

VACUOUS

Source: 2e Planescape Monstrous Compendium Appendix 3.

A vacuous is a horrible form of Undead. When an evil spirit is trapped in the Negative Energy Plane and manages to slip through a crack into the Quasi-Elemental Plane of Vacuum, it can become one of these awful monsters.

A vacuous appears as a 5' tall hairless humanoid form that seems to be deflating from within. Its tiny eyes are pitch black, as is its huge, gaping maw. Its arms are thin and seem about to be pulled into its central mass, which constantly looks like it is on the verge of utter collapse. The skin of a vacuous is covered in tiny cracks, like an eggshell that has been damaged but not breached.

Made Out of Nothing. Vacuous are composed of the emptiness of Vacuum combined with the anti-existence of the Negative Energy Plane. They are literally made of nothing, and they enjoy filling their body with living creatures in order to attempt to fill the void within themselves, killing their victims in the process.

Pack Hunters. Vacuous are crafty and malevolent. They are very intelligent, and make good use of pack tactics, ambushes, and multidirectional attacks. They use their suction ability to throw foes off balance and keep them from bringing their forces to bear effectively.

Vacuous Treasure. Vacuous don't usually collect treasure. Even on more solid planes, they are unlikely to claim lairs or collect treasure.

Vacuous

Medium Undead, usually lawful evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8+16)

Speed 30 ft., fly 50 ft.

STR 15 (+2), DEX 10 (+0), CON 15 (+2), INT 16 (+3), WIS 11 (+0), CHA 13 (+1)

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, incapacitated, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10
Languages understands Common but can't speak
Challenge 4 (1,100 xp) **Prof** +2

Suction. The vacuous' body constantly draws nearby air and light objects within itself. At the start of the vacuous' turn, any object within 30' that weighs 5 lbs or less and isn't fastened to a heavier object or held by a creature is drawn into the vacuous and lost forever.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage plus 5 (1d10) cold damage and 5 (1d10) necrotic damage.

Focus Suction. The vacuous points its mouth at a creature or object within 25'. If the target is a creature, it must make a DC 12 Str save. If the target fails its save or is an object, if it weighs 1,000 lbs or less, it is drawn 25' directly toward the vacuous. If the target is an object weighing between 1,001 and 2,000 lbs, it is drawn 10' directly toward the vacuous.

Draw Within. The vacuous attempts to draw a creature within 5' inside its body. The target must make a DC 12 Str save, suffering 14 (4d6) cold damage and 14 (4d6) necrotic damage on a failure, or half that on a success. In addition, a creature that fails its save is drawn into the vacuous' space and restrained. While the creature is restrained in this way, it can't breathe, attack, or cast spells. It can use an action to try to escape by making a DC 12 Str save. The vacuous can only draw one creature within it at a time and can't move while it has a creature inside it.

A creature drawn within the vacuous takes another 14 (4d6) cold damage and 14 (4d6) necrotic damage at the start of each of the vacuous' turns. If it is reduced to 0 hit points while within the vacuous, the creature dies and implodes, being crushed into a mass of tissue, and can't be raised from the dead without the use of a *true resurrection* or *wish*.

VACUUM QUASIELEMENTAL

Source: 2e Planescape Monstrous Compendium.

Creatures of true nothingness, vacuum quasielementals embody the absence of everything. Completely invisible, a vacuum quasielemental is shaped like an amorphous zone of emptiness, a hollow area in space.

Gregarious with Those Made of Nothing.

These creatures find things composed of matter or energy to be tiresome and distasteful, but are surprisingly gregarious among their own kind. They gather in small groups called **absences** whenever possible, conversing and interacting with their own kind. On the other hand, they detest other creatures that are composed of anything, and usually attack those that intrude on their plane of wonderful nothingness.

Detest the Material Plane. Vacuum quasielementals find any plane filled with stuff of any kind, even air, to be disgusting, repugnant, and uncomfortable. They actively dislike attacking, finding it physically tiring to do so.

Vacuum Quasielemental Treasure. Vacuum quasielementals hate treasure and never gather it, as it is a type of stuff.

Vacuum Quasielemental

Large Elemental, always neutral

Armor Class 16 (absent form)

Hit Points 82 (15d10)

Speed 50 ft., fly 90 ft.

STR 6 (-2), **DEX** 17 (+3), **CON** 10 (+0),
INT 7 (-2), **WIS** 10 (+0), **CHA** 7 (-2)

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

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

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

Air Susceptibility. A spell that creates or manipulates air, such as *gust of wind*, can be cast directly upon the quasielemental to harm it. Instead of its normal effects, the spell deals 1d6 damage per level of the spell slot used to the quasielemental.

Body of Nothingness. The quasielemental can move through a space as narrow as 1" wide without squeezing. In addition, the quasielemental can enter a hostile creature's space and stop there.

Natural Invisibility. The quasielemental is always invisible.

Thin Air. A creature that starts its turn within 30' of the quasielemental must make a DC 11 Constitution save or gain 1 level of exhaustion, which it loses after completing a short rest where it can breathe easily.

ACTIONS

Multiattack. The quasielemental makes two Touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) bludgeoning damage.

Vacuum Quasielemental Fragile Nothing

The vacuum quasielemental fragile nothing uses the Vacuum Quasielemental stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 360 xp.

The fragile nothing has the following additional Trait.

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

Vacuum Quasielemental Lord of Emptiness

Huge Elemental, always neutral

Armor Class 18 (absent form)

Hit Points 150 (20d12+20)

Speed 50 ft., fly 90 ft.

**STR 10 (+0), DEX 20 (+5), CON 13 (+1),
INT 11 (+0), WIS 10 (+0), CHA 13 (+1)**

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

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

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

Air Susceptibility. A spell that creates or manipulates air, such as *gust of wind*, can be cast directly upon the quasielemental to harm it. Instead of its normal effects, the spell deals 1d6 damage per level of the spell slot used to the quasielemental.

Body of Nothingness. The quasielemental can move through a space as narrow as 1" wide without squeezing. In addition, the quasielemental can enter a hostile creature's space and stop there.

Natural Invisibility. The quasielemental is always invisible.

Thin Air. A creature that starts its turn within 30' of the quasielemental must make a DC 13 Constitution save or gain 1 level of exhaustion, which it loses after completing a short rest where it can breathe easily.

ACTIONS

Multiattack. The quasielemental makes two Touch attacks.

Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10+5) bludgeoning damage plus 14 (4d6) cold damage.

Magical Dissolution (recharge 5-6). The lord of emptiness magically causes spells and other magical effects within 60' to end. If the effect was created by a 7th or higher level spell, the lord must make a Charisma check with a DC of 10 + the level of the spell creating it.

LEGENDARY ACTIONS

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

- **Absence of Strength.** One creature the lord of emptiness can see within 30' must make a DC 13 Con save or be weakened until the end of the creature's next turn. While weakened in this way, the creature has disadvantage on Str attacks, checks, and saves, and its weapon attacks do half damage.
- **Drain Breath.** One creature the lord of emptiness can see within 30' must make a DC 13 Con save or be unable to breathe or speak until the end of the creature's next turn.
- **Pull.** One creature the lord of emptiness can see within 30' must make a DC 12 Str save or be pulled up to 30' by the lord.

VALKYRIE

Source: 3e *Deities & Demigods*.

A valkyrie is a warrior-spirit and handmaiden of death who helps the spirits of the greatest dead warriors reach an afterlife of eternal battle and glory. Valkyries are not associated with a specific deity or pantheon; instead, they serve as a reward for the mightiest warriors, regardless of credo or faith. Valkyries often appear mounted on great

winged horses known as **valkyrie chargers** that are quite formidable creatures themselves, and the combined force of a valkyrie and its charger is not to be underestimated.

Handmaidens of Battle. All valkyries are female. They are rarely seen; most often when a valkyrie appears, mounted on its winged horse, it is above a great battle involving thousands of individuals and several great leaders or champions. A valkyrie does not usually take sides in such a battle, instead watching for signs of great heroism and leadership, seeking to find worthy souls for harvesting, should those individuals die in the battle. A valkyrie is impressed by a warrior's skills, but more important is that warrior's heart. Is he or she heroic and unflinching in battle? Willing to lay his or her life down for her fellows? Does he or she follow the orders of officers and generals? Are the weapons he or she wields well-cared for and worn from much use? Does the battle make his or her blood sing? These are amongst the traits that the valkyries seek from those they would bring to their halls.

The Fields of Valhalla. The battleground that the valkyries take spirits to is a hidden realm in Ysgard. The few living adventurers to visit it and return report that it is called Valhalla, with a great series of feast-halls overlooking a gigantic battlefield. Every day, the souls of Valhalla issue forth in different groupings and make war against one another, reveling in the glory of battle. At night, when they return to the feast-halls, the slain and wounded are returned to life and healed so that they might fight again the next day.

The Great Army. With an army composed of many millions of history's greatest warriors, the valkyries have access to a force of significant power. They have never used that power for any purpose other than defending their own realm; however, the armies of Valhalla continue to swell and grow to ever greater size and potency over time. What hidden purpose the valkyries might have for building such a massive force has caused much speculation and induced many sages to study the question, but if there is a secret valkyrie agenda, no scholar has yet been able to discern it.

Valkyrie Treasure. Each valkyrie encountered has a 35% chance to have a magic weapon; and a 25% chance to have a piece of magical armor and.

Valkyrie

Medium Celestial, always chaotic good

Armor Class 18 (chain mail and shield)

Hit Points 112 (15d8+45)

Speed 30 ft.

STR 18 (+4), DEX 13 (+1), CON 16 (+3),

INT 12 (+1), WIS 18 (+4), CHA 16 (+3)

Saving Throws Str +7, Dex +4, Wis +7, Cha +6

Skills Animal Handling +7, Athletics +7, Insight +7, Perception +7

Damage Resistances cold, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed

Senses passive Perception 17

Languages Celestial, Common,

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

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

Shield Maiden. While the valkyrie wields a shield, its allies within 5' gain a +2 bonus to AC.

ACTIONS

Multiattack. The valkyrie makes three attacks.

Spear. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if wielded in two hands, plus 11 (2d10) radiant damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150'/600' ft., one target. **Hit:** 5 (1d8+1) piercing damage.

Valkyrie Berserker

Medium Celestial, always chaotic good

Armor Class 16 (chain mail)

Hit Points 112 (15d8+45)

Speed 30 ft.

**STR 20 (+5), DEX 13 (+1), CON 16 (+3),
INT 12 (+1), WIS 18 (+4), CHA 16 (+3)**

Saving Throws Str +8, Dex +4, Wis +7, Cha +6
Skills Animal Handling +7, Athletics +8, Insight +7, Perception +7

Damage Resistances cold, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed

Senses passive Perception 17

Languages Celestial, Common,

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

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

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

Shield Maiden. While the valkyrie wields a shield, its allies within 5' gain a +2 bonus to AC.

ACTIONS

Multiattack. The valkyrie makes three attacks.

Spear. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage, or 9 (1d8+5) piercing damage if wielded in two hands, plus 11 (2d10) radiant damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150'/600' ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Valkyrie Captain

Medium Celestial, always chaotic good

Armor Class 18 (chain mail and shield)

Hit Points 180 (24d8+72)

Speed 30 ft.

**STR 20 (+5), DEX 13 (+1), CON 16 (+3),
INT 12 (+1), WIS 18 (+4), CHA 20 (+5)**

Saving Throws Str +9, Dex +5, Wis +8, Cha +9
Skills Animal Handling +8, Athletics +9, Insight +8, Perception +8

Damage Resistances cold, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed

Senses passive Perception 18

Languages Celestial, Common,

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

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

Shield Maiden. While the valkyrie wields a shield, its allies within 5' gain a +2 bonus to AC.

ACTIONS

Multiattack. The valkyrie makes three attacks.

Spear. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage, or 9 (1d8+5) piercing damage if wielded in both hands, plus 13 (2d12) radiant damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150'/600' ft., one target. *Hit:* 5 (1d8+1) piercing damage plus 6 (1d12) radiant damage.

Lead the Attack (recharge 5-6). The valkyrie makes two weapon attacks. Then up to three allied Celestials that can see or hear it within 120' each make one attack.

BONUS ACTIONS

Healing Word (3rd level spell) (2/day). One creature the valkyrie can see within 60' regains 11 (3d4+4) hit points.

Valkyrie Singer

Medium Celestial, always chaotic good

Armor Class 18 (chain mail and shield)

Hit Points 90 (12d8+36)

Speed 30 ft.

**STR 18 (+4), DEX 13 (+1), CON 16 (+3),
INT 12 (+1), WIS 18 (+4), CHA 20 (+5)**

Saving Throws Str +8, Dex +5, Wis +8, Cha +9

Skills Animal Handling +8, Athletics +8, Insight +8, Perception +8, Performance +9

Damage Resistances cold, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed

Senses passive Perception 18

Languages Celestial, Common,

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

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

Shield Maiden. While the valkyrie wields a shield, its allies within 5' gain a +2 bonus to AC.

ACTIONS

Multiattack. The valkyrie makes three attacks.

Spear. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if wielded in two hands, plus 11 (2d10) radiant damage.

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

BONUS ACTIONS

Song of Glory (recharges after a short or long rest). The valkyrie begins singing a celestial song, which lasts as long as it concentrates and continues to sing, up to 10 minutes. While the song lasts, each Celestial of the valkyrie's choice that can hear it within 120' does an extra 7 (2d6) thunder damage each time it hits with an attack.

REACTIONS

Note of Protective Harmony (recharge 4-6).

When a Celestial the valkyrie can see within 60' takes damage, the valkyrie sings a note that magically protects that Celestial, reducing the damage by 15.

Valkyrie Skyrider

The valkyrie skyrider uses the Valkyrie Berserker stat block with the following changes.

- It has 1 hit point (minion).
- It is immune, instead of resistant, to cold, poison, and psychic damage.
- It is worth 780 xp (minion).

The skyrider has the following additional Traits.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.
- **Sky Rider.** While mounted, the valkyrie gains a +3 bonus to AC.
- **Survivor.** If the minion takes damage, it reduces that damage by 10.

Valkyrie Veteran

Medium Celestial, always chaotic good

Armor Class 20 (plate and shield)

Hit Points 255 (30d8+120)

Speed 30 ft.

