



MONSTER MANUAL EXPANDED III



MANNIX 'DRAGONIX' MANANSALA

MONSTER MANUAL EXPANDED III



PRAISE FOR MONSTER MANUAL EXPANDED III

"The art in this book is amazing, and in some instances, terrifying! Like some of it is legitimately scary! I'm very excited about it...there's just so much awesome content! It's gonna rise right to the top of the best-sellers list!"

- Nerd Immersion.

"Easily one of the best products I have ever looked at... Monster Manual Expanded III proves the series is still a must-buy for Dungeon Masters, with a huge variety of awesome new monsters, empowered by some of the best creature artwork you will find on the DMs Guild."

- Rogue Watson.

"(Monster Manual Expanded III) is really in a different ballpark. This time around, the creators outdid themselves. I love it... I cannot wait for the printed copy!"

- Mr. Tarrasque.

"Monster Manual Expanded 3 and its prequels are absolute MUST HAVES for all DMs toolkits. The artwork and layout are out of this world. The monster mechanics and lore are more varied than Baskin-Robbins ice cream flavors. And to top it off...there are SO MANY to choose from. This is certainly a 10/10 product! Get it! Get it now!"

- Crit Academy

"I'm gonna try and remain as objective as possible but I'm going to reveal my hand to you right now... this product is incredible!"

This one really stands out, notably because of the quality of artwork... it's so inspiring for me as a Dungeon Master to want to grab these things and bring them to the table."

- All Things Lich.

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About this Book

Monster Manual Expanded III is the culmination of nearly two years of work that would have never been possible if not for the fantastic support of customers who purchased the first two Monster Manual Expanded books, as well as the Talents series books.

As with the previous two books, Monster Manual Expanded III assists dungeon masters by cutting their prep time and providing them additional bestiary options to dress up their adventures. Many creatures in this tome are archetypes and variants found in the Monster Manual, Volo's Guide to Monsters, Mordenkainen's Tome of Foes, and other official 5E adventure books. There will be more new monsters this third time around, though, most of which come from earlier D&D editions. A few others have roots from my home country, the Philippines. The most significant change from the previous books is that this book is filled with original, professional-level artwork, thanks to the amazing talents of Bad Moon Art Studios and Brian Valeza, as well as Ruben de Vela and Sandeson Gonzaga. Almost every statblock is represented by magnificent artwork that can inspire dungeon masters to create exciting encounters. Of course, I also have to mention the beautiful stock art I used to fill out the book done by Dean Spencer, Forrest Imel, Bob Greyvenstein, Daniel Comerci, Ede László, and several others. Finally, I am forever grateful to Marco Pasamba, Justin Cole, Alain Bennett, and Karen Gallagher for helping me again in improving the descriptive texts and addressing any balance issues and errors with the statblocks.

It has been a pleasure creating and designing this book, and I hope you will find the same gratifying experience using the creatures found herein for your campaign and I wish to continue to provide you the same level of quality for many years to come!

On the Cover

Monster Manual Expanded III features several dragons, so it should only make sense to have a dragon on its cover. I wanted to go with a type that has never been seen in one and decided to go with a multiheaded one that was inspired by the dragon Calastryx from the 4E Monster Vault Threat to Nentir Vale. However, I didn't just want to have a typical portrait-type cover. It had to be one that featured an epic battle with the adventuring party (featured several times in this book) in a Tyranny of Dragons campaign I ran for four years. The resulting jaw-dropping artwork was created by the amazing Ruben de Vela. I have to thank him greatly for his patience and genius for capturing and nailing my specific character action, pose, lighting, and scene requests. The outcome still exceeded my expectations - a true testament to Ruben's talents. This cover was the first art piece I had commissioned for Monster Manual Expanded III, and it made me decide to invest in more commissions. A cover like this deserves to have an equally impressive interior artwork.

Acknowledgement

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LANTERN ARCHON
HOUND ARCHON

JUSTICE ARCHON

OWL ARCHON

TRUMPET ARCHON

ARCHONS

ARCHONS

The mighty archons are exalted celestial champions who maintain peace, uphold justice, and serve the angels and deities of Arcadia, Bytopia, and the Seven Heavens of Mount Celestia.

Benevolent Guardians. Whereas angels act more as agents, commanders, and generals, archons fill the role of soldiers, scouts, and support specialists. They protect the innocent and defenseless and aid the wounded and sick. They despise and stand against malevolent supernatural creatures such as demons, devils, yugoloths, and evil undead. They capture and bring to justice powerful creatures who have performed depraved and despicable acts. Unfortunately, their unwavering sense of righteousness often leaves them vulnerable to manipulation and conflict.

Blessed Champions. Archons never willingly use violence unless it is necessary. However, if combat is unavoidable, archons can be a terrifying thing to behold as they become justice and vengeance personified. They radiate an aura of menace that can sap the will of their foes. Archons are expert battle tacticians, able to teleport at will and cast powerful divine spells that can aid allies and

banish foes. In addition to their impressive powers, they are also fearless, tireless, resistant to most attacks, and can't be charmed.

Divine Agents. While they rarely leave Mount Celestia, archons can be encountered anywhere, even in the Lower Planes. They frequently travel to the Material Plane on a variety of missions, acting as couriers, messengers, spies, or marshals. Archons have been known to assist adventurers, especially if they are favored by their deities.

Types of Archons. There are eight major types of archons, each with different characteristics and abilities. The hound archon, justice archon, and lantern archons are the most numerous ones, and make up the bulk of the archon army, serving as foot soldiers, guards, and scouts. The owl archon, trumpet archon, and warden archon are specialists, while the sword archon and the throne archon act as military officers.

Immortal Nature. An archon doesn't require food, drink, or sleep.

HOUND ARCHON

Hound archons resemble tall, muscular humanoids with canine heads. They have an athletic physique and are experts in melee combat. They rarely wear armor, which they find constrictive, relying more on their agility and martial abilities for defense. They prefer to wield two-handed weapons such as greatswords.

Stalwart Protectors. The gallant hound archons are Mount Celestia's foot soldiers and guards. They are very protective of the innocent and are ready to give their lives if necessary. When sent on missions to the Material Plane, they often assume canine forms, posing as pets or guard dogs.

HOUND ARCHON

Medium Celestial, typically Lawful Good

Armor Class 15 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	11 (+0)	15 (+2)	14 (+2)

Skills Perception +4, Stealth +5

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages all, telepathy 60 ft.

Challenge 3 (700 XP)

Proficiency Bonus +2

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 12 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

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

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

ACTIONS

Multiattack. The archon makes two attacks: one with its Bite and one with its Greatsword.

