

WALKING BUKKAKE

Source: Homebrewed.

A walking bukkake is a disgusting creation of priests of Froth. Consisting of an upright wave of semen, the walking bukkake is sure to leave any creature that survives its attack feeling violated and soiled.

Although in concept a walking bukkake might seem almost comical, the implication of its presence is dreadful: Froth's influence is strong in the area. There are likely to be **phallusians** nearby, or even worse, **suicidal teleporting brownies**.

Creating a Walking Bukkake. Creating a walking bukkake requires the input of at least two dozen phallusians or male Humanoids in service to Froth over the course of a two hour ritual. The ritual requires the expenditure of 1,500 gp in ritual components, as well as the expenditure of three 3rd level spell slots, and must be directed by a priest of Froth of at least 7th level. The director can give a simple command to the walking bukkake as an action, which otherwise seeks to destroy any living thing it encounters.

Walking Bukkake Treasure. A walking bukkake collects no treasure.

Walking Bukkake

Medium Construct, always neutral evil

Armor Class 9

Hit Points 52 (8d8+16)

Speed 25 ft., climb 15 ft., swim 20 ft.

STR 10 (+0), **DEX** 8 (-1), **CON** 14 (+2),
INT 4 (-3), **WIS** 8 (-1), **CHA** 8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, poisoned, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages -

Challenge 1 (200 xp)

Prof +2

Burning Stench. If the walking bukkake takes fire damage, it emits a horrendous stench until the end of the next turn of the creature or effect that dealt fire damage to it. A creature that starts its turn within 10' of the walking bukkake during this time must succeed on a DC 12 Constitution save or be poisoned until the end of its next turn.

Liquid Form. The walking bukkake can enter a hostile creature's space and stop there. It can move through a space as narrow as 1" wide without squeezing.

Unusual Nature. A walking bukkake has no need for air, drink, or sleep.

ACTIONS

Blinding Touch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 10 (3d6) acid damage, and the target must succeed on a DC 12 Dex save or blinded until the end of the walking bukkake's next turn.

Blinding Wave (recharge 5-6). The walking bukkake moves up to 15'. Each creature whose space it enters during this movement must make a DC 12 Dex save, taking 10 (3d6) acid damage on a failure and being blinded for 1 minute on a failure. A blinded creature can use an action to clear its eyes, and at the end of each of its turn, it can make a DC 12 Con save, ending the effect on a success.

WALKING WARP

Source: Homebrewed.

A walking warp is a living wrongness spawned by magical experiments involving substantial numbers of portals connecting different parts of the World. It is a portion of the Multiverse given life and form as a walking gateway that distorts reality around it. The walking warp is visible as a distortion in space that moves and pulses, twisting and snapping the images of what lies behind it. The warp has a very limited lifespan, for normal reality itself seeks to expunge it; thus, the walking warp's existence is a constant

struggle to survive within a universe that finds it anathema.

Desperate Travelers. Sometimes, desperate creatures will hurl themselves into a walking warp in the hopes of transporting themselves to another plane. This is a very risky proposition, as it is impossible to predict where the would-be planar traveler will end up, but in an extreme enough situation, it might be the best option.

Walking Warp Treasure. A walking warp doesn't keep or collect treasure.

Walking Warp

Large Aberration, always neutral

Armor Class 12

Hit Points 66 (12d10)

Speed 40 ft., fly 40 ft.

**STR 17 (+3), DEX 15 (+2), CON 11 (+0),
INT 15 (+2), WIS 14 (+2), CHA 15 (+2)**

Saving Throws Str +5, Dex +4, Con +2

Damage Resistances force; bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities grappled, paralyzed, poisoned, prone, restrained, stunned

Senses passive Perception 12

Languages telepathy 60'

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

Incorporeal Movement. The warp 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.

Space Warp. Any creature that starts its turn within 10' of the warp must succeed on a DC 12 Charisma save or be teleported up to 40' to a space the warp can see.

A creature that ends its turn in the walking warp's space must succeed on a DC 12 Charisma save or be shifted to a random plane.

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

ACTIONS

Baleful Teleport. The walking warp attempts to teleport part of a creature's body away. The target must make a DC 12 Charisma save, suffering 18 (4d8) damage on a failure or half that on a success. If the target fails its save by 5 or more, it is also stunned until the end of its next turn.

Walking Warp Distortion

A walking warp distortion uses the Walking Warp stat block with the following changes.

- It is Small.
- It has 1 hit point (minion).
- Its Strength is 8 (-1).
- It is immune (not resistant) to force, bludgeoning, piercing, and slashing damage.
- A creature that ends its turn in the distortion's space need only make a save to avoid being plane shifted if it is Small or smaller.
- It is worth 140 xp.

WALRUS

Location: *Icewind Dale: Rime of the Frostmaiden.*

Walrus Treasure. A walrus doesn't collect treasure.

WANG-LIANG

Source: *2e Oriental Adventures Monstrous Compendium.*

Distant relatives of ogres and oni, the wang-liang are an ancient and long-lived race of Giants that have grown jealous of humanity as their own race dwindles into obscurity and **humans** come to the fore. While they have taken delight in the fall of others' civilizations, their numbers have dwindled to the point that extinction is only a matter of time, especially because females give

birth only once every few hundred years at most, always to a pair of twins.

A wang-liang is covered in a soft pelt of lustrous dark brown or black hair. Their bodies are somewhat squat, with two toes on each broad foot, retractable claws like those of a cat, and sharp, pointed teeth. Their eyes are wide and narrow, with black irises rimmed in red. Wang-liangs usually have unruly hair, and the males grow wild beards.

Lives that Span History. A wang-liang lives up to 2,000 years, maturing after its first half century. This gives them a real appreciation of the speed of reproduction and growth of the faster-lived races that have pushed them away from so much of the territory they once held. The wang-liangs see humans and their ilk as careless monsters who gobble up resources with no regard for the future or other creatures. They feel that such races are directly to blame for the coming end of the wang-liang race.

Steeped in Tradition. Wang-liang culture has remained largely unchanged for thousands of years, particular in regards to children. Shortly after a female gives birth, the parents and children move to live in seclusion in the wilderness. For a decade, they must rely on their natural abilities and wits to survive. This forges a deep bond between the members of the family, and family is the foundation of wang-liang society.

Remote Villages. For most of their lives, wang-liang live in remote villages of up to 100 members. The wang-liangs living there aid each other and work as a group to ensure their success, building modest huts of wood and stone, raising **giant goats, deer, and cattle**, and engage in handicrafts and art. A few groups of wang-liangs have retreated farther, moving into the depths of the Shadowfell, some of them allying with **shadar-kai**.

Extremely Honorable. A wang-liang always keeps its word, even at great cost to itself or its people. It never leaves a debt unpaid, and can be relied upon to act with honor and dignity at all times.

The Circle of Elders. Each wang-liang community has a circle of all female elders, who are the spellcasters of the wang-liang. The more members of the elder circle there are, the more powerful an individual wang-liang elder might be. These elders are shown great respect by the rest of the wang-liang community, and outsiders would do well to do likewise, or they risk offending the entire community. The elders don't necessarily make decisions for or hold authority over the rest of the wang-liangs, but they are usually consulted on important matters, as their wisdom and input is considered to be very valuable.

Wang-Liang Treasure. Each wang-liang carries 1d12 x 25 gp in assorted coins and has a 15% chance of having 1 magic weapon of Large size.

In addition, the lair of a group of up to ten wang-liang has a 35% chance each to contain 1d12 x 1,000 cp, 1d10 x 1,000 sp, and 1d6 x 1,000 gp. It also has a 25% chance to contain 1d10 gems; and a 10% chance each to have 1d6 art objects and 1 random magic item.

The lair of a group of 11 to 30 wang-liang instead has a 50% chance each to contain 3d6 x 1,000 cp, 2d10 x 1,000 sp, and 2d8 x 1,000 gp. It also has a 25% chance each to contain 2d10 gems, 1d4 potions, and 1d4 scrolls; and a 15% chance each to have 1d10 art objects and 1d2 random magic items.

The lair of a group of 31 to 80 wang-liang instead has a 65% chance each to contain 2d6 x 5,000 cp, 1d6 x 5,000 sp, and 2d6 x 5,000 gp. It also has a 40% chance each to contain 3d10 gems, 2d4 potions, and 2d4 scrolls; and a 35% chance each to have 2d8 art objects and 1d4+1 random magic items.

The lair of a group of 81 or more wang-liang instead has a 75% chance each to contain 2d6 x 5,000 cp, 1d10 x 5,000 sp, and 2d8 x 5,000 gp. It also has a 50% chance each to contain 4d10 gems, 2d6 potions, and 2d4 scrolls; and a 35% chance each to have 2d8 art objects and 1d6+1 random magic items.

Wang-Liang

Large Giant, often lawful evil

Armor Class 17 (splint)

Hit Points 51 (6d10+18)

Speed 30 ft.

**STR 21 (+5), DEX 12 (+1), CON 16 (+3),
INT 16 (+3), WIS 16 (+3), CHA 17 (+3)**

Senses passive Perception 13

Languages Giant, Common

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

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

ACTIONS

Multiattack. The wang-liang makes two attacks.

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

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 18 (2d12+5) slashing damage.

Spellcasting. The wang-liang casts one of the following spells, using Intelligence as the spellcasting ability, requiring no material components.

At Will- *Alter self, invisibility, see invisibility.*

Wang-Liang Champion

Some wang-liang develop far greater martial skills than most. Such a wang-liang champion usually represents the community in dealing with dangerous outsiders or adventurers.

Large giant, often lawful evil

Armor Class 17 (splint)

Hit Points 114 (12d10+48)

Speed 30 ft.

**STR 22 (+6), DEX 12 (+1), CON 18 (+4),
INT 16 (+3), WIS 16 (+3), CHA 17 (+3)**

Skills Athletics +9

Senses passive Perception 13

Languages Giant, Common

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

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

ACTIONS

Multiattack. The wang-liang makes two attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Greataxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12+6) slashing damage.

Pressing Attack (1/day). The wang-liang makes one melee attack. If it hits, the attack deals an extra 13 (2d12) damage and the target must make a DC 17 Str save or be pushed 15' away from the wang-liang.

Stunning Strike (1/day). The wang-liang makes one melee attack. If it hits, the attack deals an extra 13 (2d12) damage and the target must make a DC 17 Con save or be stunned until the start of the wang-liang's next turn.

Spellcasting. The wang-liang casts one of the following spells, using Intelligence as the spellcasting ability, requiring no material components.

At Will- *Alter self, invisibility, see invisibility.*

Wang-Liang Elder

Large Giant, often lawful evil

Armor Class 17 (splint)

Hit Points 102 (12d10+36)

Speed 30 ft., fly 60 ft.

STR 21 (+5), **DEX** 12 (+1), **CON** 16 (+3),
INT 18 (+4), **WIS** 16 (+3), **CHA** 17 (+3)

Skills Arcana +8, Nature +8

Senses passive Perception 13

Languages Giant, Common

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

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

ACTIONS

Multiattack. The wang-liang makes two attacks.

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

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12+5) slashing damage.

Spellcasting. The wang-liang casts one of the following spells, using Intelligence as the spellcasting ability (save DC 16, +8 to hit), requiring no material components.

At Will- *Alter self*, *fire bolt* (2d10), *invisibility*, *light*, *prestidigitation*, *see invisibility*, *shocking grasp* (2d8).

2/day- *Magic missile*, *wall of fire*.

1/day- *Cone of cold*, *confusion*, *fireball*, *slow*, *web*,

BONUS ACTIONS

Misty Step (2/day) (2nd level spell). The elder teleports up to 30' to a space it can see.

REACTIONS

Counterspell (3rd level spell) (1/day). When the elder sees a spell being cast within 60', it counters the spell if the spell is 3rd level or lower. Otherwise, the elder makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered.

Shield (1st level spell) (2/day). When an attack hits the elder or it is targeted by *magic missile*, the elder creates a shield of force that grants it a +5 bonus to AC and immunity to *magic missiles* until the end of its next turn.

WAR PRIEST

Location: *Volo's Guide to Monsters* p218.

War Priest Treasure. A war priest typically carries 3d6 gp; and has a 20% chance each to have 1d4 potions, 1d4 spell scrolls, 1 magic weapon, and 1 magic armor (1-3), rod, et. al. (4-5), or random magic item (6).

The lair of one to five war priests also has a 50% chance each to have 1d6 x 1,000 sp, 2d6 x 100 gp, and 1d4 art objects; and a 25% chance each to have 2d10 x 100 ep, 1d8 x 25 pp, and 1d6 gems.

The lair of six or more war priests instead also has a 50% chance each to have 2d6 x 1,000 sp, 1d6 x 500 gp, and 1d8 art objects; and a 25% chance each to have 1d6 x 1,000 ep, 1d8 x 100 pp, and 2d6 gems.

WAR TROLL

Source: 3e *Monster Manual* 3.

A war troll is an experienced and well-trained savvy **troll** warrior, civilized enough to use armor and weapons to devastating effect. While most troll tribes don't have a war troll among them, those that do often present greater than normal danger to other creatures nearby. A war troll might ascend to a leadership position among its fellows.

War Troll Treasure. In addition to the standard treasure found in a troll lair, a war troll has a 20% chance of having 1 piece of magic armor (1-2), 1 magic weapon (3-6), or 1 random magic item (7-10).

War Troll

Large Giant (Troll), usually chaotic evil

Armor Class 18 (plate armor)

Hit Points 218 (19d10+114)

Speed 30 ft.

**STR 20 (+5), DEX 13 (+1), CON 22 (+6),
INT 9 (-1), WIS 10 (+0), CHA 10 (+0)**

Saving Throws Str +9, Dex +5, Con +10, Wis +4

Skills Athletics, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

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

Action Surge (recharges after a short or long rest). The troll takes an extra action.

Regeneration. The troll regains 10 hit points at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll either makes two Claw attacks and one Bite attack, or makes two Greataxe attacks, or makes two Longbow attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12+5) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 10 (2d8+1) piercing damage.

WARFORGED

Location: *Eberron: Rising from the Last War.*

Warforged are humanoid-shaped living constructs composed of a mix of wood, metal and stone. Originally created in the Delphinat as autonomous weapons of war, the warforged proved too independent to reliably control. The secrets of their creation passed out into the wider world, and over time, a number of 'batches' of them were created and became independent.

Artificial Beings. Warforged are acutely aware of their artificial nature. Usually driven, though not controlled by, their initially programming, warforged are often tormented by questions of free will and whether they are truly alive in any meaningful way. Others put such philosophical questions aside and take advantage of their constructed nature by building variant body parts, stronger armor plating or innate weaponry into themselves. Their artificial nature means that warforged often have difficulty finding a place in society, and other creatures sometimes see them as nothing more than sophisticated golems or treat them like property instead of individual thinking beings.

Neither Emotional nor Emotionless.

Warforged feel emotions, but not as strongly as do most truly living creatures. While a warforged might become good friends with a human, it always knows that the human will age and die, while it will live on until it is destroyed. Likewise, the hottest anger in a warforged is but lukewarm to a living creature. Some warforged actively practice feeling and emoting, striving to become more like a living being, while others maintain a cool detachment, enjoying their ability to ignore the things that would raise the ire of a creature with stronger feelings.

Strange Emulators. Some warforged choose to emulate the creatures around them, wearing clothes, attempting to disguise themselves with masks, wigs and thick clothing. Such attempts might succeed in the short term, but rarely last long, as warforged have a difficult time coming across as such a creature for any extended period. Often, this results in the awkward exposure of the warforged.

Warforged Treasure. Typically, a warforged carries 2d8 gp.

A **squadron** of ten to twenty warforged also has a 40% chance to have 1d4 x 100 gp in assorted coins; a 25% chance each to have 1d6 x 100 gp in trade goods, 1d4 gems and 1d4 art objects; and a 10% chance to have 1 magic item.

An **army** of 21 or more warforged instead also has a 50% chance to have 2d12 x 200 gp in assorted coins; a 30% chance to have 2d6 x 100 gp in trade goods; a 25% chance each to have 2d6 gems and 1d8 art objects; and a 15% chance to have 1d4 random magic items.

WARFORGED PCS

A warforged is a fine choice for a pc race.

First Level: A warforged is suitable for starting groups.

WARFORGED TRAITS

In Cydra, warforged pcs have the following racial traits.

Ability Score Adjustments. Your Strength and Constitution scores each increase by 1.

Age. A warforged is built fully functional and doesn't age like a Humanoid. Most warforged are at least 100 years old, and some are considerably older, but a few are newly-made. Work with the DM to decide on an appropriate age for your warforged pc.

Size. A warforged is Medium, typically standing between 5' 6" and 7' tall and weighing between 250 and 600 lbs.

Speed. Your walking speed is 30'.

Construct. You are a Construct.

Composite Plating. Your construction includes wood and metal, reducing the severity of critical hits on you by 1d6. You have natural armor that gives you an AC of 16.

Condition Immunities. You are immune to exhaustion, and are unaffected by the paralyzed and poisoned conditions.

Living Construct. Even though you were constructed, you are a living creature. You are immune to disease, don't need to eat, drink, or breathe (but can ingest food and drink if you wish), and don't sleep, instead entering an inactive state for four hours each day, in which you don't dream and are fully aware of your surroundings.

Languages. You can speak, read, and write Common and one other language of your choice.

Warforged

Medium Construct, any alignment

Armor Class 16 (natural armor)

Hit Points 6 (1d8+2)

Speed 30 ft.

**STR 14 (+2), DEX 10 (+0), CON 12 (+1),
INT 10 (+0), WIS 10 (+0), CHA 9 (-1)**

Condition Immunities exhaustion, paralyzed, poisoned

Senses passive Perception 10

Languages Common (or any one)

Challenge ¼ (50 xp) **Prof** +2

Fortification. When the warforged suffers a critical hit, the severity is reduced by 1d6.

Unusual Nature. A warforged does not eat, drink or sleep.

ACTIONS

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

Warforged Warrior

The warforged warrior uses the Warforged stat block with the following changes.

- It has 26 (4d8+8) hit points.
- Its Strength is 16 (+3).
- It is trained in Athletics +5, Intimidation +1, and Perception +2.
- Its passive Perception is 12.
- Its Spear is +5 to hit and does 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.
- Its Challenge Rating is 1 (200 xp).

The warrior has the following additional Action option.

- **Multiattack.** The warforged warrior makes two attacks.

Warforged Shock Trooper

Medium Construct, any alignment

Armor Class 20 (plate and shield)

Hit Points 75 (10d8+30)

Speed 30 ft.

**STR 19 (+4), DEX 14 (+2), CON 17 (+3),
INT 12 (+1), WIS 10 (+0), CHA 9 (-1)**

Condition Immunities exhaustion, paralyzed, poisoned

Senses passive Perception 10

Languages Common (or any one)

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

Fortification. When the warforged suffers a critical hit, the severity is reduced by 1d6.

Unusual Nature. A warforged does not eat, drink or sleep.

ACTIONS

Multiattack. The shock trooper makes three attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d8+4) slashing damage, or 9 (1d10+4) slashing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Press the Attack. The shock trooper makes three melee weapon attacks. Each one that hits pushes the target 5', and the shock trooper can move up to 5' into a space within reach of the target without provoking opportunity attacks.

BONUS ACTIONS

Followup Attack. If the shock trooper hit with at least one melee weapon attack this turn, it makes one melee weapon attack.

WARHORSE

Location: *Monster Manual* p340.

Warhorse Treasure. A warhorse doesn't typically collect treasure.

Warhorse Barded Veteran

The warhorse barded veteran uses the Warhorse stat block with the following changes.

- Its AC is 18 (plate barding).
- It has 75 (10d10+20) hit points.
- Its Constitution is 15 (+2).
- Its Challenge Rating is 2 (450 xp).

The barded veteran has the following additional Trait.

- **Indomitable (2/day).** When the warhorse fails a save, it rerolls that save.

Warhorse Khelmitte Charger

The warhorse Khelmitte charger uses the Warhorse stat block with the following changes.

- Its AC is 16 (chain barding).
- It has 39 (6d10+6) hit points.
- Its speed is 70'.
- Its Challenge Rating is 1 (200 xp).

WARHORSE SKELETON

Location: *Monster Manual* p224.

Werebear Treasure. Golems don't usually collect treasure.

WARLOCK OF THE ARCHFEY

Location: *Volo's Guide to Monsters* p219.

Warlock of the Archfey Treasure. A warlock of the archfey has a 50% chance each to have 2d20 sp and 2d10 ep; a 25% chance each to have 1d4 gems, 1d4 art objects; and a 10% chance to have 1 random magic item.

WARLOCK OF THE FIEND

Location: *Volo's Guide to Monsters* p219.

Warlock of the Fiend Treasure. A warlock of the fiend typically carries 2d10 gp; has a 50% chance to have 1d10 pp; a 25% chance each to have 1d4 gems and 1d4 art objects; and a 10% chance to have 1 random magic item.

WARLOCK OF THE GREAT OLD ONE

Location: *Volo's Guide to Monsters* p220.

Warlock of the Great Old One Treasure. A warlock of the Great Old One typically carries 2d10 gp; has a 25% chance each to have 1d4 gems and 1d4 art objects; and a 10% chance to have 1 random magic item.

WARLORD

Location: *Volo's Guide to Monsters* p220.

