

# MAEDAR

**Source:** 2e *Monstrous Manual*.

The maedar is the male counterpart to a **medusa**. Just as all medusae are female, so are all maedar male- the two creatures are members of one species with profound differences between the sexes. While the medusa petrifies foes, it is the maedar that can then reduce those statues to rubble- and then return those stone chunks to bloody flesh for consumption.

**Extremely Rare.** Maedar are so rare that even most sages who study medusae believe that the males are merely a myth. In truth, when a medusa gives birth, the females are born blind, but only 1% of its male progeny survive its mother's first glance in their direction. The few males who do are cast off to survive on their own, and the few who survive that eventually grow into maedar, acquiring their immunity to petrification by the end of their first year.

**Mate for Life.** When a maedar finds his medusa, the two mate for life, forming a truly monogamous pair. If his medusa should be slain, the maedar will stop at nothing to avenge her. His own life no longer has meaning. He cares nothing for his previous interests, his children, or any other enemies he might have had. All is eclipsed by the need to destroy whoever killed the love of his life.

**Maedar Treasure.** A maedar's lair is 50% likely each to contain 2d6 x 500 gp and 2d8 gems; and 40% likely each to contain 1d12 x 250 ep, 1 potion, and 1 random magic item.

## Maedar

*Medium Monstrosity, usually lawful evil*

**Armor Class** 18 (natural armor)

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

**Speed** 30 ft.

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**STR 20 (+5), DEX 15 (+2), CON 16 (+3),  
INT 12 (+1), WIS 13 (+1), CHA 15 (+2)**

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**Skills** Athletics +8, Stealth +5

**Damage Immunities** poison

**Condition Immunities** paralyzed, petrified,

poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 7 (2,900 xp)

**Prof** +3

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**Siege Monster.** The maedar does double damage to objects and structures.

**Unfettered Movement.** The maedar's speed can't be reduced, and it ignores difficult terrain.

## ACTIONS

**Multiattack.** The maedar makes two Slam attacks.

**Slam. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 18 (3d8+5) bludgeoning damage.

**Stone to Flesh (recharges after a short or long rest).** The maedar touches a stone object and causes one of the following effects.

- If it is a petrified creature, it turns back to flesh.
- If the object fits entirely within a 1' cube, it turns to flesh.
- If it is a larger object, a 1' cube of it turns to flesh.

The transformation is permanent. Except in the case of a petrified creature restored to flesh, the effect can be reversed by casting *dispel magic*, *flesh to stone*, or *polymorph* on it within 24 hours.

## REACTIONS

**Guardian's Attack.** If an enemy within 5 ft. of the maedar attacks one of the maedar's allies, the maedar uses Slam against that enemy.

## **MAGE**

**Location:** *Monster Manual* p347.

**Mage Treasure.** A mage has a 40% chance each of having 1d10 x 100 sp, 2d10 x 250 gp, and 1d4 spell scrolls; as well as a 25% chance each of having 1d6 x 10 cp, 3d10 ep, 1d4 gems, and 1d4 potions; and a 10% chance each of having 1 rod *et al.* and 1 wondrous item.

## **MAGE LICE (Hazard)**

**Source:** 2e *Monstrous Manual* (wizard lice).

Mage lice are tiny creatures that infest the hair, fur, or feathers of a creature that can cast spells, then interfere with its ability to channel magical energies.

Mage lice are too small to be easily seen. A creature usually becomes infested either by having close contact with another infested creature or by encountering mage lice eggs on spell scrolls or spellbooks. When a spellcasting creature is exposed to the mage lice or mage lice eggs, it must make a DC 12 Con save or become infested itself.

A mage lice infestation goes through three stages unless cured. After 3 days at stage one, the infestation advances to stage two. Then, after 10 days at stage two, it advances to stage three.

**Stage One:** The infested creature's hair itches from time to time. When it regains spell slots, it fails to regain one first level slot.

**Stage Two:** The infested creature's hair itches constantly. The creature has disadvantage on concentration saves. When it regains spell slots, it fails to regain two first level slots and one second level slot.

**Stage Three:** The creature's body itches all over. It has disadvantage on checks and concentration saves. When it regains spell slots, it fails to regain two first level slots, two second level slots, and one third level slot.

**Treating Mage Lice:** Any magical effect that ends a disease will eliminate an infestation of mage lice. In addition, the following techniques can be used to attempt to alleviate the infestation.

- A creature that is proficient in Nature can attempt to make a soap that will help control the infestation. The creature must

spend 4 hours in a wilderness area gathering supplies, then another hour bathing the infested creature. The proficient creature then makes an Int (Nature) check. If the check hits a DC 15, the infestation is reduced to stage 2, if not lower. If the check hits a DC 20, the infestation is reduced to stage 1. If the check hits a DC 30, the infestation vanishes for 24 hours before returning at stage 1.

- A creature trained in Medicine can attempt to cure the infestation with a four hour long procedure that includes a hot bath for two hours. The proficient creature then makes a Wis (Medicine) check. If the check hits a DC 15, the infestation is reduced to stage 1. If the check hits DC 25, the infestation is cured.

## **MAGGOT GOLEM**

**Source:** 2e *Monstrous Compendium Annual 4*.

A maggot golem is a horrible, animate mass of maggots, its form only vaguely humanoid. Flies buzz around it in foul clouds, and it leaves a trail of maggots behind it. Composed of hundreds of thousands of maggots, a maggot golem is more than merely unsettling; the mere sight of it can make the weak of stomach vomit.

**A Hungry Golem.** Unlike most golems, a maggot golem needs to consume rotting flesh to maintain itself over long periods of time. If too long of an interval passes between meals, the golem might wander away from its designated guard post or chamber to seek prey. Because of this, as well as their inability to follow even marginally complex commands, maggot golems are considered to be fairly inadequate servants.

**A “Refinement” of Flesh Golems.** The ritual used to create a maggot golem is a variant of that used to fashion a **flesh golem**. While the maggot golem is generally inferior as a servant, some cruel necromancers enjoy the maggot golem's gruesome appearance or favor its ability to devour the bodies of its victims.

**Fashioned from a Ripe Corpse.** To make a maggot golem requires a corpse thickly infested with maggots. The ritual of animation requires 20,000 gp in components and two 5<sup>th</sup> level slots, and takes 8 hours to perform. The maggots must then be left for 30 days, during which time they magically consume all traces of the corpse, even the bones and teeth. Once this time passes, the animating elemental spirit holds the maggots together in a roughly humanoid shape, and together, they become the new maggot golem.

**Maggot Golem Treasure.** A maggot golem doesn't collect treasure, but it might guard the treasure of its master.

## **Maggot Golem**

*Medium Construct (Golem), always neutral*

**Armor Class** 12

**Hit Points** 75 (10d8+30)

**Speed** 25 ft.

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**STR** 12 (+1), **DEX** 14 (+2), **CON** 16 (+3),  
**INT** 1 (-5), **WIS** 10 (+0), **CHA** 10 (+0)

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**Damage Immunities** piercing, slashing

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

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

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**Berserk.** Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or it regains all of its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The golem's weapon attacks are magical.

**Slowed by Cold.** If the golem takes cold damage, its speed is reduced by 10' until the end of its next turn, and it can't take reactions until the end of its next turn.

## **ACTIONS**

**Multiattack.** The golem makes two Slam attacks.

**Slam. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. **Hit:** 5 (1d8+1) piercing damage, and the target is infested by maggots, taking 5 (1d10) piercing damage at the start of each of its turns. The target can make a DC 13 Constitution save at the end of each of its turns, ending the effect on a success. The effect also ends if the target receives an effect that cures a disease. A creature immune to disease takes this damage once, then automatically makes its save.

**Engulf.** The golem moves up to its speed. While doing so, it can enter the space of creatures of its size or smaller. Whenever it does so, the creature must make a DC 11 Dexterity save.

On a successful save, the creature can choose to be pushed back or to the side of the golem. A creature that chooses not to be pushed suffers the consequences of a failed save.

On a failed save, the golem enters the creature's space and the creature is engulfed. The creature suffers 18 (4d8) piercing damage at the start of each of its turns while it shares the golem's space.

An engulfed creature can try to escape by using an action to make a DC 11 Strength (Athletics) check. On a success, it escapes and enters a space of its choice within 5' of the golem, but is infested by maggots, taking 5 (1d10) piercing damage at the start of each of its turns. The target can make a DC 13 Constitution save at the end of each of its turns, ending the effect on a success. The effect also ends if the target receives an effect that cures a disease. A creature immune to disease takes this damage once, then automatically makes its save.

## **MAGMA MEPHIT**

**Location:** *Monster Manual* p216.

**Magma Mephit Treasure.** A mephit has a 5% chance each to have 1d6 cp, sp, ep, and gp.

The lair of a group of ten to twenty mephits instead has a 20% chance each of having 1d10 x 10 cp, 1d10 x 10 sp, 3d6 ep, 1d6 x 5 gp, and 1d3 gems.

The lair of a group of 21-100 mephits instead has a 40% chance each of having 1d10 x 50 cp, 1d10 x 25 sp, 3d12 ep, 2d8 x 10 gp, and 1d8 gems.

## **MAGMA PARAELEMENTAL**

**Source:** 1e *Monster Manual* 2.

From the waist up, a magma paraelemental looks like a red-hot, stocky humanoid made of black basalt. However, its lower body is an amorphous mass of molten lava. A magma paraelemental is almost never encountered alone on its home plane, where they roam in large, leaderless **packs**, warring with mephits and gaining sustenance from melting solid objects.

**Magma Paraelemental Treasure.** Magma paraelementals never keep treasure, melting it into slag instead.

## **Magma Paraelemental**

*Large Elemental (Earth, Fire, Paraelemental), always neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 78 (12d10+12)

**Speed** 30 ft.

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**STR 18 (+4), DEX 11 (+0), CON 13 (+1),  
INT 5 (-3), WIS 10 (+0), CHA 5 (-3)**

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**Damage Vulnerability** cold

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

**Damage Immunities** fire, poison

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

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

**Languages** Ignan, Terran

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

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**Aura of Heat.** A creature that starts its turn within 10' of the paraelemental takes 5 (1d10) fire damage.

**Hardening Shell.** If the paraelemental takes cold damage, its speed is halved and it has disadvantage on Dexterity checks and saves until the end of its next turn.

### **ACTIONS**

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage plus 9 (2d8) fire damage.

## **MAGMIN**

**Location:** *Monster Manual*.

**Magmin Treasure.** Magmin don't collect treasure, melting or burning it instead.

## **MALE STEEDER**

**Location:** *Mordenkainen's Tome of Foes* p239.

**Male Steeder Treasure.** Steeders don't collect treasure.

## **MAMMOTH**

**Location:** *Monster Manual* p332.

**Mammoth Elder Challenge Rating.** When assessing the Challenge Rating of a mammoth elder, assume that it gets the damage bonus from its Ground Strike trait once.

**Mammoth Treasure.** A mammoth's tusks are ivory and are valuable. The tusk of an adult are worth about 4 gp per lb and typically weigh from 35 to 225 lbs. each.

## **Mammoth Elder**

The mammoth elder uses the Mammoth stat block with the following changes.

- Its AC is 15 (natural armor).
- It has 218 (19d12+95) hit points.
- Its Dexterity is 12 (+1) and its Wisdom is 14 (+2).
- Its attack bonuses all increase by 1.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

It has the following additional Traits.

- **Ground Strike.** The mammoth gets +10 to the damage of its melee weapon attacks against prone targets.
- **Shrug It Off.** If the mammoth uses its action to Dodge, it also gains resistance to all damage until the start of its next turn.

It has the following additional Action option.

- **Multiattack.** The mammoth makes one Gore attack and one Stomp attack.

It has the following additional Reaction options.

- **Shove.** While the mammoth is bloodied, if a creature within 5' damages it, the mammoth makes a Shove attack against the triggering creature.

## **Mammoth Firespawn**

The mammoth firespawn is a half-elemental mammoth- either a particularly powerful **animental** version, the result of a magical fusion or infusion of elemental fire into a mammoth, or the progeny of a mammoth and some kind of fire elemental creature. It uses the Mammoth stat block with the following changes.

- It is an Elemental (Fire).
- It is immune to fire damage.
- It is vulnerable to cold damage.
- Its Gore and Stomp attacks deal an extra 1d10 fire damage on a hit.

The firespawn has the following additional Action options.

- **Fire Spout (recharges when first bloodied, then after a short or long rest).** The mammoth shoots a spout of fire from its trunk in a 30' cone. Each creature in the cone must make a DC 16 Dex save, taking 36 (8d8) fire damage on a failure or half that on a success.
- **Gob of Flame.** The firespawn spits a gob of fire at a point it can see within 90'. Each creature within 5' of that point must make a DC 16 Dex save, taking 18 (4d8) fire damage on a failure.

## **MANES**

**Location:** *Monster Manual* p60.

**Manes Treasure.** Manes typically don't have treasure, and if they acquire some, it is usually stolen away in short order.

# MANTA RAY

**Source:** 1e *Monster Manual*.

This majestic ray uses its 32' wingspan to 'fly' through tropical waters seeking prey. Its tail sports a long, dangerous spike that strikes hard enough to stun its target. Most mantas are non-aggressive, but some eat prey large enough that they are a danger to swimming Humanoids, **merfolk**, and similar creatures.

Manta rays prefer to dwell in warm shallow waters. They often haunt coral reefs and the edges of continental shelves.

**Manta Ray Treasure.** A manta ray collects no treasure.

## Manta Ray

*Huge Beast (Ray), always unaligned*

**Armor Class** 10

**Hit Points** 52 (8d10+8)

**Speed** swim 40 ft.

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**STR** 16 (+3), **DEX** 10 (+0), **CON** 12 (+1),  
**INT** 2 (-5), **WIS** 12 (+1), **CHA** 8 (-1)

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**Senses** passive Perception 11

**Languages** -

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

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**Aquatic.** The ray can breathe only water.

**Camouflage.** The ray has advantage on Dexterity (Stealth) checks to hide while it is against the ocean floor.

## ACTIONS

**Multiattack.** The ray makes one Bite attack and one Tail attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) piercing damage, and if the target is Medium or smaller, it must succeed on a DC 13 Dexterity saving throw or be swallowed by the ray. A swallowed creature is

blinded and restrained, has total cover against attacks and other effects outside the ray, and it takes 16 (3d10) bludgeoning damage at the start of each of the ray's turns. The ray can swallow two Medium, four Small, or eight Tiny or smaller creatures.

If the ray takes 15 or more points of damage on a single turn from a creature inside it, the ray must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10' of the ray. If the ray dies, a swallowed creature is no longer restrained by it and can escape from the corpse by spending 10' of movement, ending prone.

**Tail (recharge 4-6).** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 19 (3d10+3) bludgeoning damage, and the target must succeed on a DC 13 Constitution save or be stunned until the end of the ray's next turn.

## Manta Ray Phrenic Mutant

The manta ray phrenic mutant uses the Manta Ray stat block with the following changes.

- It is a Monstrosity.
- Its Intelligence is 15 (+2).

It has the following additional Action options.

- **Fearsome Impulse (recharge 5-6).** One creature the mutant can see must make a DC 12 Wis save. If it succeeds, it takes 7 (2d6) psychic damage. If it fails, it is charmed until the end of its next turn. While charmed in this way, the mutant chooses the target's action. When the charm ends, the target takes 14 (4d6) psychic damage and becomes frightened for 1 minute (save ends).
- **Overwhelming Wave (recharge 5-6).** Each creature within 40' must make a DC 12 Wis save, taking 21 (6d6) psychic damage on a failure or half that on a success.

## **MANTARI**

**Source:** 2e *Fiend Folio Monstrous Compendium Appendix*.

A mantari is a type of **lurker**- a subterranean creature with a body shaped like that of a manta ray. Mantari are both far smaller and far smarter than most lurkers, typically sporting a wingspan of around 4' to 5' when fully extended. Generally dark gray or black in color, mantari have an innate magical ability to fly. A long, sharp-tipped tail trails behind the mantari, which it uses to skewer prey.

A few mantari are also found in deep, dark woodlands.

**Vermin Hunters.** Mantari eat rats, bugs of all kinds, and the like. Their favorite prey is bats, which they relish devouring. Unlike most lurkers, mantari are active hunters, using their tail stingers to poison prey.

**Mantari Treasure.** Mantari don't collect treasure and move about too much to accumulate it incidentally.

### **Mantari**

*Small Monstrosity (Lurker), always unaligned*

**Armor Class** 12 (armor)

**Hit Points** 9 (2d6+2)

**Speed** 10 ft., fly 30 ft.

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**STR 8 (-1), DEX 14 (+2), CON 12 (+1),  
INT 1 (-5), WIS 10 (+0), CHA 8 (-1)**

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

**Languages** -

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

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### **ACTIONS**

**Tail Stinger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the target must succeed on a DC 11 Constitution save, suffering 16 (3d10) poison damage on a failure or half that on a success.

### **REACTIONS**

**Dart Aside.** When an attack misses the mantari, it flies 10' without provoking opportunity attacks.

## **MANTICORE**

**Location:** *Monster Manual*.

**Manticore Treasure.** The lair of one to four manticores has a 40% chance each to have 1d12 x 250 cp, sp and gp; a 30% chance each to have 2d10 x 50 ep, 1d20 x 3 pp, and 1d6 gems; and a 20% chance each to have 1d4 art objects and 1d4 random magic items.

The lair of a **pride** of five to twelve of these monsters instead has a 50% chance each to have 1d6 x 1,000 cp and sp, as well as 2d8 x 500 gp; a 30% chance each to have 2d6 x 200 ep, 3d10 x 10 pp, and 1d10 gems; and a 20% chance each to have 1d6 art objects and 1d6 random magic items.

The lair of 13 or more manticores has a 65% chance each to have 2d6 x 1,000 cp and sp, as well as 1d10 x 1,000 gp; a 40% chance each to have 1d8 x 500 ep, 2d6 x 50 pp, and 2d10 gems; and a 30% chance each to have 1d10 art objects and 2d4 random magic items.

## **Manticore Runescribed Sniper**

*Large Monstrosity, usually lawful evil*

**Armor Class** 17 (natural armor plus rune magic)

**Hit Points** 136 (16d10+48)

**Speed** 30 ft., fly 50 ft.

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

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**Saving Throws** Wis +5

**Skills** Arcana +4

**Condition Immunities** paralyzed, petrified, stunned

**Senses** Darkvision 60 ft., passive Perception 11

**Languages** Common

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

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**Sharpshooter.** The manticore ignores less than total cover when it makes a ranged attack.

**Tail Spike Regeneration.** The manticore has 24 tail spikes. If the manticore doesn't move or act for a round, it regrows one tail spike.

## ACTIONS

**Multiattack.** The manticore chooses one of the following options:

- It makes one Bite and two Claw attacks.
- It makes up to four Tail Spike attacks.
- It uses Spellcasting and makes one attack.

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

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

**Tail Spike.** *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

**Spellcasting.** The manticore casts one of the following spells, using Intelligence as its spellcasting ability (save DC 12).

*1/day- detect magic, dimension door, dispel magic, invisibility slow.*

## BONUS ACTIONS

**Detonate Spike.** One tail spike that the manticore hit with this round explodes. Its target, and each creature within 10' of that target, must make a DC 12 Dex save, taking 36 (8d8) fire damage on a failure or half that on a success.

## Manticore Sourtail

The manticore sourtail, as its name suggests, produces a caustic fluid on its tail spikes. It uses the Manticore stat block with the following changes.

- It has 76 (8d10+32) hit points.
- It has resistance to acid damage.
- Its Constitution is 18 (+4).
- Its Tail Spike deals an extra 10 (3d6) acid damage on a hit.
- Its Challenge Rating is 4 (1,100 xp).

## Manticore Stalker

The manticore stalker uses the Manticore stat block with the following changes.

- Its AC is 15 (natural armor).
- Its Dexterity is 18 (+4).
- It is trained in Stealth +5 and Survival +3.
- Its Tail Spike is +6 to hit and deals 1d8+4 damage.

It has the following additional Trait.

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

## MANTRAP

**Location:** *Tomb of Annihilation.*

**Treasure:** A mantrap typically collects no treasure, though there is a 5% chance that 1d20 gp in assorted coins and goods are scattered or buried around it.

## MARGOYLE

**Source:** *1e Monster Manual 2.*

A margoyle is a type of tougher, smarter, meaner variant of the common **gargoyle**. Visually, it is impossible to tell a margoyle from a gargoyle, but because of its relatively greater intellect, a margoyle can sometimes be identified by its behavior. Margoyles often lead bands of their lesser kin, serving as despotic bullies when the group isn't threatened and as dangerous captains in battle.



The origin of gargoyles isn't entirely clear. Some scholars say that a gargoyle is merely a gargoyle who has grown old, tough, and wily, while other sages declare that a gargoyle begins life as an ordinary gargoyle, but is blessed with great might by Ogmoch upon somehow gaining the archomental's favor.

**Margoyles Treasure.** A single gargoyle, or a wing of up to three gargoyles, has a 50% chance of having 1d8 gems; and a 25% chance each to have 3d10 cp, sp, and gp.

A wing of four to eight gargoyles instead has a 50% chance of having 2d6 gems; as well as a 40% chance each to have 1d6 x 250 cp, sp, and gp; a 25% chance each to have 1d10 x 50 ep and 2d6 x 10 pp; and a 10% chance each to have 1 art object and 1 random magic item.

A wing of nine or more gargoyles instead has a 65% chance of having 3d6 gems; as well as a 50% chance each to have 1d6 x 1,000 cp, sp, and gp; a 25% chance each to have 1d10 x 100 ep and 2d10 x 20 pp; and a 10% chance each to have 1d4 art objects and 1d4 random magic items.