**STR 22 (+6), DEX 16 (+3), CON 18 (+4),
INT 12 (+1), WIS 18 (+4), CHA 20 (+5)**

Saving Throws Str +12, Dex +9, Wis +10,
Cha +11

Skills Animal Handling +10, Athletics +12, Insight
+10, Perception +10

Damage Resistances cold, poison, psychic

Condition Immunities charmed, exhaustion,
frightened, paralyzed

Senses passive Perception 20

Languages Celestial, Common,

Challenge 20 (25,000 xp) **Prof** +6

Legendary Resistance (2/day). If the valkyrie fails a saving throw, it can choose to succeed instead.

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

Shield Maiden. While the valkyrie wields a shield, its allies within 5' gain a +2 bonus to AC.

ACTIONS

Multiattack. The valkyrie makes three attacks.

Spear. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) piercing damage, or 10 (1d8+6) piercing damage if wielded in two hands, plus 22 (4d10) radiant damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150'/600' ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 11 (2d10) radiant damage.

Overwhelming Assault. The valkyrie makes five attacks. Each time it hits with a melee weapon

attack, each creature of its choice within 10' of the target takes 10 (3d6) radiant damage.

REACTIONS

Final Strike. When the valkyrie falls to 0 hit points, it makes one melee weapon attack before it falls.

LEGENDARY ACTIONS

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

- **Detect.** The valkyrie makes a Wisdom (Perception) check.
- **Maneuver.** Up to two creatures that can hear or see the valkyrie within 120' move up to their speed.
- **Press.** The valkyrie pushes one creature within 5' of it up to 10', then moves up to 10' to a space within 5' of that enemy without provoking opportunity attacks.
- **Recover.** The valkyrie makes a save against an effect that a save will end.

Valkyrie's Charger

The valkyrie's charger uses the Pegasus stat block with the following changes.

- It has maximum (91) hit points
- It is immune to cold damage.
- It has resistance to nonmagical bludgeoning, piercing and slashing damage.
- It is immune to the charmed, frightened and paralyzed conditions, as well as exhaustion.
- Its Challenge Rating is 4 (1,100 xp).

The charger has the following additional Trait.

- **Magic Weapons.** The charger's weapon attacks are magical.

VAMPIRE

Location: *Monster Manual*.

Vampire Treasure. A vampire usually has a great deal of wealth. Its lair typically has 1d6 x 5,000 gp in assorted coins, gems, and art objects, and has a 40% chance of having 1d4+2 random magic items.

Vampire Spawn Treasure. A vampire spawn usually doesn't have treasure of its own, but it has a 25% chance of having 2d6 x 100 gp in coins, gems, and jewelry.

Vampire Vanisher

The vampire vanisher uses the Vampire stat block with the following changes.

- Its Shapechanger action lacks the option to turn into mist.
- It lacks the vampire's Charm action option.

It has the following additional Action option.

- **Invisibility.** The vanisher turns invisible until it attacks.

VAMPIRE CRICKET

Source: Homebrewed.

A vampire cricket is a type of **giant cave cricket** from the Shadowfell that occasionally crosses over into the World. Aggressive bloodsuckers, vampire crickets aren't actually undead but do appear shadowy and translucent, allowing their victims to watch the blood being sucked into the cricket's belly.

Vampire Cricket Treasure. Vampire crickets don't collect treasure.

Vampire Cricket

Tiny Beast (Insect), always unaligned

Armor Class 12

Hit Points 27 (6d4+12)

Speed 30 ft.

STR 3 (-4), **DEX** 15 (+2), **CON** 14 (+2),

INT 2 (-4), **WIS** 10 (+0), **CHA** 6 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge ¼ (50 xp) **Prof** +2

ACTIONS

Kick. *Melee Weapon Attack:* +4 to hit, reach 2 ft., one target. *Hit:* 4 (1d3+2) bludgeoning damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 2 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the target must succeed on a DC 12 Dexterity save or the vampire cricket grapples it (escape DC 12). If a creature starts its turn grappled by the cricket, it suffers 7 (2d6) points of damage from blood drain.

REACTIONS

Leap. When an attack misses the giant cave cricket, it jumps 10' without provoking opportunity attacks.

VAMPIRIC IXITXACHITL

Location: *Out of the Abyss* p226.

Vampiric Ixitxachitl Treasure. Vampiric ixitxachitl have the same treasure as other ixitxachitl. The lair of a group of six to twelve ixitxachitl has a 20% chance each of having 3d6 x 100 sp, 1d10 x 100 gp, 2d12 pp, 1d10 gems, and 1d6 pieces of jewelry.

The lair of 13 to 36 ixitxachitl instead has a 40% chance each of having 2d4 x 1,000 sp, 2d6 x 500 gp, 4d8 pp, 2d10 gems, and 2d6 pieces of jewelry; and a 25% chance of having 1d4 magic items that can be used without hands. (Note that an ixitxachitl can wear one ring on its tail.)

The lair of 37 to 100 ixitxachitl instead has a 60% chance each of having 2d8 x 1,000 sp, 2d6 x 1,000 gp, 2d6 x 10 pp, 3d10 gems, and 2d10 pieces of jewelry; and a 40% chance of having 1d4+3 magic items that can be used without hands. (Note that an ixitxachitl can wear one ring on its tail.)

VAMPIRIC MIND FLAYER

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

Vampiric Mind Flayer Treasure. Vampiric mind flayers are less adept at collecting treasure than normal illithids because of their feral nature and inferior intellectual and psionic abilities. A lone vampiric mind flayer has a 25% chance each to have 1d6 gems and 1 random magic item; as well as a 15% chance to have 1d6 x 1,000 gp in assorted coins.

A **cabal** of two to six vampiric mind flayers instead has a 40% chance each to have 1d8 gems, 1d4 art objects, and 1d3 random magic items; and a 20% chance to have 1d10 x 1,000 gp in assorted coins.

If the vampiric mind flayers number seven to thirty, they instead have a 45% chance each to have 1d10 gems and 1d6 art objects; a 40% chance each to have 1d4 potions and 1d2 random magic items; and a 20% chance to have 2d8 x 1,000 gp in assorted coins.

If the vampiric illithids number more than 30, they instead have a 45% chance each to have 2d10 gems and 2d6 art objects; a 40% chance each to have 2d4 potions and 1d4 random magic items; and a 20% chance to have 2d10 x 1,000 gp in assorted coins.

VAMPIRIC MIST

Location: *Mordenkainen's Tome of Foes.*

Vampiric Mist Treasure. The lair of a vampiric mist has a 25% chance each to contain 2d4 x 500 cp, 2d8 x 100 sp, and 2d6 x 100 gp; and a 15% chance each to have 2d10 x 25 ep, 3d10 pp, 1d4 gems, 1d4 art objects, 1d4 potions, and 1 random magic item.

On the rare occasions when more than one vampiric mist lairs together, their lair instead has a 25% chance each to contain 2d4 x 1,000 cp, 1d6 x 1,000 sp, and 1d4 x 1,000 gp; and a 15% chance each to have 2d10 x 50 ep, 1d10 x 10 pp, 1d6 gems, 1d4 art objects, 1d4+1 potions, and 1d2 random magic items.

VANIR

Source: Homebrew, based on Norse mythology

The Vanir are a race descended from an extinct line of deities. They inhabit the plane of Gladsheim, also called Ysgard, wandering from layer to layer and sometimes even exploring other planes entirely in search of deep, forgotten, or forbidden lore. Unlike their rivals, the **Aesir**, the Vanir are not attempting to gain the divine status of their ancestors; rather, they pursue individual goals for a short time before losing interest and moving on to the next interest. This leaves most Vanir with a smattering of knowledge about many topics, but little in the way of original developments or new lines of reasoning.

Sloppy Heroics and Half-Finished Quests.

The short attention span of the Vanir leads them to taking on many tasks that they never properly finish. Many have lists of half-finished quests that they never get back to, and a party of Vanir heroes that takes on a community's problems usually leaves them only partially resolved and might even make things worse.

Self-Centered Intellectuals. While the Vanir are motivated to spread weal, they tend to be self-centered, and often lose sight of the feelings and needs of others. It is usually convinced that whatever it is doing is for the "greater good," but often, it is self-deluded, and its actions primarily benefit itself. Vanir are surprisingly good at lying to themselves despite their intellectual pretensions.

Vanir Allies. Vanir often ride **pegasi**, and many befriend **elves** and **eladrin**, **guardinals**, and servants of the **Animal Lords**. A few even make direct contact with the Animal Lords and forge relationships with them directly.

Vanir Treasure. Each Vanir is 50% likely to have 1d4 scrolls; 30% likely to have 1d4 pieces of jewelry; and 10% likely to have 2d6 x 10 gp. They don't typically pool their treasure into a single hoard.

VANIR PCS

An Aesir would make a good high-level pc.

Mid-Level (8+): A Vanir has exceptional ability score adjustments, as well as a smattering of spellcasting abilities, and its Spell Fury trait gives it another significant edge. It is suitable for a mid-level party.

VANIR TRAITS

A Vanir pc has the following racial traits.

Ability Score Adjustments. Your Intelligence, Wisdom, and Charisma each increase by 2. Then choose Intelligence, Wisdom, or Charisma and increase that score by 2 (total increase of 4). In addition, choose Dexterity or Constitution, and increase that score by 1.

Superhuman Potential. Your maximum Intelligence and Charisma are 22.

Celestial. You are a Celestial.

Speed. Your speed is 30'.

Age. A Vanir matures around 13, grows old around 150, and usually dies by 180.

Creature Type. You are a Celestial.

Size. You are Medium. A Vanir is usually about the same size and weight as a human.

Hit Point Kicker. You start with 15 bonus hit points, in place of your racial Hit Dice.

Spell Fury. You can cast a cantrip that you know that has a casting time of 1 action as a bonus action. You can use this ability a number of times equal to your proficiency bonus, then must complete a long rest before doing so again.

Spellcasting. You know three wizard cantrips and one first level wizard spell of your choice. You can cast the first level spell once per day without using a spell slot. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells.

Languages. You speak Celestial and Common.

Vanir

Medium Celestial, usually chaotic good or chaotic neutral

Armor Class 16 (chain mail)

Hit Points 45 (7d8+14)

Speed 30 ft.

**STR 12 (+1), DEX 13 (+1), CON 14 (+2),
INT 17 (+3), WIS 15 (+2), CHA 16 (+3)**

Saving Throws Int +5, Wis +4, Cha +5

Skills Arcana +5, History +5, Nature +5, Religion +5

Senses passive Perception 12

Languages Celestial, Common

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

Spell Fury (2/day). The Vanir casts a cantrip that it knows that has a casting time of 1 action as a bonus action.

ACTIONS

Battle Axe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if wielded with both hands.

Spellcasting. The Vanir casts one of the following spells, using Intelligence as the spellcasting ability (save DC 13, +5 to hit).

At Will- *Acid splash* (2d6), *blade ward*, *fire bolt* (2d10), *prestidigitation*.

2/day- *Fireball*, *magic missile*.

1/day- *Charm person*, *clairvoyance*, *detect magic*, *ice storm*, *invisibility*, *suggestion*.

BONUS ACTIONS

Misty Step (2nd level spell) (1/day). The Vanir teleports up to 60' to a space he can see.

Vanir Guard

Medium Celestial, usually chaotic good or chaotic neutral

Armor Class 18 (chain mail and shield)

Hit Points 1 (minion)

Speed 30 ft.

STR 12 (+1), **DEX** 13 (+1), **CON** 14 (+2),
INT 17 (+3), **WIS** 15 (+2), **CHA** 16 (+3)

Senses passive Perception 12

Languages Celestial, Common

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

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

Spell Fury (2/day). The Vanir casts a cantrip that it knows that has a casting time of 1 action as a bonus action.

ACTIONS

Battle Axe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if wielded with both hands.

Spellcasting. The Vanir casts one of the following spells, using Intelligence as the spellcasting ability (save DC 13, +5 to hit).

At Will- *Flame bolt, mage hand, prestidigitation.*

1/day- *Chromatic orb.*

Vanir Lorekeeper

Medium Celestial, usually chaotic good or chaotic neutral

Armor Class 16 (chain mail)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR 12 (+1), **DEX** 13 (+1), **CON** 14 (+2),
INT 21 (+5), **WIS** 18 (+4), **CHA** 16 (+3)

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

Skills Arcana +9, History +9, Nature +9, Religion +9

Senses true seeing; passive Perception 14

Languages Celestial, Common

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

Loremaster's Recall (2/day). When the Vanir makes an Intelligence check, it adds 1d8 to the result.

Spell Fury (4/day). The Vanir casts a cantrip that it knows that has a casting time of 1 action as a bonus action.

ACTIONS

Battle Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if wielded with both hands.

Spellcasting. The Vanir casts one of the following spells, using Intelligence as the spellcasting ability (save DC 17, +9 to hit).

At Will- *Acid splash (3d6), blade ward, fire bolt (3d10), mage hand, prestidigitation.*

2/day- *Cone of cold, fireball.*

1/day- *Arcane eye, banishment, detect magic, invisibility, magic missile, mass suggestion, plane shift, polar ray, suggestion, wall of fire.*

BONUS ACTIONS

Misty Step (2nd level spell) (1/day). The Vanir teleports up to 60' to a space he can see.

REACTIONS

Counterspell (1/day) (3rd level spell). When the Vanir sees a spell being cast within 60', it counters the spell if the spell is 3rd level or lower. Otherwise, the Vanir makes an Int check with a

DC of 10 + the spell's level, and if it succeeds, the spell is countered.

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

VAPOR RAT

Source: 1e *Monster Manual* 2.

Some rats have changed by virtue of extended contact with the plane of Air, by virtue of having dwelled near **mist** or **cloud dragons**, or from living on cloud castles or islands of cloudstuff for many generations. Such a so-called vapor rat is the size of a **giant rat**, but is capable of assuming a vaporous form for defense.

Vapor Rat Treasure. Most rats don't intentionally collect treasure, but the nest of a group of vapor rats has a 10% chance each of containing 1d20 cp and sp.

Vapor Rat

Small Monstrosity (Rat), usually chaotic neutral

Armor Class 14

Hit Points 13 (3d6+3)

Speed 30 ft., fly 20 ft.

STR 6 (-2), **DEX** 18 (+4), **CON** 12 (+1),
INT 7 (-2), **WIS** 13 (+1), **CHA** 8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge ½ (100 xp)

Prof +2

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage, and the target is surrounded by a cloud of foul-smelling vapors. The target must succeed on a DC 11 Con save or be poisoned until the end of its next turn.

Vaporous Form. The vapor rat assumes a vaporous form. While in this form, its stats change as follows.