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

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

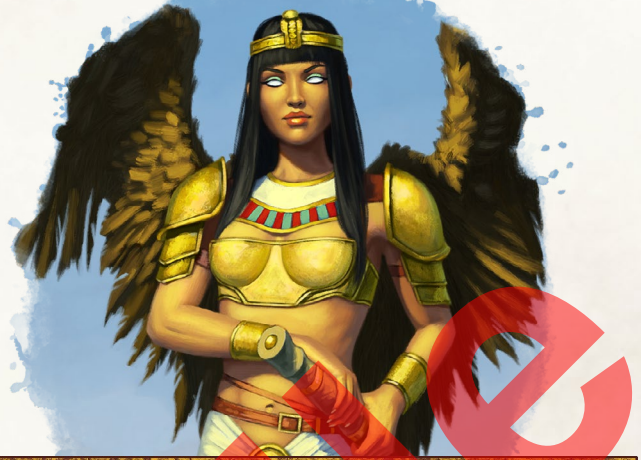
Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *aid*, *continual flame*, *detect evil and good*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Change Shape. The archon can use its action to polymorph into a humanoid or canine beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the archon's choice).

In a new form, the archon retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.



JUSTICE ARCHON

Medium Celestial, typically Lawful Good

Armor Class 18 (plate mail)

Hit Points 67 (9d8 + 27)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	11 (+0)	16 (+3)	17 (+3)

Skills Intimidation +6, Perception +6

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 16

Languages all, telepathy 60 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 14 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

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

ACTIONS

Multiattack. The archon makes two Greatsword attacks.

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

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *aid*, *continual flame*, *detect evil and good*
1/day: *magic circle*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

BONUS ACTIONS

Justice Strike (3/Day). The archon deals extra damage when it hits a creature with a melee attack. The extra damage depends on the target's alignment:

Any Evil: 13 (3d8) radiant damage.

Chaotic Neutral or Neutral: 9 (2d8) radiant damage.

Chaotic Good or Lawful Neutral: 4 (1d8) radiant damage.

REACTIONS

Castigating Strike. When a creature within 5 feet of the archon deals damage to an ally, the archon makes a melee weapon attack against that creature.

JUSTICE ARCHON

The fearsome justice archons are the peacekeepers in Mount Celestia, appearing as winged humanoids garbed in resplendent-looking plate armor.

Zealous Inquisitors. If anyone commits an atrocity in the Upper Planes, you can be sure that justice archons will come for them. Unfortunately, their zealotry to mete swift justice often brings them into conflict with those who ask for mercy or leniency. Despite these issues, justice archons are highly valued for their vigilance and fervor.

When encountered in the Material Plane, justice archons are likely on a mission to capture or deliver judgement on a creature.

LANTERN ARCHON

The most common of all archons, lantern archons resemble 3-foot-diameter radiant orbs that constantly pulsate in a slow rhythm. Though limited in intelligence, lantern archons are beings of purity and goodwill and are always eager to help anyone in need.

Guiding Lights. Lantern archons are found all over Mount Celestia, wandering around waiting to welcome and aid adventurers and other planar travelers seeking passage. They are often encountered in the company of other archons, which are usually hound archons. They serve as hound archons' scouts and aid them in battle by illuminating their foes with their light rays, making them easier targets.

LANTERN ARCHON

Small Celestial, typically Lawful Good

Armor Class 15 (natural armor)

Hit Points 14 (4d6)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	6 (-3)	13 (+1)	15 (+2)

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 10

Languages all, telepathy 60 ft.

Challenge 1 (200 XP)

Proficiency Bonus +2

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 12 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

Illumination. The archon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

ACTIONS

Light Ray. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target.

Hit: 4 (1d8) radiant damage, and the next attack roll made against this target before the end of the archon's next turn has advantage.

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

At will: *aid*, *continual flame*, *detect evil and good*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

OWL ARCHON

The altruistic owl archon appears as a giant, 9-foot tall owl with silvery snow-white plume and bright golden eyes that exhibit wisdom and kindness. It directly answers to the deities of Mount Celestia, as well as to the high-ranked angels and archons. It is feared for its ability to petrify foes with its gaze.

Divine Emissaries. An owl archon serves as a scout, courier, and envoy. While the owl archon is often busy with its tasks, it will not hesitate to help and protect those in need. Of all the archons, the owl archon is the most commonly encountered one outside the plane of Mount Celestia.

OWL ARCHON

Large Celestial, typically Lawful Good

Armor Class 18 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	15 (+2)	19 (+4)	19 (+4)

Saving Throws Wis +8, Cha +8

Skills Insight +8, Perception +8

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 18

Languages all, telepathy 60 ft.

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 16 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

Dive Attack. If the archon is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

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

ACTIONS

Multiattack. The archon makes two attacks: one with its Beak and one with its Talons.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) slashing damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *aid* (3rd level), *animal friendship*, *calm emotions*, *continual flame*, *cure wounds*, *detect evil and good*, *faerie fire*
3/day each: *dispel magic*, *freedom of movement*, *greater restoration*
1/day each: *dispel evil and good*, *holy weapon*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Petrifying Eye Rays (6/Day). *Ranged Spell Attack:* +8 to hit, range 30 ft., one target. *Hit:* The target must succeed on a DC 16 Constitution saving throw. On a failed save, the creature is petrified for 24 hours, until freed by the *greater restoration* spell or other magic.



WARDEN ARCHON

SWORD ARCHON

THRONE ARCHON

SWORD ARCHON

The fearsome sword archons are the marshals of Mount Celestia, in charge of enforcing the law and maintaining the peace. They appear as 8-foot-tall humanoids with muscular bodies and attractive features. Their eyes and magnificent-looking wings faintly glow with a golden-orange radiance.

Sword Arms. Sword archons are known for their prowess in combat and their ability to transform their forearms into magical flaming swords that can't be disarmed. They are particularly feared for their ability to disincorporate their quarry with their sword arms, sending their souls to be imprisoned in Mount Celestia. While they serve a role similar to justice archons, sword archons specialize in hunting and dealing with more significant threats, such as powerful fiends and undead.

THRONE ARCHON

The benevolent throne archons are the commanders of all archons and serve as judges and generals. They report directly to planetars, solars, and the deities of Mount Celestia. Throne archons stand 12 feet in height and appear as imposing humanoids with flawless golden skin and intense blazing eyes. They wear impressive-looking golden or silver plate mail armor and wield enormous magical greatswords. Throne archons don't have wings like most archons, but they still can fly effortlessly

at will. Their primary duties are overseeing archon officers, conducting court proceedings, and passing judgement.

Penitentiary Gaze. Throne archons despise combat, but enemies learn quickly how incredibly powerful throne archons are if they are forced to fight. They are known for their devastating greatsword attacks and their uncanny ability to make foes remorseful of their sins by simply meeting their gaze.

TRUMPET ARCHON

Trumpet archons serve as official emissaries and heralds of the gods of Mount Celestia. They appear as winged attractive bald humanoids with emerald skin and as their name implies, carry gleaming silver trumpets known as buisines. Like owl archons, trumpet archons are typically encountered outside the plane of Mount Celestia as they are often sent on important diplomatic missions and usually escorted by sword and justice archons.