## **Margoyles**

*Medium Elemental (Earth, Gargoyle), usually chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 102 (12d8+48)

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

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**STR 18 (+4), DEX 11 (+0), CON 18 (+4),  
INT 10 (+0), WIS 11 (+0), CHA 10 (+0)**

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

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

**Languages** Terran

**Challenge** 6 (2,300 xp)

**Prof** +3

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

## **ACTIONS**

**Multiattack.** The gargoyle makes two Claw attacks and one Bite attack.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

## **BONUS ACTION**

**Followup Strike.** If the gargoyle is bloodied and it hits a creature with its Claw, it can make one extra Claw attack against that target.

## **Margoyles Stormblessed**

The gargoyle stormblessed uses the Margoyles stat block with the following changes.

- It is immune to lightning and thunder damage.
- Its Challenge Rating is 7 (2,900 xp).

It has the following additional Reaction option.

- **Protective Shock.** When a creature within 5' hits the gargoyle with a melee attack, the gargoyle shocks the triggering creature, which must make a DC 15 Con save, taking 18 (5d6) lightning damage on a failure or half that on a success. A creature that fails the save by 5 or more also drops whatever it is holding (excluding a shield).

## **MARID**

**Location:** *Monster Manual* p146.

**Marid Treasure.** Marids love to show great wealth. A lone marid has a 50% chance each of having 2d10 x 1,000 cp, 2d8 x 1,000 sp, 2d6 x 1,000 gp, and 1d10 art objects; a 35% chance to each of having 3d6 x 10 ep, 1d10 x 50 pp, 3d6 gems, and 2d10 x 100 gp in trade goods; a 20% chance each of having 1d6 potions and 1d6 scrolls; and a 15% chance of having 1d3 random magic items.

A **company** of 2-4 marids instead has a 65% chance each of having 2d10 x 1,000 cp, 2d8 x 1,000 sp, 2d6 x 1,000 gp, and 1d10 art objects; a 40% chance to each of having 3d6 x 10 ep, 1d10 x 50 pp, 3d6 gems, and 2d10 x 100 gp in trade goods; a 30% chance each of having 1d6 potions and 1d6 scrolls; and a 20% chance of having 1d4 random magic items.

A **band** of 6-15 marids instead has a 75% chance each of having 3d10 x 1,000 cp, 3d10 x 1,000 sp, 3d6 x 1,000 gp, and 2d8 art objects; a 50% chance to each of having 1d4 x 1,000 ep, 2d6 x 100 pp, 3d10 gems, and 2d10 x 250 gp in trade goods; a 35% chance each of having 2d4 potions and 2d4 scrolls; and a 25% chance each of having 1d2 pieces of magic jewelry, 1d2 magic weapons, and 1d4 random magic items.

## **Marid Elite Wolf Warrior**

The marid elite wolf warrior uses the Marid stat block with the following changes.

- Its AC is 20 (natural armor and shield).
- It has 276 (24d10+144) hit points.
- Its Multiattack allows it to make two Scimitar or Water Whip attacks, or one of each.
- Its Challenge Rating is 16 (15,000 xp).

It has the following additional Action options.

- **Teamwork Strike.** The marid makes one Scimitar attack. If it hits, one ally of the marid's choice that is within reach of the target of the attack can use its reaction to make one melee weapon attack against that creature, dealing an extra 11 (2d10) damage on a hit.

## **MARILITH**

**Location:** *Monster Manual* p61.

**Marilith Treasure.** Mariliths are vain and arrogant. A marilith has a 40% chance of having one (1-5), two (6-7), three (8-9), four (10), five (11) or six (12) magic weapons; a 35% chance of having 1d6 pieces of jewelry; and a 10% chance each of having 1d2 pieces of magical jewelry and 1 piece of magical armor.

## **Marilith Witch**

The marilith witch uses the Marilith stat block with the following changes.

- Its Multiattack action option also includes the option to use Spellcasting in place of two Longsword attacks.
- Its attack and save bonuses, as well as the DC to escape from its tail, increase by 1.
- Its Challenge Rating is 17 (18,000 xp).
- Its proficiency bonus is +6.

It has the following additional Action option.

- **Spellcasting.** The marilith casts one of the following spells, using Charisma as the spellcasting ability (save DC 18) and requiring no material components.
  - At will- *charm person, detect magic, detect thoughts, invisibility, levitate, mage hand, magic missile.*
  - 2/day- *bane, dimension door, dispel magic, see invisibility.*
  - 1/day- *confusion, finger of death, hold person, suggestion, wall of ice.*

## **MARTIAL ARTS ADEPT**

**Location:** *Volo's Guide to Monsters* p216.

**Treasure:** A martial arts adept has a 50% chance of having 3d6 cp.

## **MARUT**

**Location:** *Mordenkainen's Tome of Foes* p213.

**Treasure:** A marut collects no treasure.

## **MASTER THIEF**

**Location:** *Volo's Guide to Monsters* p216.

**Master Thief Treasure:** A master thief has a 75% chance of carrying coins (1d6 x 100 each sp and gp, plus 2d6 x 10 ep and 1d12 pp); a 40% chance of carrying 1d4 potions; and a 25% chance each of carrying 1d6 gems, 1d3 pieces of jewelry, and 1d2 random magic items.

The lair of a master thief also has an 80% chance of having 2d6 x 1,000 gp in coins, gems, and various stolen goods.

When more than one master thieves lair together, their lair instead also has an 80% chance of having 3d6 x 1,000 gp in coins, gems, and various stolen goods.

## **MASTIFF**

**Location:** *Monster Manual* p333.

**Mastiff Treasure.** A mastiff doesn't usually collect treasure.

## **Mastiff Alpha**

The mastiff alpha uses the Mastiff stat block with the following changes.

- It has 16 (3d8+3) hit points.
- Its Strength and Wisdom are 16 (+3), and its Charisma is 12 (+1).
- Its bonus to Perception is +5.
- Its passive Perception is 15.
- Its Bite is +5 to hit and deals 1d8+3 damage. Its save DC is 13.
- Its Challenge Rating is ½ (100 xp).

## **MASTODON**

**Source:** *3e Monster Manual* 3 (mastodon).

A mastodon is a giant elephantine beast with long tusks and an aggressive, dangerous disposition. It lives in colder climates and grows a thick shaggy coat of fur. Ten feet high at the shoulder, a mastodon weighs around two tons, and its tusks are 12 to 15 feet in length.

Mastodons dwell in cold grasslands, though they once had a far greater range. They eat a variety of plant matter, including conifer twigs and cones, leaves, coarse grasses, and moss. Some mastodons occasionally add a bit of meat to their diet, but usually only if they have been trained to do so.

In the wild, mastodons travel in great **herds** that can number up to several dozen females and young. Males abandon the herd upon reaching sexual maturity, either living alone or in exclusively male herds. Males and females seek out their opposite sex counterparts when the urge to mate strikes, which can happen at any time of year.

**Mastodon Mounts.** Some creatures, including **frost folk** and **frost giants**, sometimes manage to tame mastodons for use as mounts. Frost folk build howdahs and conduct raids from atop the mastodon's massive body. Frost giants treat mastodons as livestock, and work to bulk up the largest until they can serve as mounts for the immense giants. In both cases, the mastodons are independent, fierce, and dangerous mounts, fighting alongside their riders and dealing tremendous punishment to their foes.

**Mastodon Graveyards.** Like **elephants**, mastodons tend to choose a specific remote area to die in whenever possible. Such an area becomes known as a mastodon graveyard, and over time, it accumulates many mastodon skeletons. Living mastodons tend to aggressively warn other creatures away from these graveyards.

**Mastodon Treasure.** A mastodon doesn't collect treasure, but its tusks, which each weigh 100 to 400 lbs, are ivory, and can fetch a price of about 10 gp per lb.

## **Mastodon**

*Huge Beast, always unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 172 (15d12+75)

**Speed** 40 ft.

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**STR 26 (+8), DEX 11 (+0), CON 21 (+5),**

**INT 3 (-4), WIS 10 (+0), CHA 8 (-1)**

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**Senses** passive Perception 10

**Languages** -

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

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**Keen Senses.** The mastodon has advantage on Wisdom (Perception) checks based on smell.

### **ACTIONS**

**Multiattack.** The mastodon makes three attacks: one Gore and two Stomps.

**Gore.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (4d8+8) piercing damage. If the attack is a critical hit, the severity increases by 1d10.

**Stomp.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6+8) bludgeoning damage, and the target must succeed on a DC 20 Dexterity save or fall prone.

### **BONUS ACTIONS**

**Trunk.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage, and the target must succeed on a DC 20 Dexterity save or the mastodon grapples it (escape DC 18). The mastodon can grapple only one creature at a time, and it can't use its trunk to attack other creatures while it is grappling with it.

## **Mastodon Dragonkin**

The mastodon dragonkin is the child of the mating between a mastodon and a white dragon. It uses the Mastodon stat block with the following changes.

- It is a Dragon.
- Its AC is 17 (natural armor).
- It has a flying speed of 60'.
- It is immune to cold damage.
- Its Challenge Rating is 11 (7.200 xp).

The dragonkin has the following additional Action option.

- **Frost Breath (recharge 5-6).** The mastodon breathes cold air in a 40' cone. Each creature in the cone must make a DC 17 Con save, taking 35 (10d6) cold damage on a failure or half that on a success.

## **Mastodon Fear Spreader**

The mastodon fear spreader uses the Mastodon stat block with the following changes.

- It is a Monstrosity.

It has the following additional Trait.

- **Fear Spreader.** Creatures within 30' have disadvantage on saves against the frightened condition (including on saves to end it).

It has the following additional Bonus Action option.

- **Frightful Trumpeting (recharge 5-6).** Each non-deafened enemy within 60' must make a DC 17 Wis save, becoming frightened for 1 minute (save ends) on a failure. A creature frightened in this way that doesn't end its turn farther from the mastodon than it started takes 10 psychic damage.

## **Mastodon Giant Mount**

*Gargantuan Beast, always unaligned*

**Armor Class** 18 (plate barding)

**Hit Points** 310 (20d20+100)

**Speed** 45 ft.

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**STR 27 (+8), DEX 11 (+0), CON 21 (+5),  
INT 3 (-4), WIS 10 (+0), CHA 8 (-1)**

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**Senses** passive Perception 10

**Languages** -

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

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**Keen Senses.** The mastodon has advantage on Wisdom (Perception) checks based on smell.

**Siege Monster.** The mastodon does double damage to objects and structures.

### **ACTIONS**

**Multiattack.** The mastodon makes three attacks: one Gore and two Stomps.

**Gore.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 35 (6d8+8) piercing damage. If the attack is a critical hit, the severity increases by 1d10.

**Stomp.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 18 (3d6+8) bludgeoning damage, and the target must succeed on a DC 22 Dexterity save or fall prone.

**Crush.** Each creature in a 20' cube adjacent to the mastodon must make a DC 19 Dex save, taking 65 (10d12) bludgeoning damage on a failure or half that on a success.

### **BONUS ACTIONS**

**Trunk.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) bludgeoning damage, and the target must succeed on a DC 22 Dexterity save or the mastodon grapples it (escape DC 18). The mastodon can grapple only one creature at a time, and it can't use its trunk to attack other creatures while it is grappling with it.

## **MAULGOOTH**

**Source:** 3e *Fiend Folio*.

A maulgoth is a warped being from the depths of the Underdark. It looks like a horrible amalgamation of flesh, stone and minerals. Its central body is shaped like a humungous, malformed rhinoceros, with four powerful legs and four tentacles radiating from its mid-line. A massive, sharp-toothed, drooling maw big enough to bite a horse's head off is at the center of everything. Its greenish-gray body is covered with rocky spikes and protrusions, and its hide feels like stone to all but the most experienced hand.

**The Power of a Druid, but None of the Morals.** A maulgoth has the ability to influence the natural world much like a **druid**, but it has none of the druid's religious reverence for the environment. Instead, it is more than willing to cause damage to the plants, animals, and environment that it uses, callously disregarding harm to them in its calculations.

**Hit-and-Run Skirmishers.** A maulgoth prefers to use hit and run tactics, employing its movement abilities to great effect. It might attack from the ceiling one moment, only to emerge from the floor the next. With its ability to pass through earth and stone, the maulgoth can often escape foes if hard-pressed, coming back to haunt them another time. Maulgoths are notorious for attacking when their target is engaged by other monsters or distracted by environmental hazards.

**Solitary Predators.** Maulgoths almost always act alone, spending time with others of their kind only when mating. For the vast majority of its time, a maulgoth cruises through the caverns of the Underdark, stalking and killing prey for the sake of causing misery as much as for food.

**Consummate Explorers.** The maulgoth's ability to pass through earth and stone makes it an excellent explorer. It can easily bypass most traps, monsters, or other features and is able to ignore most barriers. Only specially constructed or magically warded areas are proof against intrusion by a maulgoth.

**Maulgoth Treasure.** A maulgoth's lair is usually inaccessible, but if it can be found, it has a 90% chance of having 2d10 gems; a 60% chance of having 1d10 x 1,000 gp in assorted coins; and a 50% chance of having 1d4 random magic items.

## **Maulgoth**

*Huge Monstrosity (Earth), usually neutral evil*

**Armor Class** 21 (natural armor)

**Hit Points** 270 (20d12+140)

**Speed** 60 ft., climb 60 ft., burrow 60 ft.

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**STR 26 (+8), DEX 21 (+5), CON 24 (+7),  
INT 16 (+3), WIS 16 (+3), CHA 18 (+4)**

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**Saving Throws** Dex +11, Int +9, Wis +9, Cha +10

**Damage Resistances** bludgeoning, piercing and slashing damage that isn't magical and adamantite

**Condition Immunities** petrified

**Senses** blindsight 60 ft., tremorsense 60 ft., passive Perception 13

**Languages** Undercommon, Terran

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

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

**Magic Resistance.** The maulgoth has advantage on saves vs. spells or other magical effects.

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

## **ACTIONS**

**Multiattack.** The maulgoth makes four Tentacle attacks and one Bite attack.

**Tentacle. Melee Weapon Attack:** +14 to hit, reach 20 ft., one target. **Hit:** 18 (3d6+8) bludgeoning damage, and the target must make a DC 22 Strength save or the maulgoth grapples it. While grappled, the creature is restrained. A maulgoth can grapple up to four creatures at once (one per tentacle).

**Bite. Melee Weapon Attack:** +14 to hit, reach 5 ft., one target. **Hit:** 21 (3d8+8) piercing damage.

**Ethereal Jolt (Recharge 5-6).** The maulgoth chooses one creature within 20' of it. That creature must make a DC 18 Charisma save, being banished to the ethereal plane on a failure. A banished creature can repeat the save at the end of each of its turns, ending the effect on a success. However, if it fails three times, it is permanently banished.

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

At will- *dominate beast*, *plant growth*, *stone tell*, *transmute rock*.

3/day- *cure wounds* (5d8+4 points), *true seeing*, *wall of stone*.

## **REACTIONS**

**Escape into the Ground.** If the maulgoth takes damage while bloodied, it can move up to 15', as long as it ends that movement inside the ground or a wall.

## **MAUREZHI**

**Location:** *Mordenkainen's Tome of Foes* p133.

**Maurezhi Treasure.** The lair of a **gang** of two to four maurezhi has a 20% chance each of having 1d8 x 100 cp, 1d6 x 50 sp, 2d10 ep, 1d20 x 5 gp, and 1d4 gems.

The lair of a **pack** of five to twelve maurezhi has a 30% chance each of having 1d6 x 500 cp, 1d6 x 250 sp, 1d10 x 10 ep, 2d6 x 100 gp, and 1d4 gems; and a 10% chance to have 1d4 potions.

The lair of a **pack** of 13 or more maurezhi has a 30% chance each of having 1d6 x 1,000 cp and sp, 2d6 x 50 ep, 1d8 x 500 gp, and 1d6+1 gems; a 15% chance of having 1d4 potions; and a 10% chance of having 1 (1-4) or 1d3 (5-6) random magic items.

## **MAW DEMON**

**Location:** *Volo's Guide to Monsters* p137.

**Maw Demon Treasure.** A maw demon has a 10% chance of having 1d20 x 10 gp in assorted coins in its belly at any given time.

## **MEAZEL**

**Location:** *Mordenkainen's Tome of Foes* p214

Meazels are wretched disease-carrying humanoids. They hunger for the flesh of other humanoids and take great pleasure in spreading pain and despair. These disfigured creatures are the descendants of a human city that made a pact with an archdevil.

**A Deal with Baalzebul.** Once, many generations ago, meazels were humans who dwelt in an isolated city. When a great plague infected the citizens of the city, spreading like wildfire, it seemed that there was little hope. Riots flared and whole districts went up in flames. Just as it seemed that the city would tear itself apart, a calm voice spoke in the minds of the people of the city, offering them salvation if they would only turn from their gods and worship it. With little choice, the people of the city agreed, and the power behind the voice- actually the archdevil Baalzebul- ensured that they would survive the plague. However, he didn't cure them of it; instead, they

remained infected carriers, unharmed by the plague but unable to be rid of it.

Worse still, the transformed folk soon discovered that the food that they had long enjoyed no longer filled their bellies. Instead, the only thing that could sate their hunger and nourish them was the flesh of other sentient humanoids. Many of the people of the city let themselves starve rather than becoming what they saw as monsters, but the more survival-oriented transformed into the first meazels.

**Despised.** Because of their grisly appetites and reputation as disease carriers, meazels can rarely find allies in other humanoids. They do often have giant rats or other beasts as pets; a few even domesticate drakes. However, most other humanoids will attempt to drive them out or kill them when encountering meazels.

**Meazel Treasure.** A typical meazel has 2d10 cp and 1d8 sp.

The lair of a **gang** of 16 to 50 meazels also has a 20% chance each of having 3d10 x 10 cp and 2d6 x 10 sp; a 15% chance of having 2d10 x 5 gp; and a 10% chance each of having 2d10 ep and 1d4 pp.

The lair of an **infestation** of 51 to 120 meazels instead also has a 30% chance each of having 2d6 x 100 cp, 1d10 x 100 sp, and 2d6 x 25 gp; as well as a 15% chance each of having 1d12 x 5 ep, 1d12 pp, and 1d2 pieces of jewelry.

The lair of a **plague** of 121 or more meazels instead has a 35% chance each of having 2d6 x 250 cp, 2d6 x 250 sp, and 2d10 x 50 gp; as well as a 20% chance each of having 3d6 x 10 ep, 2d10 pp, and 1d3 pieces of jewelry; and a 10% chance of having 1d4 potions.

## **Meazel Carrier**

*Medium Humanoid (Meazel), usually chaotic evil*

**Armor Class** 13

**Hit Points** 26 (4d6+12)

**Speed** 30 ft.

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**STR 8 (-1), DEX 16 (+3), CON 17 (+3),  
INT 7 (-2), WIS 10 (+0), CHA 8 (-1)**

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**Skills** Stealth +5, Thievery +5  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Common, Meazel  
**Challenge** 2 (450 xp)      **Prof** +2

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**Disease Carrier.** A meazel is not affected by disease, but can carry a disease and infect others.

## ACTIONS

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) slashing damage, and the target must make a DC 13 Constitution save or become infected with meazels. 24 hours after becoming infected, red spots appear all over the creature's body, and it itches uncontrollably. While the effect lasts, the creature's speed is reduced by 10' and it has disadvantage on Dexterity attacks, saves and checks. The disease runs its course in 1d4+4 weeks if not otherwise cured. At the end of each week, the creature can repeat the initial saving throw, recovering from the disease after 2 successes.

**Garrote.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage, and the meazel grapples the target (escape DC 15). While grappled in this way, the creature can't breathe and has disadvantage on attacks against the meazel. At the start of the meazel's turn, the grappled creature automatically takes 22 (1d4+3 plus 5d6) bludgeoning damage. While the meazel has a creature grappled in this way, it can't use its garrote against a different creature.

## MEDUSA

**Location:** *Monster Manual.*

**All Female.** In Cydra, all medusae are female. The male counterpart is the **maedar**, which lacks the snake hair and petrifying gaze of the female. Medusa and maedar mate for life.

**Medusa Challenge Rating.** When assessing the Challenge Rating of a medusa, double its effective damage output due to its Petrifying Gaze.

When assessing the Challenge Rating of a medusa earthspawn, also increase its effective AC by 1 because of its Reflexive Thickening trait.

**Medusa Treasure.** Medusae often have some treasure, but usually let any art objects or perishables fall into disrepair. A medusa has a 40% chance of having 1d6 gems; a 20% chance of having 1d10 x 100 gp in assorted coins; and a 10% chance of having 1 random magic item.

## Medusa Earthspawn

A medusa earthspawn is an elemental analogue of the medusa. It uses the Medusa stat block with the following changes.

- It is an Elemental (Earth).
- Its AC is 18 (natural armor).
- It has 144 (17d8+68) hit points.
- It has a burrowing speed of 30'.
- Its Constitution is 19 (+4).
- It has Damage Resistance to bludgeoning, piercing, and slashing damage that isn't magic or adamantite.
- The save DC for its Petrifying Gaze is 15.
- Its attack and skill bonuses increase by 1.
- Its Challenge Rating is 9 (5,000 xp).
- Its proficiency bonus is +4.

The earthspawn has the following additional Traits.

- **Earth Glide.** The medusa can burrow through nonmagical, unworked earth and stone. While doing so, the maulgoth doesn't disturb the material it moves through.
- **Reflexive Thickening.** While the earthspawn is bloodied, its rocky skin grows harder, and it gains a +4 bonus to AC.



## **Medusa Sniper**

The medusa sniper uses the Medusa stat block with the following changes.

- Its AC is 17 (natural armor).
- Its Dex is 18 (+4).
- Its bonus to Stealth is +7.
- Its Longbow is +7 to hit and deals 1d8+4 piercing plus 2d6 poison damage.
- Its Challenge Rating is 8 (3,900 xp).