- It gains resistance to nonmagical bludgeoning, piercing, and slashing damage;
- Its only method of movement is to fly at a speed of 15';
- Its bite attack deals only half its normal damage.

VAPORIGHU

Source: 2e *Planescape Monstrous Compendium Appendix*.

The vaporighu is a malevolent native of the Lower Plane of Gehenna. Appearing as a foul, bloated, pink, hairy, stinking humanoid with veins and arteries throbbing visibly just below the surface of its skin, the vaporighu glistens with slime. A vaporighu wheezes, gasps, and bellows with a wet, disgusting, slobbering noise at all times, and its stench is truly memorable and can linger for days where it passes through. A vaporighu stands about 8' tall and is nearly as wide, and weighs nearly 1,000 lbs.

Pure Malice. A vaporighu is motivated by malice, pure and simple. Sure, it has to eat, but that is secondary compared to its urge to inflict pain and suffering. It is sadistic and delights in ambushing planar travelers, overwhelming them with terror and eating them alive. In addition, the vaporighu will gleefully devour petitioners, **soul larvae**, and even other Fiends weak enough to fall victim to it.

Lurkers. Vaporighu (singular and plural) like to lurk in places where other creatures are likely to pass through, attempting to spring on them by surprise.

Vaporighu Challenge Rating. When assessing the Challenge Rating of a vaporighu, increase its effective damage output by 50% to account for its Frightful Presence's ability to paralyze.

Vaporighu Treasure. A vaporighu likes taking treasure mostly because other creatures

don't want to lose it. A typical vaporighu has a 25% chance each to have 3d10 x 50 cp and gp, as well as 2d6 x 10 gp; and a 10% chance each to have 1d4 gems and 1d4 potions (1-5) or 1 magic item (6).

Vaporighu

Large Fiend, always neutral evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10+30)

Speed 30 ft., fly 60 ft.

**STR 15 (+2), DEX 9 (-1), CON 16 (+3),
INT 13 (+1), WIS 8 (-1), CHA 10 (+0)**

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, Infernal

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

Stench. A creature that starts its turn within 10' of the vaporighu must succeed on a DC 15 Constitution save or be poisoned until the end of its next turn. A creature that makes this save is immune to the stench of that vaporighu for 24 hours.

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

ACTIONS

Multiattack. The vaporighu uses Frightful Presence, then makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage, plus 11 (2d10) acid damage. In addition, the vaporighu's attack leaves behind a caustic slime that will put 1 wear point on the target's armor and shield (if any), or outer layer of clothing (if no

shield or armor) per hour until cleaned off (a process requiring at least 30 minutes of work).

Foul Breath (recharge 5-6). The vaporighu exhales in a 15' cone. Each creature in the cone must make a DC 15 Constitution save, suffering 35 (10d6) poison damage on a failure and half that on a success. A creature that fails its save is also poisoned for 1 minute (save ends). While poisoned in this fashion, the creature takes another 10 (3d6) poison damage at the start of each of its turns.

Frightful Presence. Each creature of the vaporighu's choice that is within 120 ft. and can see it must succeed on a DC 12 Wisdom save or become frightened for 1 minute (save ends). While frightened in this way, the creature is paralyzed. If it makes the initial or a subsequent save, the creature is immune to the vaporighu's frightful presence for 24 hours.

Spellcasting. The vaporighu casts one of the following spells, using Intelligence as the spellcasting ability (save DC 13, +5 to hit), requiring no material components.

At Will- *Enlarge/reduce*, *light*, *mislead*, *produce flame* (2d8), *sleep* (7d8).

Vaporighu Bloat

The vaporighu bloat uses the Vaporighu stat block with the following changes.

- It is Huge.
- Its AC is 16 (natural armor).
- It has 133 (14d12+42) hit points.
- Its Strength is 18 (+4).
- Its Slam is +9 to hit and does 14 (3d6+4) bludgeoning plus 11 (2d10) acid damage.
- Its save DCs and spell attack bonus increase by 1.
- Its Challenge Rating is 13 (10,000 xp).
- Its proficiency bonus is +5.

VARAKHUT

Source: 3.5e *Monster Manual*.

The varakhuts are **inevitables** that are the defenders of the rightful place of the Powers and other entities of similar stature, including the gods, primordials, Fiend lords and so on. While the varakhuts themselves do not worship any entity, they understand the necessity of these beings and know that the death of any of them increases the amount of chaos in the universe, something anathema to all inevitables.

A varakhut is an abstract-looking creature composed of prism-shaped blocks, cylinders and spheres interlocking into a shape both suggestive of a humanoid and similar to a top. Sometimes, spheres resembling planets and galaxies are visible inside a varakhut's framework.

Varakhut Allies. When a varakhut is dispatched, it is often accompanied by **kolyaruts** or **zelekhuts**. However, it often appears alone.

Varakhut Treasure. A varakhut typically has no treasure.

Varakhut

Large Construct (Inevitable), always lawful neutral

Armor Class 23 (natural armor)

Hit Points 285 (30d10+120)

Speed 50 ft., fly 50 ft.

STR 22 (+6), DEX 15 (+2), CON 18 (+4), INT 18 (+4), WIS 19 (+4), CHA 22 (+6)

Saving Throws Dex +9, Int +11, Wis +11, Cha +13

Skills Arcana +11, Investigation +11, Insight +11, Perception +11, Religion +11, Survival +11

Damage Immunities poison; bludgeoning, piercing and slashing damage from nonmagical weapons that aren't adamantite

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

Senses Truesight 90 ft., passive Perception 21

Languages Abyssal, Celestial, Infernal and the native language of its first target

Challenge 21 (33,000 xp)

Prof +7

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

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

Regeneration. The inevitable regains 20 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The inevitable attacks twice with its Slam.

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 17 (2d10+6) bludgeoning damage plus 11 (2d10) lightning damage.

Energy Blast (Recharge 6). The inevitable emits a blast of fire or thunder. This blast takes the form of either a 30' cone starting at the inevitable or a 10' radius sphere centered on it. Each creature in the blast must make a DC 21 Dexterity saving throw, suffering 45 (10d8) damage of the chosen type on a failure or half that on a success.

Spellcasting. The varakhut casts one of the following spells, using Wisdom as the spellcasting ability (save DC 19, +11 to hit), requiring no material components.

At Will- *Dimension door*, *dispel magic* (as a 6th level spell), *dominate monster*, *haste*, *hold monster*, *locate person*.

3/day- *Plane shift*, *teleport*, *time stop*.

1/day- *Meteor swarm*, *plane shift*, *soul bind*, *wish*.

VARGOUILLE

Location: *Volo's Guide to Monsters.*

Haunt Places of Death. Vargouilles prefer to haunt graveyards and ruins or other places redolent with the reek of death, such as battlefields or the scenes of slaughter. They enjoy preying upon the living, delighting in causing terror as much as they do in feeding on the life forces of their victims. Originally from the plane of Carceri (not the Abyss), vargouilles epitomize everything fiendish, and are beings of pure malignant evil.

Delight in Imprisonment. Vargouilles hail originally from a plane that is little more than a prison, and thus take great joy in forcing living mortals into captivity. A mob of vargouilles will sometimes herd humanoids into an enclosed space and then kiss one, letting the others watch in horror as their companion slowly changes into a vargouille and attacks them. The slow horror and despair of hopeless imprisonment gives vargouilles an almost erotic thrill.

Vargouille Challenge Rating. When assessing the Challenge Rating of a vargouille, double its damage output because of its Stunning Shriek.

Vargouille Treasure. Vargouilles favor coins and gems. A single vargouille or a **cluster** of up to five of the fiends has a 50% chance of having 1d4 x 25 gp in assorted coins; and a 20% chance of having 1d3 gems.

A **mob** of six to fifteen vargouilles instead has a 65% chance of having 1d6 x 100 gp in assorted coins; a 25% chance of having 1d6 gems; and a 10% chance of having 1 magic potion (1-5), piece of armor (6-7) or weapon (8-10).

A mob of 16 or more vargouilles instead has a 75% chance of having 2d6 x 200 gp in assorted coins; a 40% chance of having 2d4 gems; a 25% chance of having 1d3 pieces of magic armor (1-4) or magic weapons (5-6); and a 20% chance of having 1d6 potions.

Vargouille Swarm

Medium Swarm of Tiny Fiends (Swarm), always chaotic evil

Armor Class 12

Hit Points 104 (16d8+32)

Speed 5 ft., fly 40 ft.

**STR 18 (+4), DEX 14 (+2), CON 14 (+2),
INT 4 (-3), WIS 7 (-2), CHA 2 (-4)**

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing

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

Senses darkvision 60 ft., passive Perception 8

Languages understands Abyssal and Infernal but can't speak

Challenge 7 (2,900 xp)

Prof +3

Shed Vargouilles. When the swarm becomes bloodied, and when it is reduced to 0 hit points, 1d4 **vargouilles** appear in unoccupied spaces within 5' of it. If no spaces within 5' are unoccupied, they appear within occupied spaces instead.

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

ACTIONS

Mass of Bites. The swarm makes one Bites attack against each creature within 5'.

Bites. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6+4) piercing damage plus 21 (6d6) poison damage, or 11 (2d6+4) piercing damage plus 10 (3d6) poison damage if the swarm is bloodied.

BONUS ACTIONS

Abyssal Curse. The *vargouille* targets each incapacitated Humanoid within 5'. Each target must succeed on a DC 13 Cha save or become cursed. A cursed creature loses 1 point of Charisma each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell; don't count that time. When its Charisma becomes 2, the target dies, and its head tears from the body and becomes a **vargouille**. An effect that removes a curse will end the effect and restore the target's head and Charisma to normal.

Stunning Shrieks. Each Humanoid and Beast that can hear the swarm within 30' must make a DC 13 Wis save or be frightened of the swarm until the end of the swarm's next turn. While frightened in this way, the target is stunned. If the target makes its save, it is immune to the Stunning Shrieks of all *vargouilles* and *vargouille* swarms for 1 hour.

VAROOT

Source: 3e *Fiend Folio*.

A varoot is the most common type of **nerra**, and is most commonly dispatched on raids across the veil. It is the varoots who do the majority of the capturing and kidnapping of Prime Material Plane creatures, replacing them with **mirror twins**. Varoots usually prefer to operate through stealth and surprise rather than using open violence.

A varoot stands between 5' and 6' tall. Its entire body has a mirror-like sheen and is highly reflective. Its facial features are smooth and rather indistinct. Varoots only wear clothing when impersonating another creature.

A varoot typically only comes to the Prime Material Plane when it is on a mission. Such a mission usually involves infiltration, spying, or kidnapping and replacing a creature of the world. A varoot is a master of subterfuge, deception, and lies, and most varoots don't think twice about lying to, misdirecting, and misleading other creatures.

In Disguise. When infiltrating the Prime Material Plane, varoots typically operate under the effects of a *disguise self* spell. A varoot often takes the place of another creature in order to dig out some hard to come by information, but usually tries to gather information about that creature before putting itself in a position to interact with others that know it so as to better avoid detection.

Varoots sometimes come to the World in order to lay the groundwork for nerra operations that are planned by their leaders. Before the operation, varoots are used to undermine defenses, ascertain the targets' plans and countermeasures, and even replace key guards and officers. Once a nerra operation begins, the varoots that have taken up places within an enemy stronghold open the doors from within, disrupt the defenders' strategy, ruin key items such as ammunition, food and water supplies, and the like, and remove obstacles to the nerra plan.

War Bands. When nerra war bands form, varoots make up the band's scouting contingent. In such a case, there are usually about twice as many varoots as **kalareems** in the company, and the whole group is typically led by a single **sillit**. On rare occasions, multiple sillits come together to plan and direct operations from the Plane of Mirrors, dispatching dozens of varoots on missions before the greater nerra community makes a major incursion into the Prime Material Plane. The varoots serve as skirmishers, lurking at the fringes of a battlefield, darting in and out to distract foes while the more potent nerra warriors make frontal assaults.

Varoot Challenge Rating. When evaluating the Challenge Rating of a varoot, increase its effective AC by 2 because of its Spell Turning ability.

When assessing the Challenge Rating of a varoot mirror warrior, increase its effective damage output by 20 to account for its Reflect Attack reaction option.

Varoot Treasure. A varoot usually has 1d8 ep and 1d6 gp.

A **company** of ten to thirty varoots also has a 20% chance each to have 1d10 x 25 gp in trade goods, 1d100 x 10 gp in assorted coins and gems, and 1d6 pieces of jewelry.

A company of 31 to 100 varoots instead also has a 60% chance to have 3d6 pieces of jewelry; a 50% chance to have 1d100 x 25 gp in assorted coins and gems; and a 20% chance to have 1d10 x 50 gp in trade goods.

Varoot

Medium Humanoid (Nerra), usually neutral

Armor Class 14 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR 10 (+0), **DEX** 15 (+2), **CON** 12 (+1),
INT 11 (+0), **WIS** 14 (+2), **CHA** 12 (+1)

Skills Deception +5, Sleight of Hand +4,
Stealth +4

Damage Vulnerabilities thunder

Damage Resistances cold, fire, lightning, radiant

Senses passive Perception 12

Languages Nerra, Common

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

Reflective. If a creature's gaze would affect the nerra, it instead affects that creature.

Spell Turning. A spell that directly targets the nerra instead targets the spell's caster.

ACTIONS

Shard Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage, and the target takes a wound. At the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the creature can make a DC 10 Constitution save, ending the effect on a success. The effect also ends if the creature receives any magical healing or a DC 10 Wisdom (Medicine) check.

If a creature is suffering from multiple wounds with different DCs, the highest DC applies.

Shard Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/80 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the target takes a wound. At the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the creature can make a DC 10 Constitution save, removing all wounds on a success. The effect also ends if the creature receives any magical healing or a DC 10 Wisdom (Medicine) check.

If a creature is suffering from multiple wounds with different DCs, the highest DC applies.

Mirror Jump. The nerra steps into a mirror within 5' and either emerges from another mirror within 1 mile. Alternatively, it can choose to remain on the Plane of Mirrors. If it is on the Plane of Mirrors, it can use this ability to transit to the Prime Material Planes, emerging from the mirror whose portal it moves through.

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

3/day- *Disguise self.*

1/day- *Mirror image.*

Varoot Mirror Warrior

The varoot mirror warrior uses the Varoot stat block with the following changes.

