

sample file

CREDITS

Created by Filippo Bardoscia, Luigi Caterino as "Mythos Chronicles"

Writing, Editing, Design: Filippo Bardoscia, Luigi Caterino

Graphic Design, Layout, Illustrations: Filippo Bardoscia, Luigi Caterino

Proofreading: Filippo Bardoscia, Luigi Caterino; Elijah Rodriguez, Jackson Davis, William Hill

Playtesting: Anna "Elysia" Mancini, Fabio "Theron" Giordano, Gabriele "Bienor" Todaro, Gabriele "Asterion" Riello, Luigi "Talos" Astengo, Roberto "Garrick" Bernardi, Silvia "Lyra" Martini, Simone "Torin" Ricci; Filippo "JonnyDM" Bardoscia, Luigi "DMSlash" Caterino



ABOUT THIS BOOK

Mythological Creatures is a monster compendium born out of a profound passion for mythology and the stories that have been handed down through generations. This book is the culmination of years spent in the amazing realms of 5E, where the creation and refinement of these beings have been honed to perfection.

Crafted with a deep reverence for the classical and mythological works that have inspired countless adventures, *Mythological Creatures* aims to bring an array of beings to life within your own mythological or fantasy settings.

Whether you're a seasoned Game Master or a curious newcomer to the world of tabletop role-playing, this book offers a treasure trove of inspiration. From the shadowed corridors of labyrinthine underworlds to the celestial realms of Mount Olympus, the creatures within these pages are crafted to draw upon a rich vein of global myths - from the divine Anubis, guide of souls into the afterlife, to the majestic Nidhogg, gnawing at the roots of Yggdrasil - this compendium breathes life into beings that have enriched human storytelling since the dawn of time.

Mythological Creatures serves as a bridge across time, where ancient gods and monsters walk alongside heroes of your crafting. It's a tribute to the power of mythology to inspire fear, courage, and wonder. Let these pages guide you through realms both splendid and terrifying, where the legacy of myth becomes the heart of your story.

Sample file

Mythological Creatures is published under the OGL rules for 5E. A special thanks to everyone involved in this project, like our great friends Alberto Mazzotta (and his exceptional video editing skills) and Luigi Astengo (with his formidable voice acting), who helped bringing to life the launch trailer, and many others!

Mythological Creatures and all content herein © Mythos Chronicles 2024; © Filippo Bardoscia 2024, © Luigi Caterino 2024

Table Of Contents

Preface 6
Mythological Phase 7
Greek Mythology 10

Monster Table 18
Aeternae 19
Amphisbaena 20
Ancient Hydra 21
Arae 23
Bronze Automatons 25
Calydonian Boar 27
Centaurs 28
Cerastes 30
Cerberus 31
Cercopes 34
Ceti 35
Chimeras 37
Cretan Bull 39
Cynolycus 40
Eurynomos 41
Golden Animals 42
Gorgons 44
Harpies 46
Hecatoncheires 47
Hippalectryons 48
Hippocampi 49
Hippogriffs 51
Hoplites 53
Kobaloi 54
Nymphs 55
Olympian Heroes 64
Ophiotaurus 70
Oracle of Delphi 71
Satyrs 72
Shades 74
Sirens 75
Spartoi 76
Stymphalian Birds 77
Tarandos 78
The Minotaur 79
Triton and Tritons 81
Typhon, Father of all Monsters 86

Asian Mythology 89

Monster Table 99
Amikiri 100
Asuras 101
Azure Dragon 103
Baaks 106
Bakenekos 107
Baku 108
Basan 109
Dokkaebis 110
Gandharva 112
Garuda 113
Gashadokuro 115
Guardian Lions 117
Immortal Cultivators 119
Jiangshis 124
Kappas 127
Kitsunes 129
Kun Pengs 132
Longmas 134
Monkey King 138
Nagas 140
Namazu 142
Naraka, The Embodiment of Darkness 143
Nian 146
Nishi Daak 147
Nues 148
Nuppeppos 149
Onis 150
Pixius 152
Raiju 153
Samurai 155
Taoties 157
Tengus 158
Terracotta Army 159
Tikbalangs 161
Yuki-onna 162

Sample file

Norse Mythology 163

Monster Table 171
Draugar 172
Einherjar 174
Fenrir 176
Hafgufa 179
Hel 181
Spirits of Helheim 184
Jormungandr 185
Lindworms 188
Ljósálfar 195
Mokkurkalfi 198
Nidhogg 199
Nisser 202
Northmen 203
Ratatoskr 206
Skalds 207
Svartálfar 211
Trolls 214
Ulfhednar 222
Valkyries 226
Divine Steed 229

American Mythology 231

Monster Table 240
Aluxob 241
Anchanchus 243
Bigfoots 244
Cadejos 246
Camazotz 248
Canotila 250
Cipactli 253
Cipitio 255
Cosmic Shamans 256
Hodags 261
La Llorona 263
Piasa Birds 265
Pukwudgies 267
Spirit of the Forest 269
Quetzalcoatl, The Feathered Serpent 270
Skinwalkers 273
Stone Coat Giants 274
Supay 276
Teihiihan 278
Thunderbirds 281
Tzitzimimeh 283
Uktena 285
Wampus Cat 286
Wendigo 287
Xolotl, The Underworld's Fire 288
Yacumama and Sachamama 291
Yacurunas 293

Egyptian Mythology 296

Monster Table 300
Anubis 301
Anubis Jackals 303
Anubites 304
Egyptian Nomads 307
Medjay 309
War Camel 310
War Chariot 310
Petsuchos 311
Pharaohs 312
Phoenixes 317
Rocs 321
Sand Elementals 323
Scarabs 324
Serpopard 325
Sobek 326
Sobek Crocodiles 328
Uraeus 329
Wadjet 330

Other Mythologies 332

Monster Table 332
Bunyips 333
Gallus 334
Jengu 336
La Dame aux Glaïeuls 338
Lu Nannorcu 339
Ninki Nanka 340
Odontotyrannos 341
Progenitus, Progenitor of All Monsters 342
Scorpion Men 345
Tikoloshe 347
Werehyenas 348
Werewolves 349

Sample file

Mythological Phase

Engaging in battle with mythological creatures present a thrilling challenge for both players and Game Masters. To enhance this experience and introduce an element of awe-inspiring power and narrative, we created the concept of a "Mythological Phase" for certain mythic monsters. An overview on this phase, complete with rules to run it and create custom phases for your monsters, is detailed in the following section.

What is a Mythological Phase?

A Mythological Phase is an optional second phase of combat that can be triggered under specific circumstances. This phase is designed to showcase the true, often hidden, might of legendary creatures, plunging players into an even more challenging and memorable combat scenario. The creature may receive various benefits, increasing its resilience, speed, or strength, further elevating the challenge it poses to the adventurers.

Triggering the Mythological Phase

The Mythological Phase is triggered when a creature with a **Mythological Trait** is reduced under a certain hit points threshold, revealing the true depth of the creature's mythical nature and presenting unique challenges and strategies for players to encounter. We envisioned two different types of Mythological Phases, depending on the creature's type and the level of challenge Game Masters wish to create for their players: the **Mythological Awakening** and the **Mythological Empowerment**.

Mythological Awakening

This type of Mythological Phase is triggered when a mythological creature is reduced to 0 hit points. Instead of falling unconscious or dying, the creature is freed from any harmful condition affecting it and resets its hit points to a specific threshold, typically around half or 3/5 of its maximum hit points. When this phase is triggered, the creature often gains additional abilities or effects (in terms of new actions or by unlocking "Mythological Actions", new options that can be used as Legendary Actions only after the creature's Mythological Awakening occurs), reflecting the monster's mythological nature and embodying its mythic resilience.

Mythological Empowerment

This phase is triggered when the mythological creature's hit points are reduced to a certain threshold, often half of its maximum. As this happens, the creature taps into its reserves of strength and power, enhancing its existing abilities or acquiring new ones (generally in form of new passive traits enhancing it). This empowerment represents the creature's ability to become more formidable as the battle progresses, challenging heroes and adventurers to adapt their tactics.

Rewards after Defeat

Overcoming a creature after its Mythological Phase occurs should be awarded with a corresponding increase in the experience points (XP). Creatures that trigger a **Mythological Awakening** are particularly challenging, as they essentially "come back to life" with renewed vigor and additional abilities. Therefore, when players successfully defeat such a mighty creature, they should be awarded double the experience points as if they had defeated the creature twice. For creatures that activate a **Mythological Empowerment** phase, the experience reward should be adjusted to reflect the increased difficulty, but not as dramatically as it happens with Mythological Awakening. For this reason, we suggest to treat the creature as if it were 1 or 2 Challenge Ratings higher than it actually is when determining the experience to be awarded upon its defeat.
These adjustments ensure that players feel adequately compensated for the increased challenge posed by creatures with Mythological Phases, also incentivizing them to engage with these more challenging encounters, knowing that their efforts will lead to greater rewards and faster character progression.

Balancing Guidelines

Mythological Phases are designed to transform encounters with mythological creatures into potentially deadly battles that require strategic thinking and resourcefulness. These phases are inherently difficult and are intended to test the limits of player characters in combat. They are particularly well-suited for groups that thrive on challenging combat scenarios, adding complexity and unpredictability that can make battles more engaging and memorable. Additionally, these phases offer versatility in scaling creatures to match the power level of player characters. By applying this mechanic to lower-level creatures, Game Masters can scale their threat to match more powerful adventurers, ensuring that even familiar foes can provide a new challenge. To maintain balance and prevent players from being overwhelmed, consider awarding more magic items and unique features to characters, helping them to stand a better chance against powerful creatures and provide a greater sense of progression and achievement. Offer a variety of magical gear for combat, defense, or utility, and grant players unique features or boons, possibly tied to their character's backstory or achievements. These can be temporary boosts or permanent enhancements that reflect their growing prowess. While Mythological Phases can add excitement and challenge, they should be used judiciously; for this reason, Game Masters who intend to use them often should consider the players' preferences and their characters' abilities, being prepared to adjust the difficulty if necessary, with the ultimate goal of creating memorable stories and experiences for everyone at the table.

Balancing Encounters in Epic Campaigns

For campaigns featuring powerful, optimized parties, or those that embrace an epic or high-magic playstyle, it's advisable to consider mythological creatures and bosses as having maximum hit points according to their hit point calculations. This adjustment ensures that these pivotal encounters remain challenging and engaging, even for well-prepared and strategically advanced player groups, while also adding to the grandeur and intensity of these battles, making them fittingly epic and memorable in the context of the campaign's narrative. For example, a creature with Hit Points: 65 (10d8 + 20) would have a hit points maximum of 100 while using this variant rule.

Sample file

Mythological Abilities

When a mythological phase is triggered, the affected creature gains access to unique **Mythological Abilities**. These abilities are designed to reflect the creature's legendary status and enhance the challenge and excitement of the encounter. They provide the creature with new, potent ways to engage and surprise the adventurers, ensuring that each battle against a mythological creature is a memorable and epic experience. These abilities should align with the creature's lore and thematic essence, adding depth and flair to the combat encounter.

Designer's Notes for Mythological Abilities

Mythological Abilities can be divided in two types:

Minor Mythological Abilities: These abilities are less powerful but can add strategic depth and variety to an encounter. They often involve smaller boosts, such as additional resistance to a damage type, minor increases in attack bonuses, or a moderate regeneration of hit points.

Major Mythological Abilities: These are significant enhancements that can drastically alter the creature's capabilities and the course of a battle. Major abilities are more impactful and can include effects like full rejuvenation of hit points, immunity to certain spells, or significant increases in attack power or defenses.

Detailed below is a table detailing how many abilities you should consider adding to the Mythological Phases of your Monsters according to their CR. As always, this is thought as a template to be adjusted depending on many factors.

Mythological Abilities Table by CR

CR Range	Minor Abilities	Major Abilities
1 - 5	1 - 2	0
6 - 10	2 - 3	0
11 - 15	2 - 3	0 - 1
16 - 20	2 - 3	1 - 2
21 - 25	3+	2+
26 - 30	3+	3+

This table serves as a guideline for Game Masters to balance the distribution of Mythological Abilities based on the creature's CR. It ensures that the abilities are proportionally assigned, maintaining a challenging yet fair experience for players while respecting the intended difficulty level of the creature.