Warlord Treasure. A warlord typically has 2d6 x 10 gp in assorted coins and gems. It also has a 20% chance each of having 1 piece of magical armor and 1 magic weapon.

If it leads a band of at least ten creatures, the warlord also has a 50% chance of having 1d8 gp per creature that it leads in coins and goods, usually for paying its troops.

WARP OOZE

Source: Homebrew.

A warp ooze is an iridescent, multicolored, glowing Ooze that feeds on negative emotions such as confusion and fear. The ooze earns its name from its ability to teleport creatures it touches, leading to increased confusion and therefore better feeding.

A warp ooze is an irregular blob about 12' in diameter with a plethora of pseudopods extruding from and retracting into it spastically. It appears as a mix of many colors, constantly changing from one hue to another.

Planar Crossers? Warp oozes can be found on the Astral and Ethereal Planes, as well as on the world itself. Combined with their innate ability to teleport creatures, this has led many sages to speculate that the oozes can somehow cross planar boundaries. The truth is that nobody knows the origin of the warp oozes; though they have always been very rare, they have existed for untold millennia.

Warp Ooze Longreacher Challenge Rating.

When assessing the Challenge Rating of a warp ooze longreacher, assume that it makes one opportunity attack each round.

Warp Ooze Treasure. Like most Oozes, warp oozes keep no treasure.

Warp Ooze

Large Ooze, always unaligned

Armor Class 11

Hit Points 102 (12d10+36)

Speed 40 ft.

**STR 18 (+4), DEX 13 (+1), CON 16 (+3),
INT 6 (-2), WIS 12 (+1), CHA 13 (+1)**

Saving Throws Int +1, Wis +4, Cha +4

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities fire, radiant

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages -

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

ACTIONS

Multiattack. The warp ooze makes three Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage, and the target must succeed on a DC 12 Charisma save or the ooze teleports it to an unoccupied space of the ooze's choice within 30 ft.

Teleport (recharge 6). The ooze teleports up to 60 ft. to an unoccupied space it can perceive.

BONUS ACTIONS

Dimension Hop (recharges when first bloodied). The ooze teleports up to 15' to an unoccupied space it can perceive.

Warp Ooze Longreacher

The warp ooze longreacher uses the Warp Ooze stat block with the following changes.

- It has 127 (15d10+45) hit points.
- Its Pseudopod has a reach of 20'.
- Its Challenge Rating is 6 (2,300 xp).

The longreacher has the following additional Trait.

- **Opportunistic Strike.** A creature that moves within the ooze's reach provokes an opportunity attack from it.

WARRIOR OF CHAOS

Source: Homebrew.

Warriors of Chaos are Humanoids who have pledged their efforts to either the powers or the philosophy of Chaos. They oppose order, work to help break down rules and civilization, and try to uphold disorder, freedom, and entropy, with each individual warrior of Chaos choosing different aspects of Chaos to focus on.

Individual warriors of Chaos vary greatly in their personalities and goals. One might favor goodness, while another might work with chaotic evil powers and demons. Similarly, a given warrior of Chaos might focus on freeing slaves and the oppressed, while another might work to undermine the law and reduce the influence of order on a given area.

Warriors of Chaos can be found virtually anywhere, though they are more common in wilderness areas than they are in cities and towns. They even travel the planes, especially the planes of Chaos (where they recruit allies) and the planes of Law (where they seek to undermine or destroy the local allegiances).

Warrior of Chaos Allies. Warriors of Chaos frequently have allies or minions, including **chaos cultists, Entropy cultists, slaadi, demons, guardinals, valkyries**, or chaotic Dragons, Elementals, Fey, or mortal creatures. A few even ally themselves with entities from alien universes such as the Far Realm.

Warriors of Chaos often lead hosts of chaotic creatures in rampages across the land, spreading disorder and tearing down the trappings of order whenever and wherever they find them. Such a host often doesn't have a real goal beyond spreading Chaos, but a few might be used to carve out a petty kingdom for its leader, to target a specific champion of order, to draw out the forces of Law while a true master perpetrates some other scheme, etc.

Warriors of Chaos as often serve alongside chaotic good creatures as they do chaotic evil creatures. Their behavior, goals, and methods can change drastically based on the nature of their allies; warriors of Chaos sometimes reflect the nature of their companions to a great degree, restraining themselves when working with good creatures and acting their most reprehensible when with evil ones.

Warrior of Chaos Challenge Rating. When evaluating the Challenge Rating of a warrior of Chaos, treat it as proficient in all saves because of its Chaotic Defense, and assume that it has 15 extra hit points because of its Reduce Damage reaction option.

When assessing the Challenge Rating of a warrior of Chaos champion, increase its effective attack bonus by 1 to account for its Bloodied Fury, and increase its effective hit points by 10% to account for its Uncanny Dodge reaction option.

When assessing the Challenge Rating of a warrior of Chaos confuser, assume it uses Chaotic Surge once.

When assessing the Challenge Rating of a warrior of Chaos standard bearer, assume its Legendary Resistance recharges once.

Warrior of Chaos Treasure. A non-minion warrior of Chaos has a 25% chance each to have 1d4 potions, 1 piece of magic armor, and 1 magic weapon.

The lair of one to ten warriors of Chaos (whether minions or not) also has a 25% chance each to have 1d10 x 1,000 cp, sp, ep, and gp; 3d10 x 25 pp; 1d6 gems; 1d4 art objects; and 1d3 random magic items.

The lair of 11 to 30 warriors of Chaos (whether minions or not) instead also has a 30% chance each to have 2d10 x 1,000 cp, sp, and gp; 2d6 x 1,000 ep; 2d10 x 100 pp; 1d12 gems; and 1d8 art objects; as well as a 25% chance each to have 1d4 potions, 1d3 pieces of magic armor, 1d3 magic weapons, and 1d3 random magic items.

The lair of 31 or more warriors of Chaos (whether minions or not) instead also has a 30% chance each to have 3d10 x 1,000 cp and sp; 3d8 x 1,000 gp; 3d6 x 1,000 ep; 1d10 x 500 pp; 3d8 gems; and 2d6 art objects; as well as a 25% chance each to have 2d4 potions, 1d4 pieces of magic armor, 1d4 magic weapons, and 1d4 random magic items.

Warrior of Chaos

Medium Humanoid (Human), always chaotic neutral

Armor Class 23 (plate and shield plus Chaotic Defense)

Hit Points 1 (minion)

Speed 30 ft.

STR 18 (+4), DEX 10 (+0), CON 16 (+3), INT 15 (+2), WIS 8 (-1), CHA 8 (-1)

Saving Throws Str +7, Dex +7, Con +6, Int +5, Wis +6, Cha +6 (Chaotic Defense)

Senses passive Perception 9

Languages Common, Anarchic

Challenge 11 (7,200 xp)

Prof +4

Chaotic Defense. The warrior of Chaos has a +3 bonus to AC and saving throws.

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

ACTIONS

Multiattack. The warrior of Chaos makes two Battle Axe attacks. It can't target the same enemy with more than one attack unless it is the only enemy within reach.

Battle Axe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage, or 9 (1d10+4) slashing damage if wielded in both hands, plus 27 (6d8) force damage.

BONUS ACTIONS

Aggressive. The warrior of Chaos moves its speed toward an enemy.

Followup Attack. If the warrior made an attack, it makes one Battle Axe attack.

REACTIONS

Reduce Damage. When the warrior takes damage, it reduces the damage by 15.

Warrior of Chaos Champion

Medium Humanoid (Human), always chaotic neutral

Armor Class 18 (plate)

Hit Points 190 (20d10+80)

Speed 30 ft.

**STR 22 (+6), DEX 10 (+0), CON 19 (+4),
INT 15 (+2), WIS 8 (-1), CHA 8 (-1)**

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

Senses passive Perception 9

Languages Common, Anarchic

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

Bloodied Fury. While bloodied, the champion has advantage on attack rolls.

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

ACTIONS

Multiattack. The warrior of Chaos makes three Greataxe attacks. If it hits the same creature with two attacks, it deals an extra 22 (4d10) force damage. If it hits the same creature with all three attacks, it instead deals an extra 44 (8d10) force damage.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+6) slashing damage plus 27 (6d8) psychic damage.

Longbow. *Melee Weapon Attack:* +6 to hit, range 150'/600', one target. *Hit:* 4 (1d8) piercing damage plus 27 (6d8) psychic damage.

BONUS ACTIONS

Aggressive. The warrior of Chaos moves its speed toward an enemy.

REACTIONS

Champion's Charge. When the only creature within the champion's reach moves out of its reach, the champion moves its speed to a space within 5' of at least one enemy.

Uncanny Dodge. While the warrior is bloodied, when it is hit by an attack, it takes half damage from the triggering attack.

Warrior of Chaos Confuser

Medium Humanoid (Human), always chaotic neutral

Armor Class 20 (plate and shield)

Hit Points 127 (15d10+45)

Speed 30 ft.

**STR 18 (+4), DEX 10 (+0), CON 16 (+3),
INT 15 (+2), WIS 8 (-1), CHA 15 (+2)**

Saving Throws Dex +5, Wis +4, Cha +7

Senses passive Perception 9

Languages Common, Anarchic

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

ACTIONS

Multiattack. The warrior makes two Greataxe attacks. It can't target the same enemy with more than one attack unless it is the only enemy within reach.

Battle Axe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage, or 9 (1d10+4) slashing damage if wielded in both hands, plus 27 (6d8) necrotic damage.

Longbow. Melee Weapon Attack: +5 to hit, range 150'/600', one target. *Hit:* 4 (1d8) piercing damage plus 27 (6d8) necrotic damage.

Confusing Blow. The warrior of Chaos makes one Greataxe attack. If it hits, the target also takes 27 (6d8) psychic damage and must succeed on a DC 15 Wis save or be confused until the end of the creature's next turn. While confused in this way, the creature can't use reactions, can't speak intelligibly, and rolls 1d10 to see what action it takes on its turn:

1-3: Do nothing.

4-5: Attack a random creature within reach or do nothing, if no creature is within reach.

6-7: Move its speed in a random direction.

8-9: Drop prone.

10: Act normally (including speaking).

BONUS ACTIONS

Followup Attack. If the warrior made an attack, it makes one Battle Axe or Longbow attack.

REACTIONS

Chaotic Surge (recharge 5-6). If the warrior takes acid, cold, fire, lightning, or thunder damage, it makes one Greataxe or Longbow attack.

Mind-Addling Burst (recharges after a short or long rest). When the warrior becomes bloodied, it emanates a burst of confusing magic. Each creature within 10' that isn't a warrior of Chaos must succeed on a DC 15 Wis save or be confused until the end of the creature's next turn, as if it had failed a save against the warrior's Confusing Blow action option.

Warrior of Chaos Standard Bearer

The standard bearer carries or wears the symbol of Chaos, either as an actual flag or on its shield, armor, weaponry, etc.

Medium Humanoid (Human), always chaotic neutral

Armor Class 23 (plate plus Chaotic Defense)

Hit Points 204 (24d10+72)

Speed 30 ft.

**STR 20 (+5), DEX 12 (+1), CON 16 (+3),
INT 10 (+0), WIS 8 (-1), CHA 18 (+4)**

Saving Throws Str +10, Dex +13, Con +8, Int +5,
Wis +11, Cha +16

Senses passive Perception 9

Languages Common, Anarchic

Chaotic Defense. The warrior of Chaos has a +5 bonus to AC and saving throws.

Inspiring Standard. When a creature starts its turn within 50' of the warrior and can see the warrior (including the warrior itself), unless the warrior is incapacitated, the warrior can choose to restore 10 hit points to that creature.

Legendary Resistance (recharge 5-6). If the warrior fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The warrior makes three Longsword or Longbow attacks. It can't target the same enemy with more than one attack unless it is the only enemy within reach.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage, or 10 (1d10+5) slashing damage if wielded in both hands, plus the warrior's choice of 36 (8d8) force, necrotic, or psychic damage.

Longbow. Melee Weapon Attack: +6 to hit, range 150'/600', one target. *Hit:* 4 (1d8) piercing damage plus the warrior's choice of 36 (8d8) force, necrotic, or psychic damage.

BONUS ACTIONS

Rally. One creature other than the warrior within 50' that can hear or see the warrior gains 10 temporary hit points and can make a save to end an ongoing condition or effect that a save can end.

Shift. The warrior moves up to 10' without provoking opportunity attacks.

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

- **Attack (costs 2 actions).** The warrior makes one Longsword or Longbow attack.
- **Move.** The warrior moves up to half its speed.
- **Recharge.** The warrior rolls to recharge its Legendary Resistance.
- **Roar.** The warrior roars at one creature that can see or hear it within 50'. That creature must succeed on a DC 17 Wis save or be frightened until the end of the creature's next turn.

WASTRILITH

Location: *Mordenkainen's Tome of Foes* p139.

A wastrilith looks like a leering, hunchbacked eel with a humanoid torso and two sharply tapering tentacle-arms. The creature's huge eyes always bulge and squirm, as if something was trying to break free from within it. This sea-dwelling demon loves to bully and lord over others, and some find their way to the Prime Material Plane in order to forge petty aquatic kingdoms whose only law is cruelty. Wastriliths also enjoy assisting pirates and buccaneers, encouraging them to prey on the innocent.

Fiendish Nature. A wastrilith doesn't need to eat, though it still loves to devour living sentient beings.

Wastrilith Treasure. A wastrilith loves treasure and hoards it greedily. Its lair has a 50% chance each to contain 2d10 x 1,000 cp, sp, and gp, as well as 2d6 x 1,000 ep, 1d10 x 100 pp, and 3d10 gems. It also has a 35% chance to have 2d8 pieces of jewelry; and a 25% chance to have 1d4+2 magic items that can survive underwater.

WATER ELEMENTAL

Location: *Monster Manual* p125.

Water Elemental Treasure. A water elemental doesn't typically collect treasure.

Water Elemental Boiler

A water elemental boiler is almost boiling hot. It uses the Water Elemental stat block with the following changes.

- Its AC is 16 (natural armor).
- Its Speed is 50', swim 100'.
- Its Dexterity is 18 (+4).
- It is also resistant to fire damage.
- Its Freeze trait also removes the fire damage dealt by its actions until the end of the elemental's next turn.
- Its Slam also does 5 (1d10) fire damage.
- Its Whelm action option also does 11 (2d10) fire damage on a failed save.
- Its Challenge Rating is 6 (2,300 xp).

Water Elemental Caustic Wave

A water elemental caustic wave uses the Water Elemental stat block with the following changes.

- It is Huge.
- It has 168 (16d12+64) hit points.
- It is immune (not resistant) to acid damage.
- Its Slam is +8 to hit and does 17 (3d8+4) bludgeoning plus 14 (4d8) acid damage.
- Its Whelm action option has a save DC of 16, and it does 17 (3d8+4) bludgeoning plus 14 (4d8) acid damage.

The caustic wave has the following additional Action option.

- **Caustic Wave (recharge 6).** The caustic wave transforms into a 30' wide, 10' high, 5' thick wall and moves 20' in a straight line perpendicular to its width. Each creature whose space it enters during this move must make a DC 16 Con save, taking

38 (7d10) acid damage on a failure or half that on a success. A creature that fails its save by 5 or more is also poisoned until the end of its next turn.

- Its Challenge Rating is 11 (7,200 xp).

Water Elemental Slush

A water elemental slush is partially frozen, consisting of slush, water, and ice mixed together. It uses the Water Elemental stat block with the following changes.

- Its Speed is 20', swim 60'.
- It is also resistant to cold damage.
- It lacks the water elemental's Freeze trait.
- Its Slam also does 7 (2d6) cold damage.
- Its Whelm action option also does 10 (3d6) cold damage on a failed save.
- Its Challenge Rating is 6 (2,300 xp).

WATER ELEMENTAL MYRMIDON

Location: *Mordenkainen's Tome of Foes* p203.

Treasure: Elemental myrmidons don't usually collect treasure.

Water Elemental Myrmidon Commando

A water elemental myrmidon commando uses the Water Elemental Myrmidon stat block with the following changes.

- It has 172 (23d8+69) hit points.
- Its Speed is 50', swim 60'.
- Its Dexterity is 17 (+3).

The commando has the following additional Reaction option.

- **Defensive Shift.** When an attack hits the commando, it moves up to 15' without provoking opportunity attacks.

Water Elemental Myrmidon Surge Warrior

A water elemental myrmidon surge warrior uses the Water Elemental Myrmidon stat block with the following changes.

- It has 165 (22d8+66) hit points.
- Its Strength is 20 (+5).
- Its Multiattack action option allows it to make four Trident attacks.
- Its Trident is +9 to hit and does 8 (1d6+5) damage, or 9 (1d8+5) damage if wielded in both hands in melee, plus 7 (2d6) cold damage.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

The surge warrior has the following additional Trait.

- **Surge Warrior.** If the warrior hits the same creature with more than one attack on the same turn, the warrior slides that creature up to 10'.

WATER WEIRD

Location: *Monster Manual*.

Water Weird Treasure. The pool a water weird dwells in has a 20% chance each of having 1d8 x 100 cp, 1d6 x 100 sp, 1d12 x 5 ep, 1d10 x 25 gp, and 1d4 pieces of jewelry, as well as a 15% chance of having 1d6 gems and 1 random magic item.

If the pool is home to a **pool** of two to six water weirds, it instead has a 30% chance each to have 1d6 x 250 cp, 1d10 x 100 sp, 1d6 x 25 ep, 1d6 x 100 gp, and 1d8 pieces of jewelry, as well as a 20% chance of having 1d10 gems and a 15% chance to have 1d2 random magic items.

If the pool is home to seven or more water weirds, there is instead a 30% chance each that it contains 1d10 x 250 cp, 1d10 x 200 sp, 1d10 x 50 ep, 1d12 x 100 gp, and 1d12 pieces of jewelry, as well as a 20% chance of having 2d8 gems and a 15% chance to have 1d3 random magic items.

WATERSPOUT (Hazard)

Source: Homebrew.

A waterspout is a column of water that shoots from the surface of a sea, ocean, or strait, if that area has the right combination of tempestuous weather and peculiar geography.

A waterspout consists of a column of air with a height of anywhere from 100' to a mile, and a diameter ranging from 60' to 250'. It forms quickly; a creature that can see the water where a waterspout is forming will note the signs with a DC 15 Wisdom (Survival) or DC 20 Wisdom (Perception) check, and will have 2d6 rounds to act before the spout appears.

A creature or vehicle that starts its turn in the area of a typical waterspout must make a DC 15 Str save, taking 28 (8d6) bludgeoning damage on a failure or half that on a success. A creature that fails its save is also lifted 2d6 x 10' into the air and suspended by the spout. A suspended creature can move only by flying. A creature that makes its save while suspended can choose to remain suspended or to fall to the ground.

The waterspout moves unpredictably. Each round on initiative count 25, the spout has a 50% chance to move 3d10 x 5' in a random direction. If it moves, it carries creatures and objects it has suspended with it.

Some waterspouts are stronger than others. A stronger waterspout might have a higher save DC, do more damage, or both. It might also lift creatures that fail their saves a greater distance.

Once it forms, a water can remain active for anywhere from minutes to days, as long as it remains above water. If it isn't over water, it shrinks dramatically on initiative count 25 of the next round, losing half its height and diameter, reducing its damage by half and its DC by 4, and lowering suspended creatures 2d4 x 10'. A creature lowered to the ground in this way is prone, but takes no damage.

WAYWARD SPIRIT

Source: Homebrew

When a creature with a very powerful sense of self dies lost and alone in the wilderness, sometimes its spirit lingers. Just as it lost its way in life, so too it cannot find its way to its afterlife. Growing ever more bitter over the years, the wayward spirit wanders the world, unable to remember its original destination even as it seeks to find its way to it. Perpetually lost, the wayward spirit is driven to share its misery with the living.

Sometimes, entire lost groups of people die and become **teams** of wayward spirits that travel together. Such a team is rare since each member of it must have had a strong enough psyche to become a wayward spirit, but groups of fanatics, high-level parties of adventurers, or similar bands might form groups of wayward spirits.

A wayward spirit appears as a translucent image its appearance in life- typically a Humanoid dressed for traveling, often with a walking stick, rain cape, and similar accoutrements.

Curse of the Lost. A wayward spirit can curse its victims, causing them to lose their way and become lost. This curse often leads a wayward spirit's victims to wander until they starve, but some groups manage to eke out a bare living as they move about, never finding their way or managing to break the curse. Such groups sometimes become legends.

Wayward Spirit Treasure. A wayward spirit doesn't collect treasure or stick to a specific area.

Wayward Spirit

Medium Undead, usually chaotic evil

Armor Class 11

Hit Points 49 (9d8+9)

Speed 30 ft., fly 50 ft.

**STR 3 (-4), DEX 12 (+1), CON 13 (+1),
INT 11 (+0), WIS 14 (+2), CHA 17 (+3)**

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

Damage Immunities cold, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

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

Incorporeal Movement. The wayward spirit 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.

Rejuvenation. If the wayward spirit is destroyed, it regains all its hit points in 24 hours unless *find the path* or *remove curse* is cast at the point of its destruction.

ACTIONS

Vertiginous Gaze. The wayward spirit magically targets each creature in a 30' cone. Each targeted creature must make a DC 13 Wis save, suffering 10 (3d6) psychic damage on a failure. A creature that fails its save by 5 or more also falls prone.