Trumpet Blaster. Trumpet archons disdain combat and will always try to find ways to avoid it. If pressed to fight, however, they will use their spells only for defense. If given no choice, they will wield their buisines as devastating war mauls. What makes trumpet archons dangerous, though, are their trumpet blasts, which can paralyze or stun foes.

SWORD ARCHON

Large Celestial, typically Lawful Good

Armor Class 17 (half plate)
Hit Points 126 (12d10 + 60)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Wis +6, Cha +8

Skills Intimidation +8, Perception +6

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 16

Languages all, telepathy 60 ft.

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 16 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

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

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

Discorporating Dive (3/Day). If the archon is flying and dives at least 30 feet straight toward a target and then hits it with an armband attack, the archon can force the target to make a DC 17 Constitution saving throw. On a failed save, the creature takes 22 (5d8) radiant damage and 22 (5d8) fire damage and the target is disintegrated if this damage leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. In addition, a disintegrated humanoid's soul is sent to a prison in the Seven Heavens of Celestia. Until its soul is released or a *wish* spell is used, the creature cannot be restored to life. On a successful save, the creature takes half as much damage.

ACTIONS

Multiattack. The archon makes two Armband attacks.

Armband. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 4 (1d8) radiant damage and 4 (1d8) fire damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *aid* (3rd level), *continual flame*, *detect evil and good*
3/day: *dispel magic*, *enemies abound*, *locate object*
1/day each: *dispel evil and good*, *locate creature*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

BONUS ACTIONS

Armbands. The archon transforms the flesh of its forearms, hardening and sharpening them into the form of divine, fiery swordblades, or vice versa. The archon's armband attacks are considered magical.

THRONE ARCHON

Large Celestial, typically Lawful Good

Armor Class 18 (plate mail)
Hit Points 157 (15d10 + 75)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+1)	20 (+5)	14 (+2)	16 (+3)	20 (+5)

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

Skills Insight +8, Perception +8, Persuasion +10

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

Condition Immunities charmed, exhaustion, frightened

Senses truesight 60 ft., passive Perception 18

Languages all, telepathy 60 ft.

Challenge 15 (13,000 XP)

Proficiency Bonus +5

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 18 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

Improved Critical. The archon's weapon attacks score a critical hit on a roll of 19 or 20.

Penitentiary Gaze. Provided the archon isn't incapacitated, if a non-lawful good creature starts its turn within 30 feet of the archon and the two of them can see each other, the archon can force the creature to make a DC 18 Wisdom saving throw if the archon isn't incapacitated. On a failed save, the creature becomes wracked with guilt and filled with remorse over its life's actions that weren't lawful or good, and suffers an effect depending on its alignment:

LN or NG: The target suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the end of its next turn. The archon doesn't need to concentrate on the spell.

CG, CN or N: Gain 1 level of exhaustion.

CE, NE, or LE: Gain 1 level of exhaustion and take 5 (1d10) psychic damage and 5 (1d10) radiant damage.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the archon until the start of its next turn, when it can avert its eyes again.

If it looks at the archon in the meantime, it must immediately make the save. If a creature's saving throw is successful, the creature is immune to the archon's Penitentiary Gaze for the next 24 hours.

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

ACTIONS

Multiattack. The archon makes three Greatsword attacks, or makes one Greatsword attack and casts one spell that takes 1 action to cast.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 13 (3d8) radiant damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *aid* (5th level), *continual flame*, *detect evil and good*
3/day each: *banishment*, *dawn*, *dispel magic*, *greater restoration*, *mass cure wounds*
1/day each: *circle of power*, *divine word*, *resurrection*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

TRUMPET ARCHON

Medium Celestial, typically Lawful Good

Armor Class 17 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Dex +7, Wis +9, Cha +8

Skills Performance +8, Persuasion +8

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 15

Languages all, telepathy 60 ft.

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 16 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

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

ACTIONS

Multiattack. The archon makes three Buisine attacks.

Buisine. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) radiant damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *aid* (4th level), *bleed*, *continual flame*, *detect evil and good*
3/day each: *banishment*, *magic circle*, *mass cure wounds*,
raise dead

1/day each: *blade barrier*, *heal*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Herald's Call (Recharge 5–6). The archon plays its buisine to create a sound of utter clarity and piercing beauty. Each non-celestial creature within 120 feet that can hear the archon must succeed on a DC 16 Wisdom saving throw or become charmed for 1 minute. A creature charmed in this way is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the archon's Herald's Call for the next 24 hours.

Buisine Blast (1/Day). The archon blows its buisine to emit a thunderous blast in a 60-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 16 Constitution saving throw. On a failed save, a creature takes 54 (12d8) thunder damage and is deafened for 1 minute. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 108 (24d8) thunder damage instead of 54 (12d8).

WARDEN ARCHON

Large Celestial, typically Lawful Good

Armor Class 15 (breastplate)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Int +6, Wis +5

Skills Investigation +6, Perception +8

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

Condition Immunities charmed, exhaustion, frightened

Senses truesight 60 ft., passive Perception 18

Languages all, telepathy 60 ft.

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 13 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

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

Unerring Assay. The archon can unerringly identify the alignment of any creature it can see within 60 feet of it. Masking one's alignment, such as the use of a *ring of mind shielding*, will not deter the archon's unerring assay.

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

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

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *aid*, *continual flame*, *detect evil and good*, *detect thoughts*,
locate creature, *locate object*, *scrying*, *true strike*
1/day: *circle of power*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 30 feet to an unoccupied space it can see.

WARDEN ARCHON

Warden archons are the sentinels of Mount Celestia's gates, portals, and penitentiaries. They are 10-foot-tall humanoids with ursine features and surprisingly dexterous clawed hands. While they may come across as menacing, warden archons are gentle giants who are averse to combat. Nevertheless, if they need to fight, they become formidable warriors, able to rip enemies apart with their sharp claws and teeth.

Unerring Assay. Anyone who arrives at Mount Celestia must go through a warden archon's inspection. Its ability to identify a creature's alignment enables it to spot potential enemies immediately. It also spends time observing other planes through giant scrying pools, reporting its findings directly to throne archons.



HARBINGER ARCHON

INJUSTICE ARCHON

HELL HOUND ARCHON

ARCHONS, FALLEN

FALLEN ARCHONS

An archon always answers to a higher being: a superior archon, angel, and always to a Mount Celestial deity. It is expected to abide by and enforce the laws of its god. There are rare instances that an archon, just like its angel brethren, for some reason or another, would deviate from the stringent rules set for it. Depending on the gravity of its actions, an archon may be stripped of its station, banished from Mount Celestia, or even imprisoned. Such an archon has become a fallen archon.

Fallen from Grace. Most fallen archons who are banished willingly live out their lives as mortals in the Material Plane, accepting it as a form of penitence. However, a few, having been twisted by their perverse pride, greed, and selfishness, become subversive and hide out in the Lower Planes. As they simmer in anger and hate, they become prone to temptation.