Major Mythological Abilities Table

Effects
Recharges all uses of Legendary Resistance.
Recharges its rechargeable abilities and uses one immediately.
Gains advantage on all attack rolls.
Gains resistance to all damage.
Gains advantage on all saving throws.
Immediately makes a special attack or casts a spell.
Gains an aura that imposes disadvantage on attack rolls or saving throws for creatures within it.
Becomes immune to spells of 3rd level or lower.
Increases the spell save DC and spell attacks rolls by +2.
Gains a +2/3 bonus to weapon attack rolls.
Increases its AC by +2/3.
Regains 15-20 hit points at the start of its turn if it has at least one hit point.
Gains a flying speed equal to its movement speed.
Gains the ability to burrow with a speed equal to half its walking movement speed
The creature current hit points resets to its maximum.
Regains all its spell slots or spell usages.
The creature's weapon damage rolls increases by a major amount.
The creature gains new or more potent lair actions.
The aura in a certain radius centerd on the creature is affected by the creature's power, dealing damage and imposing a condition on a failed save.
The area in a certain radius centered on the creature is affected by the creature's power (e.g. becoming an antimagic field, difficult terrain, or emanating magical darkness).

Minor Mythological Abilities Table

Effects
Recharges one, or some uses of Legendary Resistance.
Resistance to a specific type or element of damage (e.g., fire, cold, piercing).
Gains a +1 bonus to weapon attack rolls.
Increases the spell save DC and spell attacks rolls by +1.
Recharges its rechargeable abilities.
Spells are treated as if the spell were one level higher when they are cast.
Gains advantage on all saving throws.
Becomes ethereal and can move through solid objects.
Deals additional damage of a certain type on an attack.
Gains an extra attack on its turn.
Gains additional movement speed.
Increases AC by +1.
Emanates an aura that causes damage to creatures starting their turn within it.
Regains 5-10 hit points at the start of its turn if it has at least one hit point.
Gains an extra attack on its turn.
The creature's weapon damage rolls increases by a minor amount.
Immediately moves up to its speed without provoking opportunity attacks.
Immediately moves up to half its speed towards an enemy and makes one weapon attack.

Sample file

Examples

To give a clearer understanding of how the Mythological Phase is implemented in the creatures presented in this manual, here below some templates of different types of mythological traits and actions.

Mythological Awakening

Our example for a creature with a Mythological Awakening Trait is Cerberus. When **Cerberus** is on the brink of defeat (when it is reduced to 0 hit points), it activates its **Guardian's Wrath** trait. Instead of succumbing, Cerberus' hit points reset to 175 (a little over half its hit points maximum), showcasing its legendary endurance and tenacity. In addition, Cerberus immediately activates a Major Ability (moving up to its speed without provoking opportunity attacks and making a powerful bite attack) and a Minor Ability (recovering one expended use of Legendary Resistance). However, we provided Cerberus with fewer abilities than suggested in our "Mythological Abilities Table". This is because we also bestowed upon it powerful Mythological Actions, balancing the overall challenge. Our aim is to provide complete, but simple rule to create Mythological Phases, making it a simple, quick, and flexible process for Game Masters; but if you wish to further enhance your monsters, you should opt for adding fewer abilities by introducing potent Mythological Actions.

Guardian's Wrath (Recharges after a Short or Long Rest). When Cerberus would be reduced to 0 hit points, its current hit points instead resets to 175, it moves up to its movement speed without provoking opportunity attacks and then makes one bite attack, and it regains one expended use of Legendary Resistance. Additionally, Cerberus can now use the options in the "Mythological Actions" section for 1 hour. Award the party an additional 33,000 XP (66,000 XP total) for defeating Cerberus after its Guardian's Wrath trait activates.

As already mentioned, Cerberus gains access to new and powerful "Mythological Actions" for the next hour, significantly elevating the level of challenge it presents.

Mythological Actions

If Cerberus' Guardian's Wrath trait has activated in the last hour, it can use the options below as legendary actions.

Bite Attack (Costs 2 Actions). Cerberus makes one attack with its bite.
Infernal Blaze (Costs 3 Actions). Cerberus exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Defeating Cerberus after its Guardian's Wrath trait activates awards the party an additional 33,000 XP, granting it a total of 66,000 XP (double the amount of experience that would normally be awarded for defeating a CR 21 creature).

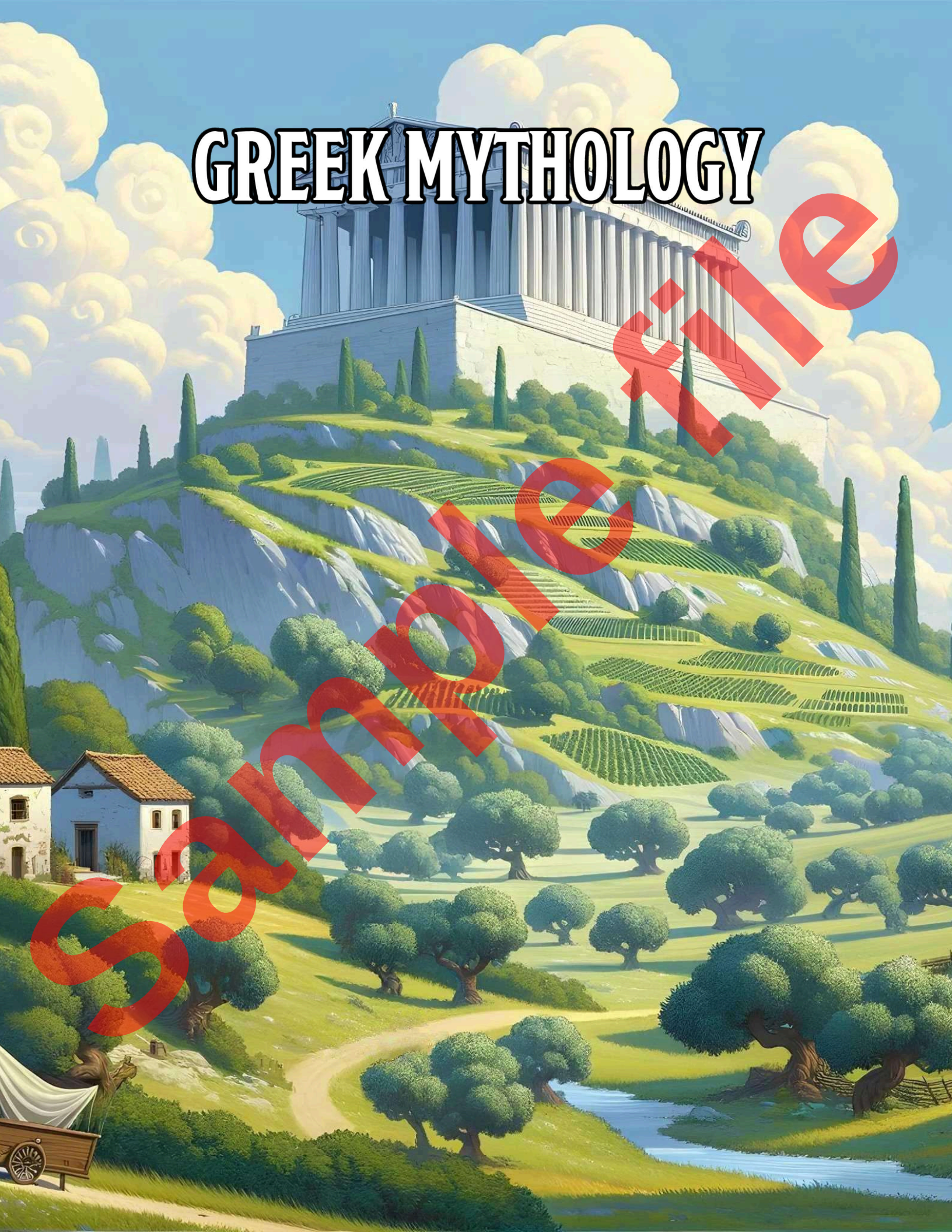
Mythological Empowerment Trait

Our example for a creature with the Mythological Empowerment Trait is the **Ancient Chimera**. This trait is distinct from the Mythological Awakening, providing a less intense but still significant boost in power only when certain conditions are met. When reduced to or below 128 hit points, the Ancient Chimera activates its **Frenzied Onslaught** trait, entering a frenzied state lasting for 1 hour. During this time, the Chimera gains the ability to use its Fire Breath or Poison Spit as a bonus action on its turn, enhancing its offensive capabilities. Additionally, it gains advantage on all attack rolls against creatures that are not at full hit points, symbolizing its predatory nature and ability to exploit weakened foes. The Ancient Chimera also becomes immune to being charmed and frightened, reflecting its heightened ferocity and resilience in this empowered state. A new legendary action, Rampaging Inferno, also becomes available, offering a strategic advantage in battle.

Frenzied Onslaught (Recharges after a Short or a Long Rest). When the ancient chimera is reduced to or below 128 hit points, it enters a frenzied state for 1 hour. While frenzied, the ancient chimera can use its Fire Breath or Poison Spit as a bonus action during its turn, and it gains advantage on all attack rolls against creatures that don't have all their hit points. Additionally, the ancient chimera becomes immune to being charmed and frightened, and it can use the Rampaging Inferno legendary action. Award the party an additional 5,000 XP (20,000 XP total) for defeating the ancient chimera after its Frenzied Onslaught trait activates.

In the case of the Ancient Chimera, originally a CR 16 creature which would typically awards 15,000 XP upon defeat, the activation of its Frenzied Onslaught trait represents an escalation in its threat level. As this Mythological Empowerment is considered to effectively increase the Chimera's challenge rating to that of a CR 18 creature, the experience points awarded for its defeat are adjusted accordingly. Thus, upon successfully overcoming the Chimera after its Frenzied Onslaught trait activates, the party is awarded an additional 5,000 XP, resulting in a total of 20,000 XP.

Sample file



sample file

Introduction

Greek mythology is an extensive and influential body of myths and legends belonging to the ancient Greeks, concerning their gods, heroes, and their view on the world. With its origins in the oral traditions of the ancient Greek world, this mythology has had a profound impact on Western culture and remains a subject of enduring interest and study.

Central to Greek mythology is a vast pantheon of gods and goddesses, each embodying different aspects of the natural world and human experience. Residing atop Mount Olympus, these deities, including Zeus, the king of the gods; Hera, his wife and goddess of marriage; Poseidon, god of the sea; and Athena, goddess of wisdom and war, played a significant role in the lives of mortals. Unlike it happens in many other cultures, these gods were not all-powerful or morally perfect; they had human-like qualities, flaws, and emotions, making their stories relatable and dramatically compelling.

Heroes and legendary figures are also integral to Greek mythology. Tales of Hercules and his labors, the adventures of Odysseus, the trials of Perseus, and the exploits of Theseus intertwine with the actions of the gods, blurring the lines between divinity and humanity. These stories often explore themes of heroism, morality, and the human condition, reflecting the values and beliefs of ancient Greek culture.

Mythological narratives in ancient Greece were usually forms of entertainment, but also served as a way to explain the natural world and human society. They provided a framework for understanding the mysteries of nature, such as the changing seasons, and offered explanations for societal customs and rituals.

Greek mythology was also intricately linked to the religion of ancient Greece. The gods and goddesses were worshipped at temples throughout the Greek world, and myths were an essential part of religious practice, featuring prominently in festivals and ceremonies.

Over time, these myths were recorded in literary works by ancient poets and authors, such as Homer's "Iliad" and "Odyssey" and Hesiod's "Theogony". These texts have preserved the rich mythological tradition of the Greeks and have been a constant source of inspiration for literature and art throughout the centuries.

Greek Mythology Through the Ages

Greek mythology, a cornerstone of ancient Greek culture, has evolved and adapted through various historical periods, each contributing to its enduring legacy.

Mycenaean and Minoan Civilizations

The roots of Greek mythology can be traced back to the Mycenaean civilization (circa 1600-1100 BC) and the earlier Minoan culture on Crete. Elements of these pre-Greek traditions, such as the worship of mother goddesses and nature deities, laid the groundwork for later Greek myths. Archaeological findings from this period, including the "Linear B" tablets, provide evidence of early Greek deities like Zeus, Hera, and Poseidon, indicating that the core pantheon was already in place during the Mycenaean age.

Archaic and Classical Periods

The Archaic (circa 800-480 BC) and Classical (480-323 BC) periods witnessed the codification of Greek myths. The works of Homer (author of the "Iliad" and the "Odyssey") and Hesiod (famous for the "Theogony" and "Works and Days") were instrumental in shaping the canonical versions of these myths.

This era solidified the pantheon of Olympian gods and the tales of heroes. These stories were not only part of the oral tradition but were also represented in art, such as vase paintings and sculptures.