- Its AC is 15 (natural armor).
- It has 55 (10d8+10) hit points.
- Its Dexterity is 16 (+3).
- Its bonus to Sleight of Hand and Stealth is +5.
- Its Shard Rapier is +5 to hit and does 7 (1d8+3) piercing damage.
- Its Shard Dagger is +5 to hit and does 5 (1d4+3) piercing damage.
- Its Challenge Rating is 4 (1,100 xp).

The mirror warrior has the following additional Action option.

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

The mirror warrior has the following additional Reaction option.

- **Reflect Attack (recharges when first bloodied, then after a short or long rest).** When a creature within 30' hits the mirror warrior with an attack, the attack instead hits the triggering creature.

Varoot Skirmisher

The varoot skirmisher uses the Varoot stat block with the following changes.

- It has 44 (8d8+8) hit points.
- Its speed is 40'.
- Its Challenge Rating is 3 (700 xp).

The skirmisher has the following additional Trait.

- **Skirmish (1/turn).** If the skirmisher hits with a weapon attack while it is at least 15' from where it started its turn, that attack deals an extra 7 (2d6) damage.

The skirmisher has the following additional Bonus Action option.

- **Careful Maneuver.** The skirmisher Disengages.

Varoot Thief

The varoot thief uses the Varoot stat block with the following changes.

- Its AC is 16 (natural armor).
- It has 22 (4d8+4) hit points.
- Its Dexterity is 18 (+4).

- Its bonus to Sleight of Hand and Stealth is +6.
- Its Shard Rapier is +6 to hit and does 8 (1d8+4) piercing damage.
- Its Shard Dagger is +6 to hit and does 6 (1d4+4) piercing damage.
- Its Challenge Rating is 3 (700 xp).

The thief has the following additional Bonus Action options.

- **Cunning Action.** The thief Dashes, Disengages, or Hides.
- **Mirror Grasp.** One Tiny or smaller unattended object of up to 20 lbs that the varoot can see within 50' teleports to the varoot's hand.

VEGEPYGMIE

Location: *Volo's Guide to Monsters*.

Vegepygmie Treasure: Vegepygmies don't usually collect treasure, but the lair of a tribe of vegepygmies sometimes has treasure from the corpses of those creatures who have been converted into the members of the tribe. The lair of at least 40 vegepygmies has a 10% chance each of having 1d100 gp in assorted coins, 1d6 mundane weapons, 1d4 mundane suits of armor, and 1 random magic item.

VELOCIRAPTOR

Location: *Volo's Guide to Monsters* p140.

Velociraptor Treasure. Velociraptors don't collect treasure or have lairs.

VENOM TROLL

Location: *Mordenkainen's Tome of Foes* p245.

Venom Troll Treasure. The lair of a single venom troll or a **gang** of up to six venom trolls is 40% likely each to have 1d8 x 500 cp and 1d10 x 250 sp; 35% likely each to have 1d10 x 10 ep, 1d12 x 100 gp, and 1d6 gems; and 20% likely each to have 1d4 pieces of jewelry and 1 random magic item.

The lair of a **pack** of seven to fifteen venom trolls is instead 50% likely each to have 1d6 x 1,000 cp and 1d8 x 500 sp; 40% likely each to have 1d12 x 25 ep, 2d10 x 300 gp, and 1d10 gems; 25% likely to have 1d8 pieces of jewelry; and 20% likely to have 1d4 random magic items.

The lair of a **mob** of 16 to 50 venom trolls is instead 50% likely each to hold 1d10 x 1,000 cp and 1d6 x 1,000 sp; 40% likely each to hold 1d6 x 100 ep, 1d12 x 1,000 gp, and 2d8 gems; 25% likely to hold 2d6 pieces of jewelry; and 20% likely to hold 1d8 random magic items.

The lair of a larger mob of venom trolls is instead 50% likely each to hold 2d8 x 1,000 cp and 2d6 x 1,000 sp; 40% likely each to hold 1d20 x 100 ep, 3d6 x 1,000 gp, and 2d10 gems; 25% likely to hold 2d8 pieces of jewelry; and 20% likely each to hold 1d6 potions and 1d6+2 random magic items.

VERBEEG

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

Verbeeg Treasure. A verbeeg typically carries 3d10 sp and gp; has a 50% chance each of having 3d10 cp and ep, as well as 2d6 pp; and has a 25% chance of having 2d6 x 10 gp in trade goods (often alcohol).

A **band** of four to ten verbeegs also has a 25% chance each of having 1d6 x 100 cp, 2d6 x 100 sp, 2d4 x 50 ep, 1d10 x 100 gp, and 3d6 x 20 gp in trade goods.

A **tribe** of 11 to 40 verbeegs instead also has a 50% chance each of having 1d6 x 1,000 cp, 1d6 x 500 sp, 2d8 x 100 ep, and 2d6 x 500 gp; and a 25% chance each of having 2d6 x 100 gp in trade goods, 1d4 potions, and 1 random magic item.

A tribe of 41 to 100 verbeegs instead also has a 50% chance each of having 3d6 x 1,000 cp, 2d6 x 1,000 sp, 3d8 x 100 ep, and 2d6 x 1,000 gp; and a 25% chance each of having 3d8 x 100 gp in trade goods, 2d4 potions, and 1d3 random magic items.

VESPIX

Source: Homebrew.

The vespix are a race of human-headed wasp monsters of uncertain provenance. Ill-tempered and malevolent, vespix are a serious threat to warm-blooded creatures that live near their hive, for the vespix use their hollow stingers to draw out hot blood, which they then use in various rituals involved in their reproductive process. Ironically, vespix don't eat meat at all, but subsist on vegetables.

A vespix resembles a wasp with a 6' long body and a human head that constantly seems furious, often screaming and gibbering in anger when not actually speaking.

Terrifying Stingers. The stinger of a vespix is a translucent yellow in color and has massive, backwards-pointing barbs. It is visibly hollow, and when it sucks blood in, it turns bright red. Often, the sight of the angry-looking stinger is enough to cause creatures to flee from the vespix, making an individual easy pickings.

Dwellers in the Fields and Woods. Vespix lives in hives of a dozen or more. They build their hives much like wasps do, by chewing up wood and leaves and mixing it with their saliva to form a gooey, quick-hardening material stronger than the wood it was originally made from. They live in temperate through tropical temperatures, and dwell in almost any terrain. Even deserts have vespix as long as they have sufficient woody scrub for the vespix to use, though these monsters rarely appear in large numbers in areas where they have a hard time finding enough raw material to build a large hive.

Sometimes, a hive of vespix will grow in the bad part of a city or a section of one that has been abandoned. The vespix quickly establish a reputation as nasty customers, and it is rarely long before they are challenged by the local inhabitants. The confrontation usually goes ill for the vespix if the community acts before the vespix can multiply, and calls on the aid of adventurers or local veterans.

If the hive is destroyed, the survivors regroup, move about fifty miles away, and start over, hoping to find new prey less ready to deal them such a terrific blow.

Stealers of Women. Vespix kidnap female Humanoids and take them back to the hive to use in their horrifying breeding rituals, which involve injecting fresh hot blood extracted from other creatures into the captive females. Special enzymes in the vespix change the blood inside their stingers, making it into a potent fluid that impregnates the female victim. In about 20 days, the female gives birth to a clutch of four to six young vespix, a process that either kills the mother or drives her mad. If she does survive, the young vespix quickly devour her.

Vespix Challenge Rating. When assessing the Challenge Rating of a vespix, assume that a creature attempts to escape its grapple once.

Vespix Treasure. A hive of eight to twenty vespix has a 40% chance each to have 1d6 x 1,000 cp, 2d8 x 250 sp, and 1d10 x 100 gp; a 20% chance each to have 2d6 x 20 ep and 1d6 gems; and a 10% chance to have 1d3 random magic items.

A hive of 21 to 60 vespix instead has a 50% chance each to have 1d10 x 1,000 cp and sp, as well as 1d6 x 1,000 gp; a 30% chance each to have 1d12 x 100 ep and 1d10 gems; and a 15% chance each to have 2d10 x 5 pp and 1d6 random magic items.

Vespix

Medium Monstrosity, always chaotic evil

Armor Class 15 (natural armor)

Hit Points 49 (9d8+9)

Speed 20 ft., fly 50 ft.

**STR 16 (+3), DEX 15 (+2), CON 13 (+1),
INT 10 (+0), WIS 10 (+0), CHA 10 (+0)**

Senses passive Perception 10

Languages Common

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

ACTIONS

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage, and the if the target is a Medium or smaller creature, it must make a DC 13 Dexterity save or the vespix grapples it (escape DC 13).

Attempts to escape the grapple suffer disadvantage due to the stinger's barbs, and each time a creature attempts to escape, the barbs deal 8 (1d10+3) piercing damage to it. The vespix can grapple only one creature at a time, and while it has a creature grappled, it can't use its stinger against another target.

Drain Blood. The vespix draws blood from a creature it has grappled. The creature must make a DC 13 Constitution save, suffering 21 (6d6) damage on a failure or half that on a success. In addition, if the creature fails its save by 5 or more, it gains one level of exhaustion.

Vespix Hunter

The vespix hunter uses the Vespix stat block with the following changes.

- It has 97 (15d8+30) hit points.
- Its Constitution is 15 (+2).
- It is trained in Stealth +4.
- Its Challenge Rating is 3 (700 xp).

The hunter has the following additional Bonus Action option.

- **Aggressive.** The hunter moves its speed toward an enemy.

The hunter has the following additional Reaction option.

- **Abduct.** When the vespix establishes a grapple, it flies 25' with the target of that grapple.

Vespix Drone

Medium Monstrosity, always chaotic evil

Armor Class 15 (natural armor)

Hit Points 1 (minion)

Speed 20 ft., fly 50 ft.

STR 16 (+3), **DEX** 15 (+2), **CON** 13 (+1),
INT 5 (-3), **WIS** 10 (+0), **CHA** 10 (+0)

Senses passive Perception 10

Languages Common

Challenge 2 (90 xp) **Prof** +2

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

ACTIONS

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage, and the if the target is a Medium or smaller creature, it must make a DC 13 Dexterity save or the vespix grapples it (escape DC 13).

Attempts to escape the grapple suffer disadvantage due to the stinger's barbs, and each time a creature attempts to escape, the barbs deal 8 (1d10+3) piercing damage to it. The vespix can grapple only one creature at a time, and while it has a creature grappled, it can't use its stinger against another target.

Drain Blood. The vespix draws blood from a creature it has grappled. The creature must make a DC 13 Constitution save, suffering 21 (6d6) damage on a failure or half that on a success. In addition, if the creature fails its save by 5 or more, it gains one level of exhaustion.

VETERAN

Location: *Monster Manual* p350.

Veteran Treasure. A veteran typically has 3d10 sp and 3d10 gp; has a 25% chance of having 1d4 potions; and has a 10% chance each of having 1 piece of magic armor and 1 magic weapon.

Veteran Defender

The veteran defender uses the Veteran stat block with the following changes.

- Its AC is 18 (plate).
- It has 97 (15d8+30) hit points.
- Its Challenge Rating is 4 (1,100 xp).

The defender has the following additional Trait.

- **Defender's Aura.** Creatures within 5' of the defender have disadvantage on attacks against creatures other than the defender.

Veteran Grizzled Attacker

The veteran grizzled attacker uses the Veteran stat block with the following changes.

- It has 90 (12d8+36) hit points.
- Its Strength is 18 (+4) and its Constitution is 17 (+3).
- Its trained skills are Athletics +7 and Perception +3.
- Its passive Perception is 13.
- It lacks the Longsword and Shortsword of the Veteran.
- Its Multiattack action allows it to make three Greatsword attacks.
- Its heavy crossbow is +4 to hit.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

The grizzled attacker has the following additional Action option.

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

Veteran Slayer

The veteran slayer uses the Veteran stat block with the following changes.

- It has 117 (18d8+36) hit points.
- Its Strength is 20 (+5).
- Its trained skills are Athletics +8, Intimidation +3, and Perception +3.
- Its passive Perception is 13.
- Its Longsword is +8 to hit and does 14 (2d8+5) slashing damage, or 16 (2d10+5) slashing damage if wielded in both hands.
- Its Shortsword is +8 to hit and does 12 (2d6+5) piercing damage.
- Its Heavy Crossbow is +4 to hit.
- Its Challenge Rating is 6 (2,300 xp).
- Its proficiency bonus is +3.

The slayer has the following additional Trait.

- **Brute.** The slayer deals one extra die of damage with melee attacks (included above).

The slayer has the following additional Action option.

- **Slayer's Strike (recharge 5-6).** The slayer makes one melee weapon attack. If it hits, the attack deals an extra 36 (8d8) damage.

VILSTRAK

Source: 1e *Monster Manual* 2.

The vilstrak is a rare creature of elemental earth. Standing only about 5' tall, it weighs over 300 lbs because of its dense makeup. This also makes it very difficult to penetrate the monster's rocky outer shell to harm it. The vilstrak's head has two short, blunt tusks that depend below a pair of oval eyes that bulge from the creature's flared head, giving it a vaguely insectoid look. Though it walks on two legs, its forearms have an extra bend in them, giving them a strange, back-turned appearance.

Strike from the Stone. The vilstrak tends to hide inside a formation of rock, waiting to ambush prey. By sensing the vibrations produced when creatures move, the vilstrak can determine when to emerge and strike, hoping to catch a straggler lingering behind its companions. Vilstraks are ambush predators, and are aware that they cannot usually handle a combat on equal terms. Nonetheless, weaker Humanoids such as **kobolds** and **goblins** find vilstraks to be terrifying.

Large Pods. Vilstraks gather in groups called **pods** that number up to twenty. A pod will make its lair in an inaccessible cave, often one without an entrance from outside- a chamber that only a creature that can pass through earth and stone can easily reach. They often lurk outside of their caves on mountains, waylaying travelers.

Vilstrak Allies. Vilstraks have been known to join forces with other creatures of earth and stone, such as **bowlers**, **gargoyles**, **earth elementals**, **galeb duhr**, and **stone spikes**. These alliances seem to be borne of genuine friendship between the vilstraks and their allies, and some vilstraks will even take great risks to aid their partners when their partners are threatened. On the other hand, vilstraks rarely form similar arrangements with creatures that aren't made of earth and stone, but might take advantage of tunnels that creatures like **umber hulks** or **purple worms** dig as hunting grounds, since creatures that can't dig through the ground themselves might use them as passageways.