Diabolical Transformation. Agents representing archdevils from the Nine Hells offer fallen archons a place where they can be respected, given power, and a chance to punish those that have wronged them. Those that accept sign a diabolical contract that binds their souls to Asmodeus and the Nine Hells. They transform and become corrupted shadows of their former selves and ultimately become devils. They lose some of their archon abilities but gain new, fiendish ones.

Agents of the Nine Hells. Most fallen archons become soldiers of archdevils that recruited them. Others become assassins, agents, and spies. No matter their role, fallen archons are no longer bound by their conscience or morality and have become cruel, merciless, and unforgiving.

Immortal Nature. A fallen archon doesn't require food, drink, or sleep.

HARBINGER ARCHON

Medium Fiend (Devil), typically Lawful Evil

Armor Class 17 (natural armor)

Hit Points 133 (14d8 + 70)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	16 (+3)	18 (+4)	16 (+3)

Saving Throws Wis +9, Cha +8

Skills Performance +8, Persuasion +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages all, telepathy 60 ft.

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

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

ACTIONS

Multiattack. The fallen archon makes three Buisine attacks, or makes one Buisine attack and casts one spell that takes 1 action to cast.

Buisine. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 13 (3d8) necrotic damage.

Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *bane*, *darkness*, *detect evil and good*, *invisibility* (self only)

3/day each: *animate dead*, *banishment*, *bestow curse*, *contagion*

1/day each: *blade barrier*, *divine word*, *harm*

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Harbinger's Hymn (Recharge 5–6). The fallen archon plays its buisine to create a sound of utter horror and terrifying beauty. Each nonfiend creature within 120 feet that can hear the fallen archon must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature frightened in this way is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fallen archon's Harbinger's Hymn for the next 24 hours.

Buisine Blast (1/Day). The fallen archon blows its buisine to emit a thunderous blast in a 60-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 16 Constitution saving throw. On a failed save, a creature takes 54 (12d8) thunder damage and is deafened for 1 minute. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 108 (24d8) thunder damage instead of 54 (12d8).

HARBINGER ARCHON

Fallen trumpet archons are called harbinger archons. They continue to fulfill the role of heralds and messengers, serving their new archdevil masters. When they blow their buisine, it is often a notification for war or the impending arrival of the armies of the Nine Hells. Harbinger archons take every opportunity to lie, kill, and manipulate in order to further their master's interests, as well as their own.

HELL HOUND ARCHON

Medium Fiend (Devil), typically Lawful Evil

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +4

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages all, telepathy 60 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

Keen Smell. The fallen archon has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Multiattack. The fallen archon makes two attacks: one with its Bite and one with its Greatsword.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d4 + 4) piercing damage plus 3 (1d6) fire damage.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *bane*, *darkness*, *detect evil and good*, *invisibility* (self only)

Fire Breath (Recharge 5–6). The fallen archon exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Change Shape. The fallen archon can use its action to polymorph into a humanoid or hell hound that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the fallen archon's choice).

In a new form, the fallen archon retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.



RAVAGER ARCHON

HELLBLADE ARCHON

TYRANT ARCHON

HELL HOUND ARCHON

When hound archons fall, they transform into savage hell hound hybrids. Their fur ranges from black to muddy dark red. Their eyes gleam like embers, and flames lick from their mouths. They guard their master's citadels and hunt and track those who seek to escape from it. As their name implies, they can breathe fire, as well as transform into hell hounds. They are also often seen training and leading packs of hell hounds.

HELLBLADE ARCHON

Hellblade archons are former sword archons that let their emotions get the best of them. They may have lost a close friend or ally to an enemy. Blinded by rage and their need for vengeance, they willingly ignored their sacred oaths and instructions. Banished from Mount Celestia, they felt betrayed and turned their anger back at their former allies. Now residing in the Nine Hells, hellblade archons are tasked by archdevils to lead troops of devils and often keep a retinue of loyal injustice archons.

Hellblade archons are more formidable opponents in combat. Aside from being able to cast more dangerous spells, they can also project an aura of hellfire which makes enemies more vulnerable to their fire-based attacks.

INJUSTICE ARCHON

Justice archons are prone to anger, self-righteousness, and obsession. It is no surprise that of all archons, they are the ones who often become fallen archons. Known as injustice archons, these cruel and merciless devils serve their diabolical masters as assassins and inquisitors. They are relentless hunters, never stopping until they or their quarry are dead. Adventurers who have continuously thwarted the interests of a powerful devil may soon find themselves the targets of injustice archons.

RAVAGER ARCHON

Unlike their counterpart warden archons, ravager archons would lead devils to raid, pillage, and lay siege on enemy encampments and settlements. Their knowledge and experience of guarding well-defended bastions make them perfect to spearhead such missions. They are sometimes sent to the Material Plane to lead diabolical cults in assault missions against their enemies.

In combat, ravager archons are bloodthirsty and ferocious fighters, tearing their enemies apart with their mighty claws and sharp teeth. What makes them even more dangerous than warden archons is their ability to cast the powerful *devastating wave* spell.

HELLBLADE ARCHON

Large Fiend (Devil), typically Lawful Evil

Armor Class 17 (half plate)
Hit Points 138 (12d10 + 72)
Speed 40 ft., fly 90 ft.

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

Saving Throws Wis +5, Cha +7

Skills Intimidation +7, Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages all, telepathy 60 ft.

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

Flyby. The fallen archon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Discorporating Dive (3/Day). If the fallen archon is flying and dives at least 30 feet straight toward a target and then hits it with an arblade attack, the fallen archon can force the target to make a DC 18 Constitution saving throw. On a failed save, the creature takes 22 (5d8) necrotic damage and 22 (5d8) fire damage and the target is disintegrated if this damage leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of black ash. In addition, a disintegrated humanoid creature has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil. Until its soul is released or a *wish* spell is used, the creature cannot be restored to life. On a successful save, the creature takes half as much damage.

ACTIONS

Multiattack. The fallen archon makes two Arblade attacks.

Arblade. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage plus 4 (1d8) fire damage and 4 (1d8) necrotic damage.

Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *bane*, *darkness*, *detect evil and good*, *invisibility* (self only)
3/day: *bestow curse*, *dispel magic*, *enemies abound*
1/day each: *dispel evil and good*, *flame strike*

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

BONUS ACTIONS

Arblades. The fallen archon transforms the flesh of its forearms, hardening and sharpening them into the form of divine, fiery swordblades, or vice versa. The fallen archon's arblade attacks are considered magical.

Hellfire Aura. The fallen archon emits hellfire. A creature that starts its turn within 10 feet of the fallen archon, or touches it or hits it with a melee attack while within 10 feet of it and the Hellfire Aura is active takes 9 (2d8) fire damage. A creature that takes damage from the Hellfire Aura becomes vulnerable to fire damage until the start of its next turn. The Hellfire Aura remains until the fallen archon dies or until it dismisses it as a bonus action.