The sniper has the following additional Trait.

- **Sharpshooter.** The sniper ignores less than total cover when it makes a ranged attack.

The sniper has the following additional Bonus Action option.

- **Take Aim.** If the medusa hasn't yet moved this turn, she aims her bow carefully at a target she can see within 120'. Until the start of her next turn, the medusa's speed falls to 0, and she gains a +10 bonus to damage with her Longbow.

## **MEENLOCK**

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

Folk tales tell of various creatures that burrow beneath the homes of woodland settlers, from helpful Fey folk who seek ale, wine, candies and other treats to dark Monstrosities that steal humanoids away and work dark rituals on them to transform them into more of the monsters' own kind. Meenlocks are the horrible truth behind many of the latter sort of legends.

A meenlock is a deformed parody of a humanoid, with a hide covered in shaggy spines and foul ulcers, large mandibles and hooked claws in place of hands.

**Lair in Foul Shafts.** A meenlock's lair is a deep, dark shaft capped by a heavy stone that often has mysterious runes carved into it. (Magical translation will reveal that the runes mark the place as a lair, but don't declare the identity of the

claimant.) The shaft is deep enough that the bottom cannot be seen, and the bottom is lined with thick moss that causes dropped objects to land noiselessly. A meenlock shaft invariably reeks of rotting meat. Any creature that looks into a meenlock shaft can sense the presence of evil, even without any sort of magical spell or sense. After about 20' of vertical descent, the shaft winds and twists, making it impossible to see the bottom from the top even by dropping a torch or other light.

**Once Humanoids.** Meenlocks were once normal humanoids, such as humans, elves, goblins or gnomes. To create another of its kind, a meenlock kidnaps a humanoid and carries it back to its lair, there to perform horrifying tortures and loathsome rituals that gradually strip the victim of its identity and transform it into another meenlock over the course of several gruesome, agonizing days.

**Meenlock Treasure.** A meenlock shaft that is home to a single meenlock has a 20% chance each to have 1d4 x 100 cp and sp, 1d6 x 50 ep and gp, and 1d4 potions. I

If it is home to a **brood** of two to six meenlocks, there is a 30% chance each that the shaft will have 1d6 x 200 cp, 1d8 x 100 sp, 1d6 x 50 ep, 1d10 x 50 gp, and 1d6 potions. In addition, there is a 10% chance each that it has 1d4 gems and 1 random magic item.

If the shaft is home to a brood of more than six meenlocks, there is a 50% chance that it will have 1d4 x 200 gp in mixed coins; a 30% chance each that it will have 1d6 potions and 1d6 gems; and a 15% chance that it will have 1 random magic item.

## **MEGALOCENTIPEDE**

**Source:** 1e *Monster Manual 2*.

Monstrous centipedes are found in all sizes. Almost all are poisonous, though there are harmless, vegetation- or detritus-eating varieties that make an excellent food source for larger creatures. **Giants** and **ogres** find roasted centipede to be a delicious treat, and many large birds enjoy snacking on them, too. Some creatures tame giant

centipedes or plant nests of them to guard unused tunnels or approaches to their lairs.

A megalocentipede is an aggressive, venomous species that grows to about 9' in length. Preferring to avoid the light, megalocentipedes are found underground, in forests or jungles with a thick canopy or in other places where the light rarely grows bright. However, there are several desert-dwelling species that present a real danger to caravans, **camels**, and travelers.

Underground varieties of megalocentipede are usually black or dark red, while desert varieties are most often yellow or orange. Forest varieties might be of any color, but are usually bright.

**Megalocentipede Treasure.** Most types of monstrous centipede gather no treasure.

## **Megalocentipede**

*Medium Beast, always unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 30 (4d8+12)

**Speed** 50 ft., climb 30 ft.

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**STR** 10 (+0), **DEX** 14 (+2), **CON** 17 (+3),  
**INT** 1 (-5), **WIS** 7 (-2), **CHA** 3 (-4)

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**Saving Throws** Dex +4, Con +5

**Senses** blindsight 30 ft., passive Perception 8

**Languages** -

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

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## **ACTIONS**

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, and the target must succeed on a DC 13 Constitution save or take 17 (5d6) poison damage. If the poison reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

## **REACTIONS**

**Frantic Skitter.** When the centipede becomes bloodied, it gains a +10' to its speed until the end of its next turn, and while this bonus persists, opportunity attacks against the centipede have disadvantage.

## **MEGALOSQUIRREL**

**Source:** Homebrewed.

Larger than most houses, a megalosquirrel is a squirrel in search of a tree to climb. Voraciously hungry, intensely curious, extraordinarily playful while being simultaneously excruciatingly fickle, a megalosquirrel is a potential terror wherever it shows up, because it can wreak tremendous destruction due to its size alone.

Megalosquirrels prowl forests of the largest trees. They are often oblivious to Humanoids unless poked, but aren't generally aggressive unless hungry. The playfulness of a megalosquirrel can easily be mistaken for aggression, however, especially if the squirrel stuffs a creature in its cheek.

**Long Lived.** Unlike normal squirrels, a megalosquirrel has a very long lifespan. Some particularly hoary individuals appear to be over 100 years old, and some gnomish scholars have reported a megalosquirrel reaching an age of 120 before expiring.

**Druids and Gnomes.** Both **druids** and **gnomes** greatly value megalosquirrels as possible allies in times of trouble. Gnomes have been known to ride on or even hide in the fur of these immense beasts, and the Romance of Grissie and Cheepo tells of a druid-led army of beasts that includes a pair of megalosquirrels and describes their ensuing courtship, ending with their happy retirement to a charming forest.

**Megalosquirrel Treasure.** A megalosquirrel sometimes stuffs creatures that carry treasure in its cheeks. There is a 15% chance each that one of these monsters has 1d4 x 100 gp in assorted coins and gems, 1 piece of mundane armor, 1d4 mundane weapons and 1d2 random magic items in its cheek. In addition, there is a 5% chance that

one (1-5) or 1d4 (6) bedraggled, saliva-covered creature(s) is (are) trapped in the megalosquirrel's cheek. Such creatures might be able to provide additional rewards to their rescuers.

## **Megalosquirrel**

*Gargantuan Beast (Squirrel), always unaligned*

**Armor Class** 16

**Hit Points** 170 (20d20+60)

**Speed** 50 ft., climb 35 ft.

---

**STR 23 (+6), DEX 22 (+6), CON 17 (+3),  
INT 2 (-4), WIS 17 (+3), CHA 15 (+2)**

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**Saving Throws** Str +9, Dex +9

**Skills** Acrobatics +9

**Senses** passive Perception 13

**Languages** -

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

---

### **ACTIONS**

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+6) piercing damage, and if the target is Large or smaller, it must succeed on a DC 17 Dexterity save or be transferred into the megalosquirrel's cheek, where it is blinded and restrained. It has total cover against attacks and other effects from outside the megalosquirrel. The megalosquirrel can hold up to one Large or four Medium or smaller creatures in its cheek at one time.

If the megalosquirrel takes 30 or more damage on a single turn from a creature inside its cheek-pouch, it spits the offending creature out prone somewhere within 20 ft. of the megalosquirrel.

**Huck a Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

### **BONUS ACTIONS**

**Gnaw.** The squirrel uses Bite against a creature stuffed in its cheek.

## **MEGAPEDE**

**Source:** 3e *Monster Manual* 2.

A megapede is one of the largest types of centipede known to exist on the Material Plane, sometimes reaching over 100' in length. Terrors of the desert, megapedes constantly hunt the dunes and sandy plains, searching endlessly for food. A megapede is a humungous brown centipede covered in dense orange and brown bristles. Its tremendously large mandibles twitch involuntarily when it senses prey.

A megapede is a solitary creature, traveling alone and living a solitary existence. Females lay eggs deep in the desert, which can survive for years waiting for a male to come across and fertilize them.

**Megapede Treasure.** Megapedes don't collect treasure.

## **Megapede**

*Gargantuan Beast (Centipede), always unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 496 (32d20+160)

**Speed** 80 ft., burrow 20 ft.

---

**STR 23 (+6), DEX 7 (-2), CON 20 (+5),  
INT 2 (-4), WIS 12 (+1), CHA 4 (-3)**

---

**Saving Throws** Dex +4, Wis +7

**Senses** tremorsense 120 ft., passive Perception 11

**Languages** -

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

---

### **ACTIONS**

**Multiattack.** The megapede makes five Claw attacks.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (4d6+6) piercing damage, and the target must make a DC 19 Constitution save, taking 44 (8d10) poison damage on a failure or half that on a success. In addition, a creature that fails its save is poisoned for 1 hour. It can repeat the save at the end of each of its turns, ending the effect after 2 successes.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

## REACTION

**Bloodied Dodge (recharges after a short or long rest).** When the megapede becomes bloodied, it Dodges.

## MEGATHERIUM

**Source:** 3e *Fiend Folio* (originally from the 1e *Monster Manual*).

A megatherium is a giant land sloth. Whenever one arises, it dominates the landscape around it. Few natural predators dare to challenge one, since its hide is extraordinarily thick and tough. A megatherium measures almost 20' long (including the tail) and stands as tall as a human at the shoulder. It is able to walk upright as well as on all fours.

The megatherium is omnivorous, eating leaves, berries, and fruit from trees, as well as scavenging meat from carcasses, sometimes even driving predators away. If particularly hungry, the megatherium might even actively hunt creatures small enough for it to devour.

**Prehistoric Beasts.** Remnants of a truly ancient time, megatheria are often found near **dinosaurs, dire animals**, and other similar creatures. However, they are perfectly capable of surviving in the modern world in deep forests.

**Megatherium Treasure.** Megatheria don't collect treasure.

## Megatherium

*Huge Beast (Sloth), any unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 175 (13d12+91)

**Speed** 40 ft.

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**STR 23 (+6), DEX 13 (+1), CON 24 (+7),  
INT 2 (-4), WIS 13 (+1), CHA 8 (-1)**

---

**Saving Throws** Dex +5, Wis +5

**Senses** passive Perception 11

**Languages** -

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

---

## ACTIONS

**Multiattack.** The megatherium attacks twice with its Claw, then once with its Bite.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6+6) slashing damage, and the target must make a DC 18 Strength or Dexterity save (its choice), becoming prone and restrained as it is pinned down by the megatherium on a failure. A creature restrained in this way can escape by succeeding in a Strength or Dexterity contest against the megatherium's Strength.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) piercing damage.

**Trample.** The megatherium moves its speed and can enter smaller creatures' spaces during this movement. Each creature whose space it enters must succeed on a DC 18 Dexterity save, suffering 16 (3d10) bludgeoning damage on a failure or half that on a success. A creature that fails its save by 5 or more also falls prone.

## REACTIONS

**Bloodied Bite.** When the megatherium becomes bloodied, it uses Bite against the creature that bloodied it.

## **Megatherium Shadowspawn**

The megatherium shadowspawn is imbued with power from the Shadowfell. This stat block might represent a megatherium native to that gloomy plane or one touched by the power of Shadow.

*Huge Monstrosity (Sloth), usually chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 175 (13d12+91)

**Speed** 40 ft.

---

**STR 23 (+6), DEX 16 (+3), CON 24 (+7),  
INT 9 (-1), WIS 13 (+1), CHA 10 (+0)**

---

**Saving Throws** Dex +7, Wis +5

**Skills** Stealth +7

**Senses** passive Perception 11

**Languages** -

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

---

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

### **ACTIONS**

***Multiattack.*** The megatherium attacks twice with its Claw, then once with its Bite.

***Claw.*** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6+6) slashing damage plus 7 (2d6) cold damage, and the target must make a DC 18 Strength or Dexterity save (its choice), becoming prone and restrained as it is pinned down by the megatherium on a failure. A creature restrained in this way can escape by succeeding in a Strength or Dexterity contest against the megatherium's Strength.

***Bite.*** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) piercing damage plus 7 (2d6) cold damage.

***Trample.*** The megatherium moves its speed and can enter smaller creatures' spaces during this movement. Each creature whose space it enters must succeed on a DC 18 Dexterity save, suffering 16 (3d10) bludgeoning damage on a failure or half that on a success. A creature that fails its save by 5 or more also falls prone.

### **BONUS ACTIONS**

***Shadow Teleport (recharge 5-6).*** The shadowspawn teleports to an unoccupied space within 30', provided that both the space its teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

### **REACTIONS**

***Bloodied Bite.*** When the megatherium becomes bloodied, it uses Bite against the creature that bloodied it.

## **MEN-SHEN**

**Source:** 2e *Oriental Adventures Monstrous Compendium Appendix*

Men-shen are greater spirits who are assigned as guardians by the Celestial Bureaucracy, typically serving from dawn to dusk. Appearing as an oversized human standing eight or nine feet tall, with a grim mien and golden skin, the men-shen might have black, blue, or red eyes, and he will either be bald or have long hair arranged into a topknot and braided with flowers. Men-shen dress like an army general in his most formal attire, pressed and spotless, with medals and buttons polished and sparkling. Each men-shen carries a large red sword.

**Promoted Generals.** The original two men-shen were promoted into spirit form after lives of exceptional military service. They were famous generals in service to a good emperor. When their lord fell ill due to nightly visits from an evil dragon, the generals took it upon themselves to stand guard over his chambers. Night after night, the dragon did not appear, yet the generals refused

to give up their post. Finally, the emperor ordered that paintings of the two men be rendered upon the doors, and to this day, the paintings continue to ward off evil intruders.

**Tireless Dedication.** When assigned a task, men-shen are utterly faithful in following their orders. These orders (from the Celestial Court) usually involve guarding a creature, object, or location. On rare occasions, a men-shen will be given some other task, such as slaying a particular creature disruptive to the allotted rhythms of the world or rendering service to another powerful Celestial; in such a case, the men-shen acts with honor and devotion.

**Men-Shen Challenge Rating.** When assessing the Challenge Rating of a men-shen, increase its effective hit points by 25% to account for its Resist Magic trait. Because it is likely to spend the encounter invisible, increase its effective AC and attack bonus by 4 each.

**Men-Shen Treasure.** Men-shen don't collect treasure, but might be assigned to guard some treasured object, usually one belonging to a church, community, or official.

## **Men-Shen**

*Large Celestial, always neutral*

**Armor Class** 21 (celestial armor)

**Hit Points** 85 (10d10+30)

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

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**STR** 19 (+4), **DEX** 17 (+3), **CON** 16 (+3),  
**INT** 12 (+1), **WIS** 18 (+4), **CHA** 13 (+1)

---

**Skills** Athletics +8, Investigation +5,  
Perception +8

**Condition Immunities** charmed, frightened,  
incapacitated, paralyzed, stunned, surprised

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

**Languages** Celestial, Spirit Tongue, Common

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

---

**Resist Magic.** If the men-shen takes damage from a spell, it takes half damage, or no damage if it succeeded on a save against that spell.

**Unusual Nature.** A men-shen has no need for food, drink, or sleep, being refreshed merely by attending the Celestial Court when it is off-duty.

## **ACTIONS**

**Multiattack.** The men-shen makes two Celestial Longsword attacks.

**Celestial Longsword.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) slashing damage plus 6 (1d12) force damage, or 15 (2d10+4) slashing damage plus 6 (1d12) force damage if wielded with both hands.

**Greater Invisibility.** The men-shen becomes invisible for as long as it concentrates.

**Spellcasting.** The men-shen casts one of the following spells, using Wisdom as its spellcasting ability (save DC 16) and requiring no material components:

At will- *detect thoughts*.

2/day- *polymorph* (self only).

## **BONUS ACTIONS**

**Celestial Arms.** The men-shen summons its sword to its hand and/or its armor onto its body. The men-shen's armor and sword are gifts from the Celestial Bureaucracy; if the men-shen dies, they crumble to red dust.

The men-shen's armor grants it an AC of 18 + his Dex bonus, and its sword is a large magic longsword that gives +2 to attacks and deals an extra 6 (1d12) force damage on a hit (included below).

# MEPHIT

**Location:** *Monster Manual*.

**Source:** 1e *Fiend Folio*, 2e *Planescape* materials.

There are many different types of mephits. Many draw their substance from the Elemental Planes and the para- and quasi-planes that border them.

**Creating a Mephit.** The ritual to create a mephit is fairly widespread and relatively common. It requires 250 gp in components and a mass of the material from which the mephit's body is to be created. Performing the ritual takes one hour and requires the lead ritualist, who must expend a third level spell slot, and two assistants, each of whom must expend a first level spell slot.

When the ritual is completed, the lead ritualist makes an Int (Arcana) check. If the result is 14 or below, no mephit is created. If the result is 15 to 20, one mephit is created. If the result is 21 or higher, 2d6 mephits are created. If mephits are created, one is loyal to the ritualist, while the others won't be hostile (at least initially) and are likely to hang around causing mischief if not driven away.

A loyal mephit is obsequious and unctuous, adopting a craven, yes-master stance toward its boss.

**Mephit Treasure.** A mephit has a 5% chance each to have 1d6 cp, sp, ep, and gp.

The lair of a group of ten to twenty mephits instead has a 20% chance each of having 1d10 x 10 cp, 1d10 x 10 sp, 3d6 ep, 1d6 x 5 gp, and 1d3 gems.

The lair of a group of 21-100 mephits instead has a 40% chance each of having 1d10 x 50 cp, 1d10 x 25 sp, 3d12 ep, 2d8 x 10 gp, and 1d8 gems.

## AIR MEPHIT

Air mephits look like tiny imp-like humanoids made of clouds. It's about 4' tall, but only weighs 1 lb. Flighty and irresponsible, an air mephit is less lazy and more excitable than most mephits.

An air mephit uses the **steam mephit** stat block with the following changes.

- It isn't immune to fire damage.
- Its Breath Weapon and Death Burst both unleash a cascade of grit that deals piercing damage.
- Air mephits speak Auran.

## EARTH MEPHIT

An earth mephit is a dense creature made of earth and rock. It's about 4' tall and around 80 lbs.

An earth mephit uses the **steam mephit** stat block with the following changes.

- It isn't immune to fire damage.
- Its Breath Weapon and Death Burst are both clods of stone that deal bludgeoning damage.
- Earth mephits speak Terran.

## FIRE MEPHIT

A fire mephit appears as a small, imp-like figure made of flames. Fire mephits delight in burning things, and don't usually even recognize the danger fire poses to other creatures unless it's pointed out to them.

A fire mephit uses the stat block of a **magma mephit** with the following changes.

- It doesn't have the False Appearance trait.
- It can cast *burning hands* instead of *heat metal*.
- It can speak Ignan.

## MIST MEPHIT

Mist mephits are green, vaporous, and translucent. They fancy themselves to be spies par excellence, and they love to tattle on other mephits who misbehave.

A mist mephit uses the stat block of a **steam mephit** with the following changes.

- Its Breath Weapon and Death Burst deal poison damage.
- It can cast *fog cloud* instead of *blur*.
- It speaks Auran and Aquan.

## SALT MEPHIT

Salt mephits are foul-tempered and sarcastic, and loathe water and moisture of all kinds. A salt mephit uses the stat block of a **smoke mephit** with the following changes.

- It is immune to necrotic and poison damage instead of fire and poison damage.
- Its Breath Weapon is a cone of salt instead of cinders.
- Each creature in its Death Burst must make a DC 11 Constitution save or be blinded until the end of its next turn.

## MERCANE

**Source:** 2e *Spelljammer* (as “arcane”), 3e *Epic Level Handbook* (as “mercane”).

The mercane are a race of merchants and explorers who claim impartiality in the conflicts of the World and the Multiverse, traveling the planes and selling their wares to all who would buy from them. Fiend, Celestial, mortal, or aberrant creature from inchoate realms alike can expect a fair deal from a mercane merchant.

A mercane appears as a blue-skinned humanoid, about 12' tall on average, dressed in fine, voluminous robes, always immaculately cleaned and pressed. Mercane are almost always formal in their dealings, give no special deals to friends or allies (although they might offer favorable terms as part of a contract) and are renowned for honoring their agreements.

**Widely Traveled.** Mercane travel the world and the planes in search of merchandise that will fuel further explorations. They often offer the locations of portals, the identity of portal keys, information on other planes or demiplanes, maps of exotic locations, or other esoteric, unusual information about their journeys for sale, but the price for such information is often high.

**Fair Dealers.** A mercane is scrupulous and fair in all its mercantile dealings. It never raises or lowers the price on its goods just because of who the purchaser is, and it does not bargain on prices (unless it is hiring the would-be buyer for some other purpose and includes the item in question as

a part of the deal). A mercane never sells faulty or faux merchandise and takes great offense at any attempt at duplicity or deception on the part of its potential clients. Furthermore, if a creature offends one mercane, it finds that it has offended them all.

**Rare Non-Merchants.** Very rarely, a mercane (or a small clan of mercane) will take up a profession that does not involve mercantile activities. Some rogue mercane even turn to piracy or warfare, either joining a crew or army or, more likely, assembling one under its command. Such an unusual mercane is always one that has, for one reason or another, strayed from its racial alignment, usually as a result of a curse, an extended journey on another plane, or insanity. Mercane who follow such an atypical path are exiled from the greater society of their kin and shunned by their own kind.

**Ties to the Ethros.** The physical similarities between mercane and ethros cannot be denied, and some sages speculate that the two races are somehow connected- either as cousins, or as different stages of life of the same beings. However, neither the mercane nor the ethros have ever shed any light on this potential connection.

**Mercane Treasure.** A mercane typically carries 1d4 x 100 gp in assorted coins.

A **company** of mercanes will also have trade goods worth 1d6 per mercane x 100 gp.

A company of mercanes numbering at least four instead also has a 20% chance of having 1d10 x 1,000 gp in additional coins and gems; and a 10% chance each of having 1d8 art objects and 1d4 random magic items.