Step of the Lost. The wayward spirit moves up to half its speed without provoking opportunity attacks. Each creature whose space it moves through must make a DC 13 Wis save. On a failure, it magically takes 5 (1d10) psychic damage and must use its reaction to move half its speed in a random direction.

Curse of the Lost (recharges after a short or long rest). The wayward spirit magically targets one creature it can see within 60'. That creature must make a DC 13 Wis save, suffering 28 (8d6) psychic damage on a failure or half that on a success. In addition, a creature that fails its save suffers the curse of the lost until it dies or receives a *remove curse*.

While cursed, the creature is unable to find its way to any destination that is out of sight (even if it tries to divide the journey into smaller segments) and is perpetually lost. If it travels with other creatures who aren't cursed, if they don't spend an inordinate amount of effort keeping track of the cursed creature, it gets separated from them, and if they do keep track of the cursed creature, they also lose their way until such time as they abandon the cursed creature.

WEAKNESS GAS

Source: Homebrew.

Often captured and used in traps, weakness gas seeps from certain minerals found deep underground or in swamps. Weakness gas is thin and yellow in color, and it carries a distinctive smell that creatures can recognize if they have been exposed to it in the past.

When it occurs naturally, weakness gas usually forms clouds up to 60' in any dimension. A creature that starts its turn in the gas must make a DC 14 Con save. If it fails, its Strength score is halved for 1 minute (save ends). A creature that succeeds on the save is immune to the gas for 1 minute.

An effect that will end the poisoned condition will end this effect.

A creature that fails its save while already weakened by the gas also becomes poisoned while it is weakened and gains one level of exhaustion.

Weakness gas can vent forth periodically or constantly seep from its source. It can sometimes be dispersed by a wind, blocked off from an area, or otherwise circumvented or countered, but the circumstances vary with the situation.

WEASEL

Location: *Monster Manual* p340.

Weasel Treasure. Weasels don't typically keep treasure.

WEBBIRD

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

A webbird- the very name is a misnomer- is a strange feathered arthropod, with six or eight legs. Although it resembles an actual avian at first glance, the webbird has no beak. It has a long spiky tail and a strange, 4" long, drooping appendage that emerges from its chest. This appendage is actually a spinneret, which the creature uses to spit strands of sticky webbing.

Webbirds originally came from the strange, otherworldly metal dungeon that was also the source of such monsters as the **aurumvorax**, **froghemoth**, **vegepygmies**, and **wolf-in-sheep's-clothing**. Like those other species, webbirds have since escaped into the wild and established small populations of their kind.

A webbird has metallic gray feathers with greenish wingtips and tails. The underbelly is light gray, shading to light green near the tail. A webbird is about the size of a raven.

Dwellers on the Edge of Jungles. Webbirds favor subtropical climates where thick vegetation borders flat plains, where they can easily find prey. They eat small flying creatures, including birds, bats, flying squirrels, and insects, catching them with the webs they extrude from their chest spinneret.

Dangerous Nuisances. While webbirds are not unduly dangerous to adventurers compared to other monsters, they can be quite a nuisance. Worse yet, other, more dangerous creatures sometimes learn to take advantage of the webbirds' presence, ambushing ensnared creatures while the webbirds feed on leftover carrion after the predator has had its meal. Although the other creature gains the choicest bits of the prey, the webbirds benefit from a more reliable food supply.

Parasitic Eggs. In order to reproduce, webbirds need to lay their eggs on a creature caught in their web. When a creature becomes entangled in the webbirds' webs and some of the webbirds are gravid, they might land and lay eggs on the victim. Such eggs quickly hatch into grubs, which proceed to eat the captured creature.

Kept as Pets. A few creatures sometimes steal a few webbirds to keep as pets. **Tasloi, yuan-ti, onis, and vegepygmyies** have all been known to do this, usually leaving the webbirds in cages when not unleashing them on intruders or prey, but on rare occasions, developing a relationship similar to that of a falconer and their bird.

Webbird Treasure. Webbirds neither have lairs nor keep treasure.

Webbird

Tiny Beast, always unaligned

Armor Class 12

Hit Points 1 (1d4-2)

Speed 10 ft., fly 50 ft.

STR 2 (-4), **DEX** 15 (+2), **CON** 7 (-2),
INT 3 (-4), **WIS** 12 (+1), **CHA** 6 (-2)

Senses passive Perception 11

Languages -

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

ACTIONS

Bite. *Melee Weapon Attack:* -2 to hit, reach 0 ft., one target. *Hit:* 1 (1d4-2) piercing damage.

Web. The webbird spits a web that covers a 10' cube within 30'. Each creature in the cube must make a DC 12 Dexterity save, being restrained on a failure. The creature remains restrained until it uses an action to free itself by making a DC 12 Strength check.

If the creature is already restrained by a webbird's web when it fails its save against this ability, the DC to break free increases to 15, and if a creature fails three checks to break free, it can't attempt to do so again until it completes a long rest.

Lay Eggs. The webbird lands on a restrained creature and lays a clutch of eggs on it. These eggs are sticky and can't be removed by a creature restrained by the webbirds' webbing.

The eggs hatch into grubs in 30 to 60 minutes, which begin to burrow into and devour the restrained creature, dealing 5 (2d4) piercing damage to it at the start of each of the victim's turns. The grubs can be slain by any effect that ends a disease. Alternatively, a creature can attempt to make a DC 15 Dexterity (Medicine) check to cut the grubs out, dealing 1d4 points of damage to the victim in the attempt.

Webbird Swarm

Medium Swarm of Tiny Beasts (Swarm), always unaligned

Armor Class 12

Hit Points 45 (10d8)

Speed 10 ft., fly 50 ft.

STR 10 (+0), **DEX** 15 (+2), **CON** 11 (+0),
INT 3 (-4), **WIS** 12 (+1), **CHA** 6 (-2)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 11

Languages -

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

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

ACTIONS

Multiattack. The swarm makes one Bite attack and uses Web.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) piercing damage, or 4 (1d8) piercing damage if the swarm is bloodied.

Web. The webbird spits a web that covers a 10' cube within 30'. Each creature in the cube must make a DC 12 Dexterity save, being restrained on a failure. The creature remains restrained until it uses an action to free itself by making a DC 12 Strength check.

If the creature is already restrained by a webbird's web when it fails its save against this ability, the DC to break free increases to 15, and if a creature fails three checks to break free, it can't attempt to do so again until it completes a long rest.

Lay Eggs. The swarm lays a clutch of eggs on a restrained creature. These eggs are sticky and can't be removed by a creature restrained by the webbirds' webbing.

The eggs hatch into grubs in 30 to 60 minutes, which begin to burrow into and devour the restrained creature, dealing 5 (2d4) piercing damage to it at the start of each of the victim's turns. The grubs can be slain by any effect that ends a disease. Alternatively, a creature can attempt to make a DC 15 Dexterity (Medicine) check to cut the grubs out, dealing 1d4 points of damage to the victim in the attempt.

WEIRD

Source: 3e *Monster Manual II*.

Weirds are elemental creatures that include the **water weird** (described in the *Monster Manual*) and many other types. When a weird is bound to a sacred pool of its element for a long enough period, it gains a preternatural awareness that allows it to prophesize about the aspect of fate related to its element. An **air weird** can offer direction and guidance to those traveling to unknown areas, an **earth weird** can utter prophecies related to doom, whether individual or apocalyptic and world-threatening, a **fire weird** can offer prophecies that give hope, and a **water weird** can offer visions related to hope, healing,

and snatching impossible victories from the jaws of defeat.

There are other, stranger types of elemental weirds, too; reports have described **snow, ice, and frost** weirds in arctic climates, and one party of dwarves reported finding a **lava weird** deep in the Underdark. Corrupted **blood weirds**, poisonous **vapor weirds**, and other, stranger forms have been rumored to exist, though the evidence for them is limited to adventurers' tales.

WEMIC

Source: 3e *Monsters of Faerun*.

Wemics are fierce creatures that resemble leonine centaurs, with fur over their entire bodies, the lower body of a lion, and a humanoid upper body with lion-like features, including great, cat-like eyes. Wemics roam warm plains in large **prides** of up to a couple of dozen members, occasionally gathering up to a dozen prides into a great **tribe** for some purpose or other. A group of wemics is ruled by the strongest female among them.

Capricious Violence. Wemics are almost universally playful, sensual, and violent, and they draw little distinction between these three things. A gentle wrestling match might quickly evolve into first sex and then a violent battle. Wemics have no sense of regret and never apologize, but also don't really hold grudges. Thus, they might meet a party of adventurers in battle one day, retreating when beaten, and then trade with them the next, followed by a session of intense lovemaking before fighting to the death.

Ritual Scarification. Wemics ritually scar their bodies, including their faces. Many mark themselves for each kill they make, or for each intelligent creature killed. A wemic takes great pride in its achievements, and often takes trophies from worthy opponents that it defeats.

Wemic Treasure. Wemics appreciate both jewelry and superior weapons. A single wemic has a 25% chance of having 1d3 pieces of jewelry and a 10% chance of having a magic weapon.

A pair of wemics, or a pride of up to eight of them, instead has a 40% chance of having 1d10 pieces of jewelry and a 15% chance of having 1d4 magic weapons.

A pride of nine to thirty wemics instead has a 50% chance of having 3d6 pieces of jewelry; a 20% chance of having 1d6+1 magic weapons; and a 10% chance of having 1 piece of magic jewelry.

A pride or tribe of 31 to 80 wemics instead has a 65% chance of having 3d10 pieces of jewelry; a 20% chance of having 2d4+1 magic weapons; and a 10% chance of having 1 piece of magic jewelry.

A tribe of 81 or more wemics instead has a 75% chance of having 6d10 pieces of jewelry, a 20% chance of having 3d6 magic weapons, and a 20% chance of having 1d4 piece of magic jewelry.

WEMIC PCS

A wemic is Large, making it difficult for it to go into some areas. In addition, wemics are unusual creatures that may draw some prejudice in some places. Otherwise, it is a reasonably mundane racial choice, with no supernatural abilities.

Low Level (4+): A wemic has a good racial package, with superior ability increases and an excellent natural weapon standing out. A wemic pc is suitable for joining fourth level groups.

WEMIC TRAITS

In Cydra, wemic pcs have the following racial traits.

Ability Score Adjustments. Your Strength increases by 4. Then choose Dexterity or Constitution scores each increase that score by 1.

Age. A wemic reaches adulthood at the age of 3, is old by the age of 15, and rarely lives past the age of 30.

Size. You are Large. Female wemics are typically 5' 8" to 6' 6" tall and around 7' long, weighing 580 to 700 lbs. As with lions, male wemics are notably larger, standing 6' 6" to 8" tall and being around 8' to 9' long. A male wemic usually weighs between 675 and 900 lbs.

Speed. Your walking speed is 40'.

Monstrosity. You are a Monstrosity.

Natural Armor. You can figure your AC as 13 + your Dex bonus.

Keen Vision. You have advantage on Wisdom (Perception) checks based on sight.

Claws. Your claws are a natural weapon that do 2d6 slashing damage.

Languages. You can speak, read, and write Common and Wemic.

Wemic

Large Monstrosity, often neutral

Armor Class 16 (natural armor and shield)

Hit Points 32 (5d10+5)

Speed 40 ft.

**STR 17 (+3), DEX 12 (+1), CON 12 (+1),
INT 11 (+0), WIS 11 (+0), CHA 9 (-1)**

Skills Athletics +5, Perception +2, Stealth +3, Survival +2

Senses passive Perception 12

Languages Wemic, Common

Challenge 2 (450 xp)

Keen Senses. The wemic has advantage on Wisdom (Perception) checks based on sight.

ACTIONS

Multiattack. The wemic makes two attacks: one with its Claws and one with its Spear.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20'/60', one target. *Hit:* 6 (1d6+3) piercing damage, or 7 (1d8+3) damage if wielded in both hands.

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

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Wemic Stalker

The wemic stalker uses the Wemic stat block with the following changes.

- Its AC is 19 (natural armor and shield).
- Its Dexterity is 18 (+4).
- Its bonus to Stealth is +6.
- Its Challenge Rating is 3 (700 xp).

The stalker has the following additional Trait.

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

The stalker has the following additional Bonus Action option.

- ***Nimble Escape.*** The wemic Disengages or Hides.

Wemic Pride Queen

Large monstrosity, neutral

Armor Class 17 (natural armor and shield)

Hit Points 97 (13d10+26)

Speed 40 ft.

**STR 18 (+4), DEX 15 (+2), CON 15 (+2),
INT 11 (+0), WIS 13 (+1), CHA 15 (+2)**

Skills Athletics +6, Perception +3, Stealth +4,
Survival +3

Senses passive Perception 11

Languages Wemic, Common

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

Keen Vision. The wemic has advantage on Wisdom (Perception) checks based on sight.

ACTIONS

Multiattack. The wemic makes two attacks: one with its Claws and one with its Spear.

Spear. Melee Weapon Attack: +6 to hit, reach 5 ft. or range 20'/60', one target. *Hit:* 7 (1d6+4) piercing damage, or 8 (1d8+4) damage if wielded in both hands.

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

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Rampage (recharges after a short or long rest). The wemic queen makes three Spear attacks and two Claws attack.

WEREBAT

Location: *Waterdeep: Dungeon of the Mad Mage.*

Werebat Treasure. A werebat typically carries 2d10 cp and sp, as well as 1d8 gp.

The lair of a **colony** of six to twenty werebats is also 25% likely to have 1d8 x 25 gp in assorted coins; 15% likely each to have 1d8 gems and 1d4 art objects; and 10% likely to hold 1d6 potions (1-4) or 1d2 random magic items (5-6).

The lair of a larger colony of werebats is instead also 35% likely to have 2d6 x 100 gp in assorted coins; 15% likely each to have 2d6 gems, 1d6 art objects, and 2d4 potions; and 10% likely to have 1d3 random magic items.

WEREBEAR

Location: *Monster Manual* p208.

Werebear Treasure. The lair of one or more werebears is 20% likely each to have 1d6 x 100 cp, 2d6 x 100 sp, and 3d6 x 50 gp; and 10% likely each to have 2d10 x 10 ep, 3d6 pp, and 1d8 gems.

WEREBOAR

Location: *Monster Manual* p209.

Wereboar Treasure: Wereboars often collect treasure. A solitary wereboar has a 35% chance each to have 1d6 x 100 sp and gp.

A **pack** of two to seven wereboars instead has a 40% chance each to have 2d6 x 100 sp and gp. A group of eight or more wereboars instead has a 50% chance each to have 2d6 x 500 sp and gp.

WERERAT

Location: *Monster Manual* p209.

Wererat Treasure. A wererat typically carries 2d10 cp and sp, as well as 1d8 gp.

The lair of a **swarm** of six to twenty wererats is also 25% likely to have 1d8 x 25 gp in assorted coins; 15% likely each to have 1d8 gems and 1d4 art objects; and 10% likely to hold 1d6 potions (1-4) or 1d2 random magic items (5-6).

The lair of a larger swarm of wererats is instead also 35% likely to have 2d6 x 100 gp in assorted coins; 15% likely each to have 2d6 gems, 1d6 art objects, and 2d4 potions; and 10% likely to have 1d3 random magic items.

WERERAVEN

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

Wereraven Treasure. A wereraven enjoys collecting shiny objects and typically carries 3d6 each cp, sp, and gp.

The lair of a **roost** of six to twenty wereravens also has a 35% chance each of having 2d12 x 10 cp, 2d6 x 25 sp, and 2d10 x 10 gp; and a 10% chance each of having 3d8 ep, 2d6 pp, and 1d4 gems.

The lair of a **roost** of 21 or more wereravens instead also has a 50% chance each of having 2d6 x 50 cp, 2d6 x 100 sp, and 3d10 x 25 gp; and a 20% chance each of having 1d10 x 10 ep, 3d12 pp, and 1d8 gems.

WERETIGER

Location: *Monster Manual* p210.

Weretiger Treasure: The lair of one or more weretigers is 15% likely to contain 1d6 x 100 gp in assorted coins and gems.

WEREWOLF

Location: *Monster Manual* p208.

Werewolf Treasure: The lair of 1 or more werewolves is 25% likely to contain 1d10 x 100 gp in assorted coins; and 10% likely to have 1d4 random magic items.

WHISKY PIXIE

Source: Homebrewed.

A whisky pixie is a Fey creature born of repeated drunkenness, almost always from a fallen hero, retired priest, dissipated scholar, aging warlock, or other person who has had some connections with the Fey over its life, but who has fallen from grace and become nothing more than a town drunk. The power of the individual's connections to Fey spirits and the Feywild causes a whisky pixie to appear when the creature is in its cups.

A whisky pixie looks like an 18" tall version of the drunk from whom it was born, but with comically exaggerated features and dun-feathered, filthy, ragged wings. It reeks of whatever drink it was spawned from.

Spawned by Drink. A whisky pixie might be born and reborn night after night, appearing literally from the bottle or cup that the drunk who spawns it is drinking from. It arises as the drunk falls into a stupor, emerging from its drinking vessel with a triumphant laugh, then proceeds to cause trouble and mischief, acting as if it were nearly as drunk as its worldly companion, and doesn't care a whit for rules, propriety, or the concerns of other creatures. A whisky pixie typically immediately goes into a berserk whirlwind of stealing food and drink, verbal castigation, and general chaos-causing after it comes to be, opening windows to a storm, spilling pots of soup, holing kegs, and so on, until it is restrained or slain.

Death of Whisky. A whisky pixie is doomed to live a very short life. If not otherwise destroyed, the Fey dies when its drunken creator awakens from his intoxicated doze. This might be anything from a few minutes to hours, but is never much longer than that, unless prolonged by magical means. When the whisky pixie dies, it turns into a puddle of cheap whisky about equivalent to a shot.

However, if the drunk who spawned the whisky pixie dies before it awakens, the whisky pixie gains a tenuous lease on life. If not destroyed, it might survive for an extended period, so long as it remains thoroughly intoxicated the whole time. And it works very hard to stay intoxicated, recklessly trying almost any suggested drug or action that might result in an extension to its life. A very few find companions, such as faerie dragons or euphoria imps, who can help to keep them alive indefinitely.

Whisky Pixie Treasure. Whisky pixies carry no treasure.

Whisky Pixie

Tiny Fey, always chaotic neutral

Armor Class 14

Hit Points 39 (6d4+24)

Speed 20 ft., fly 45 ft.

STR 5 (-3), **DEX** 18 (+4), **CON** 18 (+4),
INT 10 (+0), **WIS** 3 (-4), **CHA** 12 (+1)

Skills Sleight of Hand +6, Stealth +6

Damage Resistances poison

Condition Immunities poisoned

Senses passive Perception 6

Languages the languages spoken by the drunk from which it was spawned

Challenge ¼ (50 xp)

Drunk. The whisky pixie has advantage on saves against effects that include the charmed or frightened condition.

ACTIONS

Drunken Blunder. The whisky pixie blunders into one creature or object within 5' of it. If the target is an object of up to Medium size, the pixie can choose to knock it over, to deal 3 (1d6) bludgeoning damage to it, or to knock it 5' in any direction.

If the target is a creature, it must make a DC 14 Dexterity save. If it fails, the whisky pixie chooses one:

- The creature falls prone.
- The creature's speed becomes 0 until the end of its next turn.
- The creature takes 3 (1d6) bludgeoning damage.
- The creature can't take reactions until the start of its next turn.

Drunk's Breath. The whisky pixie exhales in a 10' cone. Each creature in the cone must make a DC 14 Constitution save or be poisoned until the end of its next turn.

BONUS ACTIONS

Mischief Maker. The whisky pixie Disengages or attempts to pick a pocket.

WHITE ABISHAI

Location: *Mordenkainen's Tome of Foes* p163.

White Abishai Treasure. Abishais are notorious treasure hoarders. The lair of a solitary abishai has 2d6 x 100 gp in coins and gems.

The lair of a **flight** of up to six abishai will hold 2d4 x 500 gp in coins and gems, with a 30% chance each of 1d4 art objects and 1d2 magic items.

The lair of a **wing** of 7 to 16 abishai will hold 2d10 x 1,000 gp in coins and gems, with a 50% chance of 1d8 art objects; a 30% chance of 1d6 potions; and a 50% chance of 1d4 random magic items.

The lair of a **drack** of 17 to 100 abishai will hold 3d8 x 2,000 gp in coins and gems, with a 50% chance each of 2d6 art objects, 2d4 potions and 1d4 random magic items.

White Abishai Trooper

The white abishai trooper uses the White Abishai stat block with the following changes.

- It has 1 hit point (minion).
- Instead of resistant, it is immune to bludgeoning, piercing, and slashing damage that isn't magic or silver.
- Its Vicious Reprisal reaction works even though the triggering damage kills the abishai.
- It is worth 460 xp.

The abishai has the following additional Trait.

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

WHITE DRAGON

Location: *Monster Manual* p100.

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

White Dragons in Cydra

A Young or older white dragon in Cydra might have the following additional Reaction option.

- **Bloodied Breath (recharges after a short or long rest).** When the dragon becomes bloodied, its Cold Breath recharges, and the dragon uses it.

If it does, the dragon's stat block changes as follows:

Adult White Dragon

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 22.
- Its Challenge Rating is 18 (20,000 xp), or 19 (22,000) when encountered in its lair.
- Its proficiency bonus is +6.

Ancient White Dragon

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 24.
- Its Challenge Rating is 23 (50,000 xp).
- Its proficiency bonus is +7.