Treasure. Vilstraks like treasure, but rarely manage to acquire it. When they do, they hide it in their lair, usually meaning that it effectively can't be reached. There is a 5% chance each for a pod of at least five vilstraks to have each of the following treasures in an accessible location: 1d12 x 25 cp, 1d10 x 25 sp, 1d6 x 10 gp, and 1d6 gems.

Vilstrak

Medium Elemental (Earth), usually neutral

Armor Class 17 (natural armor)

Hit Points 7 (2d8-2)

Speed 25 ft., burrow 25 ft.

STR 16 (+3), **DEX** 7 (-2), **CON** 8 (-1),

INT 5 (-3), **WIS** 10 (+0), **CHA** 7 (-2)

Condition Immunities petrified

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

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

Earth Glide. The vilstrak can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Surprise Attack. If the vilstrak surprises a creature and hits it with at least one attack during the first round of combat, the creature takes an extra 7 (2d6) damage.

Unusual Nature. A vilstrak doesn't need air or water.

ACTIONS

Multiattack. The vilstrak makes two Slam attacks.

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

Vilstrak Caustic Dripper

The vilstrak caustic dripper uses the Vilstrak stat block with the following changes.

- Its AC is 16 (natural armor).
- It has 17 (5d8-5) hit points.
- Its Slam does an extra 3 (1d6) acid damage on a hit.
- Its Challenge Rating is 2 (450 xp).

The caustic dripper has the following additional Reaction option.

- **Caustic Spray.** When the caustic dripper takes bludgeoning, piercing, or slashing damage, it sprays droplets of acid in a 5' cube adjacent to it. Each creature in the cube must make a DC 9 Dex save, taking 4 (1d8) acid damage on a failure or half that on a success.

Vilstrak Marl Mugger

The vilstrak marl mugger uses the Vilstrak stat block with the following changes.

- It has 21 (6d8-6) hit points.
- Its Surprise Attack does an extra 14 (4d6) damage.
- Its Challenge Rating is 2 (450 xp).

The marl mugger has the following additional Action option.

- **Stunning Attack (recharge 6).** The marl mugger makes two Slam attacks against the same target. If both hit, the target takes an extra 10 (3d6) damage and must make a DC 13 Con save or be stunned until the end of the marl mugger's next turn.

Vilstrak Tunnel Thug

The vilstrak tunnel thug uses the Vilstrak stat block with the following changes.

- Its AC is 19 (natural armor).
- It has 45 (10d8) hit points.
- Its Strength is 18 (+4) and its Constitution is 11 (+0).
- Its Slam is +6 to hit and does 8 (1d8+4) bludgeoning damage.
- Its Challenge Rating is 3 (700 xp).

The tunnel thug has the following additional Trait.

- **Thug's Distraction.** The thug distracts the attention of creatures it chooses within 5'. Other creatures have advantage on attacks against the distracted creature.

The tunnel thug has the following additional Action option.

- **Thuggish Attack (recharges when first bloodied, then after a short or long rest).** The tunnel thug makes two Slam attacks against the same target. Each hit does an extra 13 (3d8) damage.

Vilstrak Burning Pummeler

Large Elemental (Earth), usually neutral

Armor Class 20 (natural armor)

Hit Points 58 (9d10+9)

Speed 25 ft., burrow 25 ft.

STR 20 (+5), **DEX** 7 (-2), **CON** 13 (+1),

INT 8 (-1), **WIS** 10 (+0), **CHA** 10 (+0)

Damage Vulnerabilities cold

Damage Resistances fire

Condition Immunities petrified

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 xp)

Prof +3

Earth Glide. The vilstrak can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Surprise Attack. If the vilstrak surprises a creature and hits it with at least one attack during the first round of combat, the creature takes an extra 14 (4d6) damage.

Unusual Nature. A vilstrak doesn't need air or water.

ACTIONS

Multiattack. The vilstrak makes two Slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 10 (2d4+5) bludgeoning damage plus 7 (2d6) fire damage.

Burning Breath (recharges when first bloodied, then after a short or long rest). The vilstrak exhales a 50' cone of hot vapors. Each creature in the cone must make a DC 12 Dex save, taking 33 (6d10) fire damage on a failure or half that on a success. A creature that fails its save is also blinded until the end of the vilstrak's next turn.

REACTIONS

Chilled Frenzy. When the vilstrak takes cold damage, it uses Multiattack.

VINE BLIGHT

Location: *Monster Manual* p32.

Vine Blight Treasure. Vine blights don't typically collect treasure.

Vine Blight Life Drainer

The vine blight life drainer uses the Vine Blight stat block with the following changes.

- It is immune to necrotic damage.
- Its Challenge Rating is 1 (200 xp).

It has the following additional Trait.

- **Life Draining Grasp.** A creature that starts its turn grappled by the life drainer must succeed on a DC 12 Con save or take 11 (2d10) necrotic damage and have its maximum hit points reduced by an amount equal to the necrotic damage taken.

Vine Blight Swarm

Huge Swarm of Medium Plants (Blight, Swarm), always neutral evil

Armor Class 12 (natural armor)

Hit Points 119 (14d12+28)

Speed 10 ft.

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

Skills Stealth +2

Damage Resistances bludgeoning, piercing, and slashing

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

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

Languages understands Common but can't speak

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

False Appearance. If the swarm is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a DC 18 Int (Investigation) check to discern that the swarm is animate.

Shed Blights. When the swarm is reduced to half its hit points or fewer, and again when it is reduced to 0 hit points, four **vine blights** appear in unoccupied spaces adjacent to the swarm. If there are no unoccupied spaces adjacent to the swarm, they instead appear in the swarm's space.

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

ACTIONS

Multiattack. The swarm makes one attack against each creature in its space, plus up to one attack against another creature in its reach.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 26 (4d10+4) bludgeoning damage, or 15 (2d10+4) bludgeoning damage if the swarm has half of its hit points or fewer. In addition, each Large or smaller creature hit and each Huge target hit in its space is grappled (escape DC 15). While grappled in this way, the target is restrained, and it moves with the swarm.

Entangling Plants. Grasping roots and vines sprout in the swarm's space and in the area within 20' of the swarm, extending around corners. These vines wither away after 1 minute. For that duration, the area is difficult terrain for non-Plant creatures, and each creature of the swarm's choice within the area when the plants appear must succeed on a DC 15 Str save or become restrained. A creature can use its action to make a DC 15 Str check, freeing itself or another creature restrained by the vines within its reach on a success.

VIOLET DRAGON

Source: Homebrew, based on an old Dragon Magazine article.

A violet dragon is the result of a cross between a **blue dragon** and a **red dragon**. As often happens when dragons crossbreed, the resulting violet dragon shows traits above and beyond those of either parent.

Violet dragons are very rare and are usually found in remote wastelands such as deserts or jagged mountains with little vegetation. The dragon flies long distances to find prey, preferring large animals. However, in a pinch, the violet dragon can survive on almost anything, even rocks. All violet dragons enjoy the crunch of stone in their mouths, and most supplement their meals with rocks.

Violent and Destructive. Violet dragons get great joy from violence. They are less prone to subtlety than many other types of true dragons, deriving physical pleasure from destruction, whether they are perpetrating it or merely observing it. Some scholars claim that this is a result of the influence of a violet dragon's breath weapon on its physiology and personality, but they are rare enough that nobody has studied the issue in depth.

Among the Biggest and Baddest. Violet dragons are among the largest and most terrible of all **chromatic dragons**. Showing clear signs of hybrid vigor, they tend to be larger than either their red or blue dragon progenitors, and are often noticeably mightier than a red or blue dragon of the same age. Violet dragons are acutely aware of how powerful and dangerous they are, and such a dragon rarely backs down from a fight with a red or blue dragon that isn't significantly older than itself.

Violet Dragon Lairs. The lair of a violet dragon usually includes a series of caverns honeycombed with crumbling areas created by the dragon's influence. The lair is constantly in flux, with more sections disintegrating away to form new chambers at the dragon's whim or through the use of its breath weapon. Intruders that enter the lair and think to return with the knowledge of how to navigate it are inevitably disappointed when it turns out that the layout has changed. A violet dragon's lair is constantly expanding, with older areas becoming less frequented by the dragon as it opens up new ones. Abandoned areas sometimes even collapse in on themselves if the dragon leaves them alone for a long enough period.

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

LAIR ACTIONS

On initiative count 20 (losing ties), a legendary violet dragon takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

- One object that isn't being worn or carried takes 22 (4d10) force damage, cracking and crumbling. If this damage reduces the object to 0 hit points, it disintegrates into dust.
- The dragon chooses a point on the ground it can see within 60'. A 15' radius circle centered on that point crumbles and becomes difficult terrain until cleared.
- A 30' cube within the lair fills with dust and becomes heavily obscured until initiative count 20 on the next round.
- A solid area of the lair, such as a section of solid stone, crumbles to form a new chamber about 15' in diameter or 15' square. At the dragon's option, entry through adjoining areas of the lair might be as big as the whole new chamber or as small as a 5' diameter or 5' square passageway.

REGIONAL EFFECTS

The region surrounding a violet dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 20 miles of the lair, objects are easier to destroy. No object has a damage threshold.
- Within 10 miles of the lair, sinkholes open frequently, sometimes exposing entrances to networks of hollows and caverns.
- Within 5 miles of the lair, unattended objects weather faster than normal. Rocks tend to crumble, wood rots quickly, glass cracks, and so on.

Adult Violet Dragon

Huge Dragon (Chromatic), usually neutral evil

Armor Class 20 (natural armor)

Hit Points 290 (20d12+160)

Speed 40 ft., burrow 30 ft., climb 40 ft., fly 80 ft.

STR 27 (+8), DEX 10 (+0), CON 26 (+8),

INT 16 (+3), WIS 16 (+3), CHA 21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Perception +10, Stealth +7

Damage Resistances fire, lightning

Damage Immunities force

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 23 (50,000 xp) **Prof** +7

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

ACTIONS

Multiattack. The dragon uses its Frightful Presence, then makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 19 (2d10+8) piercing damage plus 9 (2d8) force damage.

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

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 20 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it,

the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Force Breath (Recharge 5-6). The dragon exhales a 90' long, 5' wide line of force. Each creature in the line must make a DC 23 Dex save, taking 66 (12d10) force damage on a failure and half that on a success. A target reduced to 0 hit points by this damage is disintegrated and reduced to dust.

REACTIONS

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

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a Tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 23 Dexterity save or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Violet Dragon Stormfire

The adult violet dragon stormfire uses the Adult Violet Dragon stat block with the following changes.

- Its Bite, Claw, and Tail each deal an additional 3 (1d6) fire and 3 (1d6) lightning damage on a hit.
- Its Challenge Rating is 24 (62,000 xp).

The stormfire has the following additional Bonus Action option.

- **Stormfire (recharges when first bloodied, then after a short or long rest).** Each creature within 15' must make a DC 20 Dex save, taking 14 (4d6) fire and 14 (4d6) lightning damage on a failure or half that on a success.

Ancient Violet Dragon

Gargantuan Dragon (Chromatic), usually neutral evil

Armor Class 24 (natural armor)

Hit Points 615 (30d20+300)

Speed 40 ft., burrow 30 ft., climb 40 ft., fly 80 ft.

**STR 30 (+10), DEX 10 (+0), CON 30 (+10),
INT 18 (+4), WIS 17 (+3), CHA 23 (+6)**

Saving Throws Dex +9, Con +19, Wis +12,
Cha +15

Skills Perception +12, Stealth +9

Damage Resistances fire, lightning

Damage Immunities force

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

Languages Common, Draconic

Challenge 29 (135,000 xp) **Prof** +9

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

ACTIONS

Multiattack. The dragon uses its Frightful Presence, then makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 21 (2d10+10) piercing damage plus 13 (3d8) force damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 17 (2d6+10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 19 (2d8+10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 23 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Force Breath (Recharge 5-6). The dragon exhales a 90' long, 5' wide line of force. Each creature in the line must make a DC 27 Dex save, taking 88 (16d10) force damage on a failure and half that on a success. A target reduced to 0 hit points by this damage is disintegrated and reduced to dust.

REACTIONS

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

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a Tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 27 Dexterity save or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Violet Dragon Wyrmling

Medium Dragon (Chromatic), usually neutral evil

Armor Class 17 (natural armor)
Hit Points 85 (10d8+40)
Speed 30 ft., burrow 15 ft., fly 60 ft.

**STR 19 (+4), DEX 10 (+0), CON 18 (+4),
INT 12 (+1), WIS 11 (+0), CHA 15 (+2)**

Saving Throws Dex +2, Con +6, Wis +2,
Cha +4
Skills Perception +2, Stealth +2
Damage Resistances fire, lightning
Damage Immunities force
Senses blindsight 10 ft., darkvision 60 ft., passive
Perception 12
Languages Common, Draconic
Challenge 4 (1,100 xp) **Prof** +2

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage plus 3 (1d6) force damage.

Force Breath (Recharge 5-6). The dragon exhales a 50' long, 5' wide line. Each creature in the line must make a DC 14 Dex save, taking 33 (6d10) force damage on a failure and half that on a success. A target reduced to 0 hit points by this damage is disintegrated and reduced to dust.

Young Violet Dragon

Large Dragon (Chromatic), usually neutral evil

Armor Class 19 (natural armor)
Hit Points 178 (17d10+85)
Speed 40 ft., burrow 20 ft., climb 40 ft., fly 80 ft.

**STR 23 (+6), DEX 10 (+0), CON 21 (+5),
INT 14 (+2), WIS 13 (+1), CHA 19 (+4)**

Saving Throws Dex +5, Con +10, Wis +6,
Cha +9

Skills Perception +6, Stealth +5

Damage Resistances fire, lightning

Damage Immunities force

Senses blindsight 60 ft., darkvision 120 ft., passive
Perception 16

Languages Common, Draconic

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

ACTIONS

Multiattack. The dragon uses its Frightful Presence, then makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) piercing damage plus 5 (1d10) force damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 17 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Force Breath (Recharge 5-6). The dragon exhales a 90' long, 5' wide line of force. Each creature in the line must make a DC 18 Dex save, taking 55 (10d10) force damage on a failure and half that on a success. A target reduced to 0 hit points by this damage is disintegrated and reduced to dust.

REACTIONS

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

VIOLET FUNGUS

Location: *Monster Manual* p124.

Violet Fungus Treasure. Violet fungi don't collect treasure. However, there is small chance that a group of violet fungi have treasure left by their victims. The lair of at least four violet fungi has a 5% chance each to contain 1d20 cp, 1d12 sp, 1d6 ep, 1d10 gp, and 1 (1-5) or 1d4 (6) mundane weapons.