A **progression** numbering at least 12 instead also has a 50% chance of having an additional 3d6 x 1,000 gp in assorted coins and gems; as well as a 25% chance of having 2d8 art objects; and a 15% chance of having 1d4+2 random magic items.

## MERCANE PCS

A mercane that was an outcast from its own kind might make an interesting pc. While mercanes as a race are privy to many secrets of the campaign, a pc mercane might either be poorly informed, or its experiences might have driven the knowledge that it once had from its mind.



**High Level (10+):** A mercane has impressive ability score modifiers, as well as some powerful spellcasting options (albeit utility effects). Primarily due to their fantastic ability modifiers, mercane are only suitable for joining higher level groups.

## MERCANE TRAITS

Mercane pcs have the following racial traits.

**Ability Score Adjustments.** Your Strength, Dexterity, Constitution, and Charisma scores each increase by 2, and your Intelligence and Wisdom scores each increase by 4. Then choose one ability score and increase it by another 2.

**Superhuman Potential.** Your maximum Intelligence is 24.

**Age.** A mercane is adult by the age of 100, old by the age of 500, and rarely lives past 1,000.

**Size.** You are Large. A mercane typically stands around 11' to 13' tall and is massively built, weighing between 500 and 1,000 lbs.

**Natural Armor.** You can figure your AC as 12 + your Dex bonus.

**Hit Point Kicker.** In place of your racial Hit Dice, you start with an extra 10 hit points.

**Telepathy.** You can communicate telepathically with any creature that can speak at least one language that you can see within 120'.

**Spellcasting.** You can cast the following spells once per day each, using Intelligence as your spellcasting ability: *dimension door*, *invisibility*, *Leomund's secret chest*.

**Perfect Appraisal.** You can appraise the exact value of an object by handling and examining it for 1 minute.

**Knowledgeable.** You are trained in Arcana and History.

**Speed.** Your speed is 30'.

**Languages.** You speak Common, Mercane, and two other languages of your choice.

## MERCANE BARGAINER (Mercane racial feat)

**Prerequisites:** Mercane.

You have learned to parlay your natural mercantile skills into a significant advantage. You gain the following benefits.

- Increase your Intelligence, Wisdom, or Charisma by one.
- When you make a purchase, the seller accepts 75% of the asked for price.
- When you sell something, including when you convert gems, jewels, art objects, etc into cash, the buyer pays an extra 25%.

## Mercane

*Large Humanoid (Mercane), always lawful neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 59 (7d10+21)

**Speed** 30 ft.

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

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**Saving Throws** Con +5, Int +7, Wis +5, Cha +4

**Skills** Arcana +7, History +7, Insight +5, Persuasion +4

**Senses** passive Perception 13

**Languages** Abyssal, Celestial, Common, Draconic, Infernal, Mercane, Undercommon, telepathy 120'

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

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**Perfect Appraisal.** A mercane can appraise the exact value of an object by handling and examining it for 1 minute.

## ACTIONS

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) slashing damage.

**Spellcasting.** The mercane casts one of the following spells, using Intelligence as the spellcasting ability.

3/day- *Dimension door*, *invisibility*;

1/day- *Leomund's secret chest*, *plane shift*.

## **Mercane Arcane Consultant**

The mercane arcane consultant uses the Arcane stat block with the following changes.

- Its AC is 15 (*mage armor*).
- Its Spellcasting action includes the following additional options (save DC15, +7 to hit with spell attacks).
  - At will- *detect magic, identify, shocking grasp* (2d8 damage).
  - 2/day- *charm person, magic missile*.
  - 1/day- *divination* (as an action), *lightning bolt, scrying*.
- Its Challenge Rating is 3 (700 xp).

## **MERELLIN**

**Source:** Homebrewed.

Merellin are cetaceans similar to **dolphins** with the ability to shift into a humanoid form. Sparsely-haired, merellin have silver, pale blue, white or gray skin and dark eyes. The merellin's humanoid form is typically as tall as a human, but of a somewhat chubbier build.

**A Reputation for Heroism.** Merellin, like **dolphins, whales, porpoises**, and other cetaceans, are widely viewed as the “good guys of the sea”. This reputation is well-earned, for while there are evil merellin (et al), by far the majority are of some good alignment, and many will go to great lengths to rescue the victims of shipwrecks or the like. Merellin are fierce opponents of **sahuagin** and have a strong cultural aversion to **sharks** of all kinds.

**Two Worlds.** Merellin live a largely aquatic lifestyle, spending most of their time in the water. However, their ability to transform into a humanoid form means that many merellin spend some time on land, either trading with land-dwellers or sometimes even spending years living among them. Such merellin often become adventurers, exploring deep into the land, where no other cetacean can easily go.

**Merellin Treasure.** A merellin typically carries 3d6 sp and 1d4 gp.

The lair of a **pod** of four to seven merellin also has a 25% chance each to have 2d6 x 100 cp, 1d10 x 50 sp, and 2d6 x 10 gp; as well as a 10% chance each of having 3d10 ep, 1d4 gems, and 1 art object capable of surviving underwater.

The lair of a pod of eight to 20 merellin instead also has a 40% chance each to have 1d8 x 1,000 cp, 2d10 x 100 sp, and 2d6 x 50 gp; as well as a 20% chance each of having 1d6 x 25 ep, 1d10 gems, and 1d3 art objects capable of surviving underwater; and a 10% chance each of having 1 piece of magic jewelry and 1 magic weapon.

## **MERELLIN PCS**

Merellin fall into several subraces. Detailed here are the blue, gray, and silver merellin. Blue merellin are the largest and are known for their endurance and are adapted to traveling deep underwater. The gray merellin are typically the smallest of the subraces, and are swift and agile. Silver merellin are mid-sized and many scholars say that they have begun evolving toward psionics.

**First Level:** Merellin are a traditional starting race in Cydra, and are suitable for beginning groups of characters.

## **MERELLIN TRAITS**

Your merellin character has the following racial traits.

**Ability Score Increase.** Your Charisma score increases by 2.

**Age.** A merellin has a slightly shorter average lifespan than a human, being adults by age 12 and old by around 40. A merellin typically lives until the age of 60 or 65 years.

**Alignment.** Merellin, along with their dolphin cousins, are sometimes referred to as the good guys of the sea. Though there are exceptions, the typical merellin tilts toward both good and law, due to their strong social organization and a belief in selflessness.

**Size.** Merellin are Medium sized, standing between five and a half and six and a half feet tall and weighing two or three hundred pounds.

**Speed.** While in humanoid form, a merellin has a base walking speed of 30' and a swim speed of 30'. In cetacean form, a merellin has no walking speed but has a swim speed of 60'.

**Alternate Form.** You can change form as a bonus action, shifting from cetacean to humanoid form or back. All equipment and gear that you carry falls off of your body as you change form, but you cannot change form if you are secured by restraints around your wrists or ankles. In cetacean form you have no walking speed and cannot use equipment not specifically designed for a cetacean, but you gain a swim speed of 60'. In addition, while in the water, you can make a melee head butt attack that you are considered proficient with that deals 1d6 points of bludgeoning damage to a creature within 5'.

**Echolocation.** As a bonus action, you can make a hypersonic click that reflects off of nearby objects, giving you blindsight until the beginning of your next turn. Underwater, this blindsight has a radius of 60'; in the air, it has a radius of only 10'. This ability doesn't function if you're deafened.

**Languages:** Merellin can speak, read, and write Common and Merellin. In addition, each merellin may choose one additional language from amongst the following choices: Aquan, Crabman, Dolphin, Locathah, Mermaid, Sahuagin, Selkie, Triton or Whale.

## BLUE MERELLIN

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Hold Breath.** A blue merellin can hold its breath for 30 minutes.
- **Adapted to the Depths.** You have resistance to cold damage and to damage caused by pressure.

## GRAY MERELLIN

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Hold Breath.** A gray merellin can hold its breath for 10 minutes.

- **Adroit Speed.** If you Dash, you gain the following benefits:
  - Opportunity attacks triggered by your movement have disadvantage until the end of the current turn.
  - You gain advantage on Dexterity saves until the beginning of your next turn.
  - This turn, you can use a bonus action to move 5' without triggering opportunity attacks.

## SILVER MERELLIN

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Hold Breath.** A silver merellin can hold its breath for 10 minutes.
- **Cantrip.** You know one of the following cantrips: *diminish pain*, *know name*, *light*, *spare the dying*, *thaumaturgy*. Wisdom is your casting ability for this cantrip.

## Merellin

*Medium Monstrosity (Shapechanger), often lawful good*

**Armor Class** 10

**Hit Points** 13 (3d8)

**Speed** 30 ft., swim ft. (humanoid form) or swim 60 ft. (cetacean form)

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**STR 12 (+1), DEX 11 (+0), CON 10 (+0),  
INT 10 (+0), WIS 12 (+1), CHA 13 (+1)**

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**Senses** blindsight 60 ft. (underwater) or 10 ft. (in air), passive Perception 11

**Languages** Common, Merellin, Aquan

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

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**Echolocation.** The merellin loses its blindsight if it is deafened.

**Hold Breath.** The merellin can hold its breath for 10 minutes.

## ACTIONS

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

## BONUS ACTIONS

**Change Shape.** The merellin changes from cetacean to humanoid form or vice versa. All equipment and gear that it carries falls off of its body as it changes form, but it can't change form if it is secured by restraints around its wrists or ankles.

In cetacean form the merellin cannot use equipment not specifically designed for a cetacean.

## Merellin Hero

The merellin hero uses the Merellin stat block with the following changes.

- Its AC is 12 (studded).
- It has 49 (9d8+9) hit points.
- Its Strength is 17 (+3) and its Constitution is 12 (+1).
- Its Head Butt is +5 to hit and deals 1d6+3 damage.
- Its Challenge Rating is 2 (450 xp).

It has the following additional Action options.

- **Multiattack.** The merellin makes two attacks.
- **Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if wielded in both hands.
- **Inspire Bravery.** One creature that can hear the merellin within 60' loses the frightened condition and has advantage on attacks and saves until the end of the creature's next turn.

It has the following Reaction option.

- **Heroic Strike.** If an enemy within the merellin's reach makes an attack that doesn't include the merellin as a target, the merellin can use Longsword against the triggering enemy. If it hits, the triggering attack gains disadvantage, possibly causing it to miss.

## MERFOLK

**Location:** *Monster Manual, Ghosts of Saltmarsh* (merfolk salvager).

Merfolk are a race of sea-dwelling creatures with the upper body of a humanoid. However, from the waist down, the creature's body resembles the tail of a fish. Although some scholars prefer to refer to these creatures as “merfolk”, females outnumber the males about twenty to one, and many simply call the species “mermaids”. Indeed, mermaid is the proper generic term for mermaids.

**Slutfish.** One of the most common disparaging terms for a mermaid is a “slutfish”. They have a reputation for mating with almost any kind of humanoid; the upper half of most mermaids reflects its humanoid stock, so some mermaids have the upper bodies of humans, elves, halflings, dwarves, orcs or even ogres. While a mermaid can mate with a merman, such a pairing is unlikely, leading most mermen to be lonely, bitter and resentful of other humanoid males.

**Fey Origin.** Like many humanoid-animal hybrids, mermaids are thought to have originated in the lands of the Feywild. However, they have spread over the planes to the point that they are ubiquitous wherever oceans exist, and few of them remember their fey origins.

**Generally Nonviolent.** Mermaids typically prefer to avoid combat. If they can, they resolve conflicts with their wiles and by offering their favors to those that threaten them. However, there are exceptions; a few mermaid misfits are prone to violence, while others have been abused in the past and have decided to take up the trident to prevent it from happening again. A fair number of mermen are more than willing to throw themselves at creatures who would steal away their mermaids.

Other merfolk have learned powers of enchantment that they defend their homes with. Still others learn to summon great monsters from the depths to destroy their enemies.

**Merfolk Treasure.** Merfolk sometimes collect treasure in their settlements. A **band** of at least 20 merfolk has a 25% chance each of having 1d20 x 100 gp, 1d4 gems and 1d6 art objects that can survive underwater.

If the band numbers at least 60, they instead have a 35% chance each of having 2d6 x 500 gp, 2d6 gems and 2d8 art objects that can survive underwater.

If the band numbers at least 200, they instead have a 50% chance each of having 1d10 x 2,000 gp, 3d8 gems, and 2d10 art objects that can survive underwater, plus a 10% chance of having 1 random magic item.

## MERMAID PCS

Mermaids (the technical term for multiple merfolk of any gender) are a fine choice for the race of a character in Cydra. Their slow walking speed leaves them at a significant disadvantage on land, and they have little in the way of special features to compensate.

**First Level:** Merfolk are a traditional starting race in aquatic campaigns in Cydra, and are suitable for beginning groups of characters.

## MERFOLK TRAITS

Your merfolk character has the following racial traits.

**Ability Score Increase.** Your Charisma score increases by 2.

**Age.** A merfolk typically matures around 14, grows old around 60, and usually dies by the age of 100.

**Alignment.** Merfolk are often neutral, but might be of any alignment.

**Size.** Merfolk are Medium sized, being between 6' and 8' long and averaging about 300 pounds.

**Speed.** Your walking speed is 10' and your swim speed is 40'.

**Amphibious.** You can breathe both air and water.

**Languages:** Merfolk speak Aquan and Common.

**SUBRACE:** The subrace of a merfolk is dictated by its humanoid torso (and, of course, the stock from which it was born). The following are some of the possible merfolk subraces, but certainly not all.

### Canus

A canus merfolk has the blood and torso of a canus. Some are actually the result of other canine creatures with a humanoid shape, such as jackalweres, werewolves, or the like breeding with a mermaid.

- Increase your Wisdom score by 1.
- **Keen Senses.** You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

### Elf

An elf merfolk has the blood and torso of an elf or eladrin. Some elf merfolk are born of half-elves.

- Increase your Dexterity by 1.
- **Darkvision.** You have darkvision 60'.
- **Fey Ancestry.** You have advantage on saves against being charmed, and magic can't put you to sleep.

### Goblin

A goblin merfolk has the blood and torso of a goblin.

- Increase your Dexterity by 1.
- **Darkvision.** You have darkvision 60'.
- **Sneaky.** You are proficient in Stealth.

### Halfling

A halfling merfolk has the blood and torso of a halfling. Unlike most merfolk, a halfling merfolk is Small.

- Increase your Dexterity by 1.
- **Lucky.** When you roll a 1 on the d20 for an attack, check, or save, you can reroll the die and must use the new roll. You can use this feature a number of times equal to your proficiency bonus, then must complete a long rest before you can use it again.

### Human

A human merfolk has the blood and torso of a human. Some human merfolk are born of half-elves or half-orcs.

- Increase two stats of your choice by 1.

### Locathah

A locathah merfolk has the blood and torso of a locathah of some kind.

- Increase your Constitution by 1.
- **Natural Armor.** You can figure your AC as 12 + your Dex bonus.

### Orc

An orc merfolk has the blood and torso of an orc. Some orc merfolk are born of half-orcs.

- Increase your Strength score by 1.
- **Darkvision.** You have darkvision 60'.
- **Aggressive Move.** As a bonus action, you can move your speed toward an enemy. You can use this feature a number of times equal to your proficiency bonus, then must complete a long rest before you can use it again.

### Sahuagin

A sahuagin merfolk has the blood and torso of a sahuagin.

- Increase your Strength score by 1.
- **Natural Weapons.** You have two natural weapons: your Bite, which does 1d4 piercing damage, and your Claws, which do 1d4 slashing damage. When you take

the Attack action and make a melee weapon attack that isn't your Bite, you can use your Bite as a bonus action.

### Tabaxi

A tabaxi merfolk has the blood and torso of a tabaxi or other catfolk (such as a rakasta or weretiger).

- Increase your Dexterity by 1.
- You gain a +5' bonus to your walking speed and a +10' bonus to your swim speed.

## Mermaid Civilian

The mermaid civilian uses the Merfolk stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 5 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.

## Mermaid Seasinger

The mermaid seasinger uses the Merfolk stat block with the following changes.

- It has 44 (8d8+8) hit points.
- It is also trained in Performance +5.
- Its Challenge Rating is 1 (200 xp).

The seasinger has the following additional Action options.

- **Song of Dismay.** One creature that can hear the seasinger within 90' must make a DC 11 Wis save or take 17 (5d6) psychic damage and have disadvantage on attacks until the beginning of the seasinger's next turn.

## **MERREGON**

**Location:** *Mordenkainen's Tome of Foes* p166.

**Merregon Treasure.** Merregons don't usually collect treasure.

## **MERRENOLOTH**

**Location:** *Mordenkainen's Tome of Foes* p250.

**Merrenoloth Treasure.** A merrenoloth collects the fares of its passengers. It has a 50% chance each of having 3d6 x 25 pp, 2d10 gems, and 1d12 art objects; and a 15% chance of having 1 random magic item.

## **MERROW**

**Location:** *Monster Manual*.

Merrow produce champions, spellcasters, and other superior individuals, just as humans, hobgoblins and other races do. Many of these are cruel and serve evil causes, and some even take up the path of the blackguard or oathbreaker paladin.

**Merrow Treasure.** A merrow typically carries 3d6 gp.

The lair of a group of at least 10 merrow also has a 25% chance each of having 1d6 x 100 cp, sp and ep, 2d8 x 25 gp, and 1d6 gems; as well as a 10% chance of having 1 magic weapon (1-3) or magic armor (4-6).

## **Merrow Champion**

A merrow with incredible combat skill is often appointed champion by his or her tribe. Such a merrow is very dangerous and usually takes to the forefront of battle in raids or when the tribe's territory must be defended.

*Large Monstrosity, often chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 95 (10d10+40)

**Speed** 10 ft., swim 40 ft.

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**STR 22 (+6), DEX 12 (+1), CON 18 (+4),  
INT 10 (+0), WIS 15 (+2), CHA 11 (+0)**

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**Saving Throws** Str +9, Con +7

**Skills** Athletics +9

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

**Languages** Abyssal, Aquan

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

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**Action Surge (Recharges after a short or long rest).** The merrow champion takes an extra action on its turn.

**Amphibious.** The merrow champion can breathe air and water.

**Champion.** The merrow champion scores critical hits on a 19 or 20 with its weapon attacks.

### **ACTIONS**

**Multiattack.** The merrow champion makes the following attacks:

- One Bite, one Claw, and one Harpoon; or
- One Bite and two Claw attacks; or
- One ranged Harpoon attack and one attack with its Bite or Claw.

**Bite. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) piercing damage.

**Claw. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d4+6) piercing damage.

**Harpoon. Melee or Ranged Weapon Attack:** +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (2d6+6, reroll 1s and 2s) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow champion or be pulled up to 20 feet toward him.

### **BONUS ACTIONS**

**Second Wind (Recharges after a short or long rest).** The merrow champion regains 1d10+4 hit points.

## **Merrow Half-Ogre**

Merrow and ogres can breed, producing these aquatic brutes. The merrow half-ogre uses the Merrow stat block with the following changes.

- Its Strength is 20 (+5), its Intelligence is 6 (-2), its Wisdom is 8 (-1), and its Charisma is 6 (-2).
- Its passive Perception is 9.
- Its attacks all get a +1 bonus to attack and damage.
- Its Challenge Rating is 3 (700 xp).

The half-ogre has the following additional Trait.

- **Bloodied Fury.** While the half-ogre is bloodied, it gets a +5 bonus to melee weapon damage rolls.

## **Merrow Tyrant**

When assessing the Challenge Rating of a merrow tyrant, assume that it benefits from Joy in Murder once.

*Medium Monstrosity, usually chaotic evil*

**Armor Class** 17 (scale armor)

**Hit Points** 190 (20d10+80)

**Speed** 10 ft., swim 60 ft.

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**STR 20 (+5), DEX 14 (+2), CON 18 (+4),  
INT 10 (+0), WIS 10 (+0), CHA 16 (+3)**

---

**Skills** Athletics +9, Insight +4, Intimidation +7, Persuasion +7

**Damage Resistances** cold

**Condition Immunities** frightened

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

**Languages** Abyssal, Aquan

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

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**Amphibious.** The merrow can breathe air and water.

**Joy in Murder.** Whenever the merrow reduces a creature to 0 hit points, it gains 20 temporary hit points.

### **ACTIONS**

**Multiattack.** The tyrant makes one attack with its Bite and two with its Claws and/or Harpoon.

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

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

**Harpoon.** *Melee Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6+5) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Str contest against the merrow, or the merrow pulls it up to 20'.

**Tyrant's Strike (recharge 5-6).** The tyrant makes one attack. If it hits, it deals an extra 36 (8d8) damage, and the target must make a DC 15 Wis save. If it fails, the target takes an additional 22 (4d10) psychic damage and is frightened until the tyrant ends its turn at least 15' from the target.

### **REACTIONS**

**Tyrant's Roar (1/day).** When the tyrant becomes bloodied, it lets out a tremendous roar in a 30' cone. Each creature in the area must make a DC 16 Con save, taking 28 (8d6) thunder damage on a failure or half that on a success.

## **METALLIC DRAKE**

**Source:** Homebrewed.

A metallic drake strongly resembles a **metallic dragon**, but is far less intelligent. Nonetheless, a metallic drake is driven by an urge to do good, attempting to spread weal by slaying evil monsters, rescuing creatures that are in trouble, warning travelers off from the territories of evil creatures, etc.



The evil counterpart of a metallic drake is a **chromatic drake**. Sages speculate that there might be other categories of drakes, such as lung drakes or catastrophic drakes, based on dragon categories, but the evidence to support this position is lacking.

**Metallic Drake Treasure.** Like their counterparts, the chromatic drakes, metallic drakes are driven to collect treasure in their lairs. However, because it is unlikely to raid or steal from creatures, it is less likely to have treasure than a chromatic drake. Each metallic drake has a 10% chance each to have 1d10 x 50 cp and sp, 2d10 ep, 3d10 gp, 1d6 pp, 1d4 gems, 1 art object, and 1d2 random magic items.