Young White Dragon

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 17.
- Its Challenge Rating is 10 (5,900 xp), or 11 (7,200 xp) if encountered in its lair.
- Its proficiency bonus is +4.

WHITE ETHERGAUNT

Source: *3e Fiend Folio*.

White ethergaunts are the race's scholars, philosophers, and thinkers. They manage the affairs of **red ethergaunts**, promote the goals of the **black ethergaunts**, deal with extended negotiations with outsider races, and constantly scheme to bring the ethergaunts into a position of dominance over the planes.

Keepers of Extensive Notes. Most white ethergaunts keep notes almost obsessively, scrawling down even details that seem insignificant to other creatures. Although these

notes usually appear to be disorganized, the ethergaunts' impressive intellect allows it to sort its notes using a personal system with which the ethergaunt can easily figure out where any bit of information is recorded. Other creatures, even if able to read the strange ethergaunt script, take hours or longer to find even the least hidden, most obvious bits of information in white ethergaunt notes.

On the Ethereal Plane, an ethergaunts' notes are usually not written on paper. Instead, they are recorded in a piece of ethereal matter that can be folded again and again, in nigh infinite ways, to allow it to hold a massive amount of data, far exceeding what a similar piece of parchment or paper could contain. Once again, the problem with plumbing the secrets of an ethergaunt's notes lies in the sheer magnitude of the task.

Emotion Purges. Like other ethergaunts, the white caste seeks to purge itself of all emotions in order to operate strictly based on the creature's alien, vicious logic. An adventurer who succeeds in making a white ethergaunt show emotion inflicts a great shame on that ethergaunt, possibly provoking it to swear a lifelong vendetta against that adventurer, their companions, and, in extreme cases, even against their loved ones and descendants. Such a vendetta usually includes periodic attacks from the Ethereal Plane, attempts at arranging an accident, poisoning, or assassination of the adventurer, and even the burning of areas that the adventurer is in. Collateral damage is not usually a consideration for the offended ethergaunt.

Ethergaunt Gear. Ethergaunts have developed a number of marvelous technological items. Because the race shuns art and pleasure, such items are usually related to the ethergaunts' goals of the destruction of the gods and their servants or to the genocide of the lesser beings that have inherited the ethergaunts' world.

Doubt Bomb: This small ceramic sphere can be thrown (range 20'/60') as a ranged weapon attack using Strength or Dexterity. The sphere contains a pair of chemical agents. When the ceramic shatters on impact, the agents mix and produce a cloud of purple gas in a 10' diameter

sphere. The gas persists until the end of the thrower's next turn. Any creature entering or starting its turn in the gas must make a DC 12 Wisdom save or be overcome by doubt for 1 minute. While overcome with doubt, the creature's speed is reduced by 10', it can only make one attack when it takes the Attack action, it has disadvantage on saving throws to maintain concentration, and it has disadvantage on checks. If the creature receives an effect that ends the poisoned condition, it will end this effect.

Etherblade: An etherblade resembles a shortened glaive-like pole arm topped with a hollow barrel, which the wielder can use to fire a blast of force as a ranged weapon attack (range 60', 1d6 + Dex bonus force damage on a hit). An etherblade has 10 charges, and once it is exhausted, it can no longer fire bolts of force. It still functions as a glaive, however.

White Ethergaunt Challenge Rating. When assessing the Challenge Rating of a red ethergaunt, increase its effective AC by 2 because of its Arcane Mastery trait.

Ethergaunt Treasure. Ethergaunts collect treasure, especially magic items. An individual ethergaunt has a 15% chance of having 1 magic item.

In addition, the lair of one to four ethergaunts has a 25% chance each of having 1d10 gems and 1d4 art objects.

The lair of five to twelve ethergaunts instead has a 25% chance each of having 2d10 gems, 1d8 art objects, and 1d4 potions.

The lair of 13 to 40 ethergaunts instead has a 30% chance each to have 4d10 gems, 2d6 art objects, 1d4 potions, and 1d4 scrolls.

The lair of 41 to 100 ethergaunts instead has a 40% chance each to have 8d10 gems, 2d10 art objects, 2d4 potions, and 2d4 scrolls.

The lair of 101-200 ethergaunts instead has a 50% chance each to have 6d20+5 gems, 4d10 art objects, 3d6 potions, and 2d8 scrolls.

White Ethergaunt

Medium Humanoid (Ethergaunt), usually neutral evil

Armor Class 15 (natural armor)

Hit Points 71 (11d8+22)

Speed 30 ft.

**STR 12 (+1), DEX 16 (+3), CON 14 (+2),
INT 22 (+6), WIS 15 (+2), CHA 13 (+1)**

Skills Arcana +10, Medicine +6, Perception +6, Stealth +7

Senses blindsight 60 ft., passive Perception 16

Languages Khen-Zai

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

Arcane Mastery. The ethergaunt automatically succeeds at saves against arcane spells.

ACTIONS

Etherblade. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d10+1) slashing damage.

Force Bolt. *Ranged Weapon Attack:* +7 to hit, range 60', one target. *Hit:* 6 (1d6+3) force damage.

Enslave (3/day). One creature within 30' that the ethergaunt can see must make a DC 13 Wisdom save or be charmed by the ethergaunt as long as the ethergaunt maintains concentration (save ends). While charmed, the creature must obey the ethergaunt's telepathic commands (no action required).

If the target fails three saves to end the effect times, it stops making the save. If it remains charmed by the ethergaunt for ten days, the ethergaunt no longer needs to maintain concentration to maintain the charm.

If the ethergaunt uses this action on one creature while concentrating on maintaining it on another, its concentration expands to include both instances of Enslave. It can maintain concentration on up to three Enslaved creatures at once.

Spellcasting. The ethergaunt casts one of the following spells using Intelligence as the spellcasting ability (save DC 18, +10 to hit).

At will- *Amanuensis*, *fire bolt* (3d10), *mage hand*, *prestidigitation*, *ray of frost* (3d8).

1/day- *Bend path*, *chain lightning*, *cone of cold*, *detect magic*, *detect spellcaster*, *dispel magic*, *invisibility*, *lightning bolt* (9d6), *magic missile*, *plane shift*, *steal spell*.

Stupefying Gaze (recharge 5-6). The ethergaunt opens its vertically bisected mask. Each creature within 30' that can see the ethergaunt must make a DC 13 Wisdom save or be paralyzed until the end of the ethergaunt's next turn.

Material Jaunt (recharges after a short or long rest). If the ethergaunt is on the Ethereal Plane, it can use an action to transfer itself to the Prime Material Plane, remaining for 1 minute or until it uses Return to the Beyond.

BONUS ACTIONS

Invigoration (2/day). The ethergaunt gains 40 temporary hit points.

Return to the Beyond. If the ethergaunt is on the Prime Material Plane as a result of its Material Jaunt action, it returns to the Ethereal Plane.

REACTIONS

Counterspell (3rd level spell) (1/day). When the ethergaunt sees a spell being cast within 60', it counters the spell if the spell is 3rd level or lower. Otherwise, the ethergaunt makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered.

Shield (1st level spell) (3/day). When an attack hits the ethergaunt or it is targeted by *magic missile*, the ethergaunt creates a shield of force that grants it a +5 bonus to AC and immunity to *magic missiles* until the end of its next turn.

WHITE ORMR

Source: Homebrew.

A white ormr is visibly larger and stronger than a yellow ormr. It is about 10' long altogether, with strong arms. Most white ormr are drawn to the warrior's life, but not all. Collectively, they make up the vast majority of the ormr warrior caste.

Like their pink and yellow kin, white ormr are servants of Chaos, and the first ormr were literally spawned by Chaos Itself. While each white ormr is an individual, all ormr share a very strong instinctive dislike of harming other ormr. When conflicts arise between the wormfolk, they are typically resolved by either fiery oral debates or through fierce wrestling matches in which inflicting harm on the other wrestler is considered to lose the bout.

Slave Drivers. White ormr push their **yellow ormr** inferiors mercilessly, treating them no better than an evil Humanoid might treat a collection of cheap slaves. When they find themselves on the up side of a partnership with other creatures, the ormr often take great pleasure in lording over their partners, becoming arrogant and bossy.

Ormr Treasure. A white ormr typically carries 3d6 sp and 1d10 gp.

The lair of a group of 10 to 30 ormr (of any mix of types) also has a 35% chance to contain 1d6 x 200 gp in assorted coins and gems.

If the lair is home to 31 to 100 ormr, there is instead also a 75% chance that it contains 2d8 x 200 gp in trade goods; a 60% chance that it contains 3d6 x 200 gp in assorted coins and gems; and a 25% chance each that it contains 1d6 potions and 1d2 random magic items.

A lair for 101 or more ormr instead also has a 75% chance to contain 1d10 x 1,000 gp in trade goods; a 70% chance to contain 3d10 x 250 gp in assorted coins and gems; and a 25% chance each to contain 2d6 potions and 1d4 random magic items.

WHITE ORMR PCS

A white ormr pc would definitely face interesting social repercussions among most of the common Humanoid folk. With its instinctive devotion to Chaos, a white ormr pc can be annoying in the hands of the wrong type of player. Its only potentially problematic racial mechanic is its ability to burrow, which is slow and doesn't penetrate stone, nor does it leave a tunnel behind. Therefore, it's not out of line for a group of pcs to have access to it.

First Level: A white ormr's racial package is about on par with that of the standard starting races. A white ormr pc is suitable for joining a starting group.

WHITE ORMR TRAITS

Your white ormr pc has the following racial traits.

Ability Score Adjustments. Your Strength increases by 2. Then choose any one other ability score and increase it by 1.

Age. A white ormr is born adult. It is old by about 30 and rarely lives past the age of 60.

Size. You are Medium. Male and female white ormr are about the same size- from 7' to 11' long if fully extended. Being boneless, an ormr weighs 85 to 180 lbs.

Speed. Your walking speed is 20', and you have a burrow speed of 15'.

Aberration. You are an Aberration.

Servant of Chaos. Because you are a descendant of creatures spawned directly by Chaos, your starting alignment is Chaotic Neutral. If you become non-Chaotic, whenever you would gain inspiration, there is a 50% chance that you instead do not gain inspiration.

Darkvision. You have 60' darkvision.

Chaotic Power. When you make an ability check, a damage roll, or a critical severity roll on your turn, you can use a bonus action to add 1d6 to that roll, and when you make a saving throw, you can use your reaction to add 1d6 to that save. You can use this ability a number of times equal to your proficiency bonus, then must complete a long rest before using it again.

Languages. You can speak, read, and write Common and Ormr.

White Ormr

Medium Aberration (Worm), always chaotic neutral

Armor Class 15 (studded leather and shield)

Hit Points 33 (6d8+6)

Speed 20 ft., burrow 15 ft.

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

Saving Throws Cha +3

Senses Darkvision 60 ft., passive Perception 11

Languages Ormr

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

ACTIONS

Multiattack. The ormr makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if wielded in both hands.

BONUS ACTIONS

Chaotic Power (Recharge 5-6). The ormr adds +1d6 to an ability check, a damage roll, or a critical severity roll that it made this turn.

REACTIONS

Chaotic Protection (Recharge 5-6). When the ormr makes a save, it adds +1d6 to that save.

White Ormr Spitter

The white ormr spitter uses the White Ormr stat block with the following changes.

- It has 127 (15d8+60) hit points.
- Its Constitution is 18 (+4).
- Its Challenge Rating is 4 (1,100 xp).

The spitter has the following additional Action option.

- **Spit Poison (recharge 5-6).** The ormr spits poison in a 5' wide, 30' long line. Each creature in the line must make a DC 14 Con save, taking 16 (3d10) poison damage on a failure or half that on a success. A creature that fails its save is also poisoned until the end of the creature's next turn.

The spitter has the following additional Reaction option.

- **Bloodied Spit (recharges after a long rest).** When the ormr becomes bloodied, its Spit Poison recharges, and the ormr uses it.

White Ormr Squirmling

The squirmling uses the White Ormr stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 40 xp.

The squirmling has the following additional Trait.

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

White Ormr Paragon

Medium Aberration (Worm), always chaotic neutral

Armor Class 22 (studded leather and shield plus Protective Aura)

Hit Points 270 (36d8+6)

Speed 20 ft., burrow 15 ft.

**STR 17 (+3), DEX 16 (+3), CON 17 (+3),
INT 12 (+1), WIS 15 (+2), CHA 20 (+5)**

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

Senses Darkvision 60 ft., passive Perception 11

Languages Ormr

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

Legendary Resistance (3/day). When the ormr fails a save, it succeeds instead.

Protective Aura. The ormr is protected by a magical aura that allows it to add its Cha bonus to its AC (included in the stats above).

ACTIONS

Multiattack. The ormr makes three attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if wielded in both hands, plus 11 (2d10) force damage.

Chaos Bolt. *Ranged Spell Attack:* +10 to hit, range 120', one target. *Hit:* 16 (3d10) damage. Roll 1d12 to determine the damage type: 1- acid, 2- bludgeoning, 3- cold, 4- fire, 5- force, 6- lightning, 7- piercing, 8- poison, 9- psychic, 10- slashing, 11- thunder, 12- ormr's choice.

Disrupting Dance (recharges when first bloodied, then after a short or long rest). The ormr moves 10' without provoking opportunity attacks. As it does so, it performs a magical dance of Chaos that disrupts creatures and magic around

it. Each creature within 25' of its ending space must make a DC 18 Wis save or lose concentration. In addition, the ormr can target one creature, object, or magical effect within 120'. All spells of 3rd level or lower affecting the target end, and the ormr makes a Charisma check with a DC of 10 + the level of any higher level spell affecting the target, ending that spell on a success.

BONUS ACTIONS

Chaotic Power (Recharge 5-6). The ormr adds +1d6 to an ability check, a damage roll, or a critical severity roll that it made this turn.

REACTIONS

Chaotic Protection (Recharge 5-6). When the ormr makes a save, it adds +1d6 to that save.

LEGENDARY ACTIONS

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

- **Confusion (costs 3 actions).** The ormr casts *confusion* (save DC 18).
- **Longsword (costs 2 actions).** The ormr makes one Longsword attack.
- **Move.** The ormr moves its speed.

WHITE SLAAD

Source: 3e *Epic Level Handbook*.

A **death slaad** that survives for over a century retreats to meditate for a year or more, emerging afterward as a white slaad. More strongly tied to raw Chaos than less powerful slaadi, the white slaad's bite and spittle both infect things with the power of entropy. This causes the targeted creature or object to break down and dissolve until the spittle is removed or neutralized. White slaadi are truly epic threats, but as with all slaadi, they might wander off at any given time, distracted by who-knows-what.

White Slaad Challenge Rating: When assessing a white slaad's Challenge Rating, its Unseen Presence bonus action increases its effective AC and attack bonus by 2.

White Slaad Treasure. A solitary slaad has a 20% chance each to have 1d6 x 500 cp, sp, ep, and gp, 1d10 x 5 pp, 1d6 gems, 1d3 art objects, and 1 random magic item.

A group of two to ten slaadi has a 30% chance each to have 3d10 x 500 cp and sp, 2d6 x 500 ep and gp, 2d20 x 5 pp, 1d12 gems, 1d6 art objects and 1d4 random magic items.

A group of 11 or more slaadi has a 50% chance each to have 2d6 x 2,000 cp and sp, 1d10 x 1,000 ep and gp, 3d6 x 50 pp and 2d8 gems and a 35% chance to have 2d6 art objects and 2d4 random magic items.

White Slaad

Large Aberration (Slaad), usually chaotic neutral

Armor Class 22 (natural armor)

Hit Points 252 (24d10+120)

Speed 40 ft., fly 60 ft.

**STR 24 (+7), DEX 18 (+4), CON 21 (+5),
INT 15 (+2), WIS 12 (+1), CHA 20 (+5)**

Saving Throws Dex +11, Int +9, Wis +8

Skills Arcana +9, Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

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

Languages Slaad, telepathy 60 ft.

Challenge 24 (62,000 xp) **Prof** +7

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

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

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

Regeneration. The slaad regains 25 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: two with its Claw and one with its Bite.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. *Hit:* 20 (2d12+7) slashing damage.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. *Hit:* 18 (2d10+7) piercing damage and 28 (8d6) acid damage, and if the target is a creature, it must make a DC 21 Dex save. If it fails, or if the target is an object, the target is tainted by the slaad's Chaos spittle.

While it is tainted by Chaos spittle, Chaos runs rampant through the target's body, dissolving it. At the start of each of the target's turns, it takes 17 (5d6) damage that ignores damage resistance and immunity.

A creature can use its action to try to wash the Chaos spittle off of the victim if it has at least a gallon of liquid to use. The creature must make a DC 10 Dexterity (Medicine or Survival) check to neutralize the effect. Magic that will neutralize acid will also stop the slaad's spittle's ongoing effects.

Spit Chaos. Ranged Spell Attack: +12 to hit, range 60 ft., one creature. *Hit:* 28 (8d6) acid damage, and if the target is a creature, it must make a DC 20 Dex save. If it fails, or if the target is an object, the target is tainted by the slaad's Chaos spittle.

While it is tainted by Chaos spittle, Chaos runs rampant through the target's body, dissolving it. At the start of each of the target's turns, it takes 17 (5d6) damage that ignores damage resistance and immunity.

A creature can use its action to try to wash the Chaos spittle off of the victim if it has at least a gallon of liquid to use. The creature must make a DC 10 Dexterity (Medicine or Survival) check to

neutralize the effect. Magic that will neutralize acid will also stop the slaad's spittle's ongoing effects.

Chaotic Blast (recharge 5-6). The slaad creates a blast of energy. It can choose a 40' cone, a 5' wide x 100' line, or a 20' radius sphere centered on a point it can see within 120'. Each creature in the blast must make a DC 20 Dex save, suffering 45 (10d8) points of acid, cold, fire, lightning, or thunder damage (slaad's choice) on a failure, or half that on a success.

Spellcasting: The slaad's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The slaad can cast the following spells, requiring no material components:

At will- *animate objects, darkness, detect magic, detect thoughts, dispel magic* (6th level slot), *fear, mage hand, major image, plane shift*.
3/day- *detonate, power word kill*.

Weaponbreaker. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* One weapon the target is wielding gains 1d4+2 wear points.

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

BONUS ACTIONS

Chaotic Step. The slaad teleports 1d20 x 5' in a random direction.

Unseen Presence (recharges when first bloodied). The slaad becomes invisible until its concentration ends.

WHITE WIDOW

Source: 4e *Dark Sun Creature Catalogue*.

A white widow is a gigantic, spider-like monster with a crystalline body. Light gleam off of the facet of its body, and it casts a rainbow of color from its body when in bright light. The white widow spins razor-sharp glass webs that can slice prey caught in them to pieces.

The white widow is the adult form of the **crystal spider**, and is sometimes found with its young nearby. However, a white widow is not a doting parent, and usually drives its young away soon after they are born. A few white widows care for crystal spiders for a few months, but such caretaking usually only happens if food is plentiful and the widow isn't worried about going hungry. White widows are otherwise usually solitary unless actively seeking a mate.

Desert and Ruin Dwellers. A white widow dwells in deserts, badlands, or ruins, devouring any living things it can catch. It can use its glassy web to reflect and focus light into a destructive beam that can blind or even kill potential prey. After it has fed, the white widow's body gains a faint pink tinge, flush with the blood of its victim.

White Widow Webs. The webs of white widows (as well as those of crystal spiders) are made of glass, and while not sticky, they are hard to spot and very sharp. It requires a DC 15 Wisdom (Perception) check to spot a glass web before walking into it; a creature that walks into it takes 14 (4d6) slashing damage. A creature can use 10' of movement to extract itself from the webs; it must attempt a DC 10 Dexterity (Acrobatics) check or suffer a further 7 (2d6) slashing damage while doing so.

White Widow Challenge Rating. When assessing the Challenge Rating of a white widow, assume that its Radiant Dawn triggers once.

White Widow Treasure. A white widow's lair is 25% likely each to contain 1d12 x 200 cp, 1d12 x 100 each sp and gp, and 1d3 potions; and is 10% likely each to contain 1d10 x 50 ep, 1d12 pp, 1d6 gems, and 1d2 random magic items.

White Widow

Huge Monstrosity (Spider), always unaligned

Armor Class 20 (natural armor)

Hit Points 153 (18d12+36)

Speed 50 ft., climb 30 ft.

**STR 20 (+5), DEX 21 (+5), CON 14 (+2),
INT 3 (-4), WIS 18 (+4), CHA 3 (-4)**

Damage Vulnerabilities thunder

Damage Resistances poison, radiant

Senses passive Perception 14

Languages -

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

Radiant Dawn. If fire, lightning, or radiant damage is dealt to the white widow (even if it doesn't take any of that damage), it emits a burst of brilliant multicolored light in a 25' radius around itself. Each creature in that area other than the white widow must make a DC 14 Dexterity save, suffering 22 (4d10) radiant damage on a failure and half that on a success. A creature that fails its save is also blinded for 1 minute. At the end of each of its turns, the blinded creature can attempt to make a DC 14 Constitution save, ending the effect on itself on a success.

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

ACTIONS

Multiattack. The white widow makes two Razor Leg attacks and one Bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage, plus 16 (3d10) poison damage, and the target must succeed on a DC14 Constitution save or it takes 16 (3d10) poison damage at the start of each of its turns (save ends).