Hellenistic Period

The Hellenistic period (323-31 BC), following Alexander the Great's conquests, saw the spread of Greek culture and mythology across a vast area. Greek gods were often identified with local deities in other cultures, leading to a form of syncretism.

This era also saw the development of new literary forms, including the writings of Apollodorus and Apollonius of Rhodes, which further disseminated mythological stories.

Roman Empire

The Romans adopted much of Greek mythology, assimilating it into their own religious system. The Greek gods were identified with their Roman counterparts (e.g., Zeus with Jupiter, Hera with Juno, and so on), and the myths were retold with Roman names and contexts.

Roman writers like Ovid (in "Metamorphoses") played a key role in preserving and transmitting these myths to future generations.

Middle Ages and Renaissance

During the Middle Ages, interest in Greek mythology briefly waned, but it was preserved in some texts and encyclopedias.

The Renaissance saw a resurgence of interest in classical antiquity, including Greek mythology. Myths were reinterpreted and widely depicted in art and literature, influencing the cultural landscape of Europe.

Modern Era

Greek mythology continues to be a subject of study and a key influence in modern literature, art, and science. Greek myths have had a profound influence on various fields, including psychology, particularly through the works of Sigmund Freud and Carl Jung. Freud used mythological figures like Oedipus to articulate his concepts of the Oedipus complex, highlighting unconscious desires within family dynamics. Carl Jung, on the other hand, saw dreams and myths as expressions of the collective unconscious, with gods and heroes embodying universal archetypes and human experiences.

Greek mythology, through its journey across ages, has not only shaped the cultural and artistic heritage of the world, but has also offered timeless stories that continue to resonate with audiences to this day. For all these reasons, its themes and archetypes are prevalent in many contemporary forms of literature, movies, and television.

Sample file



Sample File

Ancient Hydras

In Greek tradition, the hydra was a monstrous water serpent with many heads. It resided in the swamps near Lerna in the Argolid, which was also considered the site of one of the mythic entrances to the Underworld. The most famous tale involving the Hydra is without any doubt the second of the Twelve Labors of Hercules (Heracles in ancient Greek). Each time one of its heads was severed, two more would grow back in its place, rendering the beast seemingly invulnerable. The hydra's blood was so venomous that even its scent could be deadly. Hercules, with the assistance of his nephew Iolaus, managed to slay the beast by using fire to prevent the heads from regrowing and then burying the immortal head under a large rock.

The Ancient Hydra, a Formidable Challenge

While the hydra statblock from the 5E bestiary provides an engaging challenge for many adventurers, we envisioned this serpentine creature as an even more formidable encounter, and for this reason we decided to take a different approach while designing our ancient hydra. Our decision to endow this deadly beast with nine heads is rooted in various sources and tales from Greek mythos. Although the exact number of heads the hydra had varies among ancient authors, nine is a frequently cited number, and it ensures the ancient hydra can stand as a profound threat even for the most powerful heroes.

Ancient Hydra

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 851 (46d20 + 368)
Speed 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	26 (+8)	4 (-3)	14 (+2)	7 (-2)

Saving Throws Str +15, Con +15, Wis +9
Skills Athletics +15, Perception +9, Survival +9
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 19
Languages understands Draconic but can't speak
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Hold Breath. The hydra can hold its breath for 1 hour.

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

Multi-Headed. The hydra has nine heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 40 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. When a head dies, the hydra takes 50 damage. If it loses 5 heads, it is also stunned for one turn. If it loses 7 heads, it becomes vulnerable to all damage except poison. For every 2 heads lost, the hydra also loses one use of its Legendary Resistances and Legendary Actions.

At the end of its turn, the hydra grows two heads, unless it has taken fire damage since its last turn. The hydra regains 50 hit points for each head regrown in this way.

Mythic Regeneration (Recharges after a Short or Long Rest). When the ancient hydra would be reduced to 0 hit points, its current hit points instead reset to 525 and it releases a wave of poisonous energy. Each creature within 60 feet of the hydra must make a DC 23 Constitution saving throw, taking 45 (10d8) poison damage and being poisoned for 1 minute on a failed save, or half as much damage and not being poisoned on a successful one. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Additionally, the hydra regrows all lost heads and regains any expended uses of Legendary Resistance. For the next hour, the hydra can use the options in the "Mythological Actions" section. Award the party an additional 50,000 XP (100,000 XP total) for defeating the ancient hydra after its Mythic Regeneration trait activates.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks made with its bite.

Venomous Blood. When the hydra takes piercing or slashing damage, each creature within 5 feet of it takes 9 (2d8) poison damage.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra can use its Frightful Presence and make as many bite attacks as it has heads.

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

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the target must succeed on a DC 23 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the hydra's choice within 120 feet of it and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. 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 hydra's Frightful Presence for the next 24 hours.

Legendary Actions

The hydra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hydra regains spent legendary actions at the start of its turn.

Attack. The hydra makes one attack with its bite or tail.
Move (Costs 2 Actions). The hydra moves up to its speed without provoking opportunity attacks.
Rampage (Costs 3 Actions). The hydra makes a bite attack against each creature within its reach (up to a maximum number of attacks equal to its current number of heads) and then makes a tail attack.

Mythological Actions

If the hydra's Mythic Regeneration trait has activated in the last hour, it can use the options below as legendary actions.

Venomous Maw. The hydra makes one bite attack, dealing an additional 9 (2d8) poison damage on a hit.
Toxic Cloud (Costs 2 Actions). The hydra exhales a poisonous cloud in a 30-foot radius centered on itself. Each creature in that area must make a DC 23 Constitution saving throw, taking 45 (10d8) poison damage and being poisoned on a failed save, or half as much damage and not being poisoned on a successful one.
Regenerative Surge (Costs 3 Actions). The hydra regrows one severed head, regaining 50 hit points. If the hydra has all its heads, it regains 100 hit points instead.

Sample file



Chimera Cub

Medium monstrosity, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 20 ft., fly 40 ft.

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

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages understands Draconic but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Multiattack. The chimera cub makes two attacks: one with its bite and one with its claws.

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

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

Fire Puff (Recharge 5-6). The chimera cub exhales a burst of fire in a 10-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Chimeras

In Greek mythology, the Chimera is a legendary creature, a fearsome hybrid with the body of a lion, the head of a goat arising from its back, and a tail ending in a snake's head. This amalgamation symbolizes the inexplicable and terrifying forces of the natural world, embodying volcanic might and the hybrid nature of divinity. The Chimera's lion head allowed for powerful roars and deadly bites, its goat head could spew lethal flames, and the serpent tail added venomous strikes to its arsenal, making it a formidable opponent. The Chimera is thought to be the offspring of Typhon and Echidna, two of the most monstrous entities in Greek mythology, and was often seen as a bad omen, signifying imminent natural disasters or divine wrath. The most famous legend of the Chimera involves the hero Bellerophon, who was tasked by the king of Lycia to kill this beast as part of a seemingly impossible and deadly challenge. Riding the winged horse Pegasus, Bellerophon was able to attack from above, out of reach of the Chimera's fiery breath, eventually slaying it with a lead-tipped spear.

Sample file

Chimera's Lair

Ancient chimeras often reside in rugged, remote areas like volcanic crags, deep caves, or abandoned ruins, where they can establish their dominance. The lair of a chimera reflects its fearsome nature and the chaotic blend of the creatures that composes it - the lion, the goat, and the serpent.

Lair Actions

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

- **Molten Spill:** Molten rock bubbles up in a 10-foot radius at a point on the ground the chimera can see within 60 feet of it. Each creature in that area must succeed on a DC 15 Dexterity saving throw or take 2d10 fire damage, or half as much damage on a successful save. The area becomes difficult terrain until the next initiative count 20.
- **Cave Collapse:** Rocks and debris fall from the ceiling in a 20-foot radius centered on a point of the chimera's choice in the lair. Each creature in that area must make a DC 15 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much on a successful one. A creature that fails the save is also knocked prone.
- **Serpentine Mist:** The chimera releases a hissing, serpent-like mist in a 30-foot radius around it. The area becomes heavily obscured, and each creature that starts its turn in the mist must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. The mist lasts until the next initiative count 20.

Regional Effects

The area surrounding the lair is warped by the ancient chimera's magic:

- **Fearsome Roars:** Occasional roars and growls echo through the area, audible up to 3 miles away. These sounds can unsettle wildlife and travelers.
- **Twisted Flora:** Plants within 1 mile of the lair grow in bizarre and twisted shapes, some resembling the chimera's heads or parts of its body, creating an eerie and unsettling landscape.
- **Sulfurous Fumes:** Pockets of sulfurous gas are common within 1 mile of the lair. These fumes can suddenly erupt from the ground, creating small areas of poisonous gas that linger for a few minutes before dissipating.

If the chimera dies, these effects fade over the next week.

Ancient Chimera

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	24 (+7)	7 (-2)	14 (+2)	10 (+0)

Saving Throws Dex +7, Con +12, Wis +7
Skills Athletics +11, Perception +12, Intimidation +5
Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 22
Languages understands Draconic but can't speak
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Frenzied Onslaught (Recharges after a Short or a Long Rest). When the ancient chimera is reduced to or below 128 hit points, it enters a frenzied state for 1 hour. While frenzied, the ancient chimera can use its Fire Breath or Poison Spit as a bonus action during its turn, and it gains advantage on all attack rolls against creatures that don't have all their hit points. Additionally, the ancient chimera becomes immune to being charmed and frightened, and it can use the Rampaging Inferno legendary action. Award the party an additional 5,000 XP (20,000 XP total) for defeating the ancient chimera after its Frenzied Onslaught trait activates.

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

Actions

Multiattack. The ancient chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its Fire Breath or Poison Spit are available, the chimera can use one of them in place of one bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

Horns. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Fire Breath (Recharge 5-6). The dragon head exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

Poison Spit (Recharge 5-6). The serpent head spits poison in a 90-foot line that is 5 feet wide. Each creature in that area must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The ancient chimera can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The ancient chimera regains spent legendary actions at the start of its turn.

Detect. The ancient chimera makes a Wisdom (Perception) check.
Claws Attack (Costs 2 Actions). The ancient chimera makes one attack with its claws.
Rampaging Inferno (Costs 3 Actions). The ancient chimera unleashes a barrage of elemental fury, using both its Fire Breath and Poison Spit as the same time, targeting the same area or different areas within range. The ancient chimera can take this action only while in a frenzied state.

Sample file

Hippalectryons

Hippalectryons are fascinating creatures in Greek mythology, standing as a cross between a horse and a rooster. Their equine features blend seamlessly with the wings, tail, and head of a rooster. While not as prominent or celebrated as other mythological creatures, the hippalectryon occupies a significant niche in Greek mythology. The origins of this creature are somewhat obscure, with hippalectryons often surfacing in ancient pottery and artworks. Here, they serve primarily as decorative elements, accentuating the aesthetic appeal of the pieces while concurrently injecting a sense of vibrancy and life into the depictions. This creature does not play a central role in the myths but is rather employed as a supportive symbol or talisman, believed to bestow protection and good luck upon its possessor. While not directly tied to specific legends, hippalectryons contribute to the overall mystical and mythical tones of mythology. Ancient Greeks, known for their penchant for ideating hybrid creatures, envisioned the hippalectryon as a manifestation of the traits inherent to its constituent animals. The union between horses - symbols of strength, nobility, and valor - and roosters, which herald the dawn with vigilance and alertness, embodies a harmonious balance of might and awareness, power and foresight.



Hybrid creatures in Greek mythology

The vast and enthralling landscape of Greek myths and legends is populated by a myriad of hybrid creatures, often amalgamations of various animals and sometimes human parts, embodying both the fears and aspirations of humanity. These fantastical beings serve as powerful symbols and archetypes in the tales that have been handed down through the ages. The Hippalectryon is just a fascinating example of these mixed creatures. A multitude of other hybrid creatures from Greek mythology have already found their way into popular culture and various forms of media, embodying complexities and contradictions and mirroring the multifaceted nature of humanity. Here's some examples:

1. Chimera: The fearsome Chimera is a fire-breathing monster with the body and head of a lion, a goat head arising from its back, and a serpent as a tail.

2. Harpies: With the bodies of birds and the heads of women, Harpies are known for their hypnotic songs and their ability to snatch away individuals.

3. Minotaur: Possessing the body of a human and the head of a bull, the minotaur is a symbol of raw power and ferocity.

4. Pegasus: The iconic winged horse, born from the blood of the slain Medusa, is a symbol of purity and grace.

5. Hippogriff: A magnificent creature that combines the features of a horse and an eagle, the hippogriff is known for its speed and flight capabilities.