## **Metallic Drake**

*Large Dragon (Drake), usually chaotic good*

**Armor Class** 16 (natural armor)

**Hit Points** 75 (10d10+20)

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

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**STR** 19 (+4), **DEX** 10 (+0), **CON** 15 (+2),  
**INT** 4 (-3), **WIS** 13 (+1), **CHA** 10 (+0)

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**Damage Immunities** the drake's associated energy type

**Senses** darkvision 60 ft., passive Perception 11

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

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

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**Associated Energy.** The drake is associated with one type of energy, based on its color, which determines the type of damage the drake's breath weapon deals and to which the drake is immune. To determine a metallic drake's color and associated energy type, roll on the following chart:

<b>d10 Roll</b>	<b>Color</b>	<b>Energy Type</b>
1-2	Brass	Fire
3-4	Bronze	Lightning
5-6	Copper	Acid
7-8	Gold	Fire
9-10	Silver	Cold

## **ACTIONS**

**Multiattack.** The drake makes one Bite attack and two Claw attacks.

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

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage.

**Breath Weapon (recharge 5-6).** The drake breathes a 30' cone of energy of its associated type. Each creature in the cone must make a DC 12 Dexterity save, suffering 28 (8d6) damage of that type on a failure or half that on a success.

## **REACTIONS**

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

## **METALLIC GREATWYRM**

**Location:** *Fizban's Treasury of Dragons*.

**Metallic Greatwyrms 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.

## **METALLIC PEACEKEEPER**

**Location:** *Fizban's Treasury of Dragons* p210.

**Metallic Peacekeeper Treasure.** Metallic sentinels don't usually keep their own treasure.

## **METALLIC SENTINEL**

**Location:** *Fizban's Treasury of Dragons*.

**Metallic Sentinel Treasure.** Metallic sentinels don't usually keep their own treasure.

## **METALLIC WARBLER**

**Location:** *Fizban's Treasury of Dragons*.

**Metallic Warbler Treasure.** Metallic sentinels don't usually keep their own treasure.

## **MEZZOLOTH**

**Location:** *Monster Manual* p313.

**Mezzoloth Treasure.** Mezzoloths don't usually collect treasure.

## **Mezzoloth Assassin**

The mezzoloth assassin uses the Mezzoloth stat block with the following changes.

- Its AC is 20 (natural armor).
- It has 112 (15d8+45) hit points.
- Its Dexterity is 15 (+2).
- It is also trained in Stealth +5.
- Its Challenge Rating is 8 (3,900 xp).

The mezzoloth has the following additional Traits.

- **Assassinate.** During its first turn, the assassin has advantage on attacks against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.
- **Sneak Attack (1/turn).** If the mezzoloth 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 mezzoloth can deal an extra 10 (3d6) damage.

It has the following additional Reaction option.

- **Vanish (recharge 5-6).** When the mezzoloth takes damage, it turns invisible until the end of its next turn and moves up to half its speed.

## **Mezzoloth Servant of Evil**

The mezzoloth servant of evil uses the Mezzoloth stat block with the following changes.

- It has 150 (20d8+60) hit points.
- Increase all its attack and skill bonuses, as well as its save DCs, by 1.
- Its passive Perception is 14.
- Its Challenge Rating is 11 (7,200 xp).
- Its proficiency bonus is +4.

The servant of evil has the following additional Trait.

- **Evil Power.** When the servant of evil hits with a melee attack, it deals an extra 14 (4d6) fire damage and gains 15 temporary hit points.

## **Mezzoloth Shockflinger**

The mezzoloth shockflinger uses the Mezzoloth stat block with the following changes.

- Its Charisma is 14 (+2).
- The save DC for its spells is 13.
- Its Challenge Rating is 8 (3,900 xp).

The shockflinger has the following additional Action options.

- **Shockfling.** The mezzoloth targets two creatures it can see within 90' with a shock. Each target must make a DC 13 Dex save, taking 27 (6d8) lightning damage on a failure or half that on a success. A creature that fails its save also loses its reaction until the end of its next turn.

## **MIHSTU**

**Source:** 1e *Monster Manual* 2.

The mihstu is a free-willed air elemental that resembles a curtain of mist with glowing motes of blue light for eyes. The mihstu has considerable control over its body, and can shape itself as it desires, although such changes are largely

cosmetic. However, when it feels endangered, the mihstu can manifest four tentacles with sharp barbs at the ends with which to defend itself. The mihstu dwells in dark, cool places, either underground, in swamps or forests, or along coastlines.

**Solitary Creatures.** Mihstu prefer to be alone. A mihstu that has found an agreeable home will often attempt to scare intruders away by forming a roughly ghost-like shape, but don't hesitate to attack and kill those who won't be warned off.

**Elemental Evil.** The mihstu is an agent of Elemental Evil Air. Most mihstu are servants of **Yan-C-Bin**, but some are independent operatives who practice malicious acts for their own sake.

**The Plane of Vapor?** Ancient sages reference a "plane of vapor" as the origin of the mihstu, but this appears to be from a period in which the understanding of the Elemental Planes, and especially of the connecting para- and quasi-planes, was less advanced. As far as modern scholars know, there is no such plane of vapor.

**Mihstu Treasure.** A mihstu likes to take from others for the sake of taking from others, and it values treasure, especially magic items. The lair of a mihstu has 1 50% chance of having 1 (1-4) or 1d4 (5-6) random magic items.

## **Mihstu**

*Medium Elemental (Air), usually neutral evil*

**Armor Class** 15

**Hit Points** 52 (8d8+16)

**Speed** 20 ft., fly 30 ft.

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**STR 12 (+1), DEX 20 (+5), CON 14 (+2),  
INT 14 (+2), WIS 14 (+2), CHA 13 (+1)**

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**Damage Resistances** bludgeoning, piercing, and slashing

**Damage Immunities** cold, lightning

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

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

**Languages** Auran

**Challenge** 4 (1,100 xp)

**Prof** +2

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**Air Form.** The mihstu can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Frozen Mist.** If a mihstu would take cold damage, it instead must make a DC 10 Constitution save or be stunned until the start of its next turn.

## **ACTIONS**

**Multiattack.** The mihstu makes four Barbed Tendril attacks.

**Barbed Tendril.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

**Waste Away.** The mihstu moves up to 10' into another creature's space. That creature must make a DC 12 Constitution save, suffering 21 (6d6) poison damage on a failure.

## **MIMIC**

**Location:** *Monster Manual.*

**Mimic Challenge Rating.** When assessing the Challenge Rating of a mimic, increase its effective attack bonus by 1 because of its Adhesive and Grappler traits.

**Mimic Treasure.** A mimic will often use treasure to lure creatures within striking distance. A mimic has a 25% chance each to have 2d4 x 20 gp in assorted coins, 1d3 gems, and 1d3 potions.

A **clutch** of three or more mimics instead has a 50% chance each to have 2d6 x 50 gp in assorted coins, 1d6 gems, and 1d6 potions.

## **MIND FLAYER**

**Location:** *Monster Manual*.

**Mind Flayer Challenge Rating.** When assessing the Challenge Rating of a mind flayer, double its effective damage output because of its Mind Blast's ability to stun multiple targets for multiple rounds.

**Mind Flayer Treasure.** Mind flayers are infamous for collecting treasure from their victims. A lone mind flayer has a 45% chance each to have 2d4 gems, 1d6 art objects and 1d3 random magic items; as well as a 15% chance to have 1d6 x 1,000 gp in assorted coins.

A **cabal** of two to six mind flayers instead has a 65% chance each to have 2d6 gems, 1d10 art objects, and 1d6 random magic items; and a 30% chance to have 1d10 x 1,000 gp in assorted coins.

If the illithids number seven to thirty, they instead have a 75% chance each to have 2d10 gems and 2d8 art objects; a 65% chance to have 1d10+3 random magic items; and a 30% chance to have 3d6 x 1,000 gp in assorted coins.

If the illithids number more than 30, they instead have a 75% chance each to have 3d10 gems and 3d8 art objects; a 65% chance to have 2d8+3 random magic items; and a 40% chance to have 3d10 x 2,000 gp in assorted coins.

## **Mind Flayer Booster**

The mind flayer booster uses the Mind Flayer stat block with the following additional Trait.

- **Psychic Boost.** Non-aberrant creatures within 30' have vulnerability to psychic damage.

It has the following additional Action option.

- **Psychic Boost.** The booster chooses one mind flayer it can see within 100'. Until the end of the booster's next turn, the save DCs of the target's spells and Mind Blast increase by 2.

## **Mind Flayer Cryokinetic**

The mind flayer cryokinetic uses the Mind Flayer stat block with the following changes.

- It has resistance to cold damage.
- Its attack, skill, and save bonuses, as well as its save DCs, increase by 1.
- Its passive Perception is 17.
- Its Spellcasting action includes the following additional options:
  - At Will- *ray of frost*.
  - 3/day- *cone of cold*.
  - 1/day- *wall of ice*.
- Its Challenge Rating is 11 (7,200 xp).
- Its proficiency bonus is +4.

## **Mind Flayer Dampener**

The mind flayer dampener uses psionics to oppose spellcasters or renegade psionic creatures. It uses the Mind Flayer stat block with the following changes.

- Its Spellcasting action includes the following additional options:
  - 3/day- *dispel magic*.
  - 1/day- *antimagic shell*, *dispel magic* (7<sup>th</sup> level slot), *psychic disturbance*.

It has the following additional Reaction option.

- **Counterspell (3/day) (4<sup>th</sup> level spell).** When the mind flayer sees a spell being cast within 60', it psionically counters the spell if the spell is 4<sup>th</sup> level or lower. Otherwise, the acolyte makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered.

## Mind Flayer Psychokinetic

The mind flayer psychokinetic uses the Mind Flayer stat block with the following changes.

- Its Spellcasting action includes the following additional options:
  - At will- *mage hand*.
  - 3/day- *telekinesis*.

It has the following additional Action options.

- **Telekinetic Crush.** One creature the mind flayer can see within 60' must make a DC 15 Con save, taking 28 (8d6) force damage on a failure or half that on a success.

## Mind Flayer Psychometabolist

The mind flayer psychometabolist uses the Mind Flayer stat block with the following changes.

- Its Spellcasting action includes the following additional options:
  - 3/day: *enlarge/reduce*.
  - 1/day- *haste* (self only), *polymorph* (self only).
- Its Challenge Rating is 8 (3,900 xp).

It has the following additional Bonus Action options.

- **Psychometabolic Boost (1/day).** The mind flayer gains 25 temporary hit points and gains advantage on attacks, saves, and checks until the end of its next turn.

## Mind Flayer Seer

The mind flayer seer uses the Mind Flayer stat block with the following changes.

- Its Wisdom is 20 (+5).
- Its Insight and Perception bonuses are +8.
- Its passive Perception is 18.
- It has truesight 30'.
- Its Spellcasting action includes the following additional options:

- At will- *detect spellcaster*.
- 3/day- *scrying*.
- 1/day- *divination*, *proleptic visions*.

It has the following additional Reaction option.

- **I Have Foreseen It (recharge 5-6).** When a creature the mind flayer is aware of within 120' makes an attack, check, or save, the mind flayer can replace the result of the d20 for that attack, check, or save with either a 2 or a 19. The mind flayer can do so after the die has been rolled but before the result is declared.

## MINDWITNESS

**Location:** *Volo's Guide to Monsters* p176.

**Mindwitness Treasure.** A mindwitness usually gives any treasure it finds to its telepathic master.

## MINERAL QUASIELEMENTAL

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

Some of the most beautiful crystals and gems in the Multiverse come from the junction of Earth and Positive Energy. Of those gemstone formations, some are alive: mineral quasiaelementals, composed of interlocking formations of living gem and crystal formation.

Some planar explorers claim to have seen two or more mineral quasiaelementals merging together into a single, larger, more powerful being. The accuracy of such claims is uncertain.

**Warlike.** Mineral quasiaelementals are prone to marching on patrol, claiming territory, and driving other creatures out of the claimed area. They form **bands** of numerous mineral quasiaelementals who prosecute both mineral-devouring natives such as **khargra** and **xorn** and extraplanar intruders who can't give a very good explanation for their presence.

**Mineral Quasielemental Titanic Diamond**  
**Challenge Rating.** When assessing the Challenge Rating of the titanic diamond, assume that it uses its Caustic Outgassing bonus action option once.

**Quasielemental Treasure.** When a mineral quasielemental is slain, it falls into pieces, 10d4 of which are worth 10 gp each.

## **Mineral Quasielemental**

*Large Elemental (Earth), always neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 95 (10d10+40)

**Speed** 25 ft.

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**STR** 18 (+4), **DEX** 8 (-1), **CON** 18 (+4),  
**INT** 5 (-3), **WIS** 10 (+0), **CHA** 7 (-2)

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**Damage Vulnerability** acid

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

**Damage Immunities** poison

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

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

**Languages** Terran

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

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

### **ACTIONS**

**Multiattack.** The quasielemental makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage plus 3 (1d6) slashing damage. If this attack scores a critical hit, the severity increases by 1d8.

## **Mineral Quasielemental Titanic Diamond**

*Gargantuan Elemental (Earth), always neutral*

**Armor Class** 22 (natural armor)

**Hit Points** 157 (15d20+60)

**Speed** 35 ft.

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**STR** 22 (+6), **DEX** 8 (-1), **CON** 18 (+4),  
**INT** 5 (-3), **WIS** 14 (+2), **CHA** 10 (+0)

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**Damage Vulnerability** acid

**Damage Resistances** radiant;

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

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

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

**Languages** Terran

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

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

### **ACTIONS**

**Multiattack.** The quasielemental makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) bludgeoning damage plus 10 (3d6) slashing damage. If this attack scores a critical hit, the severity increases by 1d8.

### **BONUS ACTIONS**

**Caustic Outgassing.** If the quasielemental took acid damage since the start of its last turn, it emits a cloud of caustic gasses in a sphere extending 10' from it. Once per turn, each creature that enters or starts its turn in the sphere takes 7 (2d6) acid damage.

### **REACTIONS**

**Reflect Radiance.** If the quasielemental takes radiant damage, one creature of its choice within 15' must make a DC 12 Dex save or take an equal amount of radiant damage.

## **MINIMAL (Template)**

**Source:** 1e *Monster Manual* 2

Minimals are smaller versions of animals or, rarely, monsters. Sometimes minimal's are created by **wizards**, **druids**, or other spellcasters, or by monsters such as **hags** or other Fey folk. Smaller folk, such as **pixies**, might employ minimal's as mounts, guards, or cattle, much as humans use larger animals.

Although the identity of the creator of the first minimal has long been lost, there is significant support for the idea that whoever it was was a gnome. On the other hand, minimal's seem very much like something that various Fey creatures (or even perhaps a **faerie dragon**) would have had a hand in creating.

**Minimals as Young.** In some cases, the stat block of a minimal might be used to represent a young version of a Beast. For instance, a minimal elephant could represent an elephant calf.

To create a minimal, take a Small or larger creature and make the following changes to it.

**Size:** The minimal is two sizes smaller than its mundane counterpart, to a minimum size of Tiny.

**Armor Class:** The minimal's natural armor, if any, is reduced by 2, and it gains an additional +2 bonus from its adjusted Dexterity.

**Hit Points:** The minimal's Hit Dice are reduced two die sizes, to a minimum of d4s.

**Ability Scores:** The minimal's Strength is reduced by 6 (or by 4, if the base creature is Small) and its Constitution is reduced by 4 (or by 2, if the base creature is Small), to a minimum of 1. Its Dexterity increases by 4.

**Skills:** The minimal gains proficiency in Stealth.

**Actions/Traits:** Make sure to re-figure attack bonuses and save DCs. The minimal's reach is reduced by 5', to a minimum of 5' unless it is Tiny, in which case its reach can drop to 0'.

**Damage:** The minimal's weapon attacks are smaller, so they do less damage. Reduce the number of dice of damage an attack deals by 2, to a minimum of one die. If the base creature's attack deals only two dice of damage, also reduce the damage die type by one. If it deals only one die of damage, instead reduce the damage die type by two.

**Challenge:** Refigure the minimal's Challenge Rating.

The following are some sample minimal's.

### **Minimal Elephant**

*Medium Beast (Elephant, Minimal), always unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 44 (8d8+8)

**Speed** 40 ft.

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**STR 16 (+3), DEX 13 (+1), CON 13 (+1),  
INT 3 (-4), WIS 11 (+0), CHA 6 (-2)**

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**Skills** Stealth +3

**Senses** passive Perception 10

**Languages** -

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

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***Trampling Charge.*** If the elephant moves at least 20' straight toward a creature then hits it with its gore attack on the same turn, the target must succeed on a DC 13 Str save or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

### **ACTIONS**

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

***Stomp.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 8 (1d10+3) piercing damage.

## **Minimal Tiger**

*Small Beast (Cat, Minimal), always unaligned*

**Armor Class** 14

**Hit Points** 17 (5d6)

**Speed** 40 ft.

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**STR 11 (+0), DEX 19 (+4), CON 10 (+0),  
INT 3 (-4), WIS 12 (+1), CHA 8 (-1)**

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**Skills** Perception +3, Stealth +6

**Senses** passive Perception 13

**Languages** -

**Challenge** 1/8 (25 xp)

**Prof** +2

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

**Pounce.** If the tiger moves at least 20' straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 10 Str save or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

### **ACTIONS**

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

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

## **Minimal Warhorse**

*Small Beast (Horse, Minimal), always unaligned*

**Armor Class** 13

**Hit Points** 7 (3d6-3)

**Speed** 60 ft.

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**STR 12 (+1), DEX 16 (+3), CON 9 (-1),  
INT 2 (-4), WIS 12 (+1), CHA 7 (-2)**

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**Skills** Stealth +5

**Senses** passive Perception 11

**Languages** -

**Challenge** 1/8 (25 xp)

**Prof** +2

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**Trampling Charge.** If the horse moves at least 20' straight toward a creature then hits it with its hooves on the same turn, the target must succeed on a DC 11 Str save or be knocked prone. If the target is prone, the horse can make another attack with its hooves against the target as a bonus action.

### **ACTIONS**

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

## **MINOTAUR**

**Location:** *Monster Manual.*

**Minotaur Maze Runner Challenge Rating.**

When assessing the Challenge Rating of a minotaur maze runner, assume that it benefits from its Kill the Cornered trait for one round's worth of attacks.

**Minotaur Treasure.** A minotaur usually carries 3d12 gp.

The lair of a minotaur is 35% likely each to contain 2d6 x 100 cp and sp, 1d10 x 100 gp, and 1d10 gems.

The lair of a **pair** or a **gang** of up to ten minotaurs is instead 35% likely each to contain 2d10 x 250 cp and sp, 1d12 x 250 gp, and 2d6 gems; and 15% likely to contain 1d3 random magic items.

The lair of a **snarl** of 11 to 50 minotaurs is instead 45% likely each to contain 1d10 x 1,000 cp and sp, 1d8 x 1,000 gp, and 3d6 gems; and 15% likely to contain 1d4 random magic items.

The lair of 51 or more minotaurs is instead 50% likely each to contain 1d10 x 2,000 cp, 1d6 x 2,000 sp, 2d6 x 1,000 gp, and 3d8 gems; and 20% likely to contain 1d6 random magic items.



## MINOTAUR PCS

While most minotaurs in Cydra are demonically tainted, a few have struggled to overcome the influence of Baphomet. Such a minotaur could make an interesting character. Its size is one of the largest impediments to doing so; a Large character can't easily access many areas available to smaller pcs.

**Mid-Level (7+):** A minotaur has significant advantages over a standard race. Its Gore does more damage than any standard weapon; when its Charge feature is added in, it is capable of dealing significant damage every round. This is roughly equivalent to two Greatsword attacks. Added to its ability score modifiers, this makes minotaurs fairly formidable pcs, suitable for joining mid-level parties.

## MINOTAUR TRAITS

Your minotaur character has the following racial traits.

**Ability Score Increase.** Increase your Strength score by 4. Then increase your Constitution and Wisdom by 2 each. Then, choose Strength, Constitution, or Wisdom and increase that ability by another 2.

**Age.** A minotaur typically matures around 30, grows old around 150, and usually dies by the age of 200.

**Alignment.** Minotaurs are usually chaotic evil, but you can be of any alignment.

**Size.** Minotaurs are Large. A minotaur usually stands between 7' and 10' tall and weighs between 700 and 2,000 lbs.

**Type.** You are a Monstrosity.

**Speed.** Your speed is 40'.

**Natural Armor.** You can figure your AC as 14 + your Dex bonus.

**Natural Weapon.** You have a natural weapon, a Gore, which deals 2d8 piercing damage.

**Labyrinthine Recall.** You can perfectly recall any path you have traveled.

**Charge.** If you move at least 10' straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a Str save (DC 8 + your Str bonus + your proficiency bonus) or be pushed up to 10' and knocked prone.

**Hit Point Kicker.** In place of your racial hit points, you start with a bonus 20 hit points.

**Languages.** You speak Common and Abyssal.

## Minotaur Dungeon Mage

The minotaur dungeon mage uses the Minotaur stat block with the following changes.

- Its Intelligence is 14 (+2).

It has the following additional Action options.

- **Conjure Terrain.** The minotaur chooses one of the following effects.
  - The minotaur creates a wall of stone up to 3' thick, 30' high, and 60 long at a point it can see within 200'. It remains as long as the minotaur concentrates, up to 10 minutes.
  - The minotaur creates or destroys up to twenty 5' squares of difficult terrain at points it can see within 200'. They remain until cleared.
- **Monster Summoning (recharges after a short or long rest).** Monsters from a random area on the dungeon level the minotaur is on are summoned. Each such monster appears at an unoccupied space the minotaur can see within 60'.

It has the following additional Bonus Action options.

- **Dungeon Mastery.** Any number of doors the minotaur can see open or close, in any combination.

## **Minotaur Hunter**

The minotaur hunter uses the Minotaur stat block with the following changes.

- Its AC is 16 (natural armor).
- Its Dexterity is 14 (+2).
- It is trained in Perception +5, Stealth +4 and Survival +5.
- Its passive Perception is 15.

The hunter has the following additional Trait.

- **Sharpshooter.** The hunter ignores cover less than total cover when it makes a ranged attack.

The hunter has the following additional Action option.

- **Longbow. Ranged Weapon Attack:** +4 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

It has the following additional Bonus Action option.

- **Designate Quarry.** The hunter chooses one creature it can see within 120'. For as long as it concentrates, up to 1 minute, or until the hunter uses this ability again, whenever the hunter hits the target with a ranged weapon attack, the hunter deals an extra 1d10 damage.

## **Minotaur Maze Runner**

The minotaur maze runner uses the Minotaur stat block with the following changes.

- Its speed is 50'.
- Its Challenge Rating is 4 (1,100 xp).

The maze runner has the following additional Trait.

- **Kill the Cornered.** The maze runner gets a +10 bonus to damage against creatures within 5' of a wall.

The maze runner has the following additional Action option.

- **Multiattack.** The minotaur makes one Greataxe attack and one Gore attack.

The maze runner has the following additional Bonus Action option.

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

## **Minotaur Reaver**

The minotaur reaver uses the Minotaur stat block with the following changes.

- It has 102 (12d10+36) hit points.
- Its Challenge Rating is 4 (1,100 xp).

The reaver has the following additional Action options.

- **Multiattack.** The minotaur makes one Greataxe attack and one Gore attack.
- **Wounding Strike.** The minotaur makes one melee weapon attack. If it hits, the target takes 11 (2d10) extra damage and gains a bleeding wound that lasts until it regains hit points or receives a DC 14 Wis (Medicine) check. At the end of each of its turns, the target can make a DC 14 Con save to end the bleeding. At the start of its turn, a creature takes 5 (1d10) damage per bleeding wound that it has.
- **Javelin. Melee or Ranged Weapon Attack:** +6 to hit, reach 5' or range 30'/90', one target. *Hit:* 7 (1d6+4) piercing damage.

## **Minotaur Son of Baphomet**

*Huge Fiend (Demon, Minotaur), always chaotic evil*

**Armor Class** 18 (bone plate armor)

**Hit Points** 220 (21d12+84)

**Speed** 50 ft.

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**STR 20 (+5), DEX 13 (+1), CON 19 (+4),  
INT 11 (+0), WIS 16 (+3), CHA 13 (+1)**

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**Damage Immunities** fire, poison

**Condition Immunities** charmed, frightened,  
paralyzed, poisoned

**Senses** darkvision 90 ft., passive Perception 13

**Languages** Abyssal

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

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**Charge.** If the minotaur moves at least 10' straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 22 (5d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Str save or be pushed up to 20' and knocked prone.

**Labyrinthine Recall.** The minotaur can perfectly recall any path it has traveled.

**Wings of Evil.** When the son of Baphomet becomes bloodied, great black wings unfurl from its back. These wings remain for one hour. While they remain, the son of Baphomet gains the following benefits.

- It gets a +2 bonus to AC.
- It gains a fly speed of 50'.

### **ACTIONS**

**Multiattack.** The minotaur makes one Gore attack and one Bite attack. If its Wings of Evil trait is active, it can also make one Wings attack.

**Gore.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) piercing damage.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) piercing damage.

**Wings.** If the minotaur's Wings of Evil trait is active, it makes the following attack. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d4+5) bludgeoning damage, and the target is blinded until the end of its next turn.

**Spew Gore (recharges after a short or long rest).** The minotaur magically vomits bones, viscera, blood, and bits of flesh in a 30' cone. Each creature in the cone must make a DC 16 Dex save, taking 38 (7d10) bludgeoning damage on a failure and half that on a success. In addition, a creature that fails its save is restrained by the material until it or another creature uses an action to free it.

### **BONUS ACTIONS**

**Toss.** If the minotaur hit with its Gore attack, it makes the following attack against the target. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) piercing damage plus 10 (3d6) bludgeoning damage, and the minotaur slides the target up to 15' and knocks it prone.

## **MINOTAUR SKELETON**

**Location:** *Monster Manual* p273.

**Minotaur Skeleton Treasure.** Skeletons don't usually collect treasure.

## **MIRROR TWIN**

**Source:** *3e Manual of the Planes*.

A mirror twin is a twisted reflection of a Prime Material Plane creature. The mirror twin exists on the Plane of Mirrors. Generally, when a creature from another plane passes through a mirror into the Realm of Reflections, its mirror twin is simultaneously released into the World. The mirror twin hates everything that its worldly copy loves and vice-verse, but shares its knowledge and experiences. The only visible difference between the mirror twin and its real world analog is often fairly subtle- its left and right are reversed.

**Mirror Twin Stat Blocks.** A mirror twin uses the same stat block as the creature that it is a reflection of, except its personality and alignment are reversed.

**Mirror Twin Treasure.** A mirror twin and all the equipment it wears or carries, as well as everything that it possessed when it was spawned from the mirror, shatter into fragments of broken glass when it is destroyed, so it has no treasure that can be looted.

## **MIST MEPHIT**

### **Source:**

Mist mephits are green, vaporous, and translucent. They fancy themselves to be spies par excellence, and they love to tattle on other mephits who misbehave.

**Mephit Treasure.** A mephit has a 5% chance each to have 1d6 cp, sp, ep, and gp.

The lair of a group of ten to twenty mephits instead has a 20% chance each of having 1d10 x 10 cp, 1d10 x 10 sp, 3d6 ep, 1d6 x 5 gp, and 1d3 gems.

The lair of a group of 21-100 mephits instead has a 40% chance each of having 1d10 x 50 cp, 1d10 x 25 sp, 3d12 ep, 2d8 x 10 gp, and 1d8 gems.

## **Mist Mephit**

A mist mephit uses the stat block of a **steam mephit** with the following changes.

- Its Breath Weapon and Death Burst deal poison damage.
- It can cast *fog cloud* instead of *blur*.
- It speaks Auran and Aquan.

## **MITE**

**Source:** 1e *Fiend Folio*.

A mite is a wingless **gremlin**. It stands about 2' tall and has hairless, warty skin that varies from light gray to bright violet in color. A mite's head is more or less triangular, with bat-like ears and a long, hooked nose. The males sport a bone ridge down the center of their skulls and wear short goatees. Most mites wear the remains of clothes

stolen from previous victims, many sizes too large and now filthy, threadbare, and barely functional. Mites are notorious for setting pits and other traps, and they build networks of narrow tunnels with frequent interconnecting passages hidden by stone slabs that are easily rolled aside, if one only knows to do so.

Mites typically hunt vermin such as rats to eat, but their favorite food is iron rations, which they will attempt to steal, bully, fight, or even bargain for.

**Mite Tunnel Networks.** A pack of mites typically lives in a snarled mess of tunnels, at the center of which is a single low-ceilinged chamber. Filthy and strewn with captured objects, the chamber serves as the home of the mite pack. The entire network is usually full of simple net and pit traps.

**Mite Captives.** If mites manage to subdue a larger Humanoid, they typically bind it and then drag it down into their lair, where they tickle, tease, and twitter at their victim for a few days before getting bored and releasing it in a different area of the subterranean dungeon from which they snatched it.

**Mite Treasure.** The lair of a mite, or a **pack** of up to thirty of these creatures, has a 25% chance each to contain 3d6 x 5 cp, 3d10 sp, 2d6 ep, 2d12 gp, and 1d3 gems.

The lair of a **mob** of 31 to 60 mites instead has a 30% chance each to contain 2d10 x 10 cp, 2d6 x 5 sp, 2d12 ep, 4d10 gp, and 1d6 gems.

## **MITE PCS**

Mites have few advantages other than their Tiny size, which can easily be a hindrance as well. A pc mite would be significantly weaker than a standard pc.

**First Level (1+):** A mite is a weak racial choice, and is suitable for those who wish to take it even at first level.

## **MITE TRAITS**

Mite pcs have the following racial traits.

**Ability Score Adjustments.** Your Dexterity score increases by 2. Conversely, your Strength and Intelligence scores each decrease by 2.

**Subhuman Potential.** Your maximum Strength is 18 and your maximum Intelligence is 16.

**Age.** A mite is mature by the age of 1, old by 4 years, and typically dies before the age of 5.

**Size.** You are Tiny. A typical mite is around 15" tall and weighs 15 to 20 lbs.

**Speed.** Your speed is 20'.

**Fragile.** Whenever you gain a Hit Die, reduce the size of that Hit Die by one (from d12 to d10, from d10 to d8, etc).

**Darkvision.** You have darkvision 60'.

**Natural Pickpocket.** You can use a bonus action to attempt to pick a pocket.

**Bite.** Your bite is a natural weapon with the Finesse quality. If you hit, you deal 1d4 point of piercing damage.

**Languages.** You speak Common and Goblin.

## **Mite**

*Tiny Humanoid (Goblinoid), often chaotic neutral*

**Armor Class** 11

**Hit Points** 5 (2d4)

**Speed** 20 ft.

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**STR** 7 (-2), **DEX** 13 (+1), **CON** 10 (+0),  
**INT** 6 (-2), **WIS** 10 (+0), **CHA** 10 (+0)

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**Skills** Sleight of Hand +5, Stealth +3

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

**Languages** Goblin

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

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## **ACTIONS**

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 2 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

## **BONUS ACTIONS**

**Expert Thief.** The mite attempts to pick a creature's pockets.

## **Mite King**

The mite king uses the Mite stat block with the following changes.

- Its AC is 15 (hide and shield).
- It has 20 (8d4) hit points.
- Its Strength is 10 (+0) and its Charisma is 14 (+2).
- Its Bite does 1d6+1 damage.
- Its Challenge Rating is ¼ (50 xp).

## **MITHRAL GOLEM**

**Source:** 3e *Epic Level Handbook*.

A mithral golem is truly an epic threat. Almost unstoppable, incredibly tough, and astonishingly quick, a mithral golem is likely to surprise adventurers who have fought ponderous iron or stone golems in the past.

A mithral golem stands about 12' tall and usually weighs about 17,000 lbs. Like most golems, its exact appearance can vary, but it often has the look of a mighty warrior, dangerous monster, or noble ruler. No matter its form, a mithral golem is a very dangerous enemy.

**Ancient Elven Work.** The first mithral golems were crafted eons ago by the Elder Elves. Since then, though the method of construction has never been lost and has spread fairly widely, it is extremely rare for any creature to be able to assemble the mastery of metalworking, massive amounts of raw mithral, and magical prowess to make another one. It has happened only rarely, and few of these immensely powerful constructs thus exist.

**Creating a Mithral Golem.** Creating a mithral golem requires eight and a half tons of mithral, which must be natural mithral taken from the earth that has never been worked before. If such a colossal amount of mithral were available for purchase, it would cost millions to hundreds of millions of gold pieces, but it is far more likely that the would-be creator must mine it. The ritual requires 99 days, 250,000 gp in ritual components, and a proficient metalworker with a proficiency bonus of +6, plus the casting of *haste*, *geas*, and *wish*.

**Mithral Golem Treasure.** A mithral golem doesn't typically collect treasure.

## **Mithral Golem**

*Large Construct (Golem), always neutral*

**Armor Class** 24 (natural armor)

**Hit Points** 405 (30d10+240)

**Speed** 40 ft.

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**STR 26 (+8), DEX 19 (+4), CON 26 (+8),  
INT 3 (-4), WIS 11 (+0), CHA 3 (-4)**

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**Saving Throws** Str +16, Dex +12, Con +16,  
Cha +4

**Damage Immunities** cold, lightning;  
bludgeoning, piercing and slashing damage from  
weapons that aren't both magic and adamantite

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

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

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

**Challenge** 26 (90,000 xp)      **Prof** +8

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**Alacrity.** The mithral golem can take a second action on each of its turns.

**Haste and Slow Affected.** A *haste* spell cast on the golem restores 3 (1d6) hp per level of the slot that it is cast with. A *slow* spell cast on the golem deals 3 (1d6) hp of damage per level of the slot that it is cast with and negates its alacrity until the end of the golem's next turn.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The golem's weapon attacks are magical.

## **ACTIONS**

**Multiattack.** The golem makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.

## **LEGENDARY ACTIONS**

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

- **Move.** The golem moves its speed without provoking opportunity attacks.
- **Overrun.** The golem moves its speed into an enemy's space. The enemy must make a DC 24 Strength saving throw or be knocked prone in a space of the golem's choice adjacent to the golem, taking 26 (4d8+8) bludgeoning damage. If it makes its save, the target is instead pushed into a space of its choice adjacent to the golem and remains standing.
- **Slam.** The golem attacks with its slam.

## **MOCKERY BUG**

**Source:** 3e *Monster Manual* 5.

Mockery bugs are strange offshoots of **ankhegs**. A tiny percentage of ankheg eggs produce mockery monarchs, which soon set themselves apart from their kin and set off on their own. Mockery monarchs are sterile, but can produce mockery drones by consuming Humanoids and transforming them in the monarch's abdomen.

**Short-Lived Nests.** A mockery monarch lives only a few years, and it leaves no descendants (except a few mockery drones that have even shorter lives) or legacy. Though intelligent, it is driven only by a desire to survive- an effort that is doomed to a fail tragically soon.

## MOCKERY DRONE

A Humanoid swallowed by a mockery monarch is converted into a mockery drone. Outwardly, it looks the same, but its body is now a fleshy disguise. The drone can speak, but speaks strangely, often babbling incoherently or repeating a word or phrase over and over again. At an opportune time, the mockery drone reveals its true form as a centipede-like creature rips its way out of the humanoid body, retaining the face of the original form.

**Restoring a Mockery Drone.** A mockery drone can be restored to its former Humanoid identity via a ritual that takes one hour to perform, during which time the drone must be helpless. The ritual requires 2,000 gp in ritual components and the casting of *greater restoration* and *polymorph*.

Resurrection magic cast on a slain mockery drone will return the drone to life, not the Humanoid. A *resurrection* or *true resurrection* will allow the caster to attempt a DC 20 or 15, respectively, Wis (Medicine) check to return the Humanoid to life instead.

**Mockery Drone Treasure:** Mockery drones keep no treasure, though in humanoid form, one is 80% likely each to have 1d12 x 25 gp in gear and 1d100 gp in assorted coins on it.

## MOCKERY MONARCH

The mockery monarch is a 10' long, 1,000 lb insect with a bloated abdomen that drags on the ground behind it. It is surprisingly intelligent, and though it can't speak, the monarch can understand the languages of those it has converted into drones. The mockery monarch works hard to survive, but it will live only a few years at most, and as it has no way to produce another mockery monarch, its hive will die out shortly after its own end.

**Mockery Monarch Treasure.** Mockery monarchs are interested in the gear and items carried by its victims, but they don't understand what other creatures value. Its lair usually contains 1d6+3 equipment packs, and has a 25% chance each to have 2d10 x 5 cp, sp, ep, and gp, 1d4 gems, and 1d2 random magic items.

## Mockery Drone

*Medium Monstrosity, always neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 78 (12d8+24)

**Speed** 30 ft., climb 30 ft.

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

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

**Languages** speaks the languages its spoke as a humanoid, but strangely

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

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**Fleshy Shell.** The mockery drone begins life visually indistinguishable from its former Humanoid self, but a creature that makes a DC 10 Int (Investigation) or Wis (Insight) check can tell that there is something wrong with it, and a DC 20 reveals that another creature is in control of it.

**Spines (after abandoning fleshy shell).** When the drone ends its turn, each creature within 5' takes 3 (1d6) piercing damage.

## ACTIONS

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

**Spit Acid (recharges after a short or long rest).** The mockery drone spits acid in a 5' wide, 60' long line. Each creature in the line must make a DC 12 Dexterity save, suffering 35 (10d6) acid damage on a failure or half that on a success.

## BONUS ACTIONS

**Abandon Shell.** The drone bursts free of its Fleshy Shell, leaving everything other than the face behind.

## **Mockery Monarch**

*Large Monstrosity, always neutral evil*

**Armor Class** 11

**Hit Points** 130 (20d10+20)

**Speed** 20 ft., burrow 20 ft.

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

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

**Languages** can't speak but understands four or more languages

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

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**Spell Turning.** A spell that directly targets the mockery bug instead targets the spell's caster.

### **ACTIONS**

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) piercing damage, plus 10 (3d6) acid damage, and if the target is Medium or smaller, it must succeed on a DC 13 Dexterity saving throw or be swallowed by the mockery bug. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the mockery bug, and it takes 16 (3d10) acid damage at the start of each of the mockery bug's turns. The mockery bug can swallow one creature.

If the mockery bug takes 12 or more points of damage on a single turn from a creature inside it, the mockery bug must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5' of the bug. If the mockery bug dies, a swallowed creature is no longer restrained by it and can escape from the corpse by spending 10' of movement, ending prone.

**Spawn Mockery Drone.** If a Humanoid swallowed by the mockery monarch fell to 0 hit points this turn, that creature dies, and the mockery monarch spits up a mockery drone that resembles that Humanoid in an unoccupied space adjacent to it. In addition, the monarch can thereafter understand (but not speak) any languages spoken by that Humanoid.

### **REACTIONS**

**Blinding Spray (1/day).** When the monarch takes damage, it sprays caustic fluid in a 15' cone. Each creature in the cone must make a DC 11 Dex save or be blinded until the end of the monarch's next turn.

## **MODRON**

**Source:** 1e *Monster Manual* 2.

Modrons are strange creatures found on Mechanus, organized into orderly ranks. A modron is able to comprehend the existence of only the castes above and below it, and cannot even conceive of other castes of modrons as modrons. This blindness leads to a strange situation where each rank believes that the rank above it is the source of all wisdom and life, and Primus' leadership is known only to the four secundi, who pass his edicts on to the nine tertians, who in turn pass these to the quartons, and so on.

**The Modron Realm.** The realm of the modrons consists of 64 of Mechanus' cog-like wheels, called sectors, each governed by an **octon**. The sectors are in turn grouped into regions, each consisting of four sectors. The regions are overseen by the **quartons**, and are grouped into four region units called quarters, which are governed by the **secundi**. Of course, at the heart of it all (and overseeing all four quarters) is Primus, the One and the Prime.

All is in harmony and perfect order in the modrons' realm. Even the slightest error in placement or timing, the smallest disturbance of the perfect arrangement of all things, is a major crisis.



# MOHRG

**Source:** 3e *Monster Manual*.

A mohrg is the undead form of a mass murderer or serial killer who died without atoning for his or her crimes. Unable to rest, the mohrg superficially resembles a skeleton with only tatters of flesh remaining on it, but with a horrific, swollen mass of writhing viscera still stuck within its torso, and a sickly pink tongue with a long, cartilaginous claw at the end. This tongue can stretch out obscenely to paralyze creatures for the mohrg to devour.

A mohrg might be found in a ruin or dungeon, but it is more likely to be found in the sewers, junk heaps, or shunned places of a city, where it can be assured of the opportunity to find victims.

**Unfinished Work.** A mohrg's life was consumed by its passion for its 'work'- murder and mayhem. As an undead creature, it is driven to continue this work, continuously attempting to increase its count of victims. In life, some mohrgs had calling cards, particular methods of killing or rituals that they performed when dealing with their victims, and some keep to these habits as undead. There is little more terrifying to a community than to hang a serial killer, only to have the killings continue unabated.

**Mohrg Allies.** Other Undead often associate with a mohrg, especially **zombies** that are the animated remains of its unknown victims. Sometimes free willed Undead such as **ghouls**, **wights**, or **vampire spawn** will work with mohrgs, while more powerful specimens, such as **liches**, **vampires**, **true ghouls**, **deathbringers**, and the like might employ mohrgs as underlings or sergeants.

In addition, various **demons** sometimes use mohrgs as guards, lackeys, or torturers, and **wrackspawn** have been known to recruit mohrgs to the worship of Torog, which might bring them into contact with horrors like **excruciators**.

**Mohrg Challenge Rating.** When assessing the Challenge Rating of a mohrg, double its effective damage output because of its ability to paralyze.

**Mohrg Treasure.** A mohrg has a 20% chance each of carrying 1d4 x 50 gp in assorted coins and 1d3 pieces of jewelry; and a 5% chance of having 1 random magic item.

The lair of a **gang** of four to ten mohrgs has a 50% chance each of having 1d6 x 1,000 sp, ep and gp; a 25% chance of having 1d6 gems; a 20% chance of having 1d8 x 20 pp; and a 10% chance each of having 1d4 art objects and 1d4 random magic items.

## Mohrg

*Medium Undead, always chaotic evil*

**Armor Class** 16 (natural armor)

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

**Speed** 30 ft.

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**STR 18 (+4), DEX 17 (+3), CON 16 (+3),  
INT 11 (+0), WIS 10 (+0), CHA 10 (+0)**

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**Saving Throws** Dex +6, Con +6, Cha +3

**Skills** Stealth +9, Perception +3

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** Darkvision 60 ft., passive Perception 13

**Languages** those it spoke in life

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

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**Undying Victims.** A creature killed by the mohrg rises as a **zombie** 1d4 nights after its death.

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

## ACTIONS

**Multiattack.** The mohrg makes two melee attacks, only one of which may be a Tongue attack.

**Slam. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d6+4) bludgeoning damage, and if the target is medium or smaller, it is

grappled (escape DC 14). While the target is grappled, the mohrg has advantage on attacks against it. The mohrg has two arms and can grapple one creature with each of them.

**Tongue.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) poison damage, and the target must succeed at a DC 14 Constitution save or be poisoned for 1 minute (save ends). While it is poisoned, the creature is paralyzed.