VIOLET GARBUG

Source: 1e *Fiend Folio*

Garbugs are large creatures that resemble upright lobsters with butterfly wings. A clutch of short tentacles surrounds the monster's mouth. These creature are rare, and despite their crustacean-like appearance, they are strictly land creatures. Garbugs of different colors frequently nest together.

The violet garbug has enormous pincers which it uses to tear prey apart. It is a uniform, striking violet color, except that its claws are bright yellow.

Garbugs appear alone, in **pairs**, in **gangs** of 3-6, or in **rookeries** of 7-18 members.

Violet Garbug Challenge Rating. Because of its ability to paralyze prey, double the garbug's effective damage from its tentacles.

Garbug Treasure. The lair of a group of two or more garbugs has a 10% chance each to contain 3d6 x 5 cp, 3d10 sp, and 2d10 gp.

Violet Garbug

Large Monstrosity, always neutral

Armor Class 18 (natural armor)

Hit Points 45 (6d10+12)

Speed 20 ft., fly 30 ft.

STR 18 (+4), **DEX** 8 (-1), **CON** 14 (+2),
INT 3 (-4), **WIS** 10 (+0), **CHA** 6 (-2)

Senses passive Perception 10

Languages -

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

ACTIONS

Multiattack. The garbug attacks twice with its Claw and once with its Tentacles.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) poison damage, and the target must succeed on a DC 12 Con save or be poisoned for 1 minute (save ends). While poisoned in this way, the creature is paralyzed.

Violet Garbug Grubber

The violet garbug grubber uses the Violet Garbug stat block with the following changes.

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

It has the following additional trait.

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

Violet Garbug Half Troll

The violet garbug half troll uses the Violet Garbug stat block with the following changes.

- Its Challenge Rating is 4 (1,100 xp).

The half troll has the following additional Trait.

- **Regeneration.** The half troll regains 5 hit points at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of the half troll's next turn. The half troll dies only if it starts its turn at 0 hit points and doesn't regenerate.

VISAGE

Source: 3e *Libris Mortis*, based on material in 2e *Dead Gods*.

Visages are the Undead spirits of **demons**, originally in service to **Tenebrous/Orcus**, but since discarded after his terrible resurrection. Appearing only semi-solid, a visage is mostly shapeless, with a pale white mask upon its face that bears a grin. It has long, wicked-looking claws. Though it appears ghostly and incorporeal, it is actually quite solid, though of thin reality. A visage weighs about 75 pounds.

Without Cause. Bitter and hateful, visages no longer have a purpose. Now they wander the Multiverse, terrorizing creatures and destroying fiends in order to spawn new visages for no purpose other than to spread more havoc.

Visage Challenge Rating. When assessing the Challenge Rating of a visage, increase its effective AC by 4 to account for its Lucidity Control action and its Unseen Presence trait.

Visage Treasure. Visages don't collect treasure.

Visage

Medium Undead (Demon), always chaotic evil

Armor Class 14

Hit Points 66 (12d8+12)

Speed 0 ft., fly 40 ft.

**STR 13 (+1), DEX 18 (+4), CON 13 (+1),
INT 14 (+2), WIS 13 (+1), CHA 16 (+3)**

Saving Throws Str +4, Con +4, Wis +4, Cha +6

Skills Deception +9, Stealth +9

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common

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

Assume Identity. When the visage slays a creature, it can assume that creature's identity for 24 hours. It looks and sounds just like the creature, has the skill, tool, armor, weapon, and language proficiencies that the creature had, and can vaguely recall the creature's memories. The visage gains advantage on any Deception checks it makes to pass itself off as the creature. A creature that makes a DC 21 Wisdom (Insight) check can tell that the visage is an imposter.

Turning Immunity. The visage is immune to effects that turn undead.

Unseen Presence. The visage can attempt to Hide even in plain sight.

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

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage plus 11 (2d10) psychic damage.

Lucidity Control. One creature within 120' of the visage must make a DC 14 Intelligence save or the visage seizes control of its senses. This affects it as if the visage had cast a *major image* spell that only the target can perceive, except that it lasts as long as the visage concentrates, up to 24 hours..

Dominate Person (1/day). The visage attempts to beguile a Humanoid it can see within 60', which must make a DC 14 Wis save or be charmed as long as the visage concentrates, up to 10 minutes. If the visage or a creature that the target knows is one of the visage's allies is fighting it, the target has advantage on its save.

While the target is charmed, the visage has a telepathic link with it, even if it is on a different plane. The visage can use this link to issue commands to the creature, which it does its best to obey. The visage can specify a simple and general course of action or a specific one, which it does its best to obey.

The visage can use its action to take total and precise control over the target, in which case, until the end of the visage's next turn, the target takes only the actions the visage chooses and doesn't do anything that the visage doesn't command. During this time the visage can use its reaction to force the target to use its reaction whenever it could do so, such as by making an opportunity attack.

Each time the target takes damage, it can repeat the save, ending the effect on a success.

Visage Horror

The visage horror uses the Visage stat block with the following changes.

- It has 110 (20d8+20) hit points.
- In place of its Claws attack, it has an identical Claw attack.
- Its Challenge Rating is 8 (3,900 xp).

The horror has the following additional Action options.

- **Multiattack.** The horror makes two Claw attacks.

VISION MANTIS

Source: Homebrew.

A vision mantis is a beautiful, multihued praying mantis the size of a human. Native to the Feywild, a vision mantis can inject a drug from its claws into creatures that causes vivid hallucinations and visions, confusing and disorienting them.

Giver of Visions. A vision mantis is intelligent enough to speak, and can sometimes be persuaded to offer courteous visitors visions gentler than those that it causes in battle that can give them some knowledge of the future. Natives of the Feywild sometimes cultivate a relationship with a vision mantis in order to periodically undergo vision quests through the mantis' abilities.

Vision Mantis Treasure. A vision mantis has a 10% chance of having 1d4 potions.

Vision Mantis

Medium Monstrosity (Insect), often chaotic neutral

Armor Class 14 (natural armor)

Hit Points 38 (7d8+7)

Speed 30 ft., climb 20 ft.

**STR 15 (+2), DEX 15 (+2), CON 13 (+1),
INT 8 (-1), WIS 15 (+2), CHA 19 (+4)**

Saving Throws Wis +4

Skills Deception +6, Perception +4

Senses passive Perception 14

Languages Sylvan

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

ACTIONS

Vision Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, and the target must make a DC 14 Wisdom saving throw or be overcome by brilliant, disorienting visions for 1 minute. While affected by the visions, the target takes 11 (2d10) psychic damage at the start of each of its turns, has disadvantage on attacks, skill checks relying on sight, and Dexterity saving throws, and has its speed reduced by 10'. The creature can repeat the saving throw as an action on its turn, ending the effect on a success.

Gentle Visions (2/day). The vision mantis touches a willing creature within its reach and grants it a vivid, disorienting vision that lasts 1 minute, during which time the target has disadvantage on attacks, skill checks relying on sight, and Dexterity saving throws, and its speed is reduced by 10'. At the end of the vision, the target gains the benefit of an *augury* spell.

BONUS ACTIONS

Vision Dance. If a vision mantis can see a creature that is overcome by its vision claw's visions, it forces that creature to move half its normal speed.

Vision Mantis Ripper

Huge Monstrosity (Insect), often chaotic neutral

Armor Class 18 (natural armor)

Hit Points 119 (14d12+28)

Speed 40 ft., climb 30 ft.

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

Saving Throws Wis +6

Skills Deception +8, Perception +6

Senses passive Perception 16

Languages Sylvan

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

ACTIONS

Multiattack. The mantis makes two Vision Claw attacks.

Vision Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) piercing damage, and the target must make a DC 16 Wisdom saving throw or be overcome by brilliant, disorienting visions for 1 minute. While affected by the visions, the target takes 22 (4d10) psychic damage at the start of each of its turns, has disadvantage on attacks, skill checks relying on sight, and Dexterity saving throws, and has its speed reduced by 10'. The creature can repeat the saving throw as an action on its turn, ending the effect on a success.

Gentle Visions (2/day). The vision mantis touches a willing creature within its reach and grants it a vivid, disorienting vision that lasts 1 minute, during which time the target has disadvantage on attacks, skill checks relying on sight, and Dexterity saving throws, and its speed is reduced by 10'. At the end of the vision, the target gains the benefit of an *augury* spell.

BONUS ACTIONS

Rend. If the mantis hits the same target with both Vision Claw attacks on the same turn, the target must make a DC 16 Con save, taking 26 (4d12) slashing damage on a failure or half that on a success.

Vision Dance. If a vision mantis can see a creature that is overcome by its vision claw's visions, it forces that creature to move half its normal speed.

VOID LICH

Source: 4e *Open Grave*.

Sometimes, when a powerful spellcaster performs the ritual to become a **lich**, a strange, antediluvian horror from the Far Realm intervenes, seizing control of the body and phylactery and banishing the would-be lich's to the Far Realm. Cloaked in boiling darkness, the void lich seeks to feast on the spirits of the dead, often building strange machines to catch the souls of those who die near it. Because of the darkness that enshrouds it, creatures that encounter a void lich very often initially has no idea what it is.

Awful Phylactery. The phylactery of a void lich doesn't contain the soul of the original creature that sought to become a lich, or at least, not for long, as the monster inhabiting its body devours that soul before moving on to those it captures. Instead, the void lich uses its phylactery as a tool to contain its future meals. If the phylactery can be destroyed, any souls within it are liberated, and the creatures from which they were stolen can be raised from the dead or resurrected.

Void Lich Treasure. A void lich often has treasure, both that of the creature whose body it inhabits and that taken from its victims. It has a 60% chance each to have 1d10 x 1,000 gp, 2d6 x 100 pp, 2d8 gems, and 1d6+3 spell scrolls; a 40% chance each to have 2d6 x 100 ep, 1d10 art objects, and 2d4 potions; and a 30% chance each to have 1 rod et. al., 1d2 pieces of magical clothing, 1d2 pieces of magical jewelry, and 1d3 wondrous items.

Void Lich

Medium Undead, always chaotic evil

Armor Class 18 (natural armor)

Hit Points 150 (20d8+60)

Speed 20 ft., fly 40 ft.

**STR 16 (+3), DEX 17 (+3), CON 17 (+3),
INT 24 (+7), WIS 14 (+2), CHA 10 (+0)**

Saving Throws Dex +7, Wis +6, Cha +4

Skills Arcana +11, Intimidation +4

Damage Resistances acid

Damage Immunities cold, necrotic, poison;
bludgeoning, piercing, and slashing that isn't
magic

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

Senses darkvision 120 ft., passive Perception 12

Languages Common, Deep Speech, any two
others

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

Boiling Darkness. The void lich is surrounded by an aura of boiling darkness that extends 25' from it. Within the aura, bright light becomes dim, and dim light becomes darkness. If the void lich takes radiant damage, its aura shuts down until the end of its next turn.

Legendary Resistance (2/day). If the void lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5' of the phylactery.

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (3d10+3) cold damage.

Vampiric Touch (4th level spell). *Melee Spell Attack:* +11 to hit, reach 5', one creature. *Hit:* 14 (4d6) necrotic damage, and the void lich regains half that many hit points.

Void Tendrils. Two tendrils erupt from surfaces the lich can see within 90'. Each makes the following attack: *Melee Spell Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage, and the target must succeed on a DC 15 Dexterity save or be knocked prone.

Hideous Laughter. The void lich lets out a laugh that magically unnerves non-aberrant living creatures within 60 ft. that can hear the lich. Such a creature suffers 22 (5d8) psychic damage and must make a DC 19 Wisdom save; on a failure, it becomes frightened of the lich for 1 minute. While frightened in this way, the creature is paralyzed if it can see the lich. A creature that starts its turn unable to see the lich can repeat the save, ending the effect on a success.

BONUS ACTIONS

Dark Step. The void lich magically teleports up to 30' to an unoccupied space it can see. Each creature within 5' of its departure space must make a DC 19 Wis save or be blinded until the end of the lich's next turn.

LEGENDARY ACTIONS

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

- **Dark Step.** The void lich uses Dark Step.
- **Darkness.** The void lich casts *darkness*.
- **Dispel Magic.** The void lich casts *dispel magic*.

VOLCANIC DRAGON

Source: 4e *Monster Manual* 3.

A volcanic dragon is a malicious, destructive, hateful, ambitious hypocrite. Its love of destruction drives it, but it usually claims to be pursuing some lofty goal, such as the destruction of an enemy, the conquest of an elemental nation, or retribution for some petty slight suffered long ago. The justification is just that- a justification, which the dragon uses to make its wanton acts of destruction seem more meaningful.

A volcanic dragon loves to burn things. Its urge to destroy will often overrun its pursuit of other goals or even its sense of self-preservation. It is strongly avaricious, but will roast potential treasure in the heat of the moment, and then blame the loss of spoils on the creatures it just destroyed. A volcanic dragon is prone to incredible tantrums that scorch and shred everything nearby.

A volcanic dragon glows from within, and the angrier it is, the hotter it glows. Its scales are charred black, but appear orange, yellow, or red, depending on the dragon's emotional state. A volcanic dragon loves to frolic near lava, and enjoys watching creatures struggle to escape impending doom when a lava flow approaches them.

Volcanic Dragon Lackeys. Volcanic dragons don't have allies or friends; instead, they have servants and lackeys. Only creatures able to withstand the gouts of magma that occur near a volcanic dragon serve it for any length of time, including **magma paraelementals**, **magmin**, **azer**, **fire elementals**, **salamanders**, and even **moltarri**.

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

LAIR ACTIONS

On initiative count 20 (losing ties), a legendary volcanic dragon takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

- Magma erupts from a point on the ground the dragon can see within 120 ft. of it, creating a 20' high, 5' radius geyser. Each creature in the geyser must make a DC 15 Dexterity save, taking 21 (6d6) fire damage on a failure or half as much on a success.
- Volcanic gasses form a cloud in a 20 ft. radius sphere centered on a point the dragon can see within 120 ft. of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution save or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.
- A fissure opens and fills with flames. The fissure covers ten contiguous 5' squares. A creature that enters or passes over the fissure within 5' of it suffers 11 (2d10) fire damage.