6. Centaurs: With the upper body of a human and the lower body of a horse, centaurs are renowned for their dual nature, embodying both the civilized and the wild.

7. Ipotane: Although less common, Ipotanes are humanoid creatures with horsine heads, somewhat similar but distinct from centaurs at the same time.

Hippalectryon

Large monstrosity, neutral

Armor Class 12 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Skills Acrobatics +4, Perception +5
Senses passive Perception 15
Languages understands Common and Sylvan but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Smell and Sight. The hippalectryon has advantage on Wisdom (Perception) checks that rely on smell or sight.

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

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

Actions

Multiattack. The hippalectryon makes two attacks: one with its beak and one with its hooves.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

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

Reactions

Sudden Screech. The hippalectryon emits a sudden screech when targeted by an attack made by a creature within 60 feet of it. The attacker must make a DC 13 Wisdom saving throw or suffer disadvantage on the attack roll.

Sample



Ophiotaurus

The Ophiotaurus is a rare and powerful being, depicted as a hybrid creature with the body and head of a bull and the tail of a serpent. This unique amalgamation of two different animals - a bull, symbolizing strength and fertility, and a serpent, often associated with wisdom and rebirth – creates an image of a creature both mighty and wise. The origins of the Ophiotaurus are somewhat shrouded in myth, but it is often believed to be born from the union of two ancient and powerful deities or creatures, embodying the characteristics of both terrestrial and chthonic forces. The Ophiotaurus is said to possess great power, with some legends suggesting that its strength and venom were formidable. Additionally, it was often believed that whoever could kill the Ophiotaurus and burn its entrails would gain the power to defeat the gods, a testament to the immense magical potency attributed to this creature. This particular belief played a crucial role in various myths, notably in the story of the Gigantomachy, the battle between the Giants and the Olympian gods. In this legend, it was prophesied that the gods could only be defeated if the Giants were to sacrifice the Ophiotaurus and use its powers against them. However, the gods, learning of this prophecy, took measures to protect the Ophiotaurus or to ensure its sacrifice did not come to fruition. The Ophiotaurus is also associated with the Titanomachy, the conflict between the gods and the Titans, in which it played a similar role as a sacrifice needed to ensure favourable outcomes in the upcoming conflict.

Designer's Note on the Ophiotaurus

The Ophiotaurus is also depicted across many myths as possessing only the front two legs of a bull, while its hind part is entirely serpentine.

Ophiotaurus

Large monstrosity, neutral

Armor Class 16 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Saving Throws Str +9, Con +8
Skills Athletics +9, Perception +4
Damage Resistances cold, lightning
Condition Immunities charmed, frightened, paralyzed
Senses darkvision 60 ft., passive Perception 14
Languages understands Common but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amphibious. The ophiotaurus can breathe air and water.

Bullish Endurance. If damage reduces the ophiotaurus to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the ophiotaurus drops to 1 hit point instead.

Charge. If the ophiotaurus moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

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

Mythical Presence. Any creature that starts its turn within 30 feet of the ophiotaurus must succeed on a DC 15 Wisdom saving throw or be frightened until the start of its next turn.

Regeneration. The ophiotaurus regains 10 hit points at the start of its turn if it has at least 1 hit point and is in contact with water.

Actions

Multiattack. The ophiotaurus makes two attacks: one with its gore and one with its tail.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 5 feet away from the ophiotaurus and knocked prone.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Reaction

Vengeful Strike. When the ophiotaurus takes damage from a creature within 10 feet of it, it makes a tail attack against that creature.

Sample file



Baku

Medium fey, neutral

Armor Class 14 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	14 (+2)	16 (+3)	15 (+2)

Skills Perception +5, Stealth +4
Senses darkvision 60 ft., passive Perception 15
Languages Common, Sylvan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Dream Walker. The Baku can enter the dreams of sleeping creatures, engaging in combat or interaction within the dream itself. While in a dream, it is immune to damage from outside sources. Additionally, the Baku can choose up to 10 willing creatures it can see within 30 feet before entering the dream. These allies are then transported into the dream with the Baku and can interact within it as if they were in the creature's dream. Allies brought into the dream by the Baku can only be harmed by dream manifestations, and any damage taken is non-lethal, waking up the injured ally.

Innate Spellcasting. The Baku's innate spellcasting ability is Wisdom (spell save DC 13). The Baku can innately cast the following spells, requiring no material components:

At will: sleep, detect thoughts
1/day each: phantasmal killer, dream

Soporific Aura. The Baku exudes a calming aura in a 10-foot radius. Any hostile creature that starts its turn in this aura must make a DC 14 Wisdom saving throw or become drowsy, suffering disadvantage on attack rolls and ability checks until the start of the creature's next turn.

Actions

Multiattack. The Baku makes two attacks: one with its trunk and one with its stomp.

Trunk. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 2) bludgeoning damage.

Dream Dust. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* The target must succeed on a DC 13 Wisdom saving throw or fall unconscious for 1 minute. The target awakens if it takes damage or if another creature uses its action to shake the target awake.

Bonus Actions

Dream Eater. The Baku can consumes nightmare from a sleeping creature it can see within 10 feet of it. When it does so, the creature has advantage on saving throws against being frightened for the next 24 hours.

Baku

The Baku, known as "eaters of dreams", is a creature deeply rooted in Japanese folklore. It is said that this mystical being feeds on the dreams and nightmares of humans, particularly favoring the consumption of bad dreams that plague our sleep. A Baku has the trunk of an elephant, the eyes of a rhinoceros, the tail of an ox, and the paws of a tiger. It's believed that invoking the Baku upon waking from a nightmare can protect a person from misfortune or ill omens associated with bad dreams. However, calling on the Baku too often, or after good dreams, risks the creature devouring the person's hopes and the spirit of pursuit, leaving them without aspirations or ambition. They are silent guardians of the night, wandering between the veils of reality and the dream world.

Baku's Dream Walker Ability

The Baku can enter a creature's dream and transport up to 10 allies into this dreamscape. This can be a powerful tool for a game master, allowing player characters to venture into intricate dream sequences for unique storytelling experiences. Whether it's a mission to unravel the meaning behind prophetic visions or a battle against the manifestation of a nightmare, the Baku's ability enriches the campaign with mystical adventures that blur the lines between dream and reality.

Sample file

Jiangshi

Medium undead, lawful evil

Armor Class 14 (natural armor)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	12 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +8, Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 60 ft., passive Perception 14
Languages understands the languages it knew in life but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Blind Sight Dependency. The jiangshi relies heavily on its blindsight to perceive the world around it and is considered blinded in areas outside its blindsight range. Additionally, it can't use its blindsight while deafened.

Easily Distracted. The jiangshi has a short attention span and can be easily distracted by sudden movements or loud noises. Whenever a creature creates a sudden loud noise, the Jiangshi must make a DC 12 Wisdom saving throw or become distracted. While distracted, the Jiangshi has disadvantage on all attack rolls and ability checks until the end of its next turn. Additionally, if the distraction is significant, such as a sudden explosion, the Jiangshi might lose track of its current target and move towards the direction of the distraction.

Turn Resistance. The jiangshi has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the jiangshi to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the jiangshi drops to 1 hit point instead.

Actions

Multiattack. The jiangshi makes two attacks: one with its fist and one with its life drain.

Fist. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage and 4 (1d8) necrotic damage.

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) necrotic damage. The jiangshi regains hit points equal to the damage dealt. If the target is a creature other than an undead or a construct, it must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



Jiangshi Weaknesses

Players can lure a jiangshi in front of a mirror or attempt to neutralize it using a powerful talisman or holy symbol. Here are some special circumstances that can occur when fighting or dealing with a jiangshi:

Mirror Reflection Weakness. If the jiangshi sees its reflection in a mirror, it must make a DC 15 Wisdom saving throw. If it fails the saving throw, it becomes paralyzed until the end of its next turn.

Talisman Throw. You can throw and attach a energy-charged talisman or a divinely-charged holy symbol (or any other powerful divine or spiritual medium) at the jiangshi as a ranged or melee attack. On a hit, the jiangshi must make a DC 15 Wisdom saving throw or become stunned until the talisman is removed. It can repeat the saving throw (DC 18) at the end of each of its turns to end the effect.

Sample File

Kappas

Kappas are mythical creatures deeply rooted in Japanese folklore, and known for their mischievous and sometimes malevolent nature. These small, humanoid creatures have a unique appearance, with a turtle-like shell on their back, a beak-like mouth, and a watery dish atop their heads that provides them their power. Their bodies are covered in a slimy, amphibious skin that allows them to thrive both in water and on land. Kappas are infamous for their fondness for water and are often associated with rivers, lakes, and ponds. They are skilled swimmers and are said to challenge humans to sumo wrestling matches in the water. Their strength lies in their aquatic abilities, including the power to manipulate water for various purposes. Kappas are also known for their distinctive love of cucumbers, which are believed to be offerings that can placate or even allow to control these mischievous creatures. Despite their small size, kappas possess surprising strength, making them formidable opponents in the water. They are known to drag unsuspecting victims into the water, drowning them as part of their pranks. Kappas can be appeased through various means, such as bowing, as they are known to return the gesture, causing the water in the dish atop their heads to spill out, rendering them powerless. While kappas are often seen as harmless tricksters, they can also be dangerous, especially when provoked or angered.



Baby Kappa

Tiny humanoid (kappa), any alignment

Armor Class 12 (natural armor)
Hit Points 7 (2d4 + 2)
Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Skills Stealth +4, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Aquan, Common
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Amphibious. The kappa can breathe air and water.

Slippery Grasp. The kappa has advantage on Strength (Athletics) checks made to escape a grapple.

Water Regeneration. The kappa regains 1 hit point at the start of its turn if it is underwater and has at least 1 hit point.

Actions

Claws. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) slashing damage.

Water Jet. *Ranged Spell Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 2 (1d4) cold damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be pushed up to 5 feet away from the kappa.

Kappa

Small humanoid (kappa), any alignment

Armor Class 12 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +4, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Aquan, Common
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The kappa can breathe air and water.

Slippery Constitution. The kappa has advantage on Strength (Athletics) checks made to escape a grapple.

Water Regeneration. The kappa regains 3 hit points at the start of its turn if it is underwater and has at least 1 hit point.

Actions

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

Water Jet. *Ranged Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 4 (1d8) cold damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be pushed up to 10 feet away from the kappa and knocked prone.

Reactions

Dexterous Dodge. When the kappa is targeted by an attack or spell that requires a Dexterity saving throw, it can use its reaction to move up to half its speed without provoking opportunity attacks and ignoring the effects of that ability if it moves out of its range.

Sample file

Kitsunes

The Kitsune (translates to "fox" in Japanese), derived from Japanese folklore, symbolizes a mystical and supernatural fox known for its intelligence, cunning, and shapeshifting abilities. Revered in Japan, the Kitsune is intricately linked with magic and illusion. Central to their identity is the number of tails they possess, which signifies their age, wisdom, and magical prowess. A Kitsune can have up to nine tails, with each additional tail indicating a growth in their abilities; a one-tailed Kitsune is a novice in its magical journey, whereas a nine-tailed one stands as a being of immense power and ancient wisdom.

These fox spirits are adept spellcasters, naturally skilled in charms and illusions that reflect their sly and mischievous nature. They are also capable of transforming into human or humanoid forms, allowing them to seamlessly blend into the mortal realm. This shapechanging ability grows more potent with the increase in their tails, amplifying their capacity for deception and trickery.

Kitsune lore is rich and varied, casting these creatures in diverse roles ranging from benevolent guardians to capricious tricksters. They are often associated with forests and mystical realms, playing pivotal roles in many Japanese tales and continuing to fascinate in modern culture.



Variant Trait: Tail Severing

Some legends suggest that a Kitsune can only be truly defeated by severing all its tails, a narrative that can be intriguingly woven into gameplay. This aspect adds a layer of complexity and challenge, as it implies that a Kitsune may revive after a certain period, such as 1d10 days, unless its tails are cut off. Such legends offer Game Masters creative leeway to craft engaging and mysterious encounters, enriching the gaming experience with the allure of ancient folklore.



One-Tailed Kitsune

Medium fey (kitsune), chaotic neutral

Armor Class 14 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +6, Wis +4, Cha +5
Skills Deception +5, Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Innate Spellcasting. The kitsune's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *minor illusion, prestidigitation*
1/day each: *charm person, disguise self*

Shapechange. The kitsune can use its action to magically polymorph into a Medium humanoid form it has seen, or back into its true form. Its statistics, other than its size, don't change. It reverts to its true form if it dies.