## **Mohrg Assassin**

The mohrg assassin uses the Mohrg stat block with the following changes.

- Its Challenge Rating is 6 (2,300 xp).

It has the following additional Traits.

- **Sneak Attack (1/turn).** If the mohrg 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 mohrg can deal an extra 14 (4d6) damage.

It has the following additional Bonus Action options.

- **Shadow Teleport (recharge 5-6).** The mohrg teleports to an unoccupied space within 30', provided that both the space its teleporting from and its destination are in dim light or darkness.

## **Mohrg Lurking Shadow**

The mohrg lurking shadow uses the Mohrg stat block with the following changes.

- Its AC is 18 (natural armor).
- It has 180 (24d8+72) hit points.
- Its Dexterity is 20 (+5).
- Its bonus to Dex saves is +9.
- Its bonus to Stealth is +13.
- Its other attack, save, and skill bonuses, as well as its save DCs, increase by 1.

- Its Multiattack option allows it to make three melee attacks, only one of which can be a Tongue attack.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

The lurking shadow has the following additional Action options.

- **Fade Out.** The lurking shadow becomes invisible until it moves or takes an action, bonus action, or reaction.

The lurking shadow has the following additional Reaction option.

- **Killing Step (1/day).** When the mohrg becomes bloodied, it teleports up to 30'. Each creature within 5' of its starting space takes 11 (2d10) necrotic damage.

## **MOLOCH**

**Location:** *Mordenkainen's Tome of Foes* p176.

**Moloch's Treasure.** Moloch's treasure, kept in his lair, consists of 2d10 x 1,000 each cp, sp, and gp; 2d10 x 100 each ep and pp; a 75% chance of having 2d10 gems; and a 50% chance each of having 1d10 art objects and 1d6+2 magic items.

## **MOLTARR**

**Source:** Homebrewed.

The moltarri are a race of humanoids composed of magma from the juncture of the Elemental Planes of Earth and Fire. Dangerous in the extreme, moltarri revel in destruction and take particular pleasure in volcanic and seismic events, either ones they cause or those that occur naturally. The most likely time to encounter a moltarr on the Prime Material Plane is during a volcanic eruption, and volcanically active areas are the most likely places to encounter a moltarr on the Prime.

**Physically and Magically Powerful.** A moltarr is possessed of great physical power as well as considerable magical might. It is smarter than many humanoids, and is able to use its

various abilities to optimal effect. Moltarri are often schemers, making good use of agents and allies, including creatures such as **magmin**, **azer**, **magma paraelementals**, and even such creatures as **living volcanoes** from time to time.

**Volcanic Rituals.** Moltarri know many secret rituals of great power, capable of triggering earthquakes or volcanic eruptions, or even of forging temporary portals to other planes in the midst of such a disaster. Not all moltarri are ritual casters, but any cabal of them found on the material world will be led by a ritualist. Moltarri rituals capable of causing enormous disasters usually require some special circumstance, timing, or sacrifice, and always require appropriate preexisting geological features such as a volcano or fault line to be performed upon.

**Agents of the Primordials.** Moltarri often act as agents of the Primordials, and sometimes claim to be doing so even when they aren't in order to cow other Elemental creatures into cooperating with their schemes.

**Moltarr Treasure.** The moltarri don't gather treasure, and most treasure near them burns or melts.

## **Moltarr**

*Large Elemental (Earth, Fire), usually neutral evil*

**Armor Class** 19 (natural armor)

**Hit Points** 172 (16d10+84)

**Speed** 30 ft.

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**STR 22 (+6), DEX 13 (+1), CON 19 (+4),  
INT 16 (+3), WIS 12 (+1), CHA 16 (+3)**

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**Saving Throws** Str +10, Con +8, Int +7, Wis +5, Cha +7

**Skills** Arcana +7

**Damage Vulnerability** cold

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

**Damage Immunities** fire

**Condition Immunities** paralyzed, petrified, poisoned

**Senses** Darkvision 60 ft., tremorsense 60 ft.,

passive Perception 11

**Languages** Ignan, Terran

**Challenge** 12 (8,400 xp)

**Prof** +4

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**Aura of Heat.** Once per turn, a creature that comes within 10' of the moltarr or starts its turn within 10' of the moltarr takes 11 (2d10) fire damage.

**Molten Body.** Nonmagical weapons that aren't made of adamantine that hit the moltarr melt into useless slag after inflicting damage.

**Unusual Nature.** The moltarr has no need for food, drink, or air.

## **ACTIONS**

**Multiattack.** The moltarr attacks twice with its Slam.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage plus 10 (3d6) fire damage.

**Spellcasting.** The moltarr casts one of the following spells, using Charisma as its spellcasting ability (save DC 15) and ignoring material components.

At Will- *dancing lights, fireball, fog cloud* (manifests as smoke), *stone shape*.

1/day- *wall of fire*.

## **REACTIONS**

**Sizzling Steam (recharges after a short or long rest).** When the moltarr takes cold damage, it creates a cloud of smoke in a sphere extending 15' in every direction from it. This smoke blocks line of sight and is heavily obscured. A creature that ends its turn in the cloud takes 7 (2d6) fire damage.

## **Moltarr Lord**

The moltarr lord uses the Moltarr stat block with the following changes.

- It has 229 (24d10+96) hit points.
- Its Strength is 24 (+7) and its Charisma is 20 (+5).
- Its proficient save bonuses are Str +12, Con +9, Int +8, Wis +6, and Cha +10.
- Its bonus to Arcana is +8.
- Its Slam is +12 and deals 2d10+7 bludgeoning plus 3d8 fire damage.
- The save DC for its Spellcasting action option is 18.
- Its Challenge Rating is 14 (11,500 xp).
- Its proficiency bonus is +5.

## **MOLYDEUS**

**Location:** *Mordenkainen's Tome of Foes* p134.

**Molydeus Treasure.** Molydeus don't usually collect treasure.

## **MONGRELFOLK**

**Location:** *Curse of Strahd*.

**Mongrelfolk Treasure:** The lair of a **troupe** of two to eight mongrelfolk has a 25% chance each of having 2d10 x 25 cp, 1d6 x 10 sp, and 3d6 gp, as well as 4d10 gp in trade goods.

The lair of a **band** of nine to 20 mongrelfolk instead has a 35% chance each of having 1d10 x 100 cp, 2d6 x 25 sp, and 1d10 x 5 gp, as well as 1d10 x 10 gp in trade goods.

The lair of a **tribe** of 21 to 120 mongrelfolk instead has a 25% chance each of having 2d10 x 25 cp, 1d6 x 10 sp, and 3d6 gp, as well as 4d10 gp in trade goods.

### **MONGRELFOLK PCS**

Mongrelfolk pcs face life as social outcasts. Most other creatures view them with a mixture of pity and disgust, and many places will actively drive mongrelfolk away. A player considering a mongrelfolk pc should pause to consider whether they would enjoy this aspect of playing this race.

**First Level (1+) except for Two Headed (3<sup>rd</sup> level) and Winged Mongrelfolk (5<sup>th</sup> level):** A mongrelfolk is roughly equivalent to a standard character, or possibly even slightly inferior to one. Mongrelfolk pcs are therefore suitable for play with starting groups.

The exception to this are the winged mongrelfolk and, arguably, the two-headed mongrelfolk. Flight is an ability not typically available before about 5<sup>th</sup> level, so winged mongrelfolk are not suitable for joining lower level groups. Two-headed mongrelfolk gain advantage on Perception and many saves, so they are suitable for joining 3<sup>rd</sup> level groups.

### **MONGRELFOLK TRAITS**

Mongrelfolk pcs have the following racial traits.

**Ability Score Adjustments.** Your Constitution increases by 2 and your Strength increases by 1. Conversely, your Charisma decreases by 2.

**Subhuman Potential.** Your maximum Charisma is 18.

**Age.** A mongrelfolk is mature by the age of 5, old by 15 years, and typically dies before the age of 35.

**Size.** You are Medium. A mongrelfolk can range from about 5' to 8' in height, and can weigh from 70 lbs to 600 lbs.

**Speed.** Your speed is 20'.

**Natural Weapons.** You have two natural weapons: your bite, which does 1d4 piercing damage, and your claw, which does 1d4 slashing damage.

**Mimicry.** You can mimic any sound you have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wis (Insight) check.

**Languages.** You speak Common and one other language of your choice.

**SUBRACE:** The subrace of a mongrelfolk is actually a description of whatever strange advantages the mongrelfolk's mixed heritage has managed to produce.

### **Amphibious**

An amphibious mongrelfolk often has gills slits on its neck or sides. Some show features of locathah, sahuagin, kuo-toa, or other similar creatures. You gain the following additional features.

- ***Amphibious.*** You can breathe both air and water.

### **Climber**

A climber mongrelfolk usually has adhesive pads on its appendages or digits. It might show the signs of aranea, chagmat, quaggoth, or similar heritage. You gain the following additional features.

- ***Spider Climb.*** You can climb difficult surfaces, including upside down on ceilings, without making an ability check.

### **Dark Adapted**

A dark adapted mongrelfolk shows signs of having the blood of dwarves, goblins, or some other creature with darkvision.. You gain the following additional feature.

- ***Darkvision.*** You have darkvision 60'.

### **Jumper**

A jumper mongrelfolk has powerful legs and might show signs of bullywug, grippli, or grung ancestry. You gain the following additional features.

- ***Standing Leap.*** Your long jump is up to 20' and your high jump is up to 10' with or without a running start.

### **Keen**

A keen mongrelfolk has two superior senses, and its organs for those senses are enlarged and impressive. You gain the following additional feature.

- ***Keen Senses.*** Choose two of your senses. You have advantage on Wis (Perception) checks that rely on those senses.

### **Two Headed**

A two headed mongrelfolk might have two identical heads, or each might be quite different from the other. You gain the following additional feature.

- ***Two Headed.*** You have advantage on Wis (Perception) checks and on saves against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

### **Venomous**

A venomous mongrelfolk can exude poison from either its Bite or its Claw attack (choose which when you choose this subrace). You gain the following additional feature.

- ***Envenom.*** As a bonus action, you can envenom your chosen natural weapon. The next time you hit with it within the next minute, you deal an extra 2d8 poison damage. You can use this feature a number of times equal to your proficiency bonus, then must complete a long rest before you can do so again.

### **Winged**

A winged mongrelfolk has wings of some sort, showing signs of having ancestral flying creatures. You gain the following additional feature.

- ***Wings.*** You can fly at a rage of 40'.

### **SUPERIOR HERITAGE (Mongrelfolk racial feat)**

**Prerequisites:** Mongrelfolk.

The mixed blood of a mongrelfolk sometimes causes new extraordinary traits to emerge later in life. This has happened to you. You gain the following benefits.

- Increase one ability score of your choice other than Charisma by 1.
- You gain the feature of either the Two Headed or the Winged subrace. Alternatively, you can gain the benefits from two other mongrelfolk subraces.

## **Mongrelfolk Inferior**

The mongrelfolk inferior uses the Mongrelfolk stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 10 xp.

The inferior 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.

## **MONODRONE**

**Location:** *Monster Manual* p224.

**Monodrone Treasure.** Modrons don't usually collect treasure.

## **MONSTROUS PERYTON**

**Location:** *Ghosts of Saltmarsh*.

**Monstrous Peryton Treasure.** The lair of one to six monstrous perytons has a 30% chance each of having 1d8 x 200 gp in assorted coins, 1d6 gems, and 1d6 pieces of jewelry.

If the lair is home to seven to twenty perytons, it instead has a 40% chance each of having 1d6 x 1,000 gp in assorted coins, 2d6 gems, and 2d4 pieces of jewelry; and a 20% chance of having 1d6 potions.

## **MOONLING**

**Source:** Homebrewed.

Moonlings are mysterious energy beings that descend from passing moons at night. A moonling comes to the ground to frolic, but its very presence is destructive, casting beams of radiant energy about that blast nearby creatures or objects. Moonlings usually arrive in **waves** of a dozen or more, though they often separate into smaller **dapples** once on the ground.

A moonling is a being of pure moonlight. It forms a roughly humanoid shape, with a recognizable head, arms and legs. Moonlings range in height from about 5' to about 7' 6" and are weightless.

Moonlings never willingly remain on the ground when day breaks, as the light of the Sun causes them distress and makes them vulnerable.

**Intelligent but Alien.** Moonlings are sentient and are able to communicate amongst themselves by creating complex changes in the color and intensity of their radiance. They don't seem to recognize most creatures as living things; only if a creature radiates light does a moonling realize that it is alive. Instead, they often treat hostile creatures as if they were environmental hazards or play destructive games with them. A moonling also seems unable to recognize that it is wreaking destruction by its very presence; the creatures seem entirely oblivious to the effect they have on the environment around them. A moonling is so alien that fleshy beings can't even communicate with it telepathically.

**Moonling Treasure (Moon Dust).** When a moonling is slain, it explodes into a mass of glittering moon dust, which a creature that makes a DC 15 Intelligence (Arcana) check recognizes as a type of residuum. This dust can be used to substitute for material components in spell casting or magic item creation. A creature that spends one minute gathering the dust can retrieve 1d6 x 1,000 gp worth of residuum from each slain moonling. Moonlings otherwise never have treasure.

## **Moonling**

*Medium Celestial, always chaotic neutral*

**Armor Class** 13

**Hit Points** 38 (7d8+7)

**Speed** fly 50 ft.

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

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

**Damage Immunities** radiant

**Condition Immunities** grappled, paralyzed, petrified, restrained

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Moonling (a language of modulated light color and intensity); can't speak aloud

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

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**Alien Mind.** Attempts to read the moonling's mind or communicate with it telepathically fail.

**Energy Body.** A moonling is made of radiant energy and glows, shedding bright light for 20' and dim light for an additional 20'. At the start of its turn, it chooses one creature or object within the bright light to take 11 (2d10) radiant damage, even if it is incapacitated. If the target is a creature, it makes a DC 13 Dexterity save for half damage. Any magical darkness within the bright light is suppressed.

**Sunlight Aversion.** A moonling strongly dislikes sunlight. If it starts its turn in sunlight, it must immediately use its movement to move out of the sunlight. If it is still in sunlight at the end of its move, it must use its action to Dash to attempt to move out of the sunlight. If it ends its turn in sunlight, it loses its damage resistances and immunity to radiant damage until the start of its next turn.

## **ACTIONS**

**Multiattack.** The moonling uses Radiant Beam twice.

**Radiant Beam.** The moonling fires a beam of radiant light at one creature within 120'. That creature must make a DC 13 Dexterity save, taking 11 (2d10) radiant damage on a failure.

## **MOONRAT**

**Source:** 3e *Monster Manual* 2.

A moonrat spends much of its time indistinguishable from a normal rat except for the fact that it has an unnaturally long lifespan, extending for up to a century. However, when exposed to the light of a moon, the moonrat's intellect sharpens, its teeth and claws sharpen, and it becomes more ferocious and braver than any normal rat. During these periods, moonrats regain their memories of each time they have been exposed to the moon, and great hordes of the creatures emerge to wreak havoc on Humanoid communities. During such moonlit periods, the moonrats carry out complicated plans, often so subtle that other creatures never connect their actions to the rats.

**Moonrat Allies.** Moonrats sometimes forge alliances with small and malevolent creatures with whom they share territory, such as **mites**, **jermalaines**, **snyads**, **raggamoffyns**, and the like. Moonrats run with normal **giant rats** during the long stretches between moons, and some of these giant rats remain with the moonrats when the moonrats regain their intellects.

**Moonrat Schemes.** Moonrats like to agitate the tiny, often unseen creatures that coexist with Humanoids, trying to rile them up to cause trouble. A moonrat's innate malice is inexplicable, and is only aimed at Humanoids. In service to it, a moonrat will set petty traps, foul food and water stores, kill small pets and plants, etc.

**Moonrat Treasure.** Moonrats don't usually collect treasure.

## **Moonrat**

*Tiny Monstrosity (Rat), often neutral evil*

**Armor Class** 12

**Hit Points** 2 (1d4)

**Speed** 20 ft., climb 15 ft.

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

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**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

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

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**Keen Senses.** The moonrat has advantage on Wisdom (Perception) checks that rely on smell.

**Lunar Boost.** If the moonrat has not been exposed to moonlight in the last 24 hours, it becomes a normal **rat** until it is exposed to moonlight.

### **ACTIONS**

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

### **REACTIONS**

**Improved Uncanny Dodge.** When an attack hits the rat, it takes no damage.

## **MOONSTONE DRAGON**

**Location:** *Fizban's Treasury of Dragons*.

**Moonstone 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.

## **Moonstone Dragons in Cydra**

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

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

If it does, an adult or young dragon's stat block changes as follows:

### **Adult Moonstone Dragon**

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 21.
- Its Challenge Rating is 17 (18,000 xp).
- Its proficiency bonus is +6.

### **Young Moonstone Dragon**

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 17.
- Its Challenge Rating is 9 (5,000 xp).
- Its proficiency bonus is +4.

## **MORDEN**

**Source:** Homebrew.

The morden are a group of immortal servants of Maltar. Most sages believe that they were once fanatic mortal followers of that deity who gained his favor. According to these graybeards, Maltar, as a god of death, made them immortal by denying them his touch. Others claim that morden are altered devils, changed at Maltar's command into a new form of Fiend. In any case, they are utterly devoted to their master.

When not in disguise, a morden has a Humanoid body with coppery skin, crimson eyes, and red hair. It typically wears gray, black, and red, favoring leather armor. Morden are quick, smart, and deadly.



**Walpyvmynan Immortality.** Each morden has a device similar to a lich's phylactery through which it rejuvenates after death. This process requires a Humanoid host body, which is gradually subsumed and transformed into a new version of the morden's old form. This transformation requires the device to be carried by the host for at least one month.

**Versatile Agents.** Morden have training in a wide variety of skills and abilities, allowing them to work as spies, soldiers, or mage-priests in service to Maltar. A morden's ability to disguise itself aids it in infiltration, as well as in escaping from places it is not supposed to be. It makes a formidable combatant when it is forced to fight, but a morden usually prefers escape to engagement.

**Morden Allies.** Morden sometimes work with various **devil** servants of Maltar. They frequently infiltrate Humanoid organizations and work alongside **assassins**, **mag**es, or others, often with those creatures not being aware of the morden's true nature of allegiances. Rarely, **priests** of Maltar will know a morden's true nature. In such cases, morden are generally considered to have authority over the clergy; after all, the morden likely has direct contact with Maltar and is probably following a mission given directly by the deity.

**Morden Challenge Rating.** Because of its Tumble Away reaction option, increase the morden's effective hit points by 25%.

**Morden Treasure.** Each morden usually carries 1d10 x 500 gp in coins and gems; has a 50% chance each of having 1d6 potions and scrolls; and has a 35% chance of having 1d3 random magic items.

## MORDEN MASTER

A morden master is a leader and exemplar among the morden. More savvy, smarter, and more dangerous than its lesser brethren, the master leads teams on important missions or undertakes dangerous tasks requiring the utmost skill. In the hierarchy of creatures devoted to Maltar, a morden master informally ranks higher than a high priest, and can generally expect servants of Maltar to

obey its commands. In return, the morden master is likely to reward good service- but in other cases, it might decide that no witnesses can be left behind.

## Morden

*Medium Humanoid, always lawful evil or lawful neutral*

**Armor Class** 17 (leather armor)

**Hit Points** 66 (12d8+12)

**Speed** 40 ft.

---

**STR 13 (+1), DEX 22 (+6), CON 13 (+1),  
INT 18 (+4), WIS 15 (+2), CHA 10 (+0)**

---

**Saving Throws** Dex +9, Int +7, Wis +5, Cha +3

**Skills** Arcana +7, Deception +6, Perception +5, Stealth +12

**Damage Immunities** psychic

**Condition Immunities** charmed

**Senses** blindsight 30 ft., passive Perception 15

**Languages** Common, Infernal, Draconic, Elvish, Thieves' Cant

**Challenge** 6 (2,300 xp)

**Prof** +3

---

**Fanatic's Death.** The morden can choose to die at any time.

**Sneak Attack (1/turn).** If the morden hits a creature with a weapon attack that doesn't have disadvantage and the morden either has advantage on that attack or has an ally that isn't incapacitated within 5' of the target, the attack deals an extra 21 (6d6) points of damage.

## ACTIONS

**Multiattack.** The morden makes two weapon attacks and one psychic strike.

**Shortsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) piercing damage.

**Psychic Strike.** The morden targets one creature it is aware of within 60'. That creature must make a DC 15 Int save, suffering 22 (4d10) psychic damage on a failure or half that on a success. A creature that fails the save by 5 or more is also stunned for 1 minute (save ends).

**Spellcasting (Psionics).** The morden psionically casts one of the following spells, using Intelligence as its spellcasting ability (save DC 15) and ignoring material components.

At will- *detect magic, detect psionics, detect thoughts, disguise self.*

3/day- *charm monster, suggestion.*

1/day- *hold monster, magic weapon.*

## REACTIONS

**Tumble Away.** When an attack hits the morden, it moves half its speed without provoking opportunity attacks and takes half damage from the triggering attack.

## Morden Master

*Medium Humanoid, always lawful evil or lawful neutral*

**Armor Class** 17 (leather armor)

**Hit Points** 110 (20d8+20)

**Speed** 40 ft.

---

**STR 13 (+1), DEX 22 (+6), CON 13 (+1),  
INT 20 (+5), WIS 15 (+2), CHA 15 (+2)**

---

**Saving Throws** Dex +10, Int +9, Wis +6, Cha +6  
**Skills** Arcana +9, Deception +10, Perception +6, Stealth +14

**Damage Immunities** psychic

**Condition Immunities** charmed

**Senses** blindsight 30 ft., passive Perception 16

**Languages** Common, Infernal, Draconic, Elvish, Thieves' Cant

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

---

**Fanatic's Death.** The morden can choose to die at any time.

**Sneak Attack (1/turn).** If the morden hits a creature with a weapon attack that doesn't have disadvantage and the morden either has advantage on that attack or has an ally that isn't incapacitated within 5' of the target, the attack deals an extra 35 (10d6) points of damage.

## ACTIONS

**Multiattack.** The morden makes two weapon attacks and one psychic strike.

**Shortsword.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) piercing damage.

**Psychic Strike.** The morden targets one creature it is aware of within 60'. That creature must make a DC 17 Int save, suffering 22 (4d10) psychic damage on a failure or half that on a success. A creature that fails the save by 5 or more is also stunned for 1 minute (save ends).

**Spellcasting (Psionics).** The morden psionically casts one of the following spells, using Intelligence as its spellcasting ability (save DC 17) and ignoring material components.

At will- *detect magic, detect thoughts, disguise self.*

3/day- *charm monster, suggestion.*

1/day- *counterspell, dispel magic, hold monster, magic weapon.*

## REACTIONS

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

**Tumble Away.** When an attack hits the morden, it can use its reaction to move half its speed without provoking opportunity attacks. If it does so, it takes half damage from the triggering attack.

## **MORKOTH**

**Location:** *Volo's Guide to Magic*.

**Morkoth Treasure.** A morkoth's island has a 75% chance each to have 1d10 x 1,000 cp, sp, ep, and gp; and a 50% chance each to have 1d10 x 10 pp, 2d10 gems, 2d10 pieces of jewelry, and 1d6 random magic items.

## **MOSASAUR**

**Source:** *3e Stormwrack*

This huge sea-dwelling creature has a long body reminiscent of that of a crocodile. It has small flippers in place of feet, and fins run the length of its tail. It has huge jaws filled with dagger-like teeth.

Mosasaurs swim coastal waters and occasionally emerge to attack prey on the shore, dragging it back into the water to consume it. Mosasaurs eat immense amounts of meat, largely marine animals and fish.

**Mosasaur Treasure.** A mosasaur has neither a lair nor treasure.

## **Mosasaur**

*Huge Beast, always unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 187 (15d12+90)

**Speed** 10 ft., swim 50 ft.

---

**STR 24 (+7), DEX 13 (+1), CON 22 (+6),  
INT 2 (-4), WIS 13 (+1), CHA 9 (-1)**

---

**Senses** passive Perception 11

**Languages** -

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

---

**Hold Breath.** The mosasaur can hold its breath for up to 10 minutes.

## **ACTIONS**

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 26 (3d12+7) piercing damage, and if the target is Large or smaller, it must succeed on

a DC 18 Dexterity saving throw or be swallowed by the mosasaur. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the mosasaur, and it takes 16 (3d10) bludgeoning damage at the start of each of the mosasaur's turns. The mosasaur can swallow one Large, four Medium, or eight Small or smaller creatures.

If the mosasaur takes 20 or more points of damage on a single turn from a creature inside it, the mosasaur must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10' of the mosasaur. If the mosasaur dies, a swallowed creature is no longer restrained by it and can escape from the corpse by spending 10' of movement, ending prone.

## **REACTIONS**

**Bloodied Bellow (recharges after a short or long rest).** When the mosasaur becomes bloodied, it lets out a tremendous bellow. Each creature within 15' must make a DC 10 Wis save, being frightened until the end of the mosasaur's next turn on a failure.

## **Mosasaur Paragon**

The mosasaur paragon uses the Mosasaur stat block with the following changes.

- Its AC is 18 (natural armor).
- It has 402 (25d12+150) hit points.
- Its Strength score is 26 (+8).
- Its Bite is +14 to hit and deals 5d12+8 damage. The save DC to avoid being swallowed is 22, and a swallowed creature takes 5d10 acid damage at the start of its turn.
- Its Bloodied Bellow's save DC is 13.
- Its Challenge Rating is 18 (20,000 xp).
- Its proficiency bonus is +6.

It has the following additional Bonus Action option.

- **Paragon Strike (recharges when bloodied and after a short or long rest).** The paragon's next attack is an automatic critical hit.

## **MOTH KAIJU**

**Source:** Homebrewed, inspired by Mothra

A moth kaiju lives its life in two stages. In the first, it appears as a gigantic caterpillar that exists only to consume plant material in immense quantities. Once it has devoured sufficient amounts of vegetation (usually deforesting hundreds or thousands of square miles in the process), it spins a virtually impregnable cocoon, within which it metamorphosizes into its more powerful adult moth form.

Like all kaiju, a moth kaiju can endanger entire nations, islands, or even continents, devouring and destroying everything it encounters. However, the moth kaiju is not actively malicious, and if left alone, might settle into a decades- or even centuries-long torpor. In some cases, depopulated islands have been resettled by new groups of Humanoids who have no idea that a sleeping kaiju is hidden somewhere on it. When it awakens, sometimes after several generations, the new inhabitants of the island are faced with dealing with the situation.

**Moth Kaiju Treasure.** Moth kaijus don't collect treasure.

### **Moth Kaiju Adult**

*Gargantuan Beast (Kaiju, Moth), always unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 620 (40d20+200)

**Speed** 40 ft., climb 30 ft., fly 50 ft.

---

**STR** 24 (+7), **DEX** 16 (+3), **CON** 20 (+5),  
**INT** 1 (-5), **WIS** 16 (+3), **CHA** 10 (+0)

---

**Senses** passive Perception 11

**Languages** -

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

---

**Immense.** The kaiju controls a 60' x 60' space in combat.

**Legendary Resistance (3/day).** When the gargantuan fails a save, it can choose to succeed instead.

**Siege Monster.** The kaiju does double damage to objects and structures.

### **ACTIONS**

**Bite. Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. **Hit:** 51 (8d10+7) piercing damage plus 35 (10d6) acid damage..

### **REACTIONS**

**Moth Dust.** When a creature within 15' hits the kaiju with a melee attack, the can use its reaction to release a cloud of dust from its wings. The attacking creature must make a DC 20 Dexterity save or become blinded for 1 minute (save ends).

### **LEGENDARY ACTIONS**

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

- **Flutter.** The kaiju flies its speed without provoking opportunity attacks.
- **Rampage.** The kaiju makes one bite attack against a structure or object.
- **Wing Attack (Costs 2 Actions).** The kaiju beats it wings. Each creature within 60' of the kaiju must succeed on a DC 22 Dexterity save or take 28 (6d6+7) bludgeoning damage and be knocked prone. The kaiju can then fly up to half its speed.

## **Moth Kaiju Larva**

*Gargantuan Beast (Kaiju), always unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 507 (29d20+203)

**Speed** 40 ft., climb 30 ft.

---

**STR 22 (+6), DEX 8 (-1), CON 24 (+7),  
INT 1 (-5), WIS 12 (+1), CHA 3 (-4)**

---

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 11

**Languages** -

**Challenge** 16 (15,000 xp)      **Prof** +5

---

**Immense.** The kaiju controls a 40' x 40' space in combat.

**Siege Monster.** The kaiju does double damage to objects and structures.

### **ACTIONS**

**Ravenous Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 32 (4d12+6) piercing damage.

### **REACTIONS**

**Bloodied Vomit.** When the kaiju becomes bloodied, it vomit a 40' cone of acid. Each creature in the cone must make a DC 20 Dexterity save, suffering 39 (6d12) acid damage on a failure or half that on a success. In addition, a creature that fails its save is coated in acid, and takes an additional 16 (3d10) acid damage at the start of each of its turns. An affected creature can make a DC 20 Constitution save at the end of each of its turns, ending the effect on a success. In addition, the effect ends if a creature uses an action and at least one gallon of water to wash the acid off of the affected creature.

## **MOUNTAIN GIANT**

**Source:** 1e *Fiend Folio*.

Amongst the largest of the giants, mountain giants appear much like their hill giant cousins, except they stand a staggering 40' high. Mountain giants are straightforward and brutish, though they are possessed of a low cunning. A mountain giant typically makes its home in a large cavern in the center of a high mountain.

**Lackeys and Pets.** A mountain giant attracts smaller Giants and evil Humanoids as followers. If it sets up a lair, it is soon joined by **orcs, norkers, ogres, trolls, and hill giants**, all of which serve it in return for treasure and food. A mountain giant might also have pets, such as a **hydra, owlbear, cave tiger, cave bear**, or something similar—usually dangerous and fairly large carnivores.

Often, a mountain giant appoints a lieutenant (or one rises naturally to the top) from amongst its followers. The lieutenant takes on the responsibility of overseeing basically anything that requires more attention and intellect than the giant can spare. This might include seeing to the lair's defenses, organizing raids or patrols, managing captives, handling trade or diplomacy with outsiders, and negotiating with nearby monsters and monster populations. A mountain giant's lieutenant is usually richly rewarded and attended by several servants of its own.

**Loose Tribes.** While any given mountain giant cavern lair will only be home to a single **family** that consists of a mated pair and up to four children, mountain giants form loose **tribes** of up to about 60 members, scattered over a large range.

**Families and Females.** Mountain giant populations are low because about 75% of their children are male. Thus, female mountain giants are elevated and viewed as special and selected by the mountain giant gods. Female mountain giants tend to either be stay-at-home mothers or to rise to lead a family.

**Mountain Giant Treasure.** A mountain giant typically has a 50% chance each to carry 1d4 x 100 cp, sp, and gp.

The lair of a single mountain giant also has a 25% chance each to have 1d8 x 1,000 cp, 1d8 x 500 sp, 2d6 x 100 ep, 2d8 x 100 gp, and 1d10 x 25 pp; and a 10% chance each to have 1d6 gems and 1 (1-4) or 1d3 (5-6) random magic items.

The lair of a **family** of two to six mountain giants also has a 35% chance each to have 2d8 x 1,000 cp, 2d6 x 1,000 sp, 2d6 x 100 ep, 2d8 x 500 gp, and 1d10 x 100 pp; and a 15% chance each to have 3d6 gems, 1d6 potions, and 1d3 random magic items.

## **Mountain Giant**

*Gargantuan Giant (Giant), often chaotic neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 495 (30d20+180)

**Speed** 80 ft.

---

**STR 30 (+10), DEX 10 (+0), CON 23 (+6),  
INT 6 (-2), WIS 10 (+0), CHA 7 (-2)**

---

**Saving Throws** Dex +6, Wis +6

**Skills** Athletics +16

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

**Languages** Giant

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

---

## **ACTIONS**

**Multiattack.** The giant makes two Greatclub attacks.

**Greatclub.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 32 (4d10+10) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +16 to hit, range 120/480 ft., one target. *Hit:* 36 (4d12+10) bludgeoning damage.

## **REACTIONS**

**Deflect Missile.** When a ranged weapon attack hits the giant and the missile is at least as large as a javelin or spear, the mountain giant makes a Dex save. The damage of the triggering hit is reduced by the giant's save result.

## **Mountain Giant Chieftain**

The mountain giant chieftain uses the Mountain Giant stat block with the following changes.

- Its AC is 18 (chain and shield).
- It has 660 (40d20+240) hit points.
- Its Multiattack allows it to make three Greatclub or two Rock attacks.
- Its attack, save, and skill bonuses increase by 1,
- Its Challenge Rating is 24 (62,000 xp).
- Its proficiency bonus is +7.

The chieftain has the following additional Action option.

- **Mighty Smash (recharges when first bloodied, then after a short or long rest).** The chieftain makes one Greatclub attack against each creature in a 10' cube within 10' of the chieftain. Each creature hit takes an extra 55 (10d10) bludgeoning damage.

## **Mountain Giant Half-Troll**

The mountain giant half troll uses the Mountain Giant stat block with the following additional Trait.

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

## Mountain Giant Rock Bowler

*Gargantuan Giant (Giant), often chaotic neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 465 (30d20+150)

**Speed** 80 ft., climb 60 ft.

---

**STR** 30 (+10), **DEX** 12 (+1), **CON** 21 (+5),  
**INT** 6 (-2), **WIS** 10 (+0), **CHA** 7 (-2)

---

**Saving Throws** Dex +6, Wis +6

**Skills** Athletics +16

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

**Languages** Giant

**Challenge** 19 (22,000 xp)      **Prof** +6

---

### ACTIONS

**Multiattack.** The giant makes two Greatclub attacks.

**Greatclub.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 32 (4d10+10) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +16 to hit, range 120/480 ft., one target. *Hit:* 36 (4d12+10) bludgeoning damage.

**Rock Bowling.** The rock bowler rolls a rock along the ground along a path 100' long and 10' wide. Each creature in that line must make a DC 24 Dex save, taking 46 (8d8+10) bludgeoning damage on a failure. A creature that fails this save by 5 is also knocked prone. Objects in the path automatically take the damage.

### BONUS ACTIONS

**Shake It Off (recharges when first bloodied).** The giant makes a save against each ongoing effect that a save can end.

### REACTIONS

**Deflect Missile.** When a ranged weapon attack hits the giant and the missile is at least as large as a javelin or spear, the mountain giant makes a Dex save. The damage of the triggering hit is reduced by the giant's save result.

## MOUNTAIN GOAT

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

**Purchasing a Mountain Goat.** Mountain goats are often available for purchase in mountainous regions, usually costing around 6 gp.

**Mountain Goat Treasure.** Mountain goats don't collect treasure.

## MOUNTAIN TROLL

**Source:** Homebrewed.

A mountain troll is the largest known type of troll, having grown out of control to a height of about 40'. This truly immense troll can weigh as much as 30 tons, and has a more earthy, brownish skin tone than most trolls.

A mountain troll is rarely encountered alone. It usually has an entourage of **hill giants**, smaller **trolls**, and **ogres** that it bullies and pushes around. Those that dare disobey it are simply eaten.

Mountain trolls and **mountain giants** are great rivals and often war upon each other when their paths cross. On the other hand, mountain trolls tend to be extremely wary of **fire giants**, since they tend to be more able to actually kill the trolls with the fire they characteristically have at hand.

**Giant Troll Treasure.** The lair of a single mountain troll or a **gang** of up to four mountain trolls is 60% likely each to have 1d8 x 1,000 cp and 1d8 x 1,000 sp; 45% likely each to have 1d10 x 100 ep, 1d6 x 1,000 gp, and 1d8 gems; and 25% likely each to have 1d6 pieces of jewelry, 1 magic weapon, and 1 random magic item.

The lair of a **pack** of five to eight mountain trolls is instead 60% likely each to have 2d6 x 1,000 cp and 2d6 x 1,000 sp; 50% likely each to have 1d4 x 1,000 ep, 2d6 x 1,000 gp, and 2d6 gems; 25% likely each to have 2d6 pieces of jewelry, 1d2 magic weapons, 1 piece of magic armor, and 1d3 random magic items.

## **Mountain Troll**

*Gargantuan Giant (Troll), usually chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 420 (24d20+168)

**Speed** 30 ft.

---

**STR 25 (+7), DEX 13 (+1), CON 24 (+7),  
INT 7 (-2), WIS 9 (-1), CHA 7 (-2)**

---

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Giant

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

---

**Regeneration.** The troll regains 30 hit points at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

### **ACTIONS**

**Multiattack.** The troll makes three attacks: one with its Bite and two with its Claws.

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

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 24 (5d6+7) slashing damage, and the target must make a DC 21 Strength save or be pushed back 20' directly away from the troll. If it fails this save by 5 or more, the creature also falls prone.

## **Mountain Troll Lasher**

The mountain troll lasher uses the Mountain Troll stat block with the following changes.

- Its Multiattack option allows it to make four Whip attacks.

It has the following additional Action options.

- **Whip.** *Melee Weapon Attack:* +13 to hit, reach 30 ft., one target. *Hit:* 19 (5d4+7) slashing damage, and the target must make a DC 21 Strength save or the troll slides it up to 15' or knocks it prone.
- **Paralyzing Strike (recharge 5-6).** The troll makes one Whip attack. If it hits, the target must make a DC 21 Con save or be paralyzed for 1 minute (save ends).

It has the following additional Bonus Action option.

- **Swing.** The lasher Dashes, provided that the environment allows it to brachiate using its whip.

## **MOUTH OF GROLANTOR**

**Location:** *Volo's Guide to Monsters* p143.

**Mouth of Grolantor Treasure.** A mouth of Grolantor is not usually allowed to collect treasure.

## **MUD MEPHIT**

**Location:** *Monster Manual* p216.

**Mephit Treasure.** A mephit has a 5% chance each to have 1d6 cp, sp, ep, and gp.

The lair of a group of ten to twenty mephits instead has a 20% chance each of having 1d10 x 10 cp, 1d10 x 10 sp, 3d6 ep, 1d6 x 5 gp, and 1d3 gems.

The lair of a group of 21-100 mephits instead has a 40% chance each of having 1d10 x 50 cp, 1d10 x 25 sp, 3d12 ep, 2d8 x 10 gp, and 1d8 gems.



# MUDMAN

**Source:** 2e *Monstrous Manual*.

A mudman is a vaguely humanoid form made of mud. Usually created by water tainted with magical runoff, mudmen don't reproduce naturally, and are distinct from true elementals because they are created by a magical process rather than being natives of the elemental planes. That said, on the Paraelemental Plane of Ooze, creatures that are functionally identical to mudmen exist that are true, native Elementals. Mudmen aren't truly male, but were named for their appearance centuries ago by adventurers, and the name has stuck.

**Varied in Potency.** While most mudmen fit the standard model expressed in the stat block below, some are different. In the stinking layer of the Abyss ruled by the Faceless Lord, foul mudmen leaking potent acid stalk demons and intruders alike. Waters that receive the overflow from a magical fountain that raises intelligence might be smarter than standard, and could even develop a crude culture, while a mudflat formed partially from waters enchanted with intense heat might create boiling mudmen.

**Mudman Nature.** Mudmen gather no treasure.

## Mudman

*Small Elemental (Earth, Water), always neutral*

**Armor Class** 9

**Hit Points** 16 (3d6+6)

**Speed** 20 ft.

---

**STR 13 (+1), DEX 8 (-1), CON 14 (+2),  
INT 2 (-4), WIS 8 (-1), CHA 5 (-3)**

---

**Condition Immunities** poisoned

**Senses** passive Perception 9

**Languages** -

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

---

**Unusual Nature.** A mudman has no need for air, food or sleep.

## ACTIONS

**Muddy Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, and the target must make a Strength saving throw (DC 12) or be partially caked in mud, losing 10' from its speed. Multiple blows are cumulative.

A creature whose speed is reduced to 0 is completely coated in mud, and is paralyzed. At the start of that creature's turn, it takes 5 (1d10) bludgeoning damage from the hardening, constricting mud. Each round, as an action, that creature can repeat the save, breaking free on a success.

**Mud Ball.** *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, and the target must make a Strength saving throw (DC 12) or be partially caked in mud, losing 10' from its speed. Multiple blows are cumulative.

A creature whose speed is reduced to 0 is completely coated in mud, and is paralyzed. At the start of that creature's turn, it takes 5 (1d10) bludgeoning damage from the hardening, constricting mud. Each round, as an action, that creature can repeat the save, breaking free on a success.

## Mudman Boiler

The mudman boiler is boils and steams visibly, and heat can be felt rolling off of it. It uses the Mudman stat block with the following changes.

- It has 33 (6d6+12) hit points.
- It is immune to fire damage.
- Its attacks deal an extra 1d6 fire damage.
- A creature that is partially caked in mud also takes 1d6 fire damage at the start of each of its turns.
- Its Challenge Rating is ½ (100 xp).

## **Mudman Clump**

The mudman clump uses the Mudman stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 5 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.

## **Mudman Heap**

*Large Elemental (Earth, Water), always neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 68 (8d10+24)

**Speed** 30 ft.

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**STR 18 (+4), DEX 8 (-1), CON 16 (+3),  
INT 2 (-4), WIS 8 (-1), CHA 5 (-3)**

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**Condition Immunities** poisoned

**Senses** passive Perception 9

**Languages** -

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

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**Unusual Nature.** A mudman has no need for air, food or sleep.

### **ACTIONS**

**Muddy Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage, and the target must make a Strength saving throw (DC 13) or be partially caked in mud, losing 10' from its speed. Multiple blows are cumulative.

A creature whose speed is reduced to 0 is completely coated in mud, and is paralyzed. At the start of that creature's turn, it takes 11 (2d10) bludgeoning damage from the hardening, constricting mud. Each round, as an action, that

creature can repeat the save, breaking free on a success.

**Mud Blast.** The mudman hurls a ball of mud that explodes, filling a 10' radius sphere centered on a point the mudman can see within 90'. Each creature in the sphere must make a DC 13 Dex save, taking 14 (4d6) bludgeoning damage on a failure or half that on a success. In addition, a target that fails its save is also partially caked in mud, losing 10' from its speed. This effect stacks

A creature whose speed is reduced to 0 is completely coated in mud, and is paralyzed. At the start of that creature's turn, it takes 11 (2d10) bludgeoning damage from the hardening, constricting mud. Each round, as an action, that creature can repeat the save, breaking free on a success.

## **Mudman of Juiblex**

The mudman of Juiblex uses the Mudman stat block with the following changes.

- It is always Chaotic Evil.
- Its AC is 12 (natural armor).
- It has 65 (10d6+30) hit points.
- Its Strength is 16 (+3)
- It is immune to acid and poison damage.
- Its attacks are +5 to hit and deals 1d6+3 plus 3d6 acid and 3d6 poison damage.
- A creature that is partially caked in mud also takes 1d10 acid damage at the start of each of its turns.
- Its Challenge Rating is 3 (700 xp).

## **MUDMAW**

**Source:** 3e *Monster Manual* 2.

A mudmaw is a crocodile-like monster which has a pair of rubbery green tentacles growing from the corners of its mouth. These tentacles flail about and grab enemies, drawing them into the mudmaw's mouth.

**Spawn of Magic.** Mudmaws are likely