Razor Leg. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) slashing damage.

Light Beam. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 44 (8d10) radiant damage, and the target must make a DC 14 Constitution save or be blinded for 1 minute (save ends).

WICKED CLOWN

Source: Homebrew.

Initiated into deeper secrets of the **Dark Carnival** than the **jugglas**, but not yet advanced to the level of the **insane clowns**, a wicked clown is usually eager to prove itself to the insane clowns. Face painted, usually in black and white, the wicked clown delights in over the top violence.

Wicked clowns often lead **gangs** of **dark carnies** and **jugglas**, along with any other creatures allied with them. When a Dark Carnival wagon train appears, at least one wicked clown is always with them.

Wicked Clown Treasure. The wagon lair of at least ten members of the Dark Carnival is 35% likely each to have 2d6 x100 cp, sp, and gp, and 20% chance likely to have 1d4 gems, 1d4 art objects, and 1d6 potions.

Wicked Clown

Medium Humanoid (Human), usually chaotic neutral

Armor Class 14 (leather armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

**STR 16 (+3), DEX 16 (+3), CON 15 (+2),
INT 9 (-1), WIS 10 (+0), CHA 14 (+2)**

Saving Throws Dex +5

Skills Acrobatics +5, Perform +4

Senses passive Perception 10

Languages Common

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

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

ACTIONS

Multiattack. The clown makes two Hand Axe attacks, or three ranged Hand Axe attacks if it is juggling at least three hand axes.

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

Breathe Fire (recharge 5-6). The clown breathes fire in a 15' cone. Each creature in the cone must make a DC 12 Dexterity save, suffering 16 (3d10) fire damage on a failure or half that on a success.

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

At Will- *Disguise self, vicious mockery.*

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

BONUS ACTIONS

Hey Rube! (recharges after a short or long rest). One ally within 120' that can hear the juggla can use its Reaction to move its speed.

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

REACTIONS

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

Roll With It (recharges after a short or long rest). When the clown becomes bloodied, it regains 20 hit points.

Wicked Clown Hatchetman

The wicked clown hatchetman uses the Wicked Clown stat block with the following changes.

- It has 120 (16d8+48) hit points.
- Its Constitution is 17 (+3).
- Its Hand Axe is +7 to hit, has a range of 40'/160', and does 10 (2d6+3) damage.
- Its Challenge Rating is 4 (1,100 xp).

The hatchetman has the following additional Trait.

- **Hatchet Expert.** When it wields a hand axe, the hatchetman gains a +2 bonus to hit, deals an extra 1d6 slashing damage, and doubles its range when thrown.

WICKER MAN

Source: 3e *Fiend Folio*.

A wicker man is a Construct intended to last only for a single festival, at the end of which it burns to ash. The wicker man, as its name suggests, is a huge man made of wicker. Its chest is hollow and has room to hold several humanoids who are intended as sacrifices. A wicker man is often constructed by a **druid** of the Shadow Circle or a cleric of an evil deity. The sacrifice empowers and animates it, and it typically takes part in the celebration until it burns out. However, if intruders disturb the ritual, the wicker man attacks them relentlessly.

If a wicker man isn't aflame when encountered, a cultist, druid, or other creature almost certainly ignites it in short order.

Capital Punishment. Sometimes, a wicker man is constructed not to venerate an evil or destructive power, but to appease one. At other times, it might be employed as a form of capital punishment in which the worst criminals of a community are given up to propitiate an angry deity. On the rare occasions when a sacrifice escapes, the wicker man's creator must swiftly find a substitute sacrifice, or else the wicker man will animate and pursue the escapee.

Constructing a Wicker Man. A wicker man is made from at least 800 lbs of green vines and branches cut from ancient trees. The process requires 70,000 gp in components and takes 9 days. A creature with proficiency on woodworking tools and a proficiency bonus of at least +3 must work the materials. The animation ritual requires four hours to perform, during which time the ritual conductor must cast *protection from energy* and *entangle*, and must expend a 6th level spell slot. At least a dozen assistants are required to perform the ritual, but they need not meet any particular requirements other than the ability to chant and dance. At the culmination of the ritual, the wicker man is set alight.

Wicker Man Challenge Rating. The Challenge Rating of a wicker man assumes that it is alight. Otherwise, its Challenge Rating is 7 (2,900 xp) and its proficiency bonus falls to +3.

Wicker Man Treasure. A wicker man collects no treasure.

Wicker Man

Huge Construct, always unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d12+48)

Speed 40 ft.

STR 22 (+6), **DEX** 8 (-1), **CON** 18 (+4),
INT 2 (-4), **WIS** 10 (+0), **CHA** 1 (-5)

Damage Resistances bludgeoning

Damage Immunities fire; piercing, poison, psychic

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

Senses passive Perception 10

Languages understands creator but can't speak

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

Inflammable. If the wicker man would take fire damage, its body catches fire for 1 minute. It isn't damaged by the flames, but any other creature that starts its turn within 30' of the wicker man must make a DC 16 Constitution save or suffer 5 (1d10) fire damage. If it is within 5' of the wicker man, the creature instead takes 11 (2d10) fire damage on a failed save.

Unusual Nature. A wicker man has no need for air, food, drink, or sleep.

ACTIONS

Multiattack. The wicker man makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage. If the wicker man is on fire, it deals an extra 11 (2d10) fire damage.

Encage. The wicker man makes one slam attack. If it hits, the target must succeed on a DC 18 Dexterity save or the wicker man encages the target within the wicker man's chest. While encaged, the target is restrained and moves with the wicker man.

At the start of the wicker man's turn, if it is aflame, an encaged creature must make a DC 16 Constitution save, taking 27 (5d10) fire damage on a failure or half that on a success.

The wicker man can encage one Large or four Medium or smaller creatures at one time.

An encaged creature can escape by picking the lock on the wicker man's chest cage with a DC 25 Dexterity (thieves' tools) check or by smashing the cage open with a DC 22 Strength check. If the cage is opened, it magically closes and locks at the end of the turn on which it is opened. A creature within 5' of the cage can use its reaction to attempt to stop the cage from closing by dropping anything it is holding and making a DC 15 Str check. If the creature releases the cage, it closes at the end of that turn.

Wicker Man Eucalyptus Blazer

Huge Construct, always unaligned

Armor Class 15 (natural armor)

Hit Points 189 (18d12+72)

Speed 40 ft.

STR 22 (+6), **DEX** 8 (-1), **CON** 18 (+4),
INT 6 (-2), **WIS** 13 (+1), **CHA** 6 (-2)

Damage Resistances bludgeoning

Damage Immunities fire; piercing, poison, psychic

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

Senses passive Perception 10

Languages understands creator but can't speak

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

Smoking Body. The wicker man burns with a smoldering flame. It isn't damaged by the flames, but any other creature that starts its turn within 30' of the wicker man must make a DC 17 Constitution save or suffer 5 (1d10) fire damage.

In addition, while it is on fire, other creatures within 30' of the wicker man can see only 10', and creatures more than 30' away from the wicker man can't see it and treat all other spaces within 30' of it as lightly obscured.

Unusual Nature. A wicker man has no need for air, food, drink, or sleep.

ACTIONS

Multiattack. The wicker man makes two Slam attacks or one Slam attack and one Flame Blast.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage plus 5 (1d10) fire damage.

Flame Blast. The wicker man creates a 5' wide, 60' long line of flames extending from it. Each creature in the line must make a DC 14 Dex save, taking 27 (5d10) fire damage on a failure or half that on a success.

Encage. The wicker man makes one slam attack. If it hits, the target must succeed on a DC 19 Dexterity save or the wicker man encages the target within the wicker man's chest. While encaged, the target is restrained and moves with the wicker man.

At the start of the wicker man's turn, if it is aflame, an encaged creature must make a DC 17 Constitution save, taking 27 (5d10) fire damage on a failure or half that on a success.

The wicker man can encage one Large or four Medium or smaller creatures at one time.

An encaged creature can escape by picking the lock on the wicker man's chest cage with a DC 25 Dexterity (thieves' tools) check or by smashing the cage open with a DC 22 Strength check. If the cage is opened, it magically closes and locks at the end of the turn on which it is opened. A creature within 5' of the cage can use its reaction to attempt to stop the cage from closing by dropping anything it is holding and making a DC 18 Str check. If the creature releases the cage, it closes at the end of that turn.

WIGHT

Location: *Monster Manual.*

Wight Treasure. A lone wight has a 15% chance each of having 1d10 x 25 gp in assorted coins and gems and a 5% chance of having 1 random magic item.

A **gang** of two to seven wights instead has a 40% chance of having 1d6 x 100 gp in assorted coins and gems; and a 10% chance each of having 1d3 art objects and 1d3 random magic items.

A **pack** of eight to twenty-four wights instead has a 40% chance of having 1d10 x 500 gp in assorted coins and gems; a 15% chance of having 1d6 art objects; and a 10% chance of having 1d6 random magic items.

A larger group of wights instead has a 50% chance of having 1d6 x 1,000 gp in assorted coins and gems; a 25% chance of having 2d4 art objects; and a 15% chance of having 1d6 random magic items.

Wight Frozen Walker

The wight frozen walker uses the Wight stat block with the following changes.

- It is also immune to cold damage.
- Its Longsword does an extra 7 (2d6) cold damage on a hit.

Wight Graveyard Haunt

The wight graveyard haunt uses the Wight stat block with the following changes.

- It has 112 (15d8+45) hit points.
- Its Challenge Rating is 4 (1,100 xp).

The graveyard haunt has the following additional Action option.

- ***Invisibility* (recharges when the wight hits with Life Drain or after a long rest).** The wight becomes invisible for as long as it concentrates, up to 10 minutes.

Wight Grim Grasper

The wight grim grasper uses the Wight stat block with the following changes.

- Its Strength is 18 (+4).
- It lacks the wight's Action options.

The grim grasper has the following Action options.

- ***Claw. Melee Weapon Attack:*** +6 to hit, reach 5', one creature. ***Hit:*** 11 (2d6+4) necrotic damage, and the target is grappled (escape DC 15). The wight can grapple up to two creatures at one time.

- ***Life Drain.*** Each creature grappled by the grim grasper takes 22 (3d10) necrotic damage, and the grim grasper regains 5 hit points for each creature that takes damage in this way.

Wight Leaper

The wight leaper uses the Wight stat block with the following changes.

- Its AC is 16 (studded).
- It has 67 (9d8+27) hit points.
- Its Strength and Dexterity are 18 (+4).
- Its skills are Perception +4, Stealth +7.
- Its Life Drain is +7 to hit, does 7 (1d6+4) necrotic damage, and has a save DC of 14..
- Its Longsword is +7 to hit and does 8 (1d8+4) slashing damage, or 9 (1d10+5) slashing damage if wielded in two hands.
- Its Longbow is +7 to hit and does 8 (1d8+4) piercing damage.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

The leaper has the following additional Trait.

- ***Standing Leap.*** The leaper's long jump is up to 30' and its high jump is up to 15', with or without a running start.

The leaper has the following additional Action option.

- ***Spring Attack* (recharges after a short or long rest).** If the leaper jumped at least 15' to a space adjacent to an enemy this turn, it makes one attack against that enemy. If it hits, the attack does an extra 21 (6d6) damage, and the target falls prone.

Wight Warrior

A wight warrior is a powerful undead warrior with dead eyes and bone wight flesh. Rather than draining life like a standard wight, a wight warrior uses its skill at arms and its ability to invoke fear in its enemies to bring death to the living.

Wight Warrior Challenge Rating. When assessing the Challenge Rating of a wight warrior, increase its damage output by 25% because of its Paralyzing Strike trait.

Medium Undead (Fighter), always chaotic evil

Armor Class 18 (chain mail and shield)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR 18 (+4), **DEX** 17 (+3), **CON** 15 (+2),
INT 11 (+0), **WIS** 16 (+3), **CHA** 12 (+1)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical sources that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

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

Action Surge (recharges on a short or long rest). The wight warrior takes an extra action.

Paralyzing Strike (2/day). When the wight warrior hits with an attack, the target must make a DC 13 Constitution save or be paralyzed for 1 minute (save ends). A creature that is immune to the frightened condition is immune to this effect.

Unusual Nature. An aag has no need for air, drink, or sleep.

ACTIONS

Multiattack. The wight warrior makes two Longsword attacks or two Longbow attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 16 (3d10) necrotic damage, or 9 (1d10+4) slashing damage plus 16 (3d10) necrotic damage if wielded in two hands.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 16 (3d10) necrotic damage.

Fear. Each living creature within 15' of the warrior wight must make a DC 12 Wisdom save. A creature that fails is frightened of the warrior wight for 1 minute (save ends). A creature that succeeds on this save is immune to the fear ability of this wight warrior for the next 24 hours.

THE WILD HUNT

Source: 1e *Deities & Demigods*.

The Wild Hunt is as much an event as it is a collection of creatures. Periodically, the Fey folk launch a hunt, seeking to track and kill very dangerous prey, such as a **catoblepas**, **dragon**, major **devil**, or similar entity of significant power. Those mortal beings who see the Wild Hunt are often swept up into the frenzy, running alongside the pack until they drop from exhaustion or until the sun rises.

Pulled in to the Wild Hunt (Hazard). A living creature that sees the Wild Hunt and isn't its prey or allied to its prey must make a DC 15 Wisdom saving throw or be charmed until dawn and drawn into the frenzy of the Hunt. The creature runs with the pack, magically gaining sufficient speed to keep up with them. It remains drawn into the Wild Hunt until it takes damage, until another creature makes a DC 20 Charisma (Deception, Intimidation or Persuasion) check to convince it to leave the pack, or until it sees the first rays of dawn. For every hour a creature is swept up in the pack, it must make a DC 10 Constitution save or gain one level of exhaustion.

A Single Night's Hunt. The Wild Hunt pursues its prey for one night only, starting at dusk and vanishing with the first rays of dawn. The Master of the Wild Hunt forces his hounds and huntsmen to abide by his rules precisely; more than one would-be victim of the hunt has managed to escape by eluding pursuit until the morning.

A creature that survives a night's hunt as either its quarry or as a member of the hunt gains 1 Wyr.

Spirits of the Hunt. If a Wild Hunt hound or huntsman, or the Master of the Wild Hunt, is slain, it dissipates into smoke along with all of its gear, only to reform on the Feywild. As spirits of the hunt, Wild Hunt creatures can't be permanently killed unless all hunting ends forever.

Great Respect. Other Fey, as well as those who associate with the Fey a great deal, know to show respect to the Wild Hunt. Attempts to interfere with it inevitably lead to one place only: the creature that attempted to interfere itself becomes one of the hunted. **Druids, elves, gnomes, goblins** and their various cousins, and other creatures that have ties to the Feywild or to Fey communities tend to stand back when a Wild Hunt is taking place, not even wanting to observe and risk being drawn into the Hunt.

Plane-Crossing Pursuits. The hounds of the Wild Hunt can pursue their prey even across the planes. Although a creature that can shift from one plane to another quickly enough might be able to keep the Hunt at bay and thus evade it, running through the planes carries its own risks, both those involving the strange terrain and weird environmental effects of other planes and those involving planar predators. There are even some creatures that lurk near the Feywild's boundaries, hoping to intervene and catch weary prey of the Wild Hunt for themselves. Some **hags** enjoy snatching a victory out from under the Wild Hunt, but doing so risks drawing the ire of the Wild Hunt's Master.

Wild Hunt Treasure. Members of the Wild Hunt never leave treasure behind them.

Wild Hunt Hound

The hounds of the Wild Hunt appear to be large, muscular hounds with unflagging endurance. They can run without stopping all night, until the dawn banishes them back to the Feywild. The hounds obey the huntsmen and Master of the Wild Hunt perfectly.

Medium Fey (Dog), always neutral

Armor Class 17 (natural armor)

Hit Points 115 (10d8+70)

Speed 60 ft.

**STR 18 (+4), DEX 18 (+4), CON 24 (+7),
INT 8 (-1), WIS 17 (+3), CHA 10 (+0)**

Damage Resistances bludgeoning, piercing and slashing that isn't cold iron

Condition Immunities charmed, exhaustion, frightened, paralyzed, stunned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages understands Sylvan but can't speak

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

Faultless Tracker. The Wild Hunt is given a quarry by its Master. Each member of the hunt knows the direction and distance to its quarry as long as it is on the same plane as the quarry, and if it isn't, the member of the hunt knows what plane its quarry is on.

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

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5' of the target and the ally isn't incapacitated.

Run Through the Worlds. A Wild Hunt hound can take 1 hour to lead the hunt onto another plane. The hound simply runs into the new plane, arriving within 100 miles of its quarry if its quarry is on the new plane.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage, and the target must make a DC 14 Dexterity save or fall prone.

Wild Huntsman

A wild huntsman appears to be a naked man with the head of a stag. It bears a longbow and long spear, and it hunts its designated prey tirelessly.

Medium Fey, always neutral

Armor Class 15 (leather armor)

Hit Points 126 (12d8+72)

Speed 50 ft.

**STR 18 (+4), DEX 18 (+4), CON 22 (+6),
INT 12 (+1), WIS 17 (+3), CHA 13 (+1)**

Skills Athletics +7, Survival +6

Damage Resistances bludgeoning, piercing and slashing that isn't cold iron

Condition Immunities charmed, exhaustion, frightened, paralyzed, stunned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elven, Sylvan

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

Faultless Tracker. The Wild Hunt is given a quarry by its Master. Each member of the hunt knows the direction and distance to its quarry as long as it is on the same plane as the quarry, and if it isn't, the member of the hunt knows what plane its quarry is on.

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

ACTIONS

Multiattack. The huntsman makes two attacks.

Long Spear. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) piercing damage plus 16 (3d10) radiant damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage, and the target must make a DC 17 Constitution save, taking 16 (3d10) poison damage on a failure or half that on a success.

REACTIONS

Hot Pursuit (1/day). If the wild huntsman ended its last turn within 5' of its quarry but started this turn at least 60' from it, the wild huntsman's speed increases to 80' for 1 minute.

Wild Huntsman Mortal Pursuer

A wild huntsman mortal pursuer is a mortal drawn in to the Wild Hunt and now possessed of its frenzy. The mortal pursuer uses the Wild Huntsman stat block with the following changes.

- It is a Humanoid.
- It has 1 hit point (minion).
- It lacks the wild huntsman's damage resistances.
- It is not immune to exhaustion.
- It is worth 580 xp.

The mortal pursuer has the following additional Traits.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.
- **Minion Resistance.** If the minion takes damage, it can make a Con save, DC 10 + the damage dealt. If it makes the save, it takes no damage.

The Wild Hunt's Master

The Master of the Wild Hunt is a larger, more muscular version of a wild huntsman. Dyed blue with woad, the Master of the Hunt is a formidable figure who bears an axe in each hand and carries a massive bow that no other creature can draw the string of. The master stands nearly 8' tall, and like his fellows, appears as a naked man with the head of a stag.

Medium Fey, always neutral

Armor Class 15 (leather armor)

Hit Points 192 (24d8+84)

Speed 75 ft.

**STR 21 (+5), DEX 18 (+4), CON 24 (+7),
INT 16 (+3), WIS 20 (+5), CHA 16 (+3)**

Saving Throws Dex +8, Con +11, Cha +7

Skills Athletics +9, Survival +9

Damage Immunities bludgeoning, piercing and slashing that isn't cold iron

Condition Immunities charmed, exhaustion, frightened, paralyzed, stunned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elven, Sylvan

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

Faultless Tracker. The Wild Hunt is given a quarry by its Master. Each member of the hunt knows the direction and distance to its quarry as long as it is on the same plane as the quarry, and if it isn't, the member of the hunt knows what plane its quarry is on.

Magic Resistance. The Master of the Wild Hunt has advantage on saves against spells and other magical effects.

Magic Weapons. The Master of the Wild Hunt's weapon attacks are magical.

ACTIONS

Multiattack. The Master of the Wild Hunt makes two attacks.

Long Spear. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10+5) piercing damage plus 27 (5d10) radiant damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage, and the target must make a DC 19 Constitution save, taking 27 (5d10) poison damage on a failure or half that on a success.

BONUS ACTIONS

Master's Maneuver (recharges after the master doesn't attack for 1 minute). Up to four wild hunt hounds or wild huntsmen move their speed toward the quarry of the Wild Hunt.

REACTIONS

Hot Pursuit (1/day). If the wild hunt's master ended its last turn within 5' of its quarry but started this turn at least 60' from it, the wild hunt's master's speed increases to 80' for 1 minute.

LEGENDARY ACTIONS

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

- ***Dimensional Anchor (costs 3 actions).*** The master targets one creature that is the Wild Hunt's quarry, which it must be able to see within 120'. The target must make a DC 15 Cha save or be unable to teleport or plane shift for 1 hour. If the quarry spends at least one minute out of sight of the master, this effect ends.

- **Foul Footing (costs 3 actions).** The master targets one creature that is the Wild Hunt's quarry, which it must be able to see within 120'. The target must make a DC 15 Dex save or fall prone.
- **No Hiding.** The master targets one creature that is the Wild Hunt's quarry, which it must be able to see within 120'. The target must make a DC 15 Wis save or be unable to become hidden or invisible for 1 minute (save ends).
- **Slow Prey.** The master targets one creature that is the Wild Hunt's quarry, which it must be able to see within 120'. The target must make a DC 15 Con save or have its speed reduced by 10' for 1 minute (save ends).