Actions

Multiattack. The kitsune makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

sample file


sample file

Naraka

Huge fiend, chaotic evil

Armor Class 23 (mystic armor)
Hit Points 511 (33d12 + 297)
Speed 80 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	23 (+6)	28 (+9)	24 (+7)	21 (+5)	27 (+8)

Saving Throws Str +17, Con +17, Int +15, Wis +13, Cha +16
Skills Athletics +17, Perception +13, Intimidation +16
Damage Resistances fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 23
Languages Abyssal, Common, Infernal
Challenge 26 (90,000 XP) **Proficiency Bonus** +8

Dark Descent (Recharges after a Short or Long Rest). If Naraka would be reduced to 0 hit points, his current hit points instead reset to 300 and he recharges his Hellfire Burst. Shadows wrap around him, emanating a fearsome aura, and he can now use the options in the "Mythological Actions" section for 1 hour. Award a party an additional 90,000 XP (180,000 XP total) for defeating Naraka after his Dark Descent trait activates.

Demonic Regeneration. Naraka regains 20 hit points at the start of his turn.

Dreadful Presence. All creatures within 60 feet of Naraka have disadvantage on saving throws against being frightened.

Hellish Constitution. Naraka does not need to sleep and magic can't put him to sleep.

Innate Spellcasting. Naraka's innate spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *alter self, darkness, hellish rebuke (3rd-level)*
3/day each: *dimension door, dominate person, fireball*
2/day each: *blight, harm, plane shift (self only)*
1/day each: *meteor swarm, teleport*

Legendary Resistance (5/Day). If Naraka fails a saving throw, he can choose to succeed instead.

Magic Weapons. Naraka's weapon attacks are magical.

Mystic Armor. Naraka is adorned in heavy golden armor, granting him advantage on saving throws against spells and other magical effects. If Naraka rolls a natural 20 for the save of a spell of 7th level or lower targeting only him, the spell has no effect on him and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Actions

Multiattack. Naraka makes three attacks: two with his mace and one with his horns.

Mace of Destruction. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage plus 21 (6d6) necrotic damage.

Horns. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage.

Malevolent Gaze (Recharge 4-6). Naraka fixates his fiery gaze on a creature he can see within 60 feet. The target must succeed on a DC 24 Wisdom saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Summon Minions (1/Day). Naraka summons 2d4 demons, each up to CR 5, to aid him in battle. The demons appear in unoccupied spaces within 60 feet of Naraka and act on their own initiative, obeying Naraka's command.

Legendary Actions

Naraka can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Naraka regains spent legendary actions at the start of his turn.

Horns Attack. Naraka makes one attack with his horns.
Malevolent Gaze (Costs 2 Actions). Naraka uses his Malevolent Gaze.
Mace Sweep (Costs 3 Actions). Naraka makes one mace attack against up to two creatures within its reach. He must roll the attack individually for each targeted creature.

Mythological Actions

If Naraka's Dark Descent trait has activated in the last hour, he can use the options below as legendary actions.

Mace Strike. Naraka makes one mace attack.
Hell's Embrace (Costs 2 Actions). Naraka summons chains from the abyss that try to grapple all creatures within a 40 ft. radius. Each creature in that area must succeed on a DC 25 Strength saving throw or become restrained. A creature restrained by the chains can use its action to make a Strenght (Athletics) check against the same DC, freeing itself on a success.
Shadowy Illusion (Costs 3 Actions). Naraka uses his mystic powers to conjure illusory duplicates of himself. Until the start of Naraka's next turn, attack rolls have disadvantage against him.
Hellfire Burst (Costs 4 Actions). Naraka releases a torrent of hellish flames in a 120-foot radius centered on himself. Each creature in that area other than Naraka must make a DC 24 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one. Additionally, any flammable objects in the area that aren't being worn or carried ignite.

Sample file

Nian

The Nian (年兽) is a famous creature from Chinese folklore often associated with the Chinese New Year. Its name, "Nian", also refers to "year" in Chinese, making it a symbol closely linked with the annual celebration. The Nian is typically depicted as a large, ferocious beast resembling a lion or a bull, with sharp horns and fierce eyes. Its body might or might not be covered in thick fur, often depicted in vivid, bright colors. According to folklore, the Nian was a predatory creature that would descend from the mountains to prey on villagers on the eve of the New Year, targeting livestock, crops, and even children. To protect themselves, villagers would put food at their doors as offerings, in hopes the Nian would spare them after consuming the food. Over time, people discovered that the Nian was frightened away by loud noises, such as those produced by firecrackers, and would avoid places decorated in red. This led to the New Year traditions of setting off firecrackers and decorating homes and streets in red.



Nian

Large monstrosity, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11
Languages understands Common but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

Trampling Charge. If the Nian moves at least 20 feet straight toward a creature and then hits it with a horn attack on the same turn, that target takes an additional 5 (1d10) damage and must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is knocked prone, the Nian can make one horn attack against it as a bonus action.

Actions

Multiattack. The Nian makes two attacks: one with with its horns and one with its bite.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Nian can't bite another target.

Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Nian Weaknesses

The Nian has ingrained fears that players can exploit during an encounter. Here are the special circumstances that arise when dealing with a Nian due to its weaknesses:

Fear of Loud Noises. When exposed to a loud noise, such as from a spell or effect that deals thunder damage or an explosion, the Nian must make a DC 15 Wisdom saving throw. On a failed save, the Nian becomes frightened for 1 minute. While frightened in this way, the Nian must subtract a d4 from any ability check, attack roll, and saving throw it makes. The Nian can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fear of Red. The Nian is compulsively repelled by the color red. If a creature is wearing predominantly red clothing or a red-colored item is presented prominently to it, the Nian must succeed on a DC 15 Wisdom saving throw or use its reaction to move up to its speed as far away as possible from the red object or creature. Additionally, the Nian can't willingly move to a space within 10 feet of the red object or creature until the end of its next turn. On a successful save, the Nian is immune to this effect for the next 24 hours.

Sample file



Sample file

Hafgufa

The Hafgufa is a creature of immense size and power, believed to dwell in the depths of the ocean. Its name, roughly translating to "sea mist" or "ocean's vapor", is meant to reflect its maritime nature. The Hafgufa is described across many legends and myths as a gargantuan entity, so vast that it was often mistaken for a series of islands or a landmass. Sailors told tales of its massive body, covered in scales or in rough, barnacle-encrusted skin, emerging partially above the waterline, deceiving them into approaching, only to reveal its true monstrous form. Its incredible abilities extend beyond the sheer terror of its size. The hafgufa was said to have the power to control the seas around it, creating whirlpools and fierce storms to draw ships towards its gaping maw, and it could disappear into the depths as quickly as it appeared. The countless myths surrounding the Hafgufa are filled with tales of its encounters with Vikings and other seafarers. Some stories tell of entire fleets being swallowed whole, while others speak of lone, fortunate survivors who witnessed its terrifying presence and lived to tell the tale.

Hafgufa

Gargantuan monstrosity, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 20 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	27 (+8)	11 (+0)	22 (+6)	15 (+2)

Saving Throws Str +17, Con +15, Wis +13
Skills Athletics +17, Perception +13, Survival +13
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities grappled, exhaustion, paralyzed, poisoned
Senses darkvision 300 ft., passive Perception 23
Languages understands Common but can't speak
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Amphibious. The hafgufa can breathe both air and water.

Colossal Whirlpool (Recharges after a Short or Long Rest). When the hafgufa would be reduced to 0 hit points, its current hit points instead reset to 200, it regains any expended uses of Legendary Resistance, and it creates a massive whirlpool with a 120-foot radius centered on itself. All creatures other than the hafgufa within this radius must make a DC 22 Strength saving throw. On a failed save, a creature takes 45 (10d8) bludgeoning damage and is pushed up to 60 feet towards the hafgufa. On a successful save, a creature takes half as much damage and is pushed up to 30 feet towards the hafgufa. Additionally, the hafgufa can now use the options in the "Mythological Actions" section for 1 hour. Award the party an additional 41,000 XP (82,000 XP total) for defeating the hafgufa after its Colossal Whirlpool trait activates.

Innate Spellcasting The hafgufa's innate spellcasting ability is Wisdom (spell save DC 21). The hafgufa can innately cast the following spells, requiring no material components:

At will: *control water, create or destroy water, fog cloud*
3/day each: *control weather, conjure elemental (water only), ice storm*
2/day each: *chain lightning*
1/day: *storm of vengeance*

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

Siege Monster. The hafgufa deals double damage to objects and structures.

Sonar Sense. The hafgufa has blindsight out to a range of 120 ft. while fully submerged in water. The hafgufa can't use this sense while deafened.

Terrifying Presence. Each creature that starts its turn within 60 feet of the hafgufa and can see it must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hafgufa is within line of sight, ending the effect on itself on a success.

Actions

Multiattack. The hafgufa makes three attacks: one with its bite and two with its slam. It can replace its bite with one engulf.

Bite. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the hafgufa can't bite another target.

Slam. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Engulf. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one creature grappled by the hafgufa. *Hit:* The target is swallowed, and the grapple ends. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the hafgufa, and it takes 42 (12d6) acid damage at the start of each of the hafgufa's turns. If the hafgufa takes 40 damage or more on a single turn from a creature inside it, the hafgufa must succeed on a Constitution saving throw with a DC equal to half the total damage taken (rounded up) at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 15 feet of the hafgufa. If the hafgufa dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Raging Whirlpool (Recharge 5-6). The hafgufa creates a massive whirlpool in a 120-foot radius centered on itself. Each creature in that area other than the hafgufa must make a DC 22 Strength saving throw, taking 45 (10d8) bludgeoning damage and being restrained on a failed save, or half as much damage and not being restrained on a successful one.

Legendary Actions

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

Slam Attack. The hafgufa makes one slam attack.
Move (Costs 2 Actions). The hafgufa moves up to its speed without provoking opportunity attacks.
Engulf (Costs 3 Actions). The hafgufa makes one engulf attack.

Mythological Actions

If the hafgufa's Colossal Whirlpool trait has activated in the last hour, it can use the options below as legendary actions.

Summon Storm (Costs 3 Actions). The hafgufa conjures a fierce storm in a 120-foot radius centered on itself for 1 minute. When a creature enters the storm's area for the first time on a turn or starts its turn there, it must make a DC 22 Dexterity saving throw or take 28 (8d6) lightning damage. The area of the storm is heavily obscured, and any flying creature within the storm must succeed on a DC 22 Strength saving throw at the start of its turn or fall prone.

Sample file

Spirit of Helheim

Medium undead, neutral

Armor Class 13 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Con +3, Wis +3
Skills Perception +3, Stealth +5
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 13
Languages understands all languages but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Aura of Despair. Each creature that starts its turn within 30 feet of the spirit must succeed on a DC 13 Wisdom saving throw or become frightened until the start of the spirit's next turn.

Incorporeal Movement. The 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.

Sunlight Sensitivity. While in sunlight, the spirit has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature dies or finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Chill Touch. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (3d6) necrotic damage. The target can't regain hit points until the start of the spirit's next turn.

Spirits of Helheim

While Spirits of Helheim are designed to function as summonable entities to emphasize Hel's control over life and death, they can alternatively be used as stand-alone encounters. In this case, the Spirit of Helheim serves as a formidable foe that embodies the chilling and desolate essence of Helheim, making it an excellent choice for encounters set in the underworld, near cursed or unhallowed grounds, or in areas where the veil between the realms of the living and the dead is thin or compromised.

Spirits of Helheim

The Spirits of Helheim are the souls of individuals who did not die in battle. According to Norse beliefs, those who fell in combat were chosen either by Odin to go to Valhalla or by Freyja to go to Fólkvangr, realms of honor and valor. The Spirits of Helheim, on the other hand, represented individuals who died of old age, sickness, or other non-combat related causes, residing in the underworld overseen by the goddess Hel. These spirits are not necessarily evil, but rather somber or melancholic entities, reflecting of the gloomy and silent nature of Helheim. This realm was often described as a dreary, cold, and misty place, distant from the vibrancy and dynamism of both the mortal realm and the halls of Valhalla and Fólkvangr. These spirits did not have a significant active role in the mythology but were more so part of the backdrop that illustrated the Norse beliefs and understanding of life and death. They represented the quiet, lingering essence of those who once lived, providing a contrast to the glorious afterlife awaited by fallen warriors and a reflection on the inexorable and impartial nature of death. In legends and folklore, the Spirits of Helheim seldom interacted with the living, as Norse cosmology created clear distinctions and boundaries between the different realms of existence. However, certain sagas and tales mentioned seers or volvas, who were said to have the power to communicate with the spirits of the dead to gain knowledge or advice.