INJUSTICE ARCHON

Medium Fiend (Devil), typically Lawful Evil

Armor Class 18 (plate mail)
Hit Points 76 (9d8 + 36)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Intimidation +5, Perception +4

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages all, telepathy 60 ft.

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

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

ACTIONS

Multiattack. The fallen archon makes two Greatsword attacks, or makes one Greatsword attack and casts one spell that takes 1 action to cast.

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

Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *bane*, *darkness*, *detect evil and good*, *invisibility* (self only)
1/day: *bestow curse*

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

REACTIONS

Castigating Strike. When a creature within 5 feet of the fallen archon deals damage to an ally, the fallen archon makes a melee weapon attack against that creature.

BONUS ACTIONS

Injustice Strike (3/Day). The fallen archon deals extra damage when it hits a creature with a melee attack. The extra damage depends on the target's alignment:

Any Good: 13 (3d8) necrotic damage.

Chaotic Neutral or Neutral: 9 (2d8) necrotic damage.

Chaotic Evil or Lawful Neutral: 4 (1d8) necrotic damage.



TYRANT ARCHON

Fallen throne archons are extremely rare, but they do exist. When Zariel was still a solar and led an army into Avernus, she was accompanied by a squadron of archons dedicated and loyal to her. Almost all were slain when Zariel's forces were defeated. Those who survived, including a few throne archons, succumbed to the corrupting influence of Asmodeus after Zariel accepted the offer of the Lord of Nessus. Now known as tyrant archons, these devils serve as chief lieutenants to Zariel and other archdevils.

Corrupting Force. Tyrant archons can rival the power of the mighty angels. In combat, they can strike with powerful melee attacks and unleash devastating spells in the same turn. Their dreaded corrupting gaze can turn good creatures into puppets they can manipulate.

Tyrant archons lead battalions of devils in the Blood War, and are always attended to by other fallen archons and lesser devils.

RAVAGER ARCHON

Large Fiend (Devil), typically Lawful Evil

Armor Class 15 (breastplate)
Hit Points 105 (10d10 + 50)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	16 (+3)	12 (+1)	12 (+1)

Saving Throws Int +7, Wis +5

Skills Investigation +7, Perception +9

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 60 ft., passive Perception 19

Languages all, telepathy 60 ft.

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

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

Unerring Assay. The fallen archon can unerringly identify the alignment of any creature it can see within 60 feet of it. Masking one's alignment, such as the use of a *ring of mind shielding*, will not deter the fallen archon's unerring assay.

ACTIONS

Multiattack. The fallen archon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 16 (2d8 + 7) slashing damage.

Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *bane*, *darkness*, *detect evil and good*, *invisibility* (self only)
1/day: *destructive wave*

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

TYRANT ARCHON

Large Fiend (Devil), typically Lawful Evil

Armor Class 18 (plate mail)
Hit Points 172 (15d10 + 90)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+1)	22 (+6)	14 (+2)	14 (+2)	18 (+4)

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

Skills Insight +7, Intimidation +9, Perception +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 60 ft., passive Perception 17

Languages all, telepathy 60 ft.

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

Improved Critical. The fallen archon's weapon attacks score a critical hit on a roll of 19 or 20.

Corrupting Gaze. Provided the fallen archon isn't incapacitated, if a non-evil creature starts its turn within 30 feet of the fallen archon and the two of them can see each other, the fallen archon can force the creature to make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the fallen archon until the start of its next turn. While charmed in this way, a creature suffers the effect of the *dominate monster* spell without making a saving throw and treats all enemies of the fallen archon as its enemies. The fallen archon doesn't need to concentrate on the spell.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the fallen archon until the start of its next turn, when it can avert its eyes again.

If it looks at the fallen archon in the meantime, it must immediately make the save. If a creature's saving throw is successful, the creature is immune to the fallen archon's Corrupting Gaze for the next 24 hours.

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

ACTIONS

Multiattack. The fallen archon makes three Greatsword attacks, or makes one Greatsword attack and casts one spell that takes 1 action to cast.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 13 (3d8) necrotic damage.

Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *bane*, *darkness*, *detect evil and good*, *invisibility* (self only)
3/day each: *banishment*, *contagion*, *dispel magic*, *insect plague*
1/day each: *destructive wave*, *divine word*, *symbol* (hopelessness)

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.



ASWANGS

ASWANG (UH-SWUNG)

An aswang is an accursed humanoid that transforms into a fiend. In its natural form, an aswang resembles a typical humanoid. At night, it can change its shape into a cunning, demonic predator. It hunts other humanoids and feasts on their blood, organs, or life force.

Aswang Curse. A humanoid creature can be afflicted by the aswang curse after it willingly made or was tricked into making a dark pact with a Demon Lord, sometimes through the actions of a hag. One can also be born into it if one or both of its parents are aswangs. Casting *remove curse*, *greater restoration*, or similar spell can free a humanoid of the curse, but a natural born aswang can only be freed of the curse with a *wish*. An aswang can either resist its curse or welcome it. By fighting the curse, an aswang keeps its normal behavior and personality while in its natural form. It can try to live its life as it wants but must constantly stave off the urge to feed. However, at nights of the full moon, the hunger becomes too great, and the curse overcomes the individual, forcing it to transform into its fiendish form. An aswang driven to this state becomes ravenous and will not stop hunting until it has fed. Each night that it fails to feed in its fiend form, it gains 1 level of exhaustion.

A genuinely depraved individual, or someone corrupted by it, sees the aswang curse as a gift and, over time, masters the ability to change into a fiend. However, an aswang can only transform at night and retain its demonic form until dawn, at which point it automatically transforms back to its humanoid form.

Masters of Deception. Aswangs hide in plain sight, living amongst normal folk and often taking up occupations like butchers, hunters, gravediggers, taxidermists, and trappers to help divert suspicions of why their homes may sometimes smell of carrion and death. They insert themselves into humanoid communities and earn their neighbors' trust through charm, friendliness, and generosity. They avoid getting physically close to

an individual, though, because if one looks directly at their eyes, they will discover that their reflection is upside down. Aswangs tend to prey on members of society that no one will miss if they suddenly disappear. If such targets are unavailable, they travel to another community, settlement, or location that is far from their homes. They won't risk feeding near where they live. Anyone who becomes suspicious of them, or sees them in their fiendish form, is always dealt with immediately for fear of rousing an organized mob. A successful clan of aswangs can live in the outskirts of town, preying on its citizens for years without getting caught. If things start to go awry, the aswangs will not risk staying. They will leave as soon as they can and establish themselves in another community to begin anew.

Night Stalkers. Aswangs are careful, patient, and stealthy hunters, often choosing targets that are defenseless or weak. Typically during the day, aswangs pick and mark their target and identify where they live. At night after they transform, they stalk their prey and bide their time until they can attack when their target is most vulnerable. This means most of their assaults happen when their target is alone or asleep. They often just leave the bodies of their victims where they are to avoid the risk of getting caught. Because their kills bear specific types of wounds commonly attributed to ghouls, lycanthropes, or vampires, they aren't worried suspicions about their presence will be brought up.

Aswang Weaknesses. Aswangs, much like vampires, have several weaknesses. They find the pungent smell of garlic repulsive, and the chemical properties of pure salt sicken it. While an aswang can resist most blows, weapons made from a stingray's barbed tail, even simple ones, can hurt them normally. Because they become fiends while transformed, they are susceptible to attacks that specifically harm fiends, such as holy water. If an aswang fails its saving throw against a *Dispel Evil* and *Good* spell, it reverts to its humanoid form and can't transform for 1 minute.

BUSO (BOO-SOH)

The buso, also called bhuts in other regions, is a malevolent and rapacious aswang with gluttonous tendencies. It is skinny and twitchy in humanoid form, with an unusually large and foul-smelling mouth and bloodshot eyes. In its fiend form, the buso resembles a ghoulish creature with leathery skin, wild, unkempt hair, flat nostrils, and an oversized mouth filled with rows of jagged teeth. Its gangly body has long, skinny limbs that end in large clawed hands and feet. The buso moves with a loping, feral gait.

Buso Curse. A humanoid becomes afflicted by the buso curse in four ways: One, by being cursed by a barrow hag. Second, after being bitten by a tigbanua. Third, by being born into it. Lastly, when a humanoid who has lived as a cannibal enters into a pact with Orcus, the Prince of Undeath.

Living Ghouls. While busos will eat fresh meat, they prefer eating carrion because to them it tastes like a delicacy. By day, busos work as gravediggers, cemetery groundskeepers, embalmers, and priests, allowing them easy access to cadavers. At night, they act like ghouls, congregating as packs and prowling catacombs, cemeteries, and graveyards. They create a disturbing cacophony of chattering sounds with their teeth and claws, which can instill fear in anyone who hears it. They dig out the dead and ravenously eat their decomposing flesh, drink whatever blood is left, and suck the marrows from their bones.

There are rumors of an aristocratic family of busos that host a party every full moon. They entertain their guests with fine cuisine, orgies, and other hedonistic indulgences during the day. By nightfall, the family reveal their true nature, slaughter their guests, and dine on their corpses in a lavish banquet hall.



BUSO

Medium Humanoid (Shapechanger), typically Chaotic Evil

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., 40 ft. in Fiend Form, climb 30 ft. in Fiend Form

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

Skills Deception +6, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from a stingray barb

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus +2

Unnerving Chatter (Fiend Form Only). Any creature that starts its turn within 60 feet of at least 3 busos that aren't incapacitated and can hear the busos must make a DC 12 Wisdom saving throw or become frightened of the busos for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the buso's Unnerving Chatter for the next 24 hours.

Keen Hearing and Smell. The buso has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The buso makes one attack with its Dagger (humanoid form) or two attacks: one with its Bite and one with its Claws (fiend

form).

Bite (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and the buso gains temporary hit points equal to the damage dealt.

Claws. (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) slashing damage.

Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Change Shape The buso polymorphs into its Fiend Form or back into its true form, which is humanoid. In Fiend Form, the buso appears as a ghoulish humanoid. Its statistics, other than its Speed, damage, and damage resistances, are the same in each form. It reverts to its true form at dawn or if it dies. The buso can only use this action at night. While transformed, the buso also gains the following features:

- The buso's creature type changes to fiend.
- The buso has advantage on Strength and Dexterity checks and Strength and Dexterity saving throws.
- When the buso makes a melee weapon attack, it gains a +3 bonus to the damage roll (included in the attack).
- The buso can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- If the buso starts its turn within 10 feet of a pound of salt or garlic, it becomes poisoned until the start of its next turn.

BONUS ACTIONS

Shadow Step (Fiend Form Only). While in dim light or darkness, the buso teleports up to 30 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

HALIMAW (HUH-LEE-MOU)

The vicious halimaw, also called motog but more commonly known as the devil swine, is an incredibly strong and cunning aswang. In its humanoid form, the halimaw often appears as a large, stocky, or rotund humanoid with a charming personality that masks its slothful and gluttonous behaviors. In its fiend form, it resembles a repulsive creature that has the hideous attributes of an ogre, a tusked boar, and a demon. It is often mistaken for a wereboar, a fact that the halimaw uses to mislead its adversaries.

Criminal Overlord. A halimaw is a vile and greedy lowlife who sought power and advancement by successfully entering into an accursed pact with the demon lord Baphomet. By day, the halimaw could be the local thieves' guild master, criminal ringleader, or corrupt town mayor. By night, it transforms into an aswang and hunts its enemies - anyone that may pose a threat to its operations and feeds on their flesh and viscera.

Master Manipulator. The halimaw is able to magically charm up to three humanoids at a time, which the aswang uses to full advantage. It often targets key political or business figures that help enable the halimaw's shady operations to become successful. Once a charmed target has outlived its usefulness, it is promptly devoured by the halimaw to tie up loose ends.

Deadly Tusks. The halimaw is a very dangerous opponent and is considered by many as the most powerful type of aswang. Aside from being able to divide enemy ranks with its multiple charm ability and easily rip victims apart with its massive claws, its sharp tusks drip a deadly venom that can instantly kill those it gores.

KUBOT (KOO-BOT)

The dreadful kubot is a female aswang who often appears as a stunningly beautiful young maiden in her humanoid form. Her alluring looks hide a dark personality, as the kubot is malicious, spiteful, and filled with conceit. In her fiend form, the kubot resembles a hag or female vampire with dark gray skin, clawed hands and feet, and massively long hair that billows like seaweed underwater. She moves like a spider, using her claws and hair to crawl across rooftops, tree branches, and steep walls.

Vampiric Stalker. A female afflicted with the kubot curse ages a year each day. To revert to her young age, she must transform into a kubot and feed on the life force of a young humanoid. At night, the kubot prowls dark wooded areas, secluded farmlands, and shadowy alleys searching for youthful victims. She smothers and blinds her prey by forcibly showing her tentacle-like hair strands into the victim's eyes, ears, nostrils, and mouth. Once the target is secured, she drains it of its life essence, leaving nothing but a withered and dried husk. Afterwards, the kubot becomes as young as its last prey.

The Dark Prince's Gift. It is said that the very first kubot was once a very attractive but vain and wicked aristocratic woman who, as she got older, became more envious and resentful of the young women who stole the attention away from her. She sought ways to look younger, and as she got more obsessed and insane, she secretly ordered young virgins murdered. She then bathed in their blood, believing that this would make her young. Her vile actions were eventually noticed by Graz'zt the Dark Prince, who then offered her the gift of eternal beauty. Desperate, the woman accepted and she was transformed to her 18-year old version. Unfortunately, she also gained the kubot curse.

Duplicitous Nature. Because of how the curse affects her, a kubot often lives a double life. In most cases, she will act as a young daughter during her young days and portray her mother during long periods that she hasn't fed.

MANANANGGAL (MUH-NUH-NUHNG-GUHL)

The disturbing manananggal is a vicious self-segmenting aswang that feeds on the heart, liver, and intestines of humanoids. By

day, the manananggal appears as an attractive and charming humanoid, often with pale skin and long hair. In its horrifying fiend form, it resembles a disembodied upper torso of a humanoid with a pair of large, bat-like wings sprouting from its back and intestines dangling from under its exposed, severed waist. It has bloodshot eyes, wiry unkempt hair, leathery skin, a mouth filled with jagged teeth, a long, serpentine tongue, and claw-like hands that end in razor-sharp talons.

Self-Segmentation. The manananggal's name means "to sever." When the manananggal transforms into its demonic form, it goes through a painful process where its torso separates from its lower body at the waist. Because its lower body becomes vulnerable while in this form, the manananggal takes steps to protect it, often hiding it in the attic, concealed compartments, or behind secret walls. The manananggal must attach itself back to its lower body before dawn, or else it will slowly die. If its lower body is destroyed, or if salt or garlic is poured on the exposed section of the lower body, the manananggal won't be able to attach itself.

Opportunity Hunters. Manananggals often take up occupations of one who meets many people during the day, such as bakers, locksmiths, or shopkeepers. It provides them an opportunity to find potential victims, like pregnant women and children, because manananggals prefer to dine on unborn fetuses and the organs of young folk. By nightfall, they transform and head toward the home of their marked prey. Once there, they search for an opening into their sleeping target's room, often using open windows, chimneys, and roof egresses to gain access. Manananggals avoid direct combat, but if they are unable to feed via their preferred method, it searches and stalks for other suitable prey, targeting lone victims.

TIKTIK (TIK-TIK)

A tiktik is a devious aswang often mistaken for a vampire or werebat because of its appearance. It is gangly, shifty, and slaving in its humanoid form, with an unusually long tongue and large nostrils. In its fiend form, the tiktik resembles a feral humanoid with dark leathery skin covered with a shallow layer of brown fur. A hard mask-like shell plating protects its face, and a row of bony protrusions line its spine. Like a vampire bat, the tiktik's wings are actually its fingers, with the membrane between the finger bones making up the wing. Its fingers and feet end in long, black talons. Its most distinct feature is its 10-foot long, tubular tongue that ends in a proboscis-like tip. Just like the manananggal, its tongue secretes anesthetic saliva that numbs the pain, allowing the tiktik to drain its victim at leisure.

Specialized Predator. A tiktik's hunting behavior typically starts by flying over a town or village and searching for its favorite prey: unborn babies. Pregnant women give off a distinct odor which the tiktik can pick up even from miles away with its keen sense of smell. Upon reaching the home of its intended target, the tiktik will usually land on the victim's roof or wall beside a window adjacent to its prey. With the target's strong scent driving it ravenous, the tiktik begins to drool. It first checks if its prey is sleeping before it acts. It then starts digging a hole through the roof or window with its talons, creating a soft 'tiktik' sound from which the aswang gets its name. Once it has successfully created an aperture, it sends its snaking tongue inside to puncture the target's womb and suck the unborn fetus through its proboscis. If it can't find its favorite prey, the tiktik will settle for sucking the blood, liver, and heart from young folk and children. Because their tongue drips with anesthetic saliva, a sleeping victim may not notice the attack.

Craven Pack Hunter. A tiktik fears direct combat and will flee if discovered. If cornered or caught, however, it will defend itself until it can find an opportunity to escape. A tiktik sometimes joins the company of other aswangs, especially manananggals and other tiktiks. These groups of aswang form hunting packs when they intend to attack a household.



HALIMAW

Medium Humanoid (Shapechanger), typically Chaotic Evil

Armor Class 13, 15 in Fiend Form

Hit Points 90 (12d8 + 36)

Speed 30 ft., 40 ft. in Fiend Form, climb 30 ft. in Fiend Form

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

Skills Deception +6, Intimidation +6, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from a stingray barb

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Charge (Fiend Form Only). If the halimaw moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Keen Hearing and Smell. The halimaw has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The halimaw makes two Dagger attacks (humanoid form) or three attacks: one Tusks attack and two Claw attacks (fiend form).

Tusks (Fiend Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, and if the target is a creature, it must succeed on a DC 14 Constitution saving throw

against poison. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to poison. Otherwise, a creature takes 13 (3d8) poison damage on a failed save.

Claw (Fiend Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d6 + 6) slashing damage.

Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Change Shape The halimaw polymorphs into its Fiend Form or back into its true form, which is humanoid. In Fiend Form, the halimaw appears as a Large demonic boar-humanoid hybrid. Its statistics, other than its size, AC, Speed, damage, and damage resistances, are the same in each form. It reverts to its true form at dawn or if it dies.

The halimaw can only use this action at night. While transformed, the halimaw also gains the following features:

- The halimaw's creature type changes to fiend.
- The halimaw has advantage on Strength and Dexterity checks and Strength and Dexterity saving throws.
- When the halimaw makes a melee weapon attack, it gains a +3 bonus to the damage roll (included in the attack).
- If the halimaw starts its turn within 10 feet of a pound of salt or garlic, it becomes poisoned until the start of its next turn.

Charm (3/Day). One humanoid the halimaw can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the halimaw's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this halimaw's Charm for the next 24 hours.

The halimaw can have up to three targets charmed at a time. If it charms a fourth one, the effect on the first target ends.



KUBOT

Medium Humanoid (Shapechanger), typically Chaotic Evil

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft. in **Fiend Form**.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	16 (+3)

Skills Deception +7, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from a stingray barb

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Keen Hearing and Smell. The kubot has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Rapid Aging. The kubot ages 1 year each day.

ACTIONS

Multiattack. The kubot makes two attacks: two with its Dagger (humanoid form) or one with her Hair Wrap and one with her Claws (fiend form).

Hair Wrap (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 12). Until this grapple ends, the target can't breathe, is blinded, restrained, and the

kubot can't use her Hair Wrap against other targets.

Claws. (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 11 (2d4 + 6) slashing damage.

Consume Energy (Fiend Form Only). The kubot draws energy from a creature it is grappling with. The target makes a DC 12 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. The kubot regains hit points equal to the amount of necrotic damage dealt. If a creature dies from this action, the kubot gains the age of the creature. The kubot's age can't go below 18 years old.