WILL-O'-WISP

Location: *Monster Manual.*

Will-o'-Wisp Treasure. Will-o'-wisps don't usually collect treasure or have lairs.

Will-o'-Wisp Bomb

The Will-o'-Wisp Bomb uses the Will-o'-Wisp stat block with the following changes.

- It has 1 hit point (minion).
- It is immune, rather than resistant, to acid, cold, fire, necrotic, and thunder damage, as well as to bludgeoning, piercing, and slashing damage that isn't magic.
- It is worth 90 xp.

The bomb has the following additional Traits.

- **Death Burst.** When the wisp falls to 0 hit points, it explodes. Each creature within 15' must make a DC 10 Dex save, taking 5 (1d10) lightning damage on a failure.
- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

Will-o'-Wisp Fey

The Will-o'-Wisp Fey uses the Will-o'-Wisp stat block with the following changes.

- It is Fey.

Will-o'-Wisp Zapper

The Will-o'-Wisp Zapper uses the Will-o'-Wisp stat block with the following changes.

- It has 70 (20d4+20) hit points.
- Its Constitution is 15 (+2) and its Intelligence is 16 (+3).
- Its Consume Life bonus action option has a save DC of 13.
- Its Shock action option is +6 to hit and does 36 (8d8) lightning damage.
- Its Challenge Rating is 8 (3,900 xp).
- Its proficiency bonus is +3.

The zapper has the following additional Action options.

- **Multiattack.** The wisp uses Shock twice.
- **Shocking Pulse (recharge 5-6).** The zapper fills a 30' cube adjacent to it with lightning. Each creature in the cube must make a DC 13 Dex save, taking 36 (8d8) lightning damage on a failure or half that on a success.
- **Stunning Discharge (recharges when first bloodied, then after a long rest).** The zapper uses Shock. If it hits, the attack does an extra 18 (4d8) damage, and the target must make a DC 13 Con save or be stunned until the end of the zapper's next turn.

WIND WALKER

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

Wind walkers are Elemental creatures who serve the **djinn** on their home plane, sculpting clouds as works of art or herding rain clouds to ensure good (or bad) weather for those the wind walker's djinni master favors or dislikes. Wind walkers are sometimes forced into service by other powerful creatures that live atop mountains or in cloud castles, such as **storm** or **cloud giants**.

Wind walkers are also sometimes found on the Ethereal Plane, which they seem to enjoy wandering.

A wind walker is barely visible as a churning mass of coiling, writhing serpents of wind and vapor. A wind walker is easier to detect by sound than by sight; the approach of one or more wind walkers is clearly audible within 300' as a whistling, howling, or roaring of wind, depending on the number of walkers.

Lovers of Fragrance. Wind walkers eat only water vapor and dust, but love strong, pleasant aromas. Some have been lured into traps via scents, and when a group of worldly creatures attempts to bargain with wind walkers, incense, aromatic herbs and oils, and the like are a good opening gambit.

Wind Walker Challenge Rating. When assessing the Challenge Rating of a wind walker, increase its save DC by 4 to account for the fact that its damage is automatic.

Wind Walker Treasure. The lair of a **pack** of up to ten wind walkers is 30% likely each to have 1d6 x 1,000 cp, 1d10 x 500 sp, 2d6 x 250 gp, and 2d8 gems; and has a 15% chance each of having 1d8 potions and 1d2 magic weapons.

Wind Walker

Large Elemental (Air), always neutral

Armor Class 15

Hit Points 75 (10d10+20)

Speed 0 ft., fly 120 ft.

STR 17 (+3), DEX 20 (+5), CON 15 (+2),

INT 12 (+1), WIS 15 (+2), CHA 10 (+0)

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

Damage Immunities lightning, poison, thunder

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

Senses passive Perception 12

Languages Auran, telepathy 100'

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

ACTIONS

Forceful Wind. Each creature of the wind walker's choice within 30' of it takes 10 (3d6) bludgeoning damage, and must succeed on a DC 14 Dexterity saving throw or fall prone.

Ride the Wind. The wind walker slides up to four willing Medium or smaller creatures up to 60', flying them through the air. The creatures fall at the end of the wind walker's next turn unless the wind walker chooses to hold them aloft (no action required).

If it holds them aloft, when the wind walker moves, it can slide each target up to 60' in the same direction that the wind walker moved.

A creature can choose to escape the effect and fall by using its action to do so.

BONUS ACTIONS

Roar of the Winds. The wind walker causes the winds that constantly roar around it to increase in loudness. It chooses a radius between 5' and 90', and the roaring wind effectively deafens creatures in that radius. The effect lasts as long as the wind walker concentrates, up to 8 hours.

Wind Walker Guster

The Wind Walker Guster uses the Wind Walker stat block with the following changes.

- It has 1 hit point (minion).
 - It has damage immunities in place of the wind walker's damage resistances.
 - It is worth 200 xp.
- The guster has the following additional Traits.

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

WIND WARRIOR

Source: 3e *The Whispering Cairn* (Dungeon Magazine #124).

A wind warrior is a minor air Elemental spirit bound into a suit of decorative armor. Created long ago by the **vaati**, the methods used to make a wind warrior are long lost and few yet remain in existence. Most of these serve as tomb guardians, standing watch over the honored dead of a long lost empire.

Wind Warrior Treasure. Though a wind warrior might guard the treasure of another creature, it has no treasure of its own.

Wind Warrior

Medium Elemental (Air), always neutral

Armor Class 18 (plate)

Hit Points 39 (6d8+12)

Speed 30 ft., fly 80 ft.

STR 15 (+2), **DEX** 16 (+3), **CON** 14 (+2),
INT 8 (-1), **WIS** 11 (+0), **CHA** 11 (+0)

Condition Immunities stunned

Senses darkvision 60 ft., passive Perception 10

Languages understands Auran but can't speak

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

Total Disintegration. If the wind warrior dies, it and its weapons and armor disintegrate into dust. If it is disarmed or its armor is removed, its removed armor or weapon(s) disintegrate.

ACTIONS

Multiattack. The wind warrior makes one melee attack with each weapon it is wielding (typically two longswords).

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

Thunderous Clash. The wind warrior clashes its blades together, producing a line of thunder 20' long and 5' wide. Each creature in the line must make a DC 12 Dex save, taking 7 (2d6) thunder damage on a failure or half that on a success.

BONUS ACTIONS

Conjure Gear. The wind warrior creates a longsword in its hand or plate armor on its body.

Followup Attack. If the wind warrior hits with a melee weapon attack, it makes one more melee weapon attack with the same weapon.

WINGED DRAKE

Source: Homebrew.

Winged drakes are about the size of a large dog. Less reliable hunters than falcons, they can nonetheless sometimes be used for bringing down larger aerial prey, especially as drakes like to hunt in packs.

One Person. A winged drake tends to attach itself to a single creature as its owner and usually won't respond well to others' attempts to influence its behavior. It shows unusual loyalty for a drake, but there are still plenty of instances of winged drakes snapping at or turning on their "masters".

Purchasing a Winged Drake. Where it is available for purchase, a winged drake usually costs around 250 gp.

Winged Drake Treasure. In the wild, the nest of a winged drake has a 20% chance each of having 3d10 cp, 3d6 sp, 2d6 gp, and 1d4 gems.

The nest of a **family** of two to six winged drake instead has a 20% chance each of having 1d10 x 10 cp, 1d8 x 10 sp, 5d10 gp, and 1d4 gems.

Winged Drake

Small Dragon (Drake), always unaligned

Armor Class 12

Hit Points 10 (3d6)

Speed 30 ft., fly 60 ft.

STR 13 (+1), **DEX** 14 (+2), **CON** 10 (+0),
INT 5 (-3), **WIS** 11 (+0), **CHA** 10 (+0)

Senses passive Perception 10

Languages understands Draconic but can't speak

Challenge ¼ (50 xp) **Prof** +2

Flyby. The drake doesn't trigger opportunity attacks when it flies out of an enemy's reach.

Keen Senses. The drake has advantage on sight-based Wisdom (Perception) checks.

ACTIONS

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

WINGED KOBOLD

Location: *Monster Manual* p195.

Winged Kobold Treasure. A winged kobold usually carries 2d10 cp and 1d8 sp.

The lair of a **band** of at least 50 winged kobolds also has a 40% chance of having 2d6 x 10 gp in trade goods; a 25% chance each to have 1d6 x 50 cp, 1d10 x 20 sp, 2d6 x 5 ep and 3d10 gp; and a 10% chance of having 1d4 potions.

The lair of a **tribe** of at least 200 kobolds instead also has a 90% chance of having 2d8 x 50 gp in trade goods; a 50% chance each of having 1d10 x 100 cp, sp and ep, plus 1d6 x 100 gp; a 30% chance of having 1d8 potions and a 10% chance each of having 1d4 scrolls and 1d2 random magic items.

WINGED KOBOLD PCS

A winged kobold faces the social issues typical for races traditionally seen as hostile to humans, elves, and their ilk. It might be a fun character for a player interested in playing one, assuming that player is interested in a race that is generally weaker than most standard races other than its ability to fly.

Mid Level (5+): A winged kobold's main advantage is its ability to fly. Clever use of this can compensate entirely for the winged kobold's weak traits. Because of this, a winged kobold is suitable for starting with 5th level characters.

WINGED KOBOLD TRAITS

Your winged kobold pc has the following racial traits.

Ability Score Adjustments. Your Strength decreases by 2 and your Dexterity increases by 2.

Age. A kobold (winged or otherwise) reaches maturity by the age of 6, is old around the age of 90, and rarely lives past 120 years.

Size. You are Small. You are between 2' and 3' high and weigh between 25 and 35 lbs.

Speed. Your walking speed is 30', and you have a fly speed of 30'.

Darkvision. You have 60' darkvision.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5' of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight while you, the target of your attack, or whatever you are trying to perceive is in sunlight.

Languages. You can speak, read, and write Common and Draconic.

In addition, choose one of the following options for your character.

- **Grovel, Cower, and Beg.** As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10' of you that can see you. Once you use this trait, you can't use it again until you complete a short or long rest.
- **Shifty.** As an action or a bonus action, you can move 5' without provoking opportunity attacks.

Winged Kobold Aerial Commando

The winged kobold aerial commando uses the Winged Kobold stat block with the following changes.

- Its AC is 14.
- It has 21 (6d6) hit points.
- Its Dexterity is 18 (+4) and its Constitution is 10 (+0).
- Its Dagger is +6 to hit and does 6 (1d4+4) piercing damage.
- Its Dropped Rock is +6 to hit and does 7 (1d6+4) bludgeoning damage.
- Its Challenge Rating is 2 (450 xp).

It has the following additional Action option.

- **Multiattack.** The commando makes two melee weapon attacks.

WINGED WONDER

Source: Homebrew.

A winged wonder is a magically potent being from the Elemental Plane of Air. Winged wonders sometimes fly the skies of other planes, carrying out ambitious plans aimed at increasing personal power or political status on the Plane of Air.

Normally, a winged wonder flies without ceasing even when sleeping.

A winged wonder looks roughly like an avian-featured humanoid, but it has four wings in place of its arms and legs, leading many scholars to believe that they are distantly related to the **arrowhawk**.

Personal Realms. A winged wonder likes to create a mobile, flying, personal realm. Such a realm might be a cloud castle, an airship, a floating island, or some other similar space, but it will always have clearly defined boundaries. Such a realm is designed to accommodate a creature that never needs to touch the ground, so it often lacks floors, ceilings, or both in some places.

Long-Lived and Selfish. A winged wonder can live for up to a thousand years, and usually thinks of shorter-lived creatures as insignificant over the long term. Most interactions between winged wonders and other mortal creatures are characterized by high levels of disregard for the “lesser” beings by the winged wonders unless the other creatures can demonstrate that they should be taken seriously. On the other hand, when a winged wonder witnesses one of its kind being wounded or killed, it considers the assailant to be a very dangerous (and probably insane) threat.

Winged Wonder Treasure. The lair of a solitary winged wonder has a 25% chance each of having 1d6 x 250 cp, sp, and gp; as well as a 10% chance of having 1 random magic item.

The lair of a pair of winged wonders, or a **lift** of three to six of the creatures, instead has a 35% chance each of having 1d6 x 500 cp, sp, and gp; as well as a 10% chance each of having 1d4 x 25 ep, 3d10 pp, 1d4 pieces of jewelry, and 1d2 random magic items.

The lair of a **flight** of seven to twenty winged wonders instead has a 50% chance each of having 1d10 x 1,000 cp, sp, and gp; as well as a 25% chance each of having 1d10 x 100 ep, 1d10 x 25 pp, and 1d10 pieces of jewelry; and a 20% chance each of having 1d4 scrolls and 1d3 random magic items.

Winged Wonder

Medium Monstrosity, often neutral

Armor Class 17 (natural armor)

Hit Points 78 (12d8+24)

Speed 10 ft., fly 90 ft.

STR 12 (+1), **DEX** 18 (+4), **CON** 14 (+2),

INT 17 (+3), **WIS** 12 (+1), **CHA** 15 (+2)

Skills Acrobatics +5, Arcana +6

Damage Immunities cold, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 7 (2,900 xp)

Prof +3

ACTIONS

Lightning Bolt (3rd level spell). The winged wonder creates a 5' wide, 100' long line of lightning. Each creature in the line must make a DC 14 Dex save, taking 28 (8d6) lightning damage on a failure or half that on a success.

Wing Buffet. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) bludgeoning damage.

Spellcasting. The winged wonder casts one of the following spells, using Intelligence as the spellcasting ability (save DC 14, +6 to hit), requiring no material or somatic components.

At Will- *Fog cloud, gust of wind, shocking grasp* (2d8).

1/day- *Detect thoughts, sending.*

Winged Wonder Sky Striker

The winged wonder sky striker uses the Winged Wonder stat block with the following changes.

- It has 130 (20d8+40) hit points.
- Its Strength is 17 (+3).
- Its skill bonuses, as well as its save DCs, increase by 1.
- Its Wing Buffet is +7 to hit and does 10 (2d6+3) bludgeoning plus 22 (4d10) thunder damage.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

The sky striker has the following additional Traits.

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

The sky striker has the following additional Action option.

- **Multiattack.** The sky striker makes two Wing Buffet attacks.

Winged Wonder Storm Bringer

The winged wonder storm bringer uses the Winged Wonder stat block with the following changes.

- Its Challenge Rating is 8 (3,900 xp).

The storm bringer has the following additional Action options.

- **Storm Wall.** The storm bringer creates a wall of lightning that fills an area 60' high, 90' long, and 10' thick. A creature that enters or starts its turn in the wall must make a DC 14 Dex save, taking 45 (10d8) lightning damage on a failure or half that on a success. The wall lasts as long as the winged wonder concentrates on it, to a maximum of 10 minutes.

Winged Wonder Sky Sorcerer

Medium Monstrosity (Sorcerer), often neutral

Armor Class 18 (natural armor)

Hit Points 180 (24d8+72)

Speed 10 ft., fly 90 ft.

STR 12 (+1), **DEX** 20 (+5), **CON** 16 (+3),
INT 17 (+3), **WIS** 12 (+1), **CHA** 20 (+5)

Skills Acrobatics +10, Arcana +8

Damage Immunities cold, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 13 (10,000 xp) **Prof** +5

ACTIONS

Lightning Bolt (3rd level spell). The winged wonder creates a 5' wide, 100' long line of lightning. Each creature in the line must make a DC 18 Dex save, taking 35 (10d6) lightning damage on a failure or half that on a success.

Wing Buffet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) bludgeoning damage.

Spellcasting. The winged wonder casts one of the following spells, using Charisma as the spellcasting ability (save DC 18, +10 to hit), requiring no material or somatic components.

At Will- *Fire bolt* (3d10), *fog cloud*, *gust of wind*, *mage hand*, *shocking grasp* (3d8).

1/day- *Detect magic*, *detect thoughts*, *gaseous form*, *sending*.

2/day- *Bonebreak*, *chromatic orb*, *cone of cold*, *invisibility*.

BONUS ACTIONS

Wind Mastery. One flying creature the winged wonder can see within 60' must make a DC 18 Str save or the winged wonder slides it up to 30'.

REACTIONS

Counterspell (2/day) (3rd level spell). When the winged wonder sees a spell being cast within 60', it counters the spell if the spell is 3rd level or lower. Otherwise, the winged wonder makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered.

WINGOVER SLAAD

Source: Homebrew.

A wingover slaad is a constantly-changing winged slaad specialized in airborne combat. The wingover slaad's color and features are constantly in flux, with it blending from one color to another every few seconds.

A wingover slaad is the result of the influence of Chaos on an existing slaad that dwells too deep in the churning mess of Limbo or the Elemental Chaos for too long. The strange powers of Chaos infest the slaad until its very form becomes unstable, and it grows another set of limbs that become a pair of great, wide-spread wings.

Although most wingover slaadi never leave the areas that morphed them into their present form, a few have slipped through tears in reality in the deep Chaos into the Prime Material Plane or other places in the multiverse. These slaadi are a serious threat to anything they encounter in the sky, but rarely descend to the ground, preferring to enjoy the clouds. Wingover slaadi thus rarely, if ever, have lairs.

A wingover slaad might be encountered on its own, in a **pair** with another flying slaad, or in a **fluffle** of three to eight flying slaadi.

Wingover Slaad Challenge Rating. When assessing the Challenge Rating of a wingover slaad, increase its effective damage output by 44 per round to account for its Constant Changes trait.

Wingover Slaad Treasure. A wingover slaad doesn't typically collect treasure.

Wingover Slaad

Large Aberration (Slaad), usually chaotic neutral

Armor Class 22 (natural armor)

Hit Points 147 (14d10+70)

Speed 30 ft., fly 60 ft.

**STR 20 (+5), DEX 18 (+4), CON 21 (+5),
INT 15 (+2), WIS 9 (-1), CHA 17 (+3)**

Damage Resistances acid, cold, fire, lightning, thunder

Senses passive Perception 9

Languages telepathy 120', Slaad

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

Constant Changes. At the start of the slaad's turn, each non-slaad creature within 10' takes 33 (6d10) psychic damage. Then roll 1d10.

1. The slaad becomes red. Its attacks deal an extra 22 (4d10) fire damage and it is immune to fire.
2. The slaad becomes yellow. Its attacks deal an extra 22 (4d10) lightning damage and it is immune to lightning.
3. The slaad becomes purple. A creature hit by its Claw must succeed on a DC 17 Con save or be stunned until the start of the slaad's next turn.
4. The slaad becomes silver. A creature hit by its Claw must succeed on a DC 17 Wis save or be charmed by the slaad (save ends). While charmed in this way, the creature treats the slaad like its best friend, protecting and defending it.
5. The slaad becomes pink. A creature hit by its Claw must succeed on a DC 17 Wis save or shrink to Tiny size (save ends). While Tiny, it has disadvantage on Str and Con attacks, saves, and checks, and its weapon attacks do half damage.
6. The slaad becomes green. Its attacks deal an extra 11 (2d10) acid damage and it is immune to acid. A creature that takes acid

damage from its attack takes 11 (2d10) acid damage at the start of each of its turn (DC 17 Con save ends). The effect also ends if a creature uses an appropriate action to remove the acid.

7. The slaad becomes gray. It can take an extra Action on its turn.
8. The slaad becomes brown. It has vulnerability to all damage and loses its damage resistances.
9. The slaad becomes teal. It is immune to all damage.
10. The slaad becomes ochre. Its attacks deal an extra 22 (4d10) psychic damage and it is immune to psychic damage.

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

Regeneration. If the slaad has at least 1 hit point at the start of its turn, it regains 30 hit points.

Wingover. While airborne, the slaad can use all of its movement to move up to 15' laterally and descend 100'. Opportunity attacks triggered by this movement have disadvantage.

ACTIONS

Multiattack. The slaad makes one Bite and two Claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (3d10+5) piercing damage.

BONUS ACTIONS

Draw Flyer. One flying creature the slaad can see within 1,000' must make a DC 17 Wis save or, at the start of its next turn, it must fly its speed toward the slaad.

WINTER ELADRIN

Location: *Mordenkainen's Tome of Foes* p197.

Winter Eladrin Treasure. A winter eladrin has a 25% chance each of having 1d6 x 100 sp, 1d6 x 100 gp, and 1d4 pieces of jewelry. It also has a 10% chance of having a random magic item.

WINTER STAG

Source: Homebrew.

A winter stag is a Fey creature, often ridden by **eladrin** or other similar Fey of the Winter Court. They also roam the Feywild in winter, and can sometimes be found in cold places on the world, since they find it easy to cross over where both planes are freezing. A winter stag is shaggy and ice hangs from its coat.

Made of Ice. Should a foolish hunter manage to bring down a winter stag, she finds to her dismay that the meat of the thing is nothing more than ice, which gradually melts away. Some claim that the water that results reforms into a new winter stag with the coming of the next winter.

Winter Stag Treasure. Winter stags don't collect treasure.

Winter Stag

Large Fey, always unaligned

Armor Class 11 (leather barding)

Hit Points 26 (4d10+4)

Speed 50 ft.

STR 16 (+3), **DEX** 10 (+0), **CON** 12 (+1),
INT 6 (-2), **WIS** 10 (+0), **CHA** 6 (-2)

Saving Throws Dex +2

Damage Immunities cold

Senses passive Perception 10

Languages understands Elvish and Sylvan

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

Charge. If the winter stag moves at least 20' straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7

(2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength save or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 5 (1d10) cold damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4+3) bludgeoning damage plus 5 (1d10) cold damage.

Winter Stag Ice Paraelemental

The winter stag ice paraelemental uses the Winter Stag stat block with the following changes.

- It is an Elemental.
- It is always neutral.

WINTER WOLF

Location: *Monster Manual* p340.

Winter Wolf Treasure. Winter wolves don't usually collect treasure.

Winter Wolf Alpha

The winter wolf alpha uses the Winter Wolf stat block with the following changes.

- It is Huge.
- Its AC is 16 (natural armor).
- It has 153 (18d12+36) hit points.
- Its Strength is 20 (+5).
- Its skill bonuses increase by 1.
- Its Bite is +8? to hit and does 15 (3d6+5) piercing damage plus 18 (4d8) cold damage.. Its save DC is 16?
- Its Cold Breath has a save DC of 13 and does 36 (8d8) cold damage on a failed save.
- Its Challenge Rating is 7 (2,900 xp).
- Its proficiency bonus is +3.

Winter Wolf Chiller

The winter wolf chiller uses the Winter Wolf stat block with the following changes.

- Its Bite deals an extra 7 (2d6) cold damage.
- Its Challenge Rating is 4 (1,100 xp).

The chiller has the following additional Trait.

- **Frost Aura.** At the start of the chiller's turn, each creature within 10' takes 7 (2d6) cold damage.

Winter Wolf Dire Predator

The winter wolf dire predator uses the Winter Wolf stat block with the following changes.

- It has 142 (19d10+38) hit points.
- Its Strength is 21 (+5).
- Its skill bonuses increase by 1.
- Its Bite is +8 to hit and does an extra 11 (2d10) cold damage. Its save DC is 16.
- Its Cold Breath has a save DC of 13 and does 35 (10d6) cold damage.
- Its Challenge Rating is 6 (2,300 xp).
- Its proficiency bonus is +3.

The dire predator has the following additional Trait.

- **Translucent.** The dire predator is invisible to creatures more than 30' away.

The dire predator has the following additional Bonus Action option.

- **Strike Down.** The predator makes one Bite attack against a prone creature.

Winter Wolf Snow Runner

The winter wolf snow runner uses the Winter Wolf stat block with the following changes.

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

The snow runner has the following additional Trait.

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

Winter Wolf Stalker

The winter wolf stalker uses the Winter Wolf stat block with the following changes.

- Its AC is 15 (natural armor).
- Its Dexterity is 16 (+3).
- Its skill bonuses are Perception +6 and Stealth is +7.
- Its attack bonuses and save DCs increase by 1.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

The stalker has the following additional Trait.

- **Sneak Attack (1/turn).** If the stalker hits a creature that it has advantage against, or if the target has another enemy within 5' of it and that enemy isn't incapacitated, the stalker can deal an extra 10 (3d6) damage.

The stalker has the following additional Bonus Action option.

- **Cunning Action.** The stalker Dashes, Disengages, or Hides.

Winter Wolf Elder Paragon

Winter Wolf Elder Paragon Challenge

Rating. When assessing the Challenge Rating of a winter wolf elder paragon, assume it uses Tail Thump every round. Increase its effective AC by 1 to account for its Wary Maneuver bonus action option.

Gargantuan Monstrosity, often neutral evil

Armor Class 20 (natural armor)

Hit Points 270 (20d20+60)

Speed 70 ft.

STR 24 (+7), **DEX** 16 (+3), **CON** 17 (+3),
INT 12 (+1), **WIS** 18 (+4), **CHA** 18 (+4)

Skills Perception +10, Stealth +9

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

Damage Immunities cold

Senses passive Perception 19

Languages Common, Giant, Winter Wolf

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

Keen Senses. The wolf has advantage on Wisdom (Perception) checks relying on hearing or smell.

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

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5' of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to Hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6+7) piercing damage plus 21 (6d6) cold damage.

Cold Breath (recharge 5-6). The wolf exhales a blast of freezing wind in a 60' cone. Each creature in the cone must make a DC 17 Dex save, taking 54 (12d8) cold damage on a failure or half that on a success.

BONUS ACTIONS

Summon the Pack (1/day). The wolf howls, summoning its pack. 4d4 **winter wolves** arrive at the start of the paragon's next turn. They act immediately after the paragon. They remain until slain or dismissed by the paragon.

Wary Maneuver (recharge 5-6). The wolf Dodges.

REACTIONS

Tail Thump (recharges when first bloodied, then after a short or long rest). When a creature moves to within 5' of the wolf and before it continues its movement, the wolf attacks that creature with its tail. *Melee Weapon Attack:* +13 to hit, reach 5', the triggering creature. *Hit:* 20 (3d8+7) bludgeoning damage, and the target falls prone.

LEGENDARY ACTIONS

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

- **Bound.** The wolf moves up to half its speed.
- **Shift.** The wolf moves up to 10' without provoking opportunity attacks.
- **Snap.** One creature within 5' that isn't immune to the frightened condition must make a DC 18 Wis save or be pushed 10' by the wolf.

WINTERWIGHT

Source: *2e Return to the Tomb of Horrors*.

A winterwight is a horrible form of undead, appearing as a blue-skinned corpse clad in ice, with black flames burning on the crown of its head. . Originally created by Acererak the demilich, winterwights are few in number and generally trapped in forgotten citadels decaying on the Astral Plane, the Negative Energy Plane, or the Shadowfell. A terrible fate is sure to befall all living things nearby if a winterwight appears in the Material Plane.

Moilian Origins. Winterwights were originally created in Moil, the City That Waits. Moil was a city on a Material Planar world whose people followed **Orcus**. When they turned from him, he froze the Moilians in sleep until the sun touched their city, then ripped their entire city from the Prime Material and pulled it to the very edge of the Negative Energy Plane. When Acererak discovered the city, its people still sleeping in the sunless void, he began to draw on its power and experiment with it, spawning a number of unique and very dangerous types of creatures. The winterwights were one of these creations.

Winterwight Challenge Rating. When assessing the Challenge Rating of a winterwight, assume that its Aura of Uearthly Cold trait damages two creatures per round and that the winterwight causes one creature to burst into blightfire each round.

Winterwight Treasure. Winterwights rarely have treasure.

A **freeze** of four to eight winterwights has a 15% chance of having 2d6 x 1,000 gp in coins and gems; plus a 5% chance of having 1d6 random magic items.

A **blizzard** of nine to twenty winterwights instead has a 20% chance of having 2d10 x 1,000 gp in coins and gems; as well as a 10% chance of having 1d6+2 random magic items.

Winterwight

Medium Undead, always chaotic evil

Armor Class 18 (ice armor)

Hit Points 304 (32d8+160)

Speed 40 ft.

**STR 24 (+7), DEX 18 (+4), CON 20 (+5),
INT 10 (+0), WIS 20 (+5), CHA 14 (+2)**

Saving Throws Dex +11, Con +12, Int +7, Cha +9

Damage Resistances fire; bludgeoning, piercing and slashing

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common

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

Aura of Uearthly Cold. At the start of the winterwights's turn, each Undead creature that starts its turn within 20' of the winterwight (including the winterwight itself) regains 10 hit points, and each creature that isn't Undead that starts its turn within 20' of the winterwight takes 16 (3d10) cold damage.

Magic Resistance. The winterwight has advantage on saves against spells and other magical effects.

Turning Defiance. The winterwight and any undead within 30' of it have advantage on saving throws against effects that turn undead.

Undead Nature. The winterwight has no need for food, drink, sleep, or air.

ACTIONS

Multiattack. The winterwight makes two melee attacks.

Claws. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 17 (3d6+7) slashing damage, plus the target must make a DC 20 Constitution save or begin to burn with black flames called blightfire. At the start of its turn, a burning creature must make a DC 20 Constitution save, suffering 45 (10d8) cold damage on a failure or half that on a success (save ends). If blightfire reduces a creature to 0 hit points, all that remains are flakes of frozen ash.

Blightfire can also be extinguished with a *dispel magic* (as if it were a 4th level spell), *quench*, or an effect that will remove a curse.

Head Butt. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 14 (2d6+7) bludgeoning damage, plus the target must make a DC 20 Constitution save or begin to burn with black flames called blightfire. At the start of its turn, a burning creature must make a DC 20 Constitution save, suffering 45 (10d8) cold damage on a failure or half that on a success (save ends). If blightfire reduces a creature to 0 hit points, all that remains are flakes of frozen ash.

Blightfire can also be extinguished with a *dispel magic* (as if it were a 4th level spell), *quench*, or an effect that will remove a curse.

Winterwight Freezer

The winterwight freezer uses the Winterwight stat block with the following additional Action option.

- **Freezing Blast.** The freezer creates a 40' cone of unearthly cold extending from itself. Each creature in the cone must make a DC 17 Con save, taking 28 (8d6) cold damage on a failure or half that on a success. A creature that fails its save also has its speed reduced to 0' until the end of the creature's next turn.

Winterwight Harrier

The winterwight harrier uses the Winterwight stat block with the following changes.

- Its AC is 20 (ice armor).
- It has 380 (40d8+200) hit points.
- Its Challenge Rating is 22 (41,000 xp).

The harrier has the following additional Reaction option.

- **Harry.** When an enemy within 5' moves to a space out of the harrier's reach, the harrier moves its speed, ending its movement within 5' of the triggering creature.

Winterwight Moilian Doom

The winterwight Moilian doom uses the Winterwight stat block with the following changes.

- Its AC is 24 (ice armor).
- Its Challenge Rating is 23 (50,000 xp).

The Moilian doom has the following additional Action option.

- **Empower Aura.** Each Undead creature within 30' regains 15 hit points. Each creature that isn't Undead that is within 30' takes 22 (4d10) cold damage.

The Moilian doom has the following additional Reaction option.

- **Siphon Life (1/day).** When the doom becomes bloodied, each creature within 30' that isn't a Construct or Undead must make a DC 20 Con save, taking 14 (4d6) necrotic damage on a failure. The doom regains hit points equal to the total necrotic damage taken.

WITHERSTENCH

Source: 1e *Fiend Folio*.

A witherstench is a relative of the **skunk** about the size of a bobcat. Though witherstenches are generally reclusive, **gnomes, halflings, goblins, kobolds**, and other Humanoids sometimes capture and train them for use as guard animals. A thief sprayed by a witherstench has a very difficult time hiding its guilt.

A witherstench has a temperament similar to that of a feral cat. While it might be approachable, it is unpredictable and unlikely to remain with another creature for long if not domesticated. When a witherstench feels threatened, it sprays its musk and attempts to flee, but if it feels that its cubs are in danger, it will fight ferociously.

Purchasing a Witherstench. Although a witherstench for sale is of questionable domestication, one can sometimes be found for as little as 10 gp.

Witherstench Treasure. Witherstenches have no treasure.

Witherstench

Small Beast, always unaligned

Armor Class 12

Hit Points 9 (2d6+2)

Speed 30 ft.

**STR 9 (-1), DEX 14 (+2), CON 12 (+1),
INT 2 (-4), WIS 13 (+1), CHA 11 (+0)**

Senses passive Perception 11

Languages -

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

ACTIONS

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

Spray Musk (recharges after a short or long rest). The witherstench sprays musk in a 15' cone. Each creature in the cone must make a DC 11

Dexterity save or be covered in the musk. While covered in the musk, the creature must make a DC 11 Constitution save at the start of its turn or be poisoned until the start of its next turn. Once the creature succeeds on three of these saving throws, it is no longer poisoned by the musk.

While coated in the musk, the creature has disadvantage on all Charisma checks, and any creature other than a witherstench or **skunk** that starts its turn within 10' of the coated creature must make a DC 11 Constitution save or be poisoned until the start of its next turn. The musk remains until the creature spends at least an hour washing itself with soap, vinegar, alcohol or something similar. Even then, the scent lingers, leaving the creature with disadvantage on Charisma (Persuasion) checks for 1d4+1 days.

WOLF

Location: *Monster Manual* p341.

Wolf Treasure. Wolves don't typically collect treasure.

Wolf Foul Menace

Wolf Foul Menace Challenge Rating. When assessing the Challenge Rating of a wolf foul menace, assume that it uses Ravage once.

The wolf foul menace uses the Wolf stat block with the following changes.

- It has 33 (6d8+6) hit points.
- Its Strength is 17 (+3).
- Its Bite is +5 to hit, does 10 (2d6+3) piercing damage, and has a save DC of 13.
- Its Challenge Rating is 1 (200 xp).

The foul menace has the following additional Bonus Action option.

- **Ravage.** The menace uses Bite against a prone target.

Wolf Pacer

The wolf pacer uses the Wolf stat block with the following changes.

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

The pacer has the following additional Trait.

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

Wolf Seizer

The wolf seizer uses the Wolf stat block with the following additional Trait.

- **Harrowing Bites.** A creature that starts its turn within 5' of the wolf has its speed halved until the start of the creature's next turn.

WOLF-IN-SHEEP'S-CLOTHING

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

A wolf-in-sheep's-clothing is a weird Plant monster that uses an innocuous lure shaped like a small animal, such as a squirrel or bunny, to trick prey into approaching it. It then uses several of its root tendrils to strike, attempting to draw its prospective meal close enough to devour it with its previously-hidden maw.

Alien Life. A wolf-in-sheep's-clothing is a form of alien life from another world that traveled to Cydra aboard a star-faring vessel. At some point, several specimens of the creature escaped into the wild, spreading their seeds and propagating. While they remain very rare, wolves-in-sheep's-clothing have spread fairly widely in hot and temperate forests and are a burgeoning threat to the natural fauna of the world.

Wolf-in-Sheep's-Clothing Treasure. These monsters wander from place to place and do not value treasure, so they don't usually have any.

Wolf-in-Sheep's-Clothing

Medium Plant, usually unaligned

Armor Class 16 (natural armor)

Hit Points 40 (9d8)

Speed 10 ft.

**STR 16 (+3), DEX 10 (+0), CON 10 (+0),
INT 7 (-2), WIS 14 (+2), CHA 12 (+1)**

Senses tremorsense 30 ft., passive Perception 10

Languages -

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

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

ACTIONS

Multiattack. The wolf-in-sheep's-clothing makes three Root Tendril attacks, each against a different target, and then one Bite attack.

Root Tendril. *Melee Weapon Attack:* +5 to hit, reach 20 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage, and the target is grappled. The target must make a DC 13 Strength save, being pulled 10' toward the wolf-in-sheep's-clothing on a failure.

Bite. *Melee Weapon Attack:* +5 to hit (with advantage if the target is grappled by the wolf-in-sheep's-clothing), reach 5 ft., one target. *Hit:* 9 (1d12+3) piercing damage.

WOOD WOAD

Location: *Volo's Guide to Monsters*.

Wood Woad Treasure: Wood woads don't collect treasure.

WORG

Location: *Monster Manual* p341.

Worg Treasure. Worgs don't usually collect treasure.

Worg Fiend Spawn

The worg fiend spawn uses the Worg stat block with the following changes.

- It is a Fiend.
- Its AC is 16 (natural armor).
- It has 97 (13d10+26) hit points.
- Its Strength is 20 (+5), its Constitution is 15 (+2), its Intelligence is 12 (+1), and its Charisma is 13 (+1).
- It is resistant to fire and poison damage.
- Its Bite is +7 to hit and does 12 (2d6+5) piercing damage plus 3 (1d6) acid damage. Its save DC is 15.
- Its Challenge Rating is 3 (700 xp).

The fiend spawn has the following additional Action options.

- ***Spray Poison (recharge 5-6).*** The fiend spawn sprays poison in a 30' cone. Each creature in the cone must make a DC 12? Con save, taking 22 (4d10) poison damage on a failure or half that on a success.

Worg Ripper

Worg Ripper Menace Challenge Rating.

When assessing the Challenge Rating of a worg ripper, assume that it uses Ravage once and that Joy in Murder triggers once.

The worg ripper uses the Worg stat block with the following changes.

- It has 51 (7d10+14) hit points.
- Its Strength is 18 (+4) and its Constitution is 15 (+2).
- Its Bite is +6 to hit and does 11 (2d6+4) piercing damage. Its save DC is 14.
- Its Challenge Rating is 2 (450 xp).

The ripper has the following additional Trait.

- ***Joy in Murder.*** Whenever the worg reduces a creature to 0 hit points, it gains 10 temporary hit points.

The ripper has the following additional Bonus Action option.

- ***Ravage.*** The ripper uses Bite against a prone target.

The ripper has the following additional Reaction option.

- ***Desperate Strike.*** When the worg becomes bloodied, it uses Bite, gaining advantage on the attack.

Worg Vampire

Worg Vampire Challenge Rating. When assessing the Challenge Rating of a worg vampire, assume that it uses Terror Reaver once.

Large Undead, often neutral evil

Armor Class 15 (natural armor)

Hit Points 161 (17d10+68)

Speed 50 ft.

STR 20 (+5), DEX 15 (+2), CON 18 (+4), INT 13 (+1), WIS 14 (+2), CHA 16 (+3)

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

Skills Perception +6, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing that isn't silver or magic

Senses darkvision 60 ft., passive Perception 16

Languages Goblin, Worg

Challenge 9 (5,000 xp)

Prof +4

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

Misty Escape. When it drops to 0 hit points outside of its resting place, the worg transforms into a cloud of mist (see its Shapechanger action) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its other forms, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to worg form and is paralyzed until it regains at least 1 hp. After spending 1 hour in its resting place, the worg regains 1 hp.

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

Vampire Weaknesses. The vampire has the following flaws:

- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the residents.
- **Harmed by Running Water.** If it ends its turn in running water, the vampire takes 20 acid damage.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** If it starts its turn in sunlight, the vampire takes 20 radiant damage. While in sunlight, the vampire has disadvantage on attacks and checks.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing plus 10 (3d6) necrotic damage.

Terror Reaver. The worg makes one Bite attack against a creature that is frightened of the worg. If it hits, the creature takes an extra 22 (4d10) psychic damage.

Blood Feast. The worg feasts on the blood of an incapacitated creature within 5'. That creature takes 22 (4d10) necrotic damage, and its maximum hit points decrease by an amount equal to the damage taken. If the target dies from this effect, it rises 1 minute later as a **zombie** unless the worg is destroyed.

Shapechanger. If the worg isn't in sunlight or running water, the worg polymorphs into a **goblin**, a Tiny **bat**, a Large cloud of mist, or back into its true form.

In goblin form, the worg's speed is 30'.

In bat form, the worg can't speak, its walking speed is 5', and it has a flying speed of 30'.

In either of these forms, its statistics other than its size and speed are unchanged. Things it wears transform with it, but nothing it is carrying does. It reverts to its true form if it dies.

In mist form, the worg can't take any actions, speak, or manipulate objects. It is weightless, has a fly speed of 20', can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Str, Dex, and Con saves, and it is immune to all nonmagical damage except for the damage it takes from sunlight.

BONUS ACTIONS

Fearful Glare. One creature that can see the worg within 90' must make a DC 15 Wis save or be frightened of the worg until the end of the worg's next turn. If the creature succeeds on its save, it is immune to the worg's Fearful Glare for 24 hours.

REACTIONS

Shift. When the worg becomes bloodied, it moves up to 15' without provoking opportunity attacks.

WORKER ROBOT

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

Robots are a type of mechanical creature made by members of advanced technological civilizations and powered and animated strictly by technology. They come in many forms, designed to perform various functions and tasks. Unlike **androids**, robots are obviously machines, with mechanical apparatus in plain view.

Many Models. Robots come in many shapes and sizes, and have a wide variety of possible functions. Worker robots themselves are often specialized, with its shape robot being modified to suit its intended job. A worker robot might be built with a low (or high) chassis so it can fit into or reach otherwise inaccessible spaces, programmed with one or more skill or tool proficiencies suited to its intended task, etc.

Worker robots are designed to perform a variety of menial tasks. Often employed as simple laborers, worker robots are also used as janitors, to perform repairs on other robots, for taking inventory, and the like. While worker robots will defend themselves if attacked, they prefer to retreat to a safe place and allow **police robots** (or other allied creatures) to handle trouble.

Worker Robot Treasure. Worker robots don't typically have treasure.

Worker Robot

Medium Construct (Robot), usually neutral

Armor Class 18 (natural armor)

Hit Points 45 (7d8+14)

Speed 30 ft.

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

Damage Vulnerabilities lightning

Damage Immunities cold, poison, psychic

Condition Immunities charmed, frightened,
paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages can't speak but understands creator's
language

Challenge 4 (1,100 xp)

Prof +2

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

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

ACTIONS

Multiattack. The robot makes two Arm Slam attacks.

Arm Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 12 (2d6+5) bludgeoning damage.

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

WORM

There are many different types of dangerous worms, from the lowly **rot grub** to the great **nematodean**. The legendary **purple worm** is, of course, the archetypical example. Dangerous worms' characteristics vary greatly by type, but they are usually nearly brainless and soft-bodied. Dangerous worms almost always require a diet of flesh or blood; however, there are exceptions, especially those worms from other planes or the worms of Chaos unleashed upon Cydra centuries ago.

Many worm-like creatures, such as the **ormr** and **psurlon**, exist, and some of these show an affinity for worms of one type or another.

WORM PRIEST

Source: Homebrew.

A worm priest is a worshiper of a worm god, the Worms of Chaos, or some other squirmy power. Unusual, often demented, and with alien sympathies, a worm priest usually cares little for standard Humanoid concerns.

A worm priest might live near or with a variety of worms and related creatures, including **ashworms**, **purple worms**, **giant bloodworms**, **avolakia**, and the like. Often, **cultists** follow a worm priest.

Worm Priest Treasure. A worm priest usually has 2d100 gp in assorted coins; has a 50% chance each to have 1d3 potions and 1d4 spell scrolls; and has a 20% chance each to have 1d4 art objects, 1 magic rod et al, and 1 random magic item.

Worm Priest

Medium Humanoid, often chaotic neutral

Armor Class 18 (chain mail and shield)

Hit Points 66 (12d8+12)

Speed 30 ft.

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

Senses tremorsense 30 ft., passive Perception 13

Languages Common

Challenge 3 (700 xp)

Prof +2

ACTIONS

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

Wormy Touch. The worm priest touches one creature within 5', which must make a DC 13 Con save or be infested by worms for 1 minute (save ends). While infested, the creature is poisoned, and at the start of its turn, it takes 11 (2d10) turns. Any effect that will end the poisoned condition or end a disease will end this effect, as will a *dispel magic*

or an effect that will remove a curse.

Summon Worms (1/day). The worm priest summons a **swarm of rot grubs** into an unoccupied space within 90'. The rot grubs roll for initiative and take their turn normally. They remain for as long as the priest concentrates, up to 1 hour.

BONUS ACTIONS

Wormy Regrowth (1/day). The worm priest gains the worm's ability to regenerate damaged or lost tissue. For as long as the priest concentrates, up to 1 minute, if the priest has at least 1 hit point at the start of its turn, it regains 5 hit points. If the priest is missing any digits, teeth, ears, or its nose, those body parts regrow at the end of 1 minute of regeneration.

WORM THAT WALKS

Source: 3e *Epic Level Handbook*.

Not all high-level wizards who seek to cheat death choose the path of lichdom. Some take the path of a worm that walks, which allows the wizard's spirit to live on after death in the form of thousands of worm and maggots that somehow congeal together in a vaguely humanoid form. The worms and maggots constantly squirm and writhe. A worm that walks is truly hideous to behold and is accompanied by an earthy, clay-like smell that is impossible to mistake once a creature has smelled it once.

A worm that walks bears a strong resemblance to a **star spawn lava mage**, but a worm that walks is considerably more powerful and dangerous.

A worm that walks might find itself with an affinity for worms and wormkind, including **ormr**, **avolakia**, **purple worms**, and the like. Some worms that walk employ more ordinary Humanoid minions as well, including **worm priests**, **cultists**, and even **apprentice wizards** or others that study under the worm that walks' tutelage.

Spontaneous Generation. The process by which a wizard becomes a worm that walks is unpredictable and spontaneous, but an ambitious wizard can maximize the chances. A worm that

walks might form when a powerful evil wizard dies with a full complement of prepared spells and no expended spell slots. Some claim that the spells the wizard has prepared influence the odds of a worm that walk forming, but this is largely speculative. If a worm that walks forms, the spirit of the wizard assumes possession of the worms and maggots that consume its body.

Rumors tell that certain epic spellcasters have managed to create a high-level ritual that increases the odds of becoming a worm that walks after death.

Worm That Walks Treasure. A worm that walks has a 90% chance of having 2d6 scrolls; and a 75% chance of having 1d4+3 magic items.

Worm That Walks

Medium Aberration (Wizard, Worm), always any evil alignment

Armor Class 15 (*mage armor*)

Hit Points 260 (40d8+80)

Speed 30 ft.

**STR 10 (+0), DEX 14 (+2), CON 15 (+2),
INT 20 (+5), WIS 12 (+1), CHA 8 (-1)**

Saving Throws Str +8, Dex +10, Con +10, Int +13, Wis +9, Cha +7

Skills Arcana +13, History +13, Religion +13

Damage Immunities necrotic, poison

Damage Resistances bludgeoning, piercing and slashing

Condition Immunities paralyzed, poisoned, stunned, unconscious

Senses blindsight 300 ft., passive Perception 11

Languages Common plus four other languages

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

Dissolution. When the worm that walks falls to 0 hit points, it becomes thousands of individual worms crawling away in all directions, including burrowing into surrounding surfaces. If even one worm escapes, the worm that walks reforms in 1 hour.

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

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

Magic Resistance. The worm that walks has advantage on saving throws against spells and other magical effects.

ACTIONS

Engulf. The worm that walks moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the worm that walks enters another creature's space, that creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5' back or to the side of the worm that walks. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the worm that walks enters the creature's space, and the creature takes 105 (10d20) piercing damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 105 (10d20) piercing damage at the start of each of the worm that walk's turns.

An engulfed creature can try to escape by taking an action to make a DC 20 Strength check. On a success, the creature escapes and enters a space of its choice within 5' of the worm that walks.

The worm that walks can engulf only one Medium or smaller creature at a time.

Spellcasting. The worm that walks casts one of the following spells, using Intelligence as the spellcasting ability (save DC 21, +13 to hit).

At Will- *Mage hand, prestidigitation, ray of frost.*

2/day- *Barrage, scrying.*

1/day- *Animate dead, crushing despair, detect thoughts, dimension door, disintegrate, dispel magic, invisibility, mirror image, plane shift, polar ray, wish.*

REACTIONS

Counterspell (2/day) (3rd level spell). When the worm that walks sees a spell being cast within 60', it counters the spell if the spell is 3rd level or lower. Otherwise, the worm that walks makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered.

Shield (1st level spell) (2/day). When an attack hits the worm that walks or it is targeted by magic missile, the acolyte creates a shield of force that grants it a +5 bonus to AC and immunity to magic missiles until the end of its next turn.

LEGENDARY ACTIONS

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

- **Cantrip.** The worm that walks uses Spellcasting to cast a spell it can use at will.
- **Consume.** A creature engulfed by the worm that walks takes 21 (2d20) piercing damage and the worm that walks regains 20 hit points.
- **Frightful Presence (Costs 2 Actions).** Each creature within 60 ft. that see the worm that walks must make a DC 17 Wisdom save or be frightened of the worm that walks for 1 minute, repeating the save at the end of each turn and ending the effect on a success. A creature that makes its save, or for whom the effect ends, is immune to the worm that walks' frightful presence for 24 hours.
- **Insect Plague (Costs 2 Actions).** The worm that walks casts *insect plague*.

WRACKSPAWN

Source: 4e *Underdark*.

Wrackspawn are tortured creatures that have been horribly mutilated and left in a malformed state wracked with perpetual pain. Both victims and agents of Torog, god of the Underdark, torture, and imprisonment, wrackspawn are doomed to serve a master who delights in torturing them further.

A wrackspawn appears as a horribly misshapen, flayed humanoid with many broken and reshaped bones. Often, a wrackspawn is missing one or more of its body parts, and it is always missing its eyes.

Once They Were Mortal Humanoids.

Wrackspawn are the unfortunate remnants of humanoids taken by Torog's agents and consigned to his gruesome torture pits deep in the Underdark. Though an individual wrackspawn may have begun its existence as a **human, elf, dwarf, goblin**, or other Humanoid, all trace of its former existence is likely lost.

However, on very rare occasions, a wrackspawn might actually remember fragments of its mortal life. In the rarest instances, a particularly strong-willed creature might retain its name and a few pieces of its former personality after being broken into a wrackspawn.

Driven to Share Their Torment.

Wrackspawn that encounter other creatures usually attack, hoping to deliver as much misery to others as they can. Torog's influence drives them to try to imprison and torture others whenever possible. If a pack of wrackspawn engages in battle and one of their foes falls, one or more wrackspawn will usually work to snatch the fallen victim up and spirit him or her away to feel their handiwork, attempting to extend their victim's life as long as possible.

Wrackspawn Treasure. Wrackspawn don't collect treasure.

Wrackspawn

Medium Fiend, usually chaotic evil

Armor Class 13 (piecemeal armor)

Hit Points 62 (4d8+24 plus Tough as Nails)

Speed 25 ft.

STR 17 (+3), **DEX** 10 (+0), **CON** 22 (+6),

INT 6 (-2), **WIS** 11 (+0), **CHA** 6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 10

Languages understands Common and Undercommon but can't speak

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

Pain. If the wrackspawn hits a living creature with a melee attack, it deals an extra 7 (2d6) psychic damage (included in the stat block below) and the target must make a DC 16 Constitution save or be stricken with agony and poisoned until the end of the wrackspawn's next turn.

Tough as Nails. The wrackspawn has 20 bonus hit points (included in the stat block above).

ACTIONS

Multiattack. The wrackspawn makes one Bone Spear attack and one Claws attack.

Bone Spear. *Melee 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 wielded in melee in both hands. In addition, if the wrackspawn hits with a melee attack, it deals an extra 7 (2d6) psychic damage and the target must make a DC 16 Con save or be poisoned until the end of the wrackspawn's next turn.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) slashing damage plus 7 (2d6) psychic damage, and the target must make a DC 16 Con save or be poisoned until the end of the wrackspawn's next turn.

Wrackspawn Castigator

The wrackspawn castigator uses the Wrackspawn stat block with the following changes.

- It has 104 (8d8+48 plus Tough as Nails) hit points.
- Its Challenge Rating is 4 (1,100 xp).

The castigator has the following additional Bonus Action option.

- **Castigate.** One poisoned creature that can see the castigator within 30' must make a DC 11 Wis save. If it fails, it hears ghostly whispers threatening and berating it, and its speed falls to 0 until the end of the creature's next turn.

Wrackspawn Ruffian

The wrackspawn ruffian uses the Wrackspawn stat block with the following changes.

- It has 1 hit point (minion).
- It lacks the wrackspawn's Tough as Nails trait.
- It is worth 220 xp.

The ruffian has the following additional Traits.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.
- **Minion Resistance.** If the minion takes damage, it can make a Con save, DC 10 + the damage dealt. If it makes the save, it takes no damage.

Wrackspawn Tormentor

Medium Fiend, usually chaotic evil

Armor Class 18 (plate)

Hit Points 145 (10d8+60 plus tough as nails)

Speed 25 ft.

STR 19 (+4), DEX 10 (+0), CON 22 (+6),

INT 6 (-2), WIS 15 (+2), CHA 6 (-2)

Skills Intimidation +1, Religion +1

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 12

Languages understands Common and

Undercommon but can't speak

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

Pain. If the wrackspawn hits a living creature with a melee attack, it deals an extra 17 (5d6) psychic damage (included in the stat block below) and the target must make a DC 17 Constitution save or be stricken with agony and poisoned until the end of the wrackspawn's next turn.

Tough as Nails. The wrackspawn has 40 bonus hit points (included in the stat block above).

ACTIONS

Multiattack. The wrackspawn makes one Bone Spear attack and one Claws attack.

Bone Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if wielded in melee in both hands. In addition, if the wrackspawn hits with a melee attack, it deals an extra 17 (5d6) psychic damage and the target must make a DC 17 Con save or be poisoned until the end of the wrackspawn's next turn.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) slashing damage plus 17 (5d6) psychic damage, and the target must make a DC 17 Con save or be poisoned until the end of the wrackspawn's next turn.

WRAITH

Location: *Monster Manual.*

Wraith Treasure. A wraith's lair has a 40% chance each of having 2d10 x 500 cp, 2d6 x 500 sp, and 1d10 x 500 gp; a 20% chance each of having 1d6 gems and 1d4 art objects; and a 15% chance of having 1d2 random magic items.

The lair of a **gang** of two to five wraiths instead has a 40% chance each of having 2d10 x 1,000 cp, 2d10 x 500 sp, and 1d8 x 1,000 gp; a 30% chance each of having 1d12 x 100 ep, 1d10 gems, and 1d6 art objects; and a 20% chance of having 1d6 random magic items.

The lair of a **pack** of six to twelve wraiths instead has a 50% chance each of having 2d6 x 2,000 cp, 2d8 x 1,000 sp, and 1d12 x 1,000 gp; a 30% chance each of having 2d6 x 500 ep, 2d8 gems, and 1d10 art objects; and a 25% chance of having 1d6+2 random magic items.

The lair of a pack of 13 or more wraiths instead has a 50% chance each of having 3d6 x 2,000 cp, 2d10 x 1,000 sp, and 2d8 x 1,000 gp; a 30% chance each of having 2d6 x 1,000 ep, 2d10 gems, and 2d6 art objects; and a 25% chance of having 1d6+2 random magic items.

Wraith Dread Spirit

The wraith dread spirit uses the Wraith stat block with the following changes.

- It has 112 (15d8+45) hit points.
- Its Life Drain does 66 (14d8+3) necrotic damage.
- Its Challenge Rating is 8 (3,900 xp).

Wraith Hateful One

Wraith Hateful One Challenge Rating.

When assessing the Challenge Rating of a wraith hateful one, increase its effective damage output by 25% to account for its Hateful Aura.

The wraith hateful one uses the Wraith stat block with the following changes.

- It has 115 (14d8+52) hit points.
- Its Life Drain action option does 36 (6d10+3) necrotic damage.
- Its Challenge Rating is 7 (2,900 xp).

The hateful one has the following additional Trait.

- **Hateful Aura.** The wraith is surrounded by an aura that fills a 30' radius around it. A creature that isn't a Construct or Undead that starts its turn in the aura must succeed on a DC 13 Wis save or use its reaction to make a weapon attack against a target of the wraith's choice other than itself.

Wraith Tattered Wisp

The wraith tattered wisp uses the Wraith stat block with the following changes.

- It has 1 hit point (minion).
- It lacks the wraith's damage resistances.
- It is immune to bludgeoning, piercing, and slashing damage that isn't silver or magic.
- It is worth 360 xp.

The wisp has the following additional Traits.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.
- **Minion Resistance.** If the minion takes acid, cold, fire, lightning, or thunder damage, it can make a Con save, DC 10 + the damage dealt. If it makes the save, it takes no damage.

WRATH SPIRIT

Source: 4e *Open Grave*.

Superficially similar to a **dullahan**, a wrath spirit appears to be a headless armored warrior. Under bright light, it is revealed to be slightly transparent. When it fights, its weapons emit tormented shrieks and wails, chilling the hearts of those who hear them. Perhaps most infamous is the ability of a wrath spirit to hurl its own head, often carried in a sack or saddlebag, to attack creatures around it.

A wrath spirit is compelled to haunt the area where it was killed until its death is avenged, its body and head are reunited, or some other key event happens. It might be possible to reason with a wrath spirit in pursuit of this goal, but the spirit feels a strong urge to slay living creatures it encounters. Therefore, a creature that doesn't have anything to offer the spirit in its quest usually finds any parley short-lived.

Many wrath spirits are accompanied by **will-o'-wisps, specters, wraiths**, or other lesser Undead, which are attracted to the spiritual misery experienced by the wrath spirit.

Wrath Spirit Challenge Rating. When assessing the Challenge Rating of a wrath spirit, assume that its Wrath Mark damages a creature once during the encounter.

Wrath Spirit Treasure. A wrath spirit has a 25% chance of having 1d4 pieces of jewelry; and a 10% chance of having 1d3 random magic items.

Wrath Spirit

Medium Undead, always chaotic evil

Armor Class 18 (ghostly plate armor)

Hit Points 130 (20d8+40)

Speed 30 ft., fly 50 ft.

**STR 16 (+3), DEX 17 (+3), CON 15 (+2),
INT 16 (+3), WIS 18 (+4), CHA 19 (+4)**

Saving Throws Str +8, Con +7, Wis +9, Cha +9

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing and slashing that isn't magic or silver

Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 13 (10,000 xp) **Prof** +5

Ethereal Sight. The ghost can see 60' into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Unusual Nature. A wrath spirit has no need for air, food, drink, or sleep.

Wrath Mark. If the ghost places a wrath mark on a creature, the ghost gains advantage on opportunity attacks against that creature. In addition, each time the marked creature makes an attack that doesn't include the spirit as a target, the marked creature takes 11 (2d10) psychic damage.

ACTIONS

Multiattack. The ghost makes three attacks with its Keening Sword.

Keening Sword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d8+3) necrotic damage plus 22 (4d10) psychic damage. In addition, the target must make a DC 17 Wisdom save or else the wrath spirit places a wrath mark on the target. This mark lasts until the end of the ghost's next turn.

Hurl Head (recharges after a short or long rest). The wrath spirit hurls its head at a point it can see within 60', and its head explodes in a ball of dark flames that fills a 20' radius sphere centered on that point. Each creature in the sphere must make a DC 17 Constitution save, taking 33

(6d10) necrotic damage on a failure or half that on a success. A creature that fails also has its speed reduced to 0 until the end of the wrath spirit's next turn. Each creature that takes any damage from this ability also has a wrath mark placed on it. These wrath marks last until the end of the ghost's next turn.

REACTIONS

Bloodied Shriek (recharges after a short or long rest). When the spirit becomes bloodied, it gains 25 temporary hit points and lets out a terrific shriek. Each creature that isn't a Construct or Undead that can hear it within 30' must make a DC 17 Wis save or be frightened until the end of the creature's next turn. While frightened in this way, the creature is paralyzed.

THE WRETCHED

Location: *Mordenkainen's Tome of Foes* p233.

The Wretched Treasure. The wretched don't usually collect treasure.

WYSTE

Source: *2e The Gates of Firestorm Peak*.

A wyste (pronounced "wist") is a horrible aberration that inhabits pools of alien slime that betray the presence of the Far Realm. A typical wyste is about 2' in diameter and around 25' long, with a long, leech-like body with translucent skin revealing strange organs pulsing within the monster. The creature has no face, just a large sucker hole fringed by long, claw-tipped tentacles that help the wyste to perceive its environment, defend itself and feed.

A Sign of Worse Things. Wystes can only survive where the influence of the Far Realm has grown strong. By the time the telltale pools of blue liquid that they live in develop, there are already other aberrant creatures and forces at work in an area. Thus, the presence of wysters is a sign that a Far Realm incursion into the Material Plane is already dreadfully advanced.

Unnatural Predator. As far as sages have determined, a wyste is driven solely by instinct- its need to feed and survive. They do not reproduce through any known means, but their numbers always grow once a colony of the monsters is established, as if they were immigrating from the Far Realm to the Material World.

Wyste Treasure. Wystes collect no treasure, and treasure seems to dissolve over time in the blue liquid that wystes dwell in.

Wyste

Huge Aberration, always unaligned

Armor Class 14 (natural armor)

Hit Points 92 (8d12+40)

Speed 20 ft., swim 40 ft.

**STR 22 (+6), DEX 13 (+1), CON 20 (+5),
INT 1 (-5), WIS 11 (+0), CHA 8 (-1)**

Saving Throws Wis +2, Cha +1

Damage Immunities acid

Condition Immunities blinded

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10

Languages -

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

ACTIONS

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (3d6+6) piercing damage, and a Large or smaller creature must make a DC 16 Strength saving throw or be grappled (escape DC 18) and dragged adjacent to the wyste. While the creature is grappled, the wyste has advantage on Bite attacks against it. A wyste can grapple one creature at a time.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) piercing damage.

WYVERN

Location: *Monster Manual.*

Wyvern Treasure. Wyverns are greedy and avaricious. The lair of a solitary wyvern, a **pair** of them, or a **flight** of up to six of them, has a 50% chance each of having 1d6 x 1,000 cp, sp, and gp, 2d10 x 100 ep, and 1d6 gems; a 40% chance each of having 2d10 x 50 pp and 1d4 pieces of jewelry; and a 25% chance each of having 1 piece of magic armor, 1 magic weapon, and 1d3 random magic items.

The lair of a **nest** of seven to twelve wyverns instead has a 50% chance each of having 2d6 x 1,000 cp, sp, and gp, 1d8 x 500 ep, and 2d6 gems; a 40% chance each of having 3d6 x 100 pp and 1d6 pieces of jewelry; and a 25% chance each of having 1d2 pieces of magic armor, 1d2 magic weapons, and 1d3+1 random magic items.

Wyvern Black Tail

The wyvern black tail uses the Wyvern stat block with the following changes.

- Its AC is 16 (natural armor).
- It has 161 (19d10+57) hit points.
- Its bonus to Perception is +5.
- Its passive Perception is 15.
- Its Bite and Claws are +8 to hit.
- Its Stinger is +8 to hit and does 11 (2d6+4) piercing plus 44 (8d10) poison damage.
- Its Challenge Rating is 9 (5,000 xp).
- Its proficiency bonus is +4.

The black tail has the following additional Reaction option.

- **Bloodied Sting (recharges after a short or long rest).** When the wyvern becomes bloodied, it uses Sting.

Wyvern Cataphract

The wyvern cataphract uses the Wyvern stat block with the following changes.

- Its AC is 18 (plate barding).
- It has 168 (16d10+80) hit points.
- Its Strength and Constitution are 20 (+5).
- Its Bite is +8 to hit and does 12 (2d6+5) piercing damage.
- Its Claws are +8 to hit and do 14 (2d8+5) slashing damage.
- Its Stinger is +8 to hit, does 12 (2d6+5) piercing damage plus 24 (7d6) poison damage, and has a save DC of 16.
- Its Challenge Rating is 8 (3,900 xp).

The cataphract has the following additional Bonus Action option.

- ***Smash.*** One creature within 5' must make a DC 16 Str save or take 4 (1d8) bludgeoning damage and be pushed 10' by the wyvern.