Sample file

Divine Steed

Huge celestial, lawful good

Armor Class 18 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 60 ft., fly (hover) 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	18 (+4)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Str +8, Dex +8, Wis +5, Cha +8
Skills Perception +8, Insight +8
Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., truesight 60 ft., passive Perception 18
Languages understands Celestial, Common, Elvish, and Sylvan but can't speak, telepathy 60 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Charge. If the divine steed moves at least 20 feet straight toward a target and then hits it with a hooves attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Divine Weapons. The divine steed's weapon attacks are magical and deal an extra 7 (2d6) radiant damage (already included in the attacks).

Actions

Multiattack. The divine steed makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 7 (2d6) radiant damage.

Healing Touch (3/Day). The steed touches another creature. The target magically regains 22 (4d8 + 4) hit points.

Reaction

Divine Shield. When a creature within 60 feet of the divine steed would be hit by an attack, the steed creates a divine shield to protect the target, granting it a +2 bonus to AC until the start of the creature's next turn.



Sample file

Aluxob

The Alux (pronounced "ah-loosh") are small, elf-like creatures hailing from Mayan mythology. These diminutive beings stand approximately knee-high to an average human and often resemble miniature traditionally dressed Maya people. They possess an intrinsic connection to nature and the elemental forces, typically residing in natural features like forests, caves, stones, and water bodies. Aluxob (plural form) are considered guardians of nature's sacred sites, believed to be both mischievous and occasionally malevolent. They are spirits of the ancestral Maya, acting as intermediaries between the physical and spiritual worlds, assisting in maintaining the balance of the natural world. These mythical beings are also known for their trickster tendencies. If respected and appeased through offerings, the Aluxob might protect individuals and their property from theft or damage. However, if disrespected, they're known to bring about bad luck, loss, and illness.

Aluxob in Your Campaign

Introducing Aluxob into your campaign brings an element of whimsy, unpredictability, and connection to the natural world. They can serve as guardians of ancient ruins or natural sanctuaries, and might assist or hinder parties based on their behavior towards nature and the Alux themselves. Quests could involve securing the favor of the Aluxob through offerings or deeds to gain protection or guidance through treacherous terrains, ancient ruins, or against other supernatural entities.



Alux Trickster

Small fey, chaotic neutral

Armor Class 13 (leather armor)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	11 (+0)	11 (+0)	14 (+2)

Skills Stealth +4, Deception +4
Senses darkvision 60 ft., passive Perception 10
Languages Sylvan
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Forest's Whisper. The alux can communicate with plants and animals as if under the effect of a *speak with plants* or *speak with animals* spell.

Actions

Mischievous Trick. The alux creates a minor illusionary sound or image within a 15-foot radius.

Dart Throw. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Alux Protector

Small fey, neutral good

Armor Class 13 (leather armor)
Hit Points 13 (3d6 + 3)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	12 (+1)

Skills Stealth +4, Nature +2
Senses darkvision 60 ft., passive Perception 11
Languages Sylvan
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Forest's Whisper. The alux can communicate with plants and animals as if under the effect of a *speak with plants* or *speak with animals* spell.

Actions

Touch of the Forest. The alux instantly makes flowers blossom, seed pods open, or leaf buds bloom in a 5-foot radius centered on itself.

Dart Throw. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Summon Giant Lizard (1/Day). The alux summons a **giant lizard**, which appears in an unoccupied space within 30 feet of it. The summoned lizard obeys the commands of the alux and acts on its own turn. It remains for 1 hour, until it drops to 0 hit points, or until the alux dismisses it as a bonus action.

Sample file

Alux Shaman

Small fey, neutral

Armor Class 12 (leather armor)
Hit Points 13 (3d6 + 3)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	14 (+2)	14 (+2)	13 (+1)

Skills Medicine +4, Nature +4
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Forest's Whisper. The alux can communicate with plants and animals as if under the effect of a *speak with plants* or *speak with animals* spell.

Spellcasting. The alux shaman is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance*
1st level (3 slots): *cure wounds, entangle, grease, sleep*

Actions

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

Alux Warlock

Small fey, chaotic evil

Armor Class 13 (leather armor)
Hit Points 27 (6d6 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	13 (+1)	10 (+0)	16 (+3)

Skills Arcana +3, Deception +5
Senses darkvision 60 ft., passive Perception 10
Languages Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

Forest's Whisper. The alux can communicate with plants and animals as if under the effect of a *speak with plants* or *speak with animals* spell.

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

Cantrips (at will): *eldritch blast, minor illusion*
1st level (4 slots): *charm person, hex*
2nd level (2 slots): *misty step, hold person*

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Alux Berserker

Small fey, neutral evil

Armor Class 15 (unarmored defense)
Hit Points 65 (10d6 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	9 (-1)	11 (+0)	8 (-1)

Skills Athletics +6, Intimidation +3
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Fearless. The alux's intense rage and battle focus grant it advantage on saving throws against being frightened.

Forest's Fury. When below half its hit point maximum, the alux deals an extra 2 (1d4) damage with melee attacks.

Forest's Whisper. The alux can communicate with plants and animals as if under the effect of a *speak with plants* or *speak with animals* spell.

Primal Intuition. The alux has advantage on Wisdom (Survival) checks made in forest and jungle terrains.

Unarmored Defense. While the alux is wearing no armor and wielding no shield, its AC includes its Constitution modifier.

Actions

Multiattack. The alux makes two attacks with its macuahuitl.

Macuahuitl. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

War Shout (1/Day). The alux lets out a fierce shout, instilling fear and disarray among its enemies. All enemy creatures within 30 feet must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This shout also emboldens allies within 30 feet of the alux, granting them advantage on attack rolls and saving throws until the start of the alux's next turn.

Bonus Actions

Frenzied Attack (2/Day). The alux enters a frenzy for 1 minute, making one additional attack with its macuahuitl as part of its Multiattack. While frenzied, the alux has advantage on Strength ability checks and saving throws, but it can't cast spells or concentrate on them.

Sample file



Sample file

Cipactli

Cipactli, a formidable figure in Aztec mythology, represents the primal chaos of the oceans and the untamed forces of nature. This colossal sea monster, depicted as a mix of a crocodile and a fish, played a crucial role in the Aztec creation myth. In this myth, Cipactli's insatiable hunger and immense strength symbolize the chaotic and unformed state of the primordial universe. Its body, a fearsome fusion of various sea creatures, spanned the cosmic waters, with scales as hard as stone and eyes ablaze with a supernatural glow.

The gods Tezcatlipoca and Quetzalcoatl, central to the Aztec pantheon, endeavored to impose order on the chaos represented by Cipactli. To create the world, they needed to confront and subdue this monstrous creature. In a cunning plan, Tezcatlipoca sacrificed his foot as bait, luring Cipactli closer. This act of sacrifice marked the beginning of a fierce battle between the gods and the sea monster. In the confrontation that ensued, Tezcatlipoca and Quetzalcoatl fought valiantly against Cipactli a ultimately, emerging victorious. In the aftermath of this cosmic battle, they used Cipactli's massive body to create the earth. The sea monster's dismembered body formed the various features of the landscape - its mountains, valleys, and rivers. Cipactli's defeat by the gods marked the birth of the ordered world from the chaos of the primordial sea. The story of Cipactli is not just a tale of creation but also a reflection of the Aztecs' understanding of the world as a place born from and constantly influenced by elemental and divine forces.

Cipactli

Gargantuan monstrosity, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	24 (+7)	11 (+0)	21 (+5)	16 (+3)

Saving Throws Str +17, Con +14, Wis +12
Skills Athletics +17, Perception +12, Survival +12
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 22
Languages understands Primordial but can't speak
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Amphibious. Cipactli can breathe air and water.

Chaotic Surge (Recharges after a Short or Long Rest). If Cipactli would be reduced to 0 hit points, its current hit points instead resets to 280 and it regains one expended use of Legendary Resistance. Additionally, Cipactli can now use the options in the "Mythological Actions" section for 1 hour. Award a party an additional 33,000 XP (66,000 XP total) for defeating Cipactli after his Chaotic Surge trait activates.

Innate Spellcasting. Cipactli's spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *control water, water walk*
3/day: *conjure elemental (water elemental only)*
1/day: *storm of vengeance*

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

Lord of the Deep. While in water, Cipactli regains 10 hit points at the start of its turn if it has at least 1 hit point.

Primal Awareness. Cipactli can sense the presence of creatures within 1 mile of it in water, and within 100 feet of it on land.

Siege Monster. Cipactli deals double damage to objects and structures.

Actions

Multiattack. Cipactli makes three attacks: one with its bite and two with its tail.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage, and the target is grappled (escape DC 21). Cipactli can have a maximum of one creature grappled in this way at any time.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

Swallow. Cipactli makes one bite attack against a Large or smaller target that is grappled. On a hit, the target is swallowed, and the grapple ends. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside Cipactli, and it takes 35 (10d6) acid damage at the start of each of Cipactli's turns. If Cipactli takes 40 damage or more on a single turn from a creature inside it, Cipactli must succeed on a Constitution saving throw with a DC equal to half the damage taken (rounded up) at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Cipactli. If Cipactli dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Reactions

Chaotic Rebuke. After being hit by an attack, Cipactli releases a burst of chaotic energy, dealing 10 (3d6) force damage to the the attacker if it is within 10 feet of Cipactli.

Legendary Actions

Cipactli can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Cipactli regains spent legendary actions at the start of its turn.

Tail Attack. Cipactli makes one tail attack.
Surge (Costs 2 Actions). Cipactli releases a surge of aquatic energy. Each other creature within 60 feet of it must make a DC 25 Strength saving throw or be pushed away up to 10 feet in a direction of Cipactli's choice and knocked prone.
Engulf (Costs 3 Actions). Cipactli makes one bite attack against a target. If the attack hits, the target is also swallowed.
Spell (Costs 3 Actions). Cipactli casts a spell with its Innate Spellcasting trait.

Mythological Actions

If Cipactli's Chaotic Surge trait has activated in the last hour, it can use the options below as legendary actions.

Grevious Bite. Cipactli makes one bite attack. If the attack hits, it deals an additional 10 (3d6) necrotic damage, and Cipactli regains hit points equal to half the necrotic damage dealt.
Summon Waters (Costs 2 Actions). Cipactli calls forth turbulent waters in a 120-foot radius centered on itself. The area becomes difficult terrain, and each creature in the area must succeed on a DC 25 Strength saving throw or be knocked prone. Cipactli is immune to this effect.
Chaotic Vortex (Costs 3 Actions). Cipactli creates a swirling vortex of chaotic energy in a 30-foot radius centered on itself. Each creature in that area other than Cipactli must make a DC 25 Constitution saving throw, taking 56 (16d6) force damage on a failed save, or half as much damage on a successful one. Objects in the area also take the damage.

Sample Text

Hodags

The Hodag, a mythical creature steeped in the folklore of Rhinelander, Wisconsin, is a beast that embodies the mystique and imaginative richness of American legend. Originating in the 19th century and popularized by a local land surveyor and prankster named Eugene Shepard, the Hodag's tale swiftly became an essential facet of local culture and identity, ensnaring the imaginations of residents and outsiders alike. Shepard's tales and staged photographs presented the Hodag as a formidable creature, adorned with a row of thick, curving spines upon its back, and mighty, gnarled horns upon its head, creating an appearance both formidable and extraordinary. Covered in a greenish and toughened hide and with fierce, glowing eyes, the creature was described as a surreal amalgamation of various animals. It purportedly possessed the head of a frog, the face of an elephant, stout and thick limbs resembling those of a dinosaur, and a dinosaur-like tail. Legend says that the Hodag was a reincarnation of the spirits of abused animals, primarily oxen, used in early logging operations, allowing it to carry a potent, haunting aura in local stories. The Hodag was not merely a creature of physical prowess but also held a mystique that spoke to a deeper, ghostly essence connected with the hardships of pioneer life and the remorseless machinery of early industry. The tales painted it as a fierce carnivore, with a diet comprising of white bulldogs, and yet, despite its frightful demeanor and habits, it was also said to be vulnerable to fire, which was instrumental in its dramatic capture tales.