REGIONAL EFFECTS

The region surrounding a volcanic dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Rocky fissures within 1 mile of the dragon's lair form portals to the Elemental Plane of Fire, allowing creatures of elemental fire into the world to dwell nearby.
- Mountains within 6 miles of the lair often belch out smoke, and small eruptions, earth tremors, and lava flows are common.
- The area within 6 miles of the lair is lightly obscured with smoke.

Adult Volcanic Dragon

Huge Dragon (Catastrophic), usually chaotic evil

Armor Class 18 (natural armor)

Hit Points 225 (18d12+108)

Speed 30 ft., fly 60 ft.

**STR 25 (+7), DEX 14 (+2), CON 23 (+6),
INT 17 (+3), WIS 20 (+5), CHA 17 (+3)**

Saving Throws Dex +8, Con +12, Int +9, Wis +11
(or Dex +9, Con +13, Int +10, Wis +12 in lair)

Damage Immunities fire

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

Languages Draconic, Ignan

Challenge 20 (25,000 xp), or 21 (33,000 xp) if
encountered in lair **Prof** +6, or +7 if
encountered in lair

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

Noxious Fumes. Any creature that starts its turn
within 5 ft. of the dragon takes 5 (1d10) poison
damage.

ACTIONS

Multiattack. The volcanic dragon makes three
attacks: two with its Claws and one with its Bite.

Bite. *Melee Weapon Attack:* +13 to hit (+14 in
lair), reach 5 ft., one target. *Hit:* 23 (3d10+7)
piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack:* +13 to hit (+14 in
lair), reach 5 ft., one target. *Hit:* 16 (2d8+7)
piercing damage plus 5 (1d10) fire damage.

BONUS ACTIONS

Inflame Heat. The dragon's Noxious Fumes'
radius increases to 10'.

At the start of its next turn, the radius
increases to 20'.

At the start of the dragon's next turn after the
aura increases to 20', the radius increases to 40',
and each creature in the aura also takes 22 (4d10)
fire damage.

At the start of the dragon's next turn after the
radius increases to 40', it returns to its normal 5'
radius.

LEGENDARY ACTIONS

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

- **Burn.** The dragon emits a gust of heat
from its body. Each creature within 10 ft.
of the dragon must make a DC 20
Constitution save (DC 21 in lair), suffering
11 (2d10) fire damage on a failure or half
that on a success.
- **Detect.** The dragon makes a Wisdom
(Perception) check.
- **Flare.** The dragon emits a flash of brilliant
light. Each creature within 30 ft. of
the dragon must make a DC 20 Dexterity
save (DC 21 in lair) or be blinded until the
end of its next turn.

Ancient Volcanic Dragon

Gargantuan Dragon (Catastrophic), usually chaotic evil

Armor Class 19 (natural armor)

Hit Points 385 (22d20+154)

Speed 30 ft., fly 60 ft.

**STR 28 (+9), DEX 14 (+2), CON 27 (+7),
INT 19 (+4), WIS 22 (+6), CHA 19 (+4)**

Saving Throws Dex +9, Con +14, Int +11,
Wis +13

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive
Perception 16

Languages Draconic, Ignan

Challenge 23 (50,000 xp), or 24 (62,000) xp if
encountered in lair **Prof** +7

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

Noxious Fumes. Any creature that starts its turn within 5 ft. of the dragon takes 5 (1d10) poison damage.

ACTIONS

Multiattack. The volcanic dragon makes three attacks: two with its Claws and one with its Bite.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 29 (4d10+7) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+7) piercing damage plus 5 (1d10) fire damage.

BONUS ACTIONS

Inflame Heat. The dragon's Noxious Fumes' radius increases to 10'. At the start of its next turn, the radius increases to 20'.

At the start of the dragon's next turn after the aura increases to 20', the radius increases to 40', and each creature in the aura also takes 22 (4d10) fire damage.

At the start of the dragon's next turn after the radius increases to 40', it returns to its normal 5' radius.

LEGENDARY ACTIONS

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

- **Burn.** The dragon emits a gust of heat from its body. Each creature within 10 ft. of the dragon must make a DC 22 Constitution save, suffering 11 (2d10) fire damage on a failure or half that on a success.
- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Flare.** The dragon emits a flash of brilliant light. Each creature within 30 ft. of the dragon must make a DC 22 Dexterity save or be blinded until the end of its next turn.

Volcanic Dragon Wyrmling

Medium Dragon (Catastrophic), usually chaotic evil

Armor Class 16 (natural armor)

Hit Points 45 (7d8+14)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +4, Con +4, Int +3, Wis +5

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive
Perception 13

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

Noxious Fumes. Any creature that starts its turn within 5 ft. of the dragon takes 5 (1d10) poison damage.

ACTIONS

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

Young Volcanic Dragon

Large Dragon (Catastrophic), usually chaotic evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10+64)
Speed 30 ft., fly 60 ft.

STR 21 (+5), **DEX** 14 (+2), **CON** 19 (+4),
INT 15 (+2), **WIS** 18 (+4), **CHA** 15 (+2)

Saving Throws Dex +6, Con +8, Int +6, Wis +8
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic, Ignan
Challenge 10 (5,900 xp) **Prof** +4

Noxious Fumes. Any creature that starts its turn within 5 ft. of the dragon takes 5 (1d10) poison damage.

ACTIONS

Multiattack. The volcanic dragon makes three attacks: two with its Claws and one with its Bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 5 (1d10) fire damage.

BONUS ACTIONS

Inflame Heat. The dragon's Noxious Fumes' radius increases to 10'. At the start of its next turn, the radius increases to 20'.

At the start of the dragon's next turn after the aura increases to 20', the radius increases to 40', and each creature in the aura also takes 22 (4d10) fire damage.

At the start of the dragon's next turn after the radius increases to 40', it returns to its normal 5' radius.

VOLT

Source: 1e *Fiend Folio*.

A volt is a strange beast that looks like a furry worm with a head consisting of a mouth, two large eyes and two small, backwards-curving horns. This curious little creature can levitate and likes to investigate new places and creatures, but is easily provoked into an electric response due to its bad temper.

Herds. Volts congregate in herds of up to two dozen or so members, led by the toughest volt in the herd. These herds wander around temperate and tropical lands, and are often found in warmer underground areas, especially those with significant deposits of copper or copper-bearing minerals in them.

Can Be Domesticated. It is possible to domesticate a volt, though if provoked, even the tamest volt will strike out at its supposed master. The risks of having a domestic volt are many, and more than one creature has underestimated the amount of care it must take in handling the volt. Even weather makes a volt dangerous; when a volt is exposed to rain, lightning or thunder, it becomes agitated and tends to lash out.

It usually costs about 125 gp to purchase a volt when one can be found for sale.

Volt Treasure. Volts collect no treasure.

Volt

Small Monstrosity, always unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 0 ft., special fly 40 ft.

STR 6 (-2), **DEX** 14 (+2), **CON** 11 (+0),
INT 6 (-2), **WIS** 11 (+0), **CHA** 8 (-1)

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge ¼ (50 xp) **Prof** +2

ACTIONS

Multiattack. The volt attacks once with its bite and once with its tail lash.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the target must beat the volt in a contest pitting the target's Strength or Dexterity against the volt's Dexterity, or the volt attaches to its target. While attached, it can't attack other creatures with its Bite, and it gains advantage on attack rolls against the creature it is attached to.

A creature can remove an attached volt by beating it in a Strength contest.

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

Volt Giant

The volt giant uses the Volt stat block with the following changes.

- It is Medium.
- It has 27 (6d8) hit points.
- Its Strength is 14 (+2).
- Its Bite does 6 (1d8+2) piercing damage, and the target must beat the volt in a Strength or Dexterity contest against the volt's Strength to avoid having the volt

attach to it.

- Its Tail Lash does 5 (1d6+2) bludgeoning damage plus 7 (2d6) lightning damage.
- Its Challenge Rating is 1 (200 xp).

Volt Herd Leader

The volt herd leader uses the Volt stat block with the following changes.

- It has 14 (4d6) hit points.
- Its Strength is 10 (+0).
- Its Bite does 5 (1d6+2) piercing damage.
- Its Tail Lash does 7 (2d6) lightning damage.
- Its Challenge Rating is ½ (100 xp).

VOMIT HOUND

Source: Homebrewed (credit to Aaron Jones for the original concept)

Vomit hounds are extremely dangerous beings with **tiger**-like bodies and draconian heads strongly resembling those of a **black dragon**. Vomit hounds gained their name from the awful stench that accompanies them. An adult vomit hound is about 12' long, 5' high at the shoulder, and weighs around 1,200 lbs. A vomit hound always seems ready to burst into motion, and always seems like it is about to attack. The monsters' foul temper and general maliciousness make this all too true.

Creations of the Bile Lords. Evidence suggests that the vomit hounds were first created by the **Bile Lords**, but they have since spread, preferring to lair in dismal swampy areas, thick jungles, and underground areas, such as dungeons. Though they are foul-tempered and often fight among themselves, vomit hounds sometimes form **packs** of up to a dozen members.

Vomit Hound Treasure. Vomit hounds are covetous and greedy, and love to hoard treasure. The lair of one to four vomit hounds has a 50% chance each of having 1d6 x 1,000 cp, sp, and gp; and a 25% chance of having 1 magic weapon (1-4) or 1 piece of magic armor (5-6).

The lair of five to twelve vomit hounds instead has a 65% chance each of having 1d10 x 1,000 cp, sp, and gp; and a 30% chance each of having 1d3 magic weapons and 1d2 pieces of magic armor.

Vomit Hound

Large Monstrosity, always chaotic evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10+76)

Speed 50 ft.

**STR 23 (+6), DEX 15 (+2), CON 18 (+4),
INT 8 (-1), WIS 16 (+3), CHA 12 (+1)**

Saving Throws Dex +8, Int +5, Wis +9

Skills Athletics +12, Perception +9, Stealth +8

Damage Immunities acid, poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Draconic

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

Keen Senses. The vomit hound has advantage on Wisdom (Perception) checks based on sight and hearing.

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

Stench. A creature that starts its turn within 10' of the vomit hound must make a DC 18 Constitution save or be poisoned until the start of its next turn.

ACTIONS

Multiattack. The vomit hound makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) piercing damage, plus 16 (3d10) acid damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage, plus 16 (3d10) acid damage.

Spit Acid (recharge 5-6). The vomit hound spits a gob of acid at a point it can see within 60 ft. The gob bursts into a 10' radius sphere centered on that point. Each creature in the sphere must make a DC 18 Dexterity save, suffering 55 (10d10) acid damage on a failure or half that on a success. A creature that fails its save is also coated in acid and suffers 11 (2d10) acid damage at the start of each of its turns until a creature takes an appropriate action to wash the acid off.

BONUS ACTIONS

Aggressive (recharge 5-6). The vomit hound moves its speed toward an enemy.

REACTIONS

Reactive Retreat. If the vomit hound takes damage while bloodied, it moves 20' without provoking opportunity attacks, ending at least 10' away from each enemy it can see.

Vomit Hound Alpha

The vomit hound alpha uses the Vomit Hound stat block with the following changes.

- It has 237 (25d10+100) hit points.
- Its Bite does 24 (4d8+6) piercing damage plus 16 (3d10) acid damage.
- Its Claw does 16 (3d6+6) slashing plus 16 (3d10) acid damage.
- Its Spit Acid action option does 65 (10d12) acid damage on a failed save and 13 (2d12) acid damage at the start of a creature's turn.
- Its Challenge Rating is 20 (25,000 xp).

VRIL BEAST

Source: Homebrew.

A vril beast is a strange hollow monster composed of glowing green segments that constantly clatter and adjust their positions on its body. All straight lines and angles, the vril beast's head is more or less triangular in shape, its body is roughly cylindrical, and it can produce or reclaim up to a dozen short sharp limbs at once, adjusting from instant to instant. These many limbs allow it to move very quickly and scuttle up sheer surfaces with ease. A vril beast is about 16' long, but weighs only about 30 lbs.

Hunter from the Shadowfell. Vril beasts originate on the Shadowfell, emerging from the ruins of a lost civilization that created the artificial material *vril*, the same glowing green material that the beast is made of. When enough vril is gathered in one place, it self-assembles into a vril beast and proceeds to pass through the veil to the Prime Material Plane to hunt. The vril beast needs both hot blood and copper to sustain itself; without a fresh meal, a vril beast will die in about a week.

Glowing Blood. When a vril beast is damaged, it leaks a bright yellow-green fluid that glows for about ten minutes before its luminescence fades. The blood sheds dim light in a 1' radius around it until it stops.

Vril Beast Treasure. A vril beast collects no treasure.

Vril Beast

Large Construct, always lawful evil

Armor Class 16 (natural armor)

Hit Points 102 (12d10+36)

Speed 40 ft., climb 40 ft.

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

Skills Perception +3, Stealth +4

Damage Resistances bludgeoning, radiant

Condition Immunities petrified, prone

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 8 (3,900 xp)

Prof +3

Pierce the Veil. While it is in the Shadowfell, the vril beast can see the Prime Material Plane, and vice versa. It can spend three rounds not moving to transfer itself from one of those planes to the other.

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

ACTIONS

Multiattack. The vril beast makes two Claw attacks. If both hit the same creature, the vril beast does an extra 22 (4d8+4) piercing damage to it.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 17 (2d12+4) piercing damage plus 11 (2d10) radiant damage.

Vril Beast Angled Horror

The vril beast angled horror uses the Vril Beast stat block with the following changes.

- Its AC is 21.
- Its skill and attack bonuses increase by 1.
- Its Challenge Rating is 9 (5,000 xp).
- Its proficiency bonus is +4.

The angled horror has the following additional Bonus Action option.

- **Angled Passage.** Until the start of the horror's next turn, it can move through objects and other creatures as if they were difficult terrain. If it ends its turn in an occupied space, it takes 5 (1d10) force damage and is shunted to the nearest unoccupied space it moved through during its turn.

Vril Beast Mauler

The vril beast mauler uses the Vril Beast stat block with the following changes.

- It has 153 (18d10+54) hit points.
- Its Multiattack allows it to make four Claw attacks. If at least three hit the same creature, it instead does an extra 31 (6d8+4) piercing damage, and if all four hit the same creature, it instead does an extra 40 (8d8+4) piercing damage.
- Its skill and attack bonuses increase by 1.
- Its Challenge Rating is 12 (8,400 xp).
- Its proficiency bonus is +4.

Vril Beast Speedster

The vril beast speedster uses the Vril Beast stat block with the following changes.

- Its AC is 19 (natural armor).
- Its speed is 60 ft., climb 60 ft.
- Its Dexterity is 18 (+4).
- Its bonus to Stealth is +7.