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

Change Shape The kubot polymorphs into her Fiend Form or back into her true form, which is humanoid. In Fiend Form, the kubot appears as a female vampire with enormous flowing hair. Her statistics, other than her Speed, damage, and damage resistances, are the same in each form. She reverts to her true form at dawn or if she dies. The kubot can only use this action at night. While transformed, the kubot also gains the following features:

- The kubot's creature type changes to fiend.
- The kubot has advantage on Strength and Dexterity checks and Strength and Dexterity saving throws.
- When the kubot makes a melee weapon attack, she gains a +3 bonus to the damage roll (included in the attack).
- The kubot can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- If the kubot starts her turn within 10 feet of a pound of salt or garlic, she becomes poisoned until the start of its next turn.

MANANANGGAL

Medium Humanoid (Shapechanger), typically Chaotic Evil

Armor Class 12

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 60 ft. in Fiend Form, climb 30 ft. in Fiend Form

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

Skills Deception +6, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from a stingray barb

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Horrific Appearance (Fiend Form Only). Any humanoid that starts its turn within 30 feet of the manananggal and can see the manananggal must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the manananggal is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the manananggal's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the manananggal's Fiend Form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the manananggal.

Self-Segmentation. When the manananggal transforms into its Fiend Form, its upper body separates from its lower body. Its upper body becomes the active creature, while its lower body becomes incapacitated. While the two bodies are part of the same creature, each is treated as a separate entity, with the upper body having its full hit points and its lower body having 1 hit point per HD and retaining its standard humanoid statistics. Before it can revert to its true form, the manananggal must use its action to graft back with its

lower body.

If the lower body is destroyed, or its exposed separation point is covered with at least a pound of garlic or salt or a mixture of both, the manananggal can't graft with its lower body. If the manananggal is unable to rejoin its lower body by dawn, it and its lower body take 10 necrotic damage when it starts its turn.

Keen Hearing and Smell. The manananggal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The manananggal makes two attacks: two with its Dagger (humanoid form) or one with its Bite and one with its Claws (fiend form).

Bite (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 5 (2d4) necrotic damage, and the manananggal regains hit points equal to the necrotic damage dealt.

Claws. (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Change Shape The manananggal polymorphs into its Fiend Form or back into its true form, which is humanoid. In Fiend Form, the manananggal appears as a disembodied upper body of a vampire with bat-like wings. Its statistics, other than its Speed, damage, and damage resistances, are the same in each form. It reverts to its true form at dawn or if it dies. The manananggal can only use this action at night. While transformed, the manananggal also gains the following features:

- The manananggal's creature type changes to fiend.
- The manananggal has advantage on Strength and Dexterity checks and Strength and Dexterity saving throws.
- When the manananggal makes a melee weapon attack, it gains a +3 bonus to the damage roll (included in the attack).
- The manananggal can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- If the manananggal starts its turn within 10 feet of a pound of salt or garlic, it becomes poisoned until the start of its next turn.





TIKTIK

Medium Humanoid (Shapechanger), typically Chaotic Evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 60 ft. in Fiend Form, climb 30 ft. in Fiend Form

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

Skills Deception +6, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from a stingray barb

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Hearing and Smell. The tiktik has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The tiktik makes two attacks: two with its Dagger (humanoid form) or one with its Tongue and one with its Talons (fiend form).

Tongue (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and the tiktik's tongue attaches to the target. While attached, the tiktik can't attack with its tongue. Instead, at the start of each of the tiktik's turns, the target loses 7 (1d4 + 5) hit points and the tiktik regains hit points

equal to the amount of hit points lost by the target.

If the target is unconscious and takes damage or loses hit points, it must succeed on a DC 12 Constitution saving throw or fail to notice the attack.

The tiktik can detach its tongue by using a bonus action. It does so after it drains 15 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the tiktik's tongue.

Talons. (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) slashing damage.

Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Change Shape The tiktik polymorphs into its Fiend Form or back into its true form, which is humanoid. In Fiend Form, the tiktik appears as a hybrid humanoid vampire bat. Its statistics, other than its Speed, damage, and damage resistances, are the same in each form. It reverts to its true form at dawn or if it dies. The tiktik can only use this action at night. While transformed, the tiktik also gains the following features:

- The tiktik's creature type changes to fiend.
- The tiktik has advantage on Strength and Dexterity checks and Strength and Dexterity saving throws.
- When the tiktik makes a melee weapon attack, it gains a +3 bonus to the damage roll (included in the attack).
- The tiktik can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- If the tiktik starts its turn within 10 feet of a pound of salt or garlic, it becomes poisoned until the start of its next turn.



AURUMVORAX

AURUMVORAX (GOLDEN GORGER)

The aurumvorax, also commonly known as the golden gorger, is a curious-looking creature that looks like a cross between a badger and a wolverine and is often quickly dismissed as a harmless animal at first glance. The common variety measures only 3 feet in length and half of that in height. Its body, which is covered in a shaggy hide of golden-orange colored fur, is densely packed with muscle and can weigh as much as 500 pounds. It has eight stubby legs that all end in steel-like copper-colored claws. Razor-sharp teeth fill its powerful jaws. Despite its non-threatening size and the enticing value of its precious hide, those familiar with the creature know better than to earn its ire and always give it a wide berth. Many a group of adventurers have been mercilessly torn to pieces thinking the aurumvorax an easy kill.

Golden Gorger. The aurumvorax is a carnivore that supplements its diet with precious ore, minerals, and metals. Gold, in particular, has a smell that is irresistible to the aurumvorax and drives the latter into a frenzy if it detects it nearby. The aurumvorax will choose locations close to gold resources, such as mining settlements rich with gold ores. The aurumvorax usually makes its lair at the bottom of ravines or by the side of a mountain's timberline. Its burrow extends deep into the bedrock to support its immense weight and is usually rich with gold veins. The aurumvorax will usually store several nuggets of gold in its lair in the absence of gold veins.

Solitary Predator. The aurumvorax is a generally solitary creature and usually keeps to itself within its territory. It is generally tolerant of other creatures of its size or smaller, provided they leave it alone. It prefers to spend its time sniffing mineral veins or hunting prey larger than itself, especially ones that may carry or wear precious minerals or alloys.

Unyielding Savagery. In combat, the aurumvorax makes a very formidable opponent. Its body can resist most blows and attacks and can even shrug off fire and poison. But what makes it feared by those who have encountered it is the aurumvorax's unmatched ferocity. Once its powerful jaws clamp onto its victim's neck, it won't let go until it, or its prey is dead. After it gets hold of a victim, it rakes and tears at it with its adamantite-like claws, shredding the victim's armor to get to the creature's vulnerable flesh.

Dwarven Foe. The aurumvorax always comes into conflict with dwarves who often share the same territory with it. The dwarves see the aurumvorax as a pest, as a single adult can strip a dwarven mine in a matter of days. The dwarves also hunt the aurumvorax as a rite of passage, crafting its prized hide into a special armor. A few crafty dwarves have even captured aurumvorax cubs, raising them as companions for the purpose of sniffing and finding gold veins. However, there have been stories of oversized specimens that have caused devastating damage to a dwarven mining community, prompting the dwarves to seek outside assistance.