Hodag

Medium beast, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Skills Athletics +6, Perception +2
Vulnerabilities fire
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Charging Tackle. If the hodag moves at least 20 feet straight toward a target and then hits it with a gore 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 14 Strength saving throw or be knocked prone.

Actions

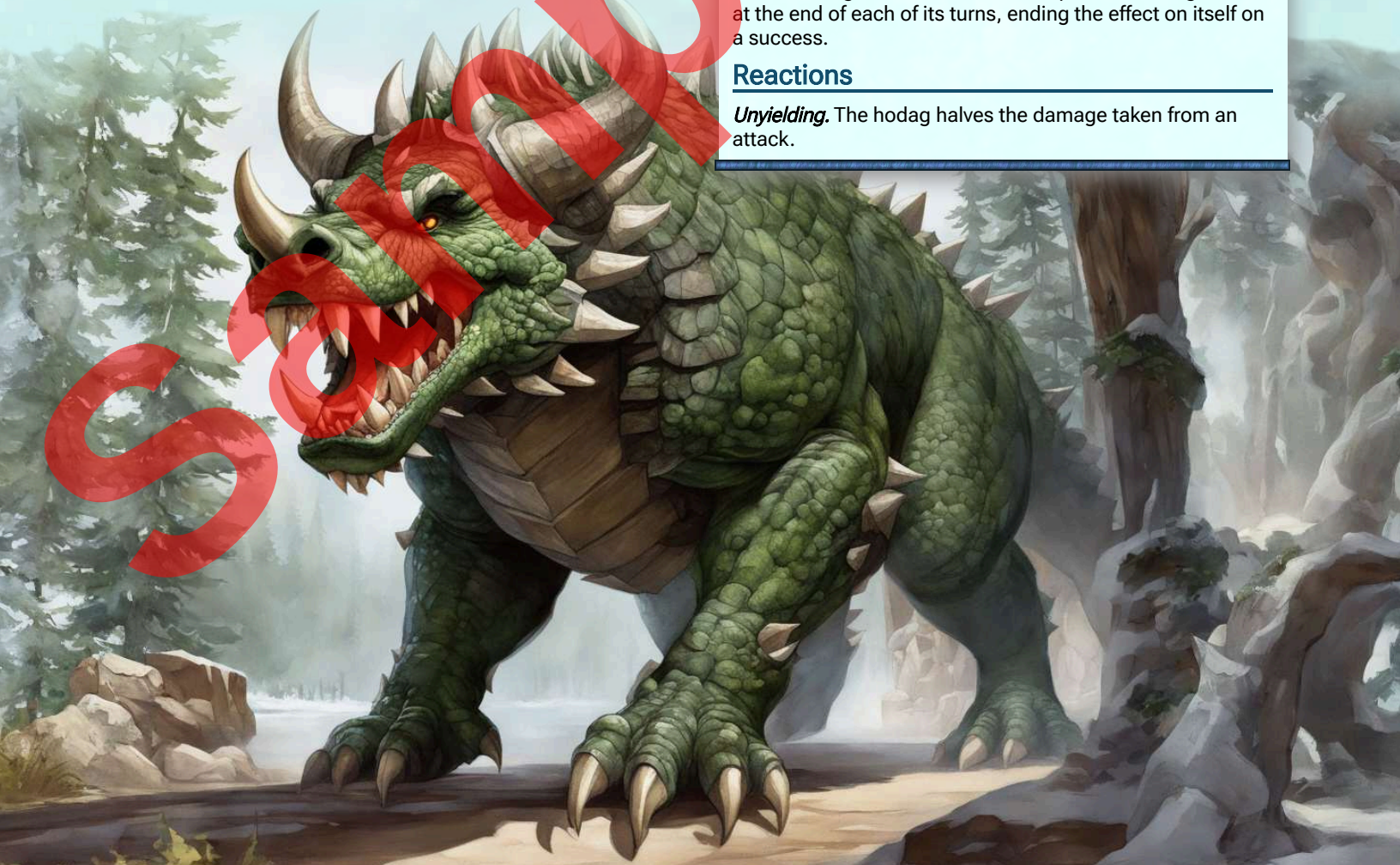
Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Terrifying Roar. The hodag lets out a fearsome roar. Each creature within 30 feet of it that can hear must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Unyielding. The hodag halves the damage taken from an attack.



Sample file

Tzitzimimeh

In Aztec mythology, a Tzitzimitl (pronounced t͡si'ˈt͡simit͡l), with its plural form being Tzitzimimeh (t͡sit͡siˈmime?), is a deity associated intimately with stars. These entities are represented as skeletal female figures, often garbed in skirts adorned with skull and crossbones designs, embodying a visage both fascinating and terrifying and signifying their menacing and unearthly nature. Modern descriptions often label them as "demons" or "devils", yet this framing may not encapsulate their nuanced role within the pre-Hispanic belief systems of the Aztecs.

Powers and Role in Mythology

Tzitzimimeh were revered and feared female deities, embodying duality in their divine roles. They were seen as protectresses of femininity and the ultimate progenitors of mankind. They were closely associated with fertility, deeply connected with Cihuateteo and other pivotal female deities like Tlaltecuhtli, Coatlicue, Citlalinicue, and Cihuacoatl. These deities were often the focus of worship by midwives and women about to give birth, signifying their protective and nurturing aspects. However, Tzitzimimeh were not only symbols of life but also harbingers of doom and chaos, particularly during periods of cosmic instability, such as solar eclipses. During these events, it was believed that Tzitzimimeh would descend to Earth with the intent to consume humans, enveloping the world in dread and apprehension. This descent was also feared during other pivotal and dangerous times in the Aztec calendar, like the ominous days known as Nemontemi and during significant ceremonies like the New Fire ceremony.

Story and Worship

The leader among the Tzitzimimeh was the revered goddess Itzpapalotl, who was believed to rule over Tamoanchan, the paradise where these celestial beings resided. One notable tale from the "Histoyre du Mechique" (Hystory of Mexico) narrates a story involving Mayahuel, the goddess of maguey, and her grandmother, a Tzitzimitl. In this tale, Mayahuel is convinced by Quetzalcoatl to descend to Earth, leading to a series of events involving deception, recognition, and ultimately, the growth of the first maguey plant from Mayahuel's buried bones. The maguey plant, in turn, was a significant element in Aztec ceremonies, symbolizing both life and sacrifice.

Including Tzitzimitl in Your Campaign

Given the Tzitzimimeh's rich background and their duality as protectors and destroyers, they offer a compelling and nuanced addition to any campaign. They can serve as complex antagonists or unpredictable allies, embodying the themes of life, death, protection, and destruction. Their association with celestial events and cycles also provides a dynamic backdrop for campaigns, infusing the narrative with a sense of impending doom or miraculous salvation, depending on how these powerful entities are approached and understood by the characters within the story.



Sample file

Tzitzimitl

Huge fiend, chaotic evil

Armor Class 21 (natural armor)
Hit Points 322 (28d12 + 140)
Speed 50 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	20 (+5)	18 (+4)	20 (+5)	25 (+7)

Saving Throws Str +15, Dex +12, Con +11, Int +10, Wis +11, Cha +13
Skills Athletics +15, Perception +11, Intimidation +13
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21
Languages Abyssal, Celestial, Common, Infernal
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Astral Presence. Tzitzimitl 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.

Celestial Affinity. Tzitzimitl has advantage on saving throws against spells and other magical effects dealing radiant damage, originating from celestial beings, or related to the stars and the night sky.

Celestial Alignment (Recharges after a Short or Long Rest). If Tzitzimitl would be reduced to 0 hit points, its current hit points instead resets to 215, it recharges its Astral Scream, and it regains any expended uses of Legendary Resistance. The sky darkens ominously, and Tzitzimitl emanates a menacing glow. Tzitzimitl can now use the options in the "Mythological Actions" section for 1 hour. Award a party an additional 25,000 XP (50,000 XP total) for defeating Tzitzimitl after its Celestial Alignment trait activates.

Eclipse's Call. During a solar or lunar eclipse, Tzitzimitl's abilities recharge faster. All rechargeable abilities recharge at the start of each of its turns during an eclipse.

Innate Spellcasting. Tzitzimitl's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *darkness, fear, invisibility*
3/day each: *blight, confusion*
1/day each: *finger of death, plane shift (self only)*

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

Nightborn. Tzitzimitl gains a +1 bonus to AC and saving throws when fighting under a night sky.

Actions

Multiattack. Tzitzimitl makes three attacks with its slam or two with its scythe.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage plus 10 (3d6) necrotic damage.

Reaping Scythe. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Tzitzimitl regains hit points equal to half that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Astral Scream (Recharge 5-6). Tzitzimitl releases a terrifying scream. Each creature within 60 feet other than Tzitzimitl must make a DC 21 Wisdom saving throw, taking 45 (10d8) psychic damage and being frightened for 1 minute on a failed save, or half as much damage and not being frightened on a successful one. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Doom Foretold. When a creature targets Tzitzimitl with an attack roll, Tzitzimitl imposes disadvantage on that roll.

Legendary Actions

Tzitzimitl can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tzitzimitl regains spent legendary actions at the start of its turn.

Slam Attack. Tzitzimitl makes one slam attack.
Astral Movement (Costs 2 Actions). Tzitzimitl moves up to its speed without provoking opportunity attacks.
Astral Scream (Costs 3 Actions). Tzitzimitl uses its Astral Scream.

Mythological Actions

If Tzitzimitl's Celestial Alignment trait has activated in the last hour, it can use the options below as legendary actions.

Reaping Scythe Attack. Tzitzimitl makes one attack with its scythe.
Astral Teleportation (Costs 2 Actions). Tzitzimitl disappears into the astral plane and reappears in an unoccupied space it can see within 120 feet.
Celestial Burst (Costs 3 Actions). Tzitzimitl unleashes a burst of dark, celestial energy in a 60-foot radius centered on itself. Each creature in that area must make a DC 21 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. Nonmagical light sources in the area are extinguished, and the area is filled with magical darkness until the start of Tzitzimitl's next turn.

Sample file

Anubis

Anubis, the ancient Egyptian deity of mummification and the afterlife, stands as a sentinel over the realm of the dead. In Egyptian mythology, Anubis is revered as the protector of graves and the guide of souls into the afterlife. Often depicted as a man with the head of a jackal or as a full jackal, his image embodies the attributes of the animal - keen senses, scavenging nature, and association with death. Anubis' representation with black fur symbolizes both rebirth and the discoloration of the corpse after embalming. As a god of embalming, he is credited with establishing the rites of mummification, ensuring that the dead received a safe passage and fair judgment in the afterlife. Anubis' role as the guardian of the scales during the Weighing of the Heart ceremony in the Hall of Truth places him as a key figure in the journey of the soul, determining the worthiness of the deceased to enter the realm of the afterlife (Duat).

The Hall of Truth

Anubis' lair is the mythical Hall of Truth, a sacred and majestic chamber in the depths of the underworld where souls are judged. This hall is the epitome of Anubis' power and authority over the dead.

Lair Actions

On initiative count 20 (losing initiative ties), Anubis takes a lair action to exert control over the realm of the dead, manifesting one of the following effects:

- **Judgment of the Dead:** Anubis causes spectral scales to appear and weigh the hearts of those present. Each creature of Anubis' choice within 60 feet of him must succeed on a DC 21 Charisma saving throw or suffer disadvantage on attack rolls and saving throws until the end of its next turn due to overwhelming guilt.
- **Veil of Shadows:** The Hall of Truth becomes shrouded in darkness. The area within 120 feet of Anubis is filled with magical darkness until the next inititiave count 20. Creatures within this darkness other than Anubis have disadvantage on saving throws against being frightened.
- **Summon Guardians:** Anubis summons 1d4 + 1 **anubis jackals** in a point he can see within 120 ft of him. These creatures act on their own initiative and obey Anubis' commands.

Regional Effects

The region around the Hall of Truth, extending up to 10 miles, is influenced by Anubis' divine presence:

- **Eternal Rest:** The spirits of the dead are calmer and less likely to haunt or trouble the living.
- **Sacred Ground:** The land becomes hallowed, repelling undead creatures and preventing them from entering or being created within the area.
- **Whispers of the Dead:** Occasionally, the living can hear faint whispers or gain cryptic visions from the spirits, possibly offering guidance or warnings.
- **Final Judgment:** Creatures within this region might feel a sense of being watched or judged and have disadvantage on Deception (Charisma) saving throws, leading to more honest and introspective behaviors.