The speedster has the following additional Bonus Action option.

- **Rapid Movement (recharge 4-6).** The speedster Dashes.

VROAT

Source: *Arduin Grimoire*.

A vroat is an extremely dangerous predator that haunts swamplands and the Underdark. Resembling a cross between a **giant toad** and a **crocodile**, a vroat will eat anything it can catch and often has treasure in its stomach. Vroats are sometimes called **jumping jaws**.

Vroats lurk in marshes or near coastal deltas. They are not particularly strong swimmers, and prefer to be in slow-moving water if in water at all. However, a vroat lays its eggs in water, and if the eggs dry out before hatching, they die. Sometimes, a gang of vroats moves underground, usually following a river that enters a cave.

Guardians and Pets for Scaled Folk.

Mammalian Humanoids have made many attempts at domesticating vroats, all to no avail. At best, one might be left at the bottom of a steep-walled moat or in a sealed section of a dungeon, but its prodigious leaping ability allows it to escape many such supposedly secure locations and wreak havoc on the humanoids attempting to employ it.

However, a vroat seems to be much more willing to work with reptilian creatures. **Yuan-ti, lizardfolk, troglodytes**, and even **kobolds** occasionally manage to coax a vroat into a cave in exchange for food, and when such folk are responsible for penning a vroat, it is much less likely to escape or attack its handlers. While a vroat is never truly domesticated and might lash out even at scaly folk, if it has a steady supply of mammals to eat, it might remain cooperative with such creatures for months or even years.

A Natural(ish) Crossbreed? Rather than being one of the many strange creatures that is the result of magical experimentation by a mad wizard, sages believe that the first colony of vroats arose from the interbreeding of populations of giant toads and crocodiles that dwelt in a moor that was tainted by alchemical discharge from a nearby city. Since then, they have bred true and spread throughout the world's marshy and coastal areas. Vroats can breed with both toads and crocodiles of sufficient size and vigor, and the offspring are something between the vroat and the other stock, carrying most of the vroat's traits for a generation or two. (Mechanically speaking, they usually use the vroat's stat block.)

Vroat Feybreath Challenge Rating. When assessing the Challenge Rating of a vroat feybreath, increase its effective damage output by 50% to account for its Sleep Breath action option.

Vroat Treasure. A vroat's belly has a 20% chance each to contain 1d10 x 100 cp, sp, and gp, 1d6 x 25 ep, and 1d4 gems; and a 10% chance to have 1 random magic item.

Vroat

Large Beast, always unaligned

Armor Class 15 (natural armor)

Hit Points 90 (12d10+24)

Speed 30 ft., swim 20 ft.

STR 18 (+4), **DEX** 10 (+0), **CON** 15 (+2),

INT 3 (-4), **WIS** 12 (+1), **CHA** 8 (-1)

Damage Resistances acid, poison

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception

Languages -

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

Standing Jump. The vroat's long jump is up to 50' and its high jump is up to 20', with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) piercing damage.

REACTIONS

Bloodied Bite. When the vroat becomes bloodied, it uses Bite and then leaps up to 50'.

Vroat Feybreath

The vroat feybreath uses the Vroat stat block with the following changes.

- It is a Fey.

The feybreath has the following additional Trait.

- **Fey Ancestry.** The feybreath has advantage on saving throws against being charmed, and magic can't put it to sleep.

The feybreath has the following additional Action option.

- **Sleep Breath (recharge 5-6).** The feybreath breathes out a 30' cone of multicolored gas. Each creature in the cone must make a DC 12 Con save, falling unconscious on a failure. The creature remains unconscious for 10 minutes, until it takes damage, or until a creature uses an action to wake it.

Vroat Lurker

The vroat lurker uses the Vroat stat block with the following changes.

- Its AC is 17 (natural armor).
- Its Dexterity is 15 (+2).
- It is trained in Stealth +4.
- Its Challenge Rating is 4 (1,100 xp).

The lurker has the following additional Trait.

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

Vroat Pseudonatural Terror

The vroat pseudonatural terror uses the Vroat stat block with the following changes.

- It is an Aberration.

The terror has the following additional Action option.

- **Pseudonatural Transformation.** The terror transforms into its true form, sprouting a pair of tentacles from its shoulders.

The terror has the following additional Bonus Action option.

- **Tentacles (true form only).** *Melee Weapon Attack:* +6 to hit, reach 10', one target. *Hit:* 11 (2d6+4) bludgeoning damage plus 4 (1d8) acid damage.

Vroat Behemoth

Huge Beast, always unaligned

Armor Class 18 (natural armor)

Hit Points 142 (15d12+45)

Speed 40 ft., swim 30 ft.

**STR 20 (+5), DEX 10 (+0), CON 17 (+3),
INT 3 (-4), WIS 12 (+1), CHA 8 (-1)**

Damage Resistances acid, poison

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception

Languages -

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

Standing Jump. The vroat's long jump is up to 50' and its high jump is up to 20', with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 24 (3d12+5) piercing damage.

Devouring Frenzy (recharge 5-6). The behemoth makes one Bite attack with advantage against each creature in range.

REACTIONS

Bloodied Bite. When the vroat becomes bloodied, it uses Bite and then leaps up to 50'.

VROCK

Location: *Monster Manual* p64.

Vrock Treasure. Vrocks are stupid beasts that adore pretty baubles and hate sharing. A vrock has a 20% chance each to have 1d3 gems and 1d2 pieces of jewelry.

Vrock Disease Carrier

The vrock disease carrier uses the Vrock stat block with the following changes.

- A creature hit by its Bite or Talons must also make a DC 15 Con save or be infected by a disease called Demon Fever. While infected, the creature gains the following personality trait: "I enjoy hurting other living things." When it has the opportunity to hurt another living creature without another creature noticing, it must make a DC 15 Wis save or take that opportunity. At the end of each short or long rest, the creature gains one level of exhaustion. At the end of each long rest, the creature can also make a DC 15 Con save, ending the disease on a success. When the disease ends, the victim recovers up to three levels of exhaustion gained from this disease.

VULCHLING

Source: 1e *Monster Manual* 2.

Vulchlings are repulsive and evil sentient vulture-like creatures that consort with other evil avians. Often operating as minions, vulchlings are motivated primarily by a petty desire to see others suffer from misfortune. According to the vulchlings, terrible misfortune and pain flavors meat with an especially delicious tang.

Taunters. Vulchlings like to taunt and mock their future victims, preferably for an extended period, before attacking or leading them to more powerful monsters, such as **harpies**, **vrocks**, **deadborn vultures**, or the like. The vulchlings will join in the fight, but try not to end the battle too quickly, hoping that their victims' knowledge of their coming doom will flavor the meat.

Even when they are allies with whom the vulchlings consort, other creatures rarely trust vulchlings, whose pettiness is such that even the smallest slight is nurtured in the vulchling's heart until it becomes a consuming passion.

Unhygienic. Because they eat carrion, vulchlings have extraordinary Constitutions, and are highly resistant to diseases. Vulchlings have no sense of hygiene whatsoever, frolicking in their own waste to discourage predators, and some sages think they are related to **filth birds**.

Vulchling Treasure. Vulchlings often keep shiny objects in their nests. Each vulchling has usually collected 1d10 each cp, sp, ep, and gp, and has a 20% chance of having collected a gem.

VULCHLING PCS

The main obstacles to playing a vulchling are the revulsion other creatures feel at their utter and complete lack of hygiene and their relatively low mental ability scores. For a player willing to lean into that particularly disgusting trait, a vulchling is a reasonable choice for a pc.

Low-Level (4+): A vulchling's main advantage over standard starting races is its ability to fly. It is suitable for joining relatively low level groups.

VULCHLING TRAITS

Vulchling pcs have the following racial traits.

Ability Score Adjustments. Your Constitution score increases by 4, but your Intelligence and Charisma each decrease by 2.

Age. A vulchling matures by the age of 1, is old by the age of 7, and usually lives no more than 10 years.

Size. A vulchling is typically between 5' and 6' in overall height/length, and its weight can range from 60 lbs to 100 lbs.

Speed. Your walking speed is 15' and you have a flying speed of 30'.

Monstrosity. You are a Monstrosity.

Poison Resistance. You are resistant to poison damage and are immune to the poisoned condition.

Beak. You have a natural beak attack that does 1d4 piercing damage.

Taunt. You can use an action to taunt one creature within 30 ft. that can hear and understand you. The target must make a Wisdom save, DC 10 + your proficiency bonus + your Charisma bonus, with advantage if it has more than half its maximum hit points. If it fails, it moves half its speed as directly toward you as possible, but not into visibly hazardous terrain. A creature that makes this save is immune to your Taunt ability for 24 hours.

Languages. You speak Vulchling and Common.

Vulchling

Medium Monstrosity, usually neutral evil

Armor Class 10

Hit Points 17 (2d8+8)

Speed 15 ft., fly 30 ft.

**STR 8 (-1), DEX 10 (+0), CON 18 (+4),
INT 6 (-2), WIS 9 (-1), CHA 6 (-2)**

Damage Resistances poison

Condition Immunities poisoned

Senses passive Perception 9

Languages Common, Vulchling

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

ACTIONS

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

Taunt. The vulchling taunts one creature within 30 ft. that can hear and understand it. The target must make a DC 8 Wisdom save, with advantage if it has more than half its maximum hit points. If it fails, it moves half its speed as directly toward the vulchling as possible, but not into visibly hazardous terrain. A creature that makes this save is immune to the Taunt ability of that vulchling for 24 hours.

VULGATH

Source: Homebrewed.

The vulgath are a race of creatures created as guards and servitors by the **ethros**. A vulgath resembles a 6' long armored beetle with long, extremely flexible legs and a dozen spindly limbs radiating from its circumference. These limbs end in a variety of shapes that the vulgath can manipulate like fingers, giving it an extremely wide variety of capabilities when it comes to artwork, construction, and manipulation of objects. The vulgath use these limbs to carry out the commands of their masters.

Intelligent and Self-Aware, but Servants.

The vulgath are very intelligent and totally self-aware, but as part of that awareness, they know that they were constructed for a purpose: to serve the ethros. Almost all vulgath take great comfort in that purpose and feel truly fulfilled only when in service to their masters. A vulgath who has no contact with ethros will often become melancholy, depressed or aggressive as it grows to feel that life has no meaning. A few vulgath seek new masters, but they are never satisfied with the lesser intellects and simplistic plotting that creatures other than ethros offer. Because of the extreme rarity of the ethros, most vulgath live dissatisfying lives and rarely even reveal their intellect.

Socially Ambiguous. Vulgath prefer to dwell with ethros, yet that is not always possible. Some of those who can't live isolated lives near no other creature while others dwell together in great swarms. Still others integrate themselves into other creatures' society, choosing from a wide variety of possible partners. Some choose to dwell among insects or insect-like monsters such as **thri-kreen** or **formians**. Others adopt Humanoid tribes, villages or cities as their own. Still others partner with powerful monsters. Each vulgath's choice is influenced by the life it had with its ethros before it was forced out on its own.

Vulgath Treasure. A vulgath in service to an ethros collects no treasure. One on its own has a 25% chance each of having 1d10 x 100 gp and 1d6 gems.

If a **cadre** of at least four vulgaths who don't serve an ethros lair together, they have a 40% chance of having 2d6 x 200 gp; a 30% chance of having 1d10 gems; and a 10% chance each of having 1d3 art objects and 1 random magic item.

Vulgath

Medium Construct, always neutral

Armor Class 17 (natural armor)

Hit Points 120 (16d8+48)

Speed 40 ft., climb 30 ft.

STR 16 (+3), DEX 12 (+1), CON 16 (+3),

INT 16 (+3), WIS 12 (+1), CHA 12 (+1)

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

Damage Resistances cold, fire

Damage Immunities acid, psychic

Condition Immunities exhaustion, paralyzed, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic, Ethros, Giant, Undercommon

Challenge 8 (3,900 xp)

Prof +3

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

The Right Tool for the Job. If the vulgath has an appendage that provides the right tool for a given task, it can apply twice its proficiency bonus to ability checks made to perform that task.

When the vulgath completes a long rest, it can change one limb into any tool no larger than that limb.

Unusual Nature. A vulgath has no need for food or drink.

ACTIONS

Multiattack. The vulgath makes up to 6 melee attacks.

Bludgeoning Limb. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Cutting Limb. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

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

VULTURE

Location: *Monster Manual* p339.

Vulture Treasure. Vultures don't typically collect treasure.

VURGENS

Source: *2e Monstrous Compendium Vol. 2.*

Also known as a **giant gulper**, a vurgens is a deepwater fish with a massively enlarged mouth and forebody. It actually digests its prey in its mouth rather than in its stomach, seizing it and holding it rather than swallowing it. Only after its acidic saliva renders the prey into soft, semi-liquid form does the vurgens take it into its belly.

Vurgens are solitary creatures that haunt deep ocean waters. Whenever another creature that approaches its size enters the vurgens' territory, including **whales**, **sharks**, and other vurgens, the giant gulper attacks it fearlessly, fighting until it is driven off or killed.

Vurgens are occasionally ridden by **sahuagin**, but even the devil men of the deep find vurgens to be intimidating and unreliable.

Vurgens Treasure. A vurgens doesn't typically collect treasure.

Vurgens

Huge Beast (Fish), always unaligned

Armor Class 13 (natural armor)

Hit Points 85 (9d12+27)

Speed 0 ft., swim 40 ft.

STR 22 (+6), **DEX** 10 (+0), **CON** 16 (+3), **INT** 1 (-5), **WIS** 10 (+0), **CHA** 6 (-2)

Senses darkvision 120 ft., passive Perception 10

Languages -

Challenge 5 (1,800 xp)

Prof +3

Aquatic. The fish can breathe only underwater.

ACTIONS

Multiattack. The vurgens makes one Fluke attack and one Bite attack, if it isn't holding a creature in its mouth.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) piercing damage, and the target must make a DC 17 Dexterity save or be restrained. While restrained in this way, the creature is drawn into the vurgens' mouth. It shares the vurgens' space, has total cover from creatures and effects originating outside the vurgens, and can't affect anything outside the vurgens. At the start of the creature's turn, it takes 27 (6d8) acid damage. The vurgens can hold one creature in its mouth at a time, and if it uses its Bite attack while doing so, the creature held in its mouth can use its reaction to swim to a space adjacent to the vurgens without provoking opportunity attacks.

Fluke. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage.