warrior flies through the air on an emaciated horse with dappled grey skin and glowing yellow eyes.*

Ghost knights were once living creatures who accepted the blessing of undeath and rose through the ranks of their dark kingdom's armies.

Entering the order as living men and women, either willingly or as conscripts, those who serve bravely and loyally for five years or more are "raised up" into the ranks of the undead by their undead lords. They become fully-fledged ghost knights (see *Tome of Beasts*) and are given an undead warhorse and a lance.

**Champions of Evil.** When a ghost knight makes its 113th kill with its lance, the slain victim's spirit fuses to the weapon. In a ceremony to promote the ghost knight to a templar, the order's priests and priestesses break the lance over an altar. The ghost knight and its horse then absorb the victim's spirit from the lance, transforming them into powerful creatures.

**Flying Mounts.** Ghost knight templars ride flying undead warhorses into battle. Their steeds are unusually intelligent and unwaveringly loyal to the templars. The magical bond between them allows the templar to summon or dismiss the mount whenever it needs.

**Undead Nature.** A ghost knight templar doesn't require air, food, drink, or sleep.

## GHOST KNIGHT TEMPLAR

*Medium undead, lawful evil*

**Armor Class** 18 (plate)

**Hit Points** 127 (17d8 + 51)

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

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 19 (+4) | 16 (+3) | 13 (+1) | 16 (+3) | 15 (+2) |

**Saving Throws** Wis +7, Cha +6

**Skills** Athletics +9, Animal Handling +6, Perception +7, Stealth +8

**Damage Resistances** cold, necrotic; bludgeoning, piercing and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, exhausted, poisoned

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

**Languages** Common

**Challenge** 10 (5,900 XP)

***Charge***. If the ghost knight templar is mounted and moves at least 20 feet straight toward a creature and then hits it with a shadow blade attack on the same turn, the target takes an extra 10 (3d6) slashing damage.

***Ghostly Mount***. The ghost knight templar's mount uses the statistics of a warhorse skeleton, except it has the Incorporeal Movement trait, a flying speed of 60 feet, 40 hit points, and resistance to cold and necrotic damage and bludgeoning, piercing, and slashing damage from nonmagical attacks. The templar can summon or dismiss the mount as a bonus action, mounting or dismounting it as part of the same action without spending movement. If the mount is slain, it disappears, leaving behind no physical form, and the templar must wait 1 hour before summoning the mount again.

***Incorporeal Movement***. The ghost knight templar 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.

***Turning Defiance***. The ghost knight templar and any undead within 30 feet of it have advantage on saving throws against effects that turn undead.

### ACTIONS

***Multiattack***. The ghost knight templar makes three attacks with its shadow blade.

***Shadow Blade***. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 10 (3d6) necrotic damage.

***Stride of Damnation (Recharge 5–6)***. The ghost knight templar moves up to its speed through its enemies. This movement doesn't provoke opportunity attacks. Each creature through which the templar passes must make a DC 16 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. The templar can't use this action while mounted.



# Mother Moth

*The matriarch's gossamer gown and shawl of shimmery wings seem to float independent of any breeze as she strides through the moonlit garden. Wherever the sparkling dust from her wings fell, moths alighted.*



Duchess Calpe Belinapter, known by most as Mother Moth, is a regent with subjects but no kingdom. Forever ousted by the devious political machinations that are all too commonplace in the courts of the fey, she is bereft of all but her natural holdings. Though her social status is in decline, Mother Moth still contends with her fey brethren with clever application of nature magic, an unassuming spy network of beasts and fey, and an abundance of patience.

**Partisan Without a Parlor.** Mother Moth, despite having lost many of her noble virtues, still retains several of her titles. Her subjects know her as Queen-Mother of Moondust and Starlight, Lady Lacewing, and Her Mottled Majesty, and deferring to her in this way is sure to earn her favor most of the time. She communicates to all via delivered letter and is well known for her mercurial and varied tones of address.

**Monarch of Metamorphosis and Silk.** Those who suffer lycanthropy in its many forms often seek out Mother Moth for her wisdom, compassion, and, sometimes, cure. Mother Moth's command and regal presence over moths, spiders, and other silk-producing creatures is so absolute that many often wonder if she is in fact an animal lord and not a fey lady. Any who present such questions before her or even within her realm provoke a swift and decisive rebuke.

## The Mother's Lair

Mother Moth resides within the Silken Sanctuary, a mixed grove of young and elder trees cocooned in thick silk in the Plane of Shadow. The sanctuary is a small and modestly furnished place that travels as the Mother Moth sees fit, never venturing beyond the forest borders in which she currently resides. Beasts and fey with more neutral alignments are drawn to the lair, feeling a compulsion to protect it. When encountered in her lair, Mother Moth has a challenge rating of 12 (8,400 XP).

## Lair Actions

On initiative count 20 (losing initiative ties), Mother Moth takes a lair action to cause one of the following effects; Mother Moth can't use the same effect two rounds in a row:

- Mother Moth creates up to three 10-foot radius pools of moonlight centered on any three points she can see within 120 feet of her. The light inside each pool is dim, while the light within 30 feet of each pool is reduced: bright light becomes dim light, and dim light becomes darkness. These pools last until Mother Moth uses this lair action again or until she dies.
- The ground within 60 feet of Mother Moth becomes sticky with webbing. Each creature that starts its turn in the webs or that enters them during its turn must succeed on a DC 13 Strength saving throw or be restrained by webbing. The webbing can be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The webs remain until she uses this lair action again or until she dies.
- Mother Moth drafts a letter of condemnation, cursing a creature she can see within 60 feet of her. Choose one ability score. The cursed creature takes 7 (2d6) psychic damage each time it makes an attack roll, ability check, or saving throw using that ability until initiative count 20 on the next round.

## REGIONAL EFFECTS

The region containing the Mother Moth' lair is influenced by her nurturing presence, which creates one or more of the following effects:

- Foliage is healthier, growing dense enough that it becomes difficult terrain within 1 mile of Mother Moth's lair.
- Neutral humanoids and fey that finish a long rest within 5 miles of the lair wake up with a letter addressed to them, detailing their dreams and an according interpretation.
- While in her lair, Mother Moth can magically connect with any moth anywhere, including across planes, sensing through its senses and speaking telepathically with and through it.

If Mother Moth dies, these effects fade in 1d10 days.

## MOTHER MOTH

*Medium fey, neutral*

**Armor Class** 17 (shawl of reflective wings)

**Hit Points** 105 (14d8+42)

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

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 14 (+2) | 16 (+3) | 18 (+4) | 20 (+5) | 17 (+3) |

**Saving Throws** Con +7, Wis +9, Cha +11

**Skills** Arcana +8, Nature +8, Perception +9

**Damage Resistances** acid; bludgeoning, piercing, and slashing from attacks not made with cold iron or cedarwood weapons

**Damage Immunities** cold, fire, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 19

**Languages** Common, Druidic, Elven, Umbral, Sylvan, telepathy 120 ft.

**Challenge** 11 (7,200 XP)

***Cedar Weapons***. Mother Moth is particularly vulnerable to weapons made from the wood of the cedar tree. When she is hit by a weapon made of cedarwood, Mother Moth takes damage as if the weapon was magical.

***Legendary Resistance (3/Day)***. If Mother Moth fails a saving throw, she can choose to succeed instead.

***Magic Resistance***. Mother Moth has advantage on saving throws against spells and other magical effects.

***Rejuvenating Chrysalis***. If killed while within a forest on the Plane of Shadow, a chrysalis appears within the confines of the forest, and Mother Moth emerges from it after 48 hours, regaining all her hp and becoming active again. Only the complete destruction of her chrysalis (AC 10, hp 30) prevents this trait from functioning.

***Shimmering Defense***. Mother Moth's wings emit a sparkling dust, giving her a slightly blurred appearance. Her AC includes her Wisdom modifier.

***Silk Sovereignty***. Mother Moth can communicate with all silk-producing beasts as if they shared a language. No silk-producing beast can willingly attack Mother Moth, though it can be forced to do so through magical means. In addition, Mother Moth ignores movement restrictions caused by webbing and can't be restrained by webs or other silk-based material, such as a silk net.

***Spellcasting***. Mother Moth is an 11th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Mother Moth has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, poison spray, produce flame*

1st level (4 slots): *cure wounds, detect magic, faerie fire, fog cloud*

2nd level (3 slots): *animal messenger (moth only), lesser restoration, moonbeam*

3rd level (3 slots): *dispel magic, wind wall*

4th level (3 slots): *blight, confusion, hallucinatory terrain*

5th level (3 slots): *antilife shell, insect plague*

6th level (1 slot): *wall of thorns, wind walk*

### ACTIONS

***Multiattack***. Mother Moth makes three attacks with her hornworm scepter or uses her Moon Bolt twice. If she hits one creature at least twice in the same turn with her scepter, the target must succeed on a DC 17 Wisdom saving throw or lose its lowest-level available spell slot. Mother Moth then regains an expended spell slot of that level or lower.

***Hornworm Scepter***. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) radiant damage.

***Moon Bolt***. *Ranged Spell Attack:* +9 to hit, range 150 ft., one target. *Hit:* 16 (3d10) radiant damage. If the target is a creature in a form other than its natural form, it takes an additional 5 (1d10) radiant damage and must succeed on a DC 17 Charisma saving throw or revert to its natural form. When the moon bolt hits a target, moonlight glows in that space, shedding dim light until the start of Mother Moth's next turn.

***Hundreds Dusting (Recharge 5–6)***. Mother Moth flaps her wings, creating a cloud of blinding powder around her. Each creature within 20 feet of her must make a DC 17 Constitution saving throw. On a failure, a creature takes 35 (10d6) poison damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### LEGENDARY ACTIONS

Mother Moth 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. Mother Moth regains spent legendary actions at the start of her turn.

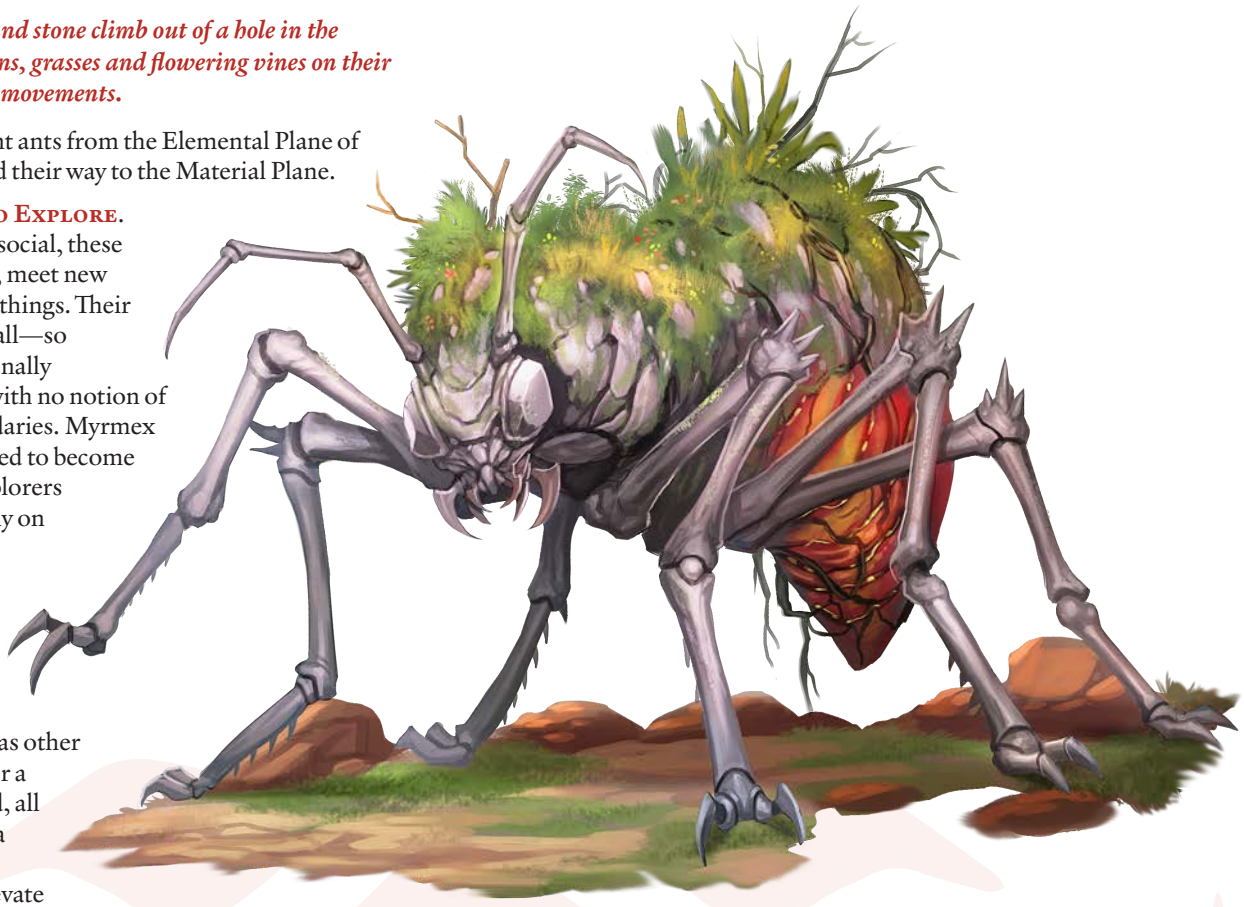
***Cantrip***. Mother Moth casts a cantrip.

***Moonlit Walk***. While in dim light, Mother Moth teleports to an unoccupied space she can see within 100 feet of her. The space she chooses must be in dim light.

***Cast a Spell (Costs 3 Actions)***. Mother Moth casts a spell from her list of prepared spells, using a spell slot as normal.

# Myrmex

*Giant ants made of dirt and stone climb out of a hole in the ground, the clusters of ferns, grasses and flowering vines on their backs swaying with their movements.*



Myrmex are earthen giant ants from the Elemental Plane of Earth that have burrowed their way to the Material Plane.

**An Incessant Need to Explore.** Intelligent, curious, and social, these creatures love to explore, meet new creatures, and learn new things. Their colonies are welcome to all—so long as no one is intentionally harmed—leaving them with no notion of private or political boundaries. Myrmex young are even encouraged to become companions to other explorers to better enrich the colony on their return.

**Uncommon Ants.** Myrmex behave very much like other ants but with a few key differences. They don't actually have a hierarchy as other ants do. They have neither a queen nor castes. Instead, all are equal, and as long as a colony maintains at least twelve myrmex, it can elevate a speaker. The speaker is simply a myrmex that is imbued with power by the colony—a power that can be revoked in the rare instances the speaker works against the desires of the colony a whole. The speaker becomes the myrmex's voice to other cultures and enacts the will of the colony after each member has voted on a decision.

In addition, rather than lay eggs, adult myrmex sculpt their young from dirt, stone, earth from their own bodies, and rare earth minerals. These minerals prove the limiting factor as the variety of required minerals and their proportions are fairly precise, owing at least in part to the myrmex's need for constant exploration. This need for rare earth minerals to grow their colony frequently puts them at odds with roaming xorn, who do so enjoy many of those same minerals.

**Seeking Friendship.** Myrmex make allies easily, but they don't tend to swear fealty to anyone, especially elemental lords, which paints a target on their colonies more often than not. They are loyal friends and such friendship can last for generations. For instance, many myrmex have been friends of the pech (see *Creature Codex*) for millennia, and some myrmex even share colonies with them. However, no myrmex colony has ever sworn fealty to a pech lithlord, and some colonies have even broken away from their pech allies on the rare occasions that a lithlord has tried to rule or command the myrmex.

**Elemental Nature.** A myrmex doesn't require air, food, drink, or sleep.

## Myrmex

*Medium elemental, neutral good*

**Armor Class** 15 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 40 ft., burrow 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 13 (+1) | 16 (+3) | 10 (+0) | 14 (+2) | 8 (–1) |

**Skills** Perception +5

**Damage Resistances** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, prone, unconscious

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

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

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

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

***Limited Telepathy***. The myrmex can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

***Stone Walk***. Difficult terrain composed of earth or stone doesn't cost the myrmex extra movement.

### ACTIONS

***Multiattack***. The myrmex makes three bite attacks.

***Bite***. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) poison damage.

***Earth Shift***. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target in contact with the ground. *Hit:* The target is pushed up to 15 feet in a direction of the myrmex's choice, and its speed is reduced by 10 feet until the end of its next turn.

***Earth Manipulation***. The myrmex can manipulate and move earth within 30 feet of it that fits within a 5-foot cube. This manipulation is limited only by the myrmex's imagination, but it often includes creating caricatures of creatures to tell stories of travels or etching symbols to denote dangerous caverns or similar markers for those in the colony. The myrmex can also choose to make the ground within 10 feet of it difficult terrain or to make difficult terrain normal, provided the ground is made of earth or stone. Changes caused by Earth Manipulation are permanent.

***Wall of Earth***. The myrmex can cause a wall of earth to spring out of earth or rock on a point the myrmex can sense within 30 feet of it. This action works like the *wall of stone* spell, except the myrmex can create only one 10-foot-by-10-foot panel and the panel has AC 13 and 15 hit points.

## MYRMEX SPEAKER

*Large elemental, neutral good*

**Armor Class** 16 (natural armor)

**Hit Points** 119 (14d10 + 42)

**Speed** 40 ft., burrow 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 13 (+1) | 17 (+3) | 12 (+1) | 16 (+3) | 10 (+0) |

**Skills** Perception +6

**Damage Resistances** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, prone, unconscious

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

**Languages** understands Common, Terran, and Undercommon but can't speak, telepathy 120 ft.

**Challenge** 9 (5,000 XP)

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

***Stone Walk***. Difficult terrain composed of earth or stone doesn't cost the myrmex extra movement.

### ACTIONS

***Multiattack***. The myrmex makes three bite attacks.

***Bite***. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

***Earth Shift***. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target in contact with the ground. *Hit:* The target is pushed up to 15 feet in a direction of the myrmex's choice, and its speed is halved until the end of its next turn.

***Static Barrage (Recharge 5–6)***. The myrmex speaker blasts foes with painful psychic static. Each creature of the myrmex's choice within 30 feet of it must make a DC 15 Intelligence saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one.

***Earth Manipulation***. The myrmex can manipulate and move earth within 30 feet of it that fits within a 5-foot cube. This manipulation is limited only by the myrmex's imagination, but it often includes creating caricatures of creatures to tell stories of travels or etching symbols to denote dangerous caverns or similar markers for those in the colony. The myrmex can also choose to make the ground within 10 feet of it difficult terrain or to make difficult terrain normal, provided the ground is made of earth or stone. Changes caused by Earth Manipulation are permanent.

***Wall of Earth***. The myrmex can cause a wall of earth to spring out of earth or rock on a point the myrmex can sense within 30 feet of it. This action works like the wall of stone spell, except the myrmex can create only one 10-foot-by-10-foot panel and the panel has AC 13 and 15 hit points.

## YOUNG MYRMEX

*Small elemental, neutral good*

**Armor Class** 13 (natural armor)

**Hit Points** 54 (12d6 + 12)

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

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 13 (+1) | 13 (+1) | 8 (–1) | 10 (+0) | 8 (–1) |

**Skills** Perception +2

**Damage Resistances** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, prone, unconscious

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

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

**Challenge** 1 (200 XP)

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

***Limited Telepathy***. The myrmex can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

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

***Stone Walk***. Difficult terrain composed of earth or stone doesn't cost the myrmex extra movement.

### ACTIONS

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

***Earth Shift***. *Ranged Spell Attack:* +2 to hit, range 60 ft., one target in contact with the ground. *Hit:* The target is pushed up to 10 feet in a direction of the myrmex's choice, and its speed is reduced by 5 feet until the end of its next turn.

***Earth Manipulation***. The myrmex can manipulate and move earth within 30 feet of it that fits within a 5-foot cube. This manipulation is limited only by the myrmex's imagination, but it often includes creating caricatures of creatures to tell stories of travels or etching symbols to denote dangerous caverns or similar markers for those in the colony. The myrmex can also choose to make the ground within 10 feet of it difficult terrain or to make difficult terrain normal, provided the ground is made of earth or stone. Changes caused by Earth Manipulation are permanent

# Torch Mimic

*As you spark a seemingly mundane torch, two drowsy eyes open, staring back into your own before they burst into flames.*

Torch mimics were originally bred by a wizard who grew tired of carrying torches through dungeons and dark forests. Adventurers often discover them by accident, mistaking them for ordinary torches.

**Surprise Attackers.** Torch mimics often lash out at those who dare hold them, biting their victims' hands with splinter-like teeth. Once dropped, torch mimics launch fiery blasts at their assailants in hopes of driving the creatures away.

**Familiar Shape.** While not shapechangers, adventurers have taken to calling these creatures mimics because of their similar appearance to torches—and because they lash out from a dormant state, surprising the unsuspecting adventurers.

**Reluctant Guides.** Torch mimics have a basic understanding of Common, and some can even speak a few words or short sentences. Because of this, they can be reasoned with, and cunning adventurers have tricked, bribed, or convinced torch mimics to escort them through dungeons.

## TORCH MIMIC

*Tiny monstrosity, neutral*

**Armor Class** 12
**Hit Points** 21 (6d4 + 6)
**Speed** 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 7 (-2) | 15 (+2) | 13 (+1) | 6 (-2) | 12 (+1) | 8 (–1) |

**Skills** Stealth +4
**Damage Resistances** fire
**Senses** passive Perception 11
**Languages** understands Common but can't speak
**Challenge** 1/2 (100 XP)

***False Appearance***. While the torch mimic remains motionless, it is indistinguishable from an ordinary torch.

***Fiery Soul***. The torch mimic can ignite or extinguish the fire that crowns its head as a bonus action. While ignited, the torch mimic sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Whenever a torch mimic is subjected to an effect that would extinguish its flames against its will, such as being submerged or in the area of the *create or destroy water* or *gust of wind spells*, the torch mimic must succeed on a DC 11 Constitution saving throw or fall unconscious until it takes damage or someone uses an action to wake it. If the effect is nonmagical, the torch mimic has advantage on the saving throw.

***Regeneration***. The torch mimic regains 2 hp at the start of its turn. If the torch mimic takes cold damage, this trait doesn't function at the start of the torch mimic's next turn. The torch mimic dies only if it starts its turn with 0 hp and doesn't regenerate.

### ACTIONS

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

***Fire Blast***. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 7 (2d4 + 2) fire damage.




## TORCH MIMIC FAMILIARS

Some torch mimics are willing to serve spellcasters as a familiar. Creatures of comfort and companionship, torch mimics prefer spellcasters who spend time with them and feed them twigs, scraps of cloth, and other small flammable objects. Torch mimic familiars have the following trait.

***Familiar***. The torch mimic can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the torch mimic senses as long as they are within 1 mile of each other. When the companion uses an action to see and hear through the torch mimic's senses, the companion can also speak through the torch mimic, projecting its voice directly through the torch mimic or giving it an echo-like quality to make the source indeterminable. At any time and for any reason, the torch mimic can end its service as a familiar, ending the telepathic bond.

# Underworld Sentinel

*A huge, emaciated giant stands guard, its dark grey skin covered in glowing eldritch runes and spiral patterns. It holds an enormous scythe in its bony hands.*

Underworld sentinels are undead giants sworn to serve the gods of death and undeath. They stand guard over necropolises, cemeteries, and the subterranean temples of the ghoul gods. Others watch over the entrances to the realms of the dead beneath the earth, charged with stopping the inhabitants from leaving—or the living from entering in the hope of rescuing the spirit of a loved one. Whatever their orders, underworld sentinels remain steadfast in their devotion to their dark gods and unswerving in their resolve to defend their posts.

**Dark Origins.** Centuries ago, a sinister cult dedicated to the deity of death arose among a clan of deep-dwelling stone giants. Heeding the pronouncements of a herald of undeath (see *Creature Codex*), the giants gave up their natural lives in exchange for immortality and unholy power. Carving runes and symbols into their bodies in a dark ritual, they were transformed into the first underworld sentinels. In the many years that followed, underworld sentinels spread throughout the world. Some enter the service of liches or mummy lords as guardians, while others dedicate themselves to protecting a shrine or temple to a deity of death or undeath.

**Undead Nature.** An underworld sentinel doesn't require air, food, drink, or sleep.




## UNDERWORLD SENTINEL

*Huge undead, neutral evil*

**Armor Class** 17 (natural armor)
**Hit Points** 126 (12d12 + 48)
**Speed** 40 ft

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 15 (+2) | 18 (+4) | 10 (+0) | 16 (+3) | 14 (+2) |

**Saving Throws** Dex +6, Con +8, Wis +7
**Skills** Athletics +10, Perception +7, Religion +4
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, poisoned
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 17
**Languages** Darakhul, Giant, Undercommon
**Challenge** 10 (5,900 XP)

***Passage Guardian***. The underworld sentinel can make an opportunity attack when a hostile creature moves within its reach as well as when a hostile creature moves out of its reach. It gets one extra reaction that be used only for opportunity attacks.

***Turn Immunity***. The underworld sentinel is immune to effects that turn undead.

### Actions

***Multiattack***. The sentinel makes two attacks with its scythe.

***Scythe***. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 10 (3d6) necrotic damage.

***Death Knell***. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 13 (3d8) necrotic damage or 19 (3d12) necrotic damage if the target is missing any of its hit points.

***Grim Reaping (Recharge 5–6)***. The underworld sentinel spins with its scythe extended and makes one attack with its scythe against each creature within its reach. A creature that takes necrotic damage from this attack can't regain hp until the start of its next turn.


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