Sample file



Pharaoh

Medium humanoid (any race), any alignment

Armor Class 16 (sacred robe)
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	18 (+4)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Str +3, Dex +2, Con +5, Int +4, Wis +9, Cha +8
Skills History +6, Religion +6, Persuasion +7
Damage Resistances necrotic, radiant
Senses darkvision 30 ft., passive Perception 15
Languages Common, plus two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Command. Allies within 10 feet of the Pharaoh gain a +1 bonus to attack rolls and saving throws (already included in the Pharaoh's statblock).

Divine Right. The Pharaoh has advantage on saving throws against being charmed or frightened.

Spellcasting. The Pharaoh is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +9 to hit with spell attacks). The Pharaoh has the following spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*
1st level (4 slots): *command, cure wounds, guiding bolt, protection from evil and good, sanctuary*
2nd level (3 slots): *hold person, lesser restoration, spiritual weapon*
3rd level (3 slots): *dispel magic, revivify, spirit guardians*
4th level (3 slots): *banishment, death ward, divination*
5th level (1 slot): *flame strike, geas, mass cure wounds*

Actions

Multiattack. The Pharaoh makes two scepter attacks.

Scepter of the Pharaoh. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) radiant or necrotic damage.

Commanding Presence (Recharge 5-6). The Pharaoh targets up to two creatures it can see within 30 feet of it. Each target must succeed on a DC 16 Wisdom saving throw or follow the command given by the Pharaoh on its next turn as per the *command* spell.

Divine Retribution (1/Day). The Pharaoh unleashes divine energy in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 27 (6d8) radiant or necrotic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Blessing of the Gods. The Pharaoh blesses one ally it can see within 30 feet of it, granting it 7 (2d6) temporary hit points and advantage on its next attack roll or saving throw.

Reactions

Royal Decree. When a creature within 30 feet of the Pharaoh attacks, the Pharaoh imposes disadvantage on that roll.

Sample



Uraeus

The Uraeus is an ancient Egyptian symbol representing a rearing cobra, often seen adorning the headdresses of pharaohs. This emblem signifies royalty, sovereignty, and divine protection. Historically, the Uraeus was believed to confer the protection of the goddess Wadjet, the cobra goddess, upon the ruler.

In our imaginative depiction, the Uraeus is crafted from precious metals by master artisans and blessed by Wadjet herself. In times of need, this magnificent adornment comes to life, animating itself into a large cobra. This transformation is not only a symbol of divine guardianship but also an embodiment of Wadjet's protective power, poised to defend the pharaoh against any threats.

Pharaoh's Devotion and the Uraeus

While the Uraeus traditionally represents the protection of Wadjet, it's important to note that pharaohs in Egyptian mythology could be devoted to a variety of gods. Consequently, the Uraeus, as a symbol of divine protection and sovereignty, could be blessed by different deities depending on the pharaoh's allegiance. This means that a pharaoh not devoted to Wadjet or one with malevolent intentions could still utilize an Uraeus symbol, potentially imbued with the power of other gods. Such a scenario offers a rich narrative complexity, where the Uraeus' role extends beyond its traditional association with Wadjet.

Uraeus

Large celestial, lawful good

Armor Class 17 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	20 (+5)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Dex +10, Con +10, Wis +10
Skills Perception +10, Religion +8, Stealth +10
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages understands Common but can't speak
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Innate Spellcasting. The Uraeus' spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, detect poison and disease, shield of faith*
3/day each: *mirror image, hold person, shield*

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

Actions

Multiattack. The Uraeus makes two attacks: one with its bite and one with its constrict.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage plus 14 (4d6) poison damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the Uraeus can't constrict another target.

Reactions

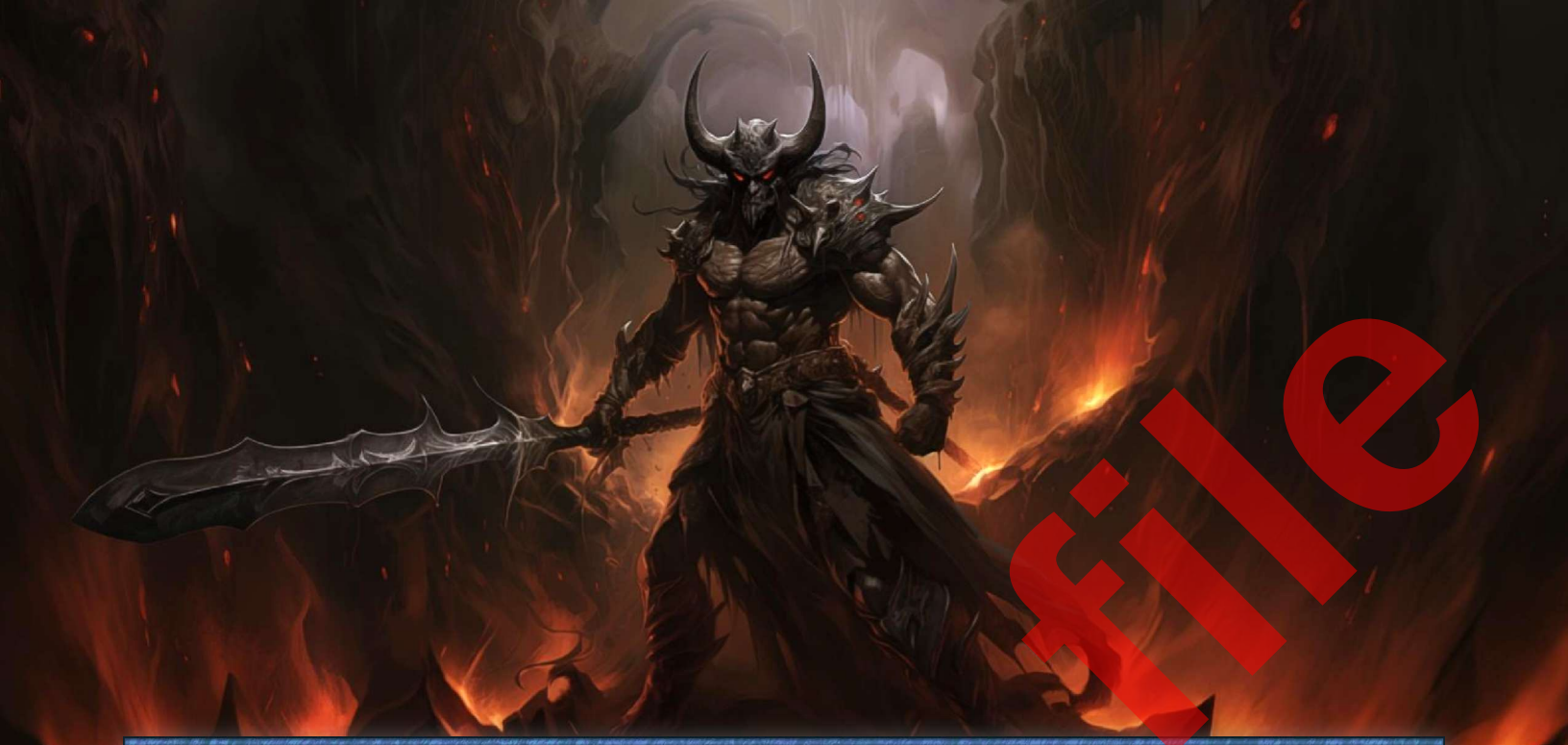
Guardian of the Pharaoh. When the Pharaoh is attacked, the Uraeus imposes disadvantage on the attack roll.

Legendary Actions

The Uraeus can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Uraeus regains spent legendary actions at the start of its turn.

Constrict Attack. The Uraeus makes one constrict attack.
Venomous Strike (Costs 2 Actions). The Uraeus makes one bite attack. If the attack hits, the target must succeed on a DC 17 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

sample file



Sample file

Gallu General

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	16 (+3)	16 (+3)	19 (+4)

Saving Throws Str +10, Dex +6, Wis +7, Cha +8
Skills Arcana +7, Intimidation +8, Perception +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., truesight 60 ft., passive Perception 17
Languages Abyssal, Common, Infernal
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Aura of Command. Allied fiends within 60 feet of the gallu have advantage on saving throws against being frightened and deal an extra 3 (1d6) necrotic damage with their weapon attacks (already included in the gallu's statblock).

Innate Spellcasting. The gallu's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The gallu can innately cast the following spells, requiring no material components:

At will: *chill touch, darkness, fear, resistance*
3/day each: *blight, locate creature*
2/day each: telekinesis
1/day: *disintegrate*

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

Actions

Multiattack. The gallu makes two attacks with its greatsword.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 10 (3d6) necrotic damage.

Shadow Bolt. *Ranged Weapon Attack:* +8 to hit, range 60 ft., one target. *Hit:* 45 (10d8) necrotic damage.

Grasp of the Underworld (3/Day). The gallu targets one creature it can see within 60 feet of it. The target must succeed on a DC 16 Dexterity saving throw or be restrained by shadowy tendrils for 1 minute. A restrained creature can use its action to make a DC 16 Strength check, freeing itself on a success. While restrained in this way, the target takes 14 (4d6) necrotic damage at the start of each of its turns.

Bonus Actions

Terrifying Visage (Recharge 5-6). The gallu unleashes an aura of fear. Each creature of its choice within 30 feet must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shadowstep. The gallu magically teleports up to 60 feet to an unoccupied space it can see.

Reactions

Darkened Resilience. When the gallu takes damage, it enshrouds itself in darkness, halving the damage taken.

Legendary Actions

The gallu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gallu regains spent legendary actions at the start of its turn.

Greatsword Attack. The gallu makes one greatsword attack.
Teleport (Costs 2 Actions). The gallu magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Shadow Bolt (Costs 3 Actions). The gallu makes a Shadow Bolt attack.

Odontotyrannos

The Odontotyrannos is a cryptic creature woven into Greek and Ethiopian mythology, known for its unique and terrifying appearance. Descriptions of this mythical beast vary across sources, but a common portrayal depicts it as a colossal entity with the body of an elephant and a horse-like head or mane, distinguished by three (or one, according to some raffigurations) menacing horns protruding from its forehead. The Odontotyrannos is often depicted with diverging features. Some accounts describe its body as covered in thick, dark fur, while others emphasize its elephantine characteristics, such as massive, powerful limbs and a long, pendulous trunk. Its head, resembling that of a horse but in a more formidable fashion, is said to harbor eyes that blaze with a ferocity that can unnerve even the bravest warriors. The three horns, often described as being sharp as spears and unbreakable, were meant to symbolize its power over land, sea, and the underworld. The abilities attributed to the Odontotyrannos in myths are various. Its physical prowess is unmatched, capable of crushing or impaling opponents with ease. The creature is often associated with immense strength, an unyielding hide, and the ability to emit terrifying roars that reverberate across entire valleys and mountains. Legends say that the ground trembles under its steps, causing earthquakes and instilling panic in both mortals and beasts alike. In terms myths and legends, the Odontotyrannos is sometimes cast as a guardian of sacred realms or treasures, challenging heroes and adventurers who dare to venture into its domain. In other tales, it is portrayed as a wrathful entity, unleashed upon the world as a consequence of divine displeasure or human folly. Its appearances in myths are rare and shrouded in mystery, leading to a wide array of interpretations and speculation about its origin and purpose in the cosmic order.



Odontotyrannos

Gargantuan monstrosity, neutral evil

Armor Class 18 (natural armor)
Hit Points 297 (17d20 + 119)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	7 (-2)	14 (+2)	12 (+1)

Saving Throws Str +14, Con +13
Skills Athletics +14, Perception +8, Survival +8
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 18
Languages understands Common but can't speak
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

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

Siege Monster. The Odontotyrannos deals double damage to objects and structures.

Trampling Charge. If the Odontotyrannos moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 14 (4d6) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Tusks of Terror. The Odontotyrannos' gore attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Actions

Multiattack. The Odontotyrannos makes two attacks with its gore and one with its stomp.

Gore. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Stomp. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage.

Thunderous Roar (Recharge 5-6). The Odontotyrannos lets out a thunderous roar in a 120-foot radius. Each creature in that area must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature frightened in this way is also paralyzed for the duration. A frightened creature can repeat the saving throw at the end of each of its turns, with disadvantage if it is within line of sight of the Odontotyrannos, ending the effect on itself on a success.

Legendary Actions

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

Move. The Odontotyrannos moves up to half its speed.
Attack (Costs 2 Actions). The Odontotyrannos makes one attack with its gore or its stomp.
Charge (Costs 3 Actions). The Odontotyrannos moves up to its speed towards an enemy it can see and makes a gore attack at the end of this movement.

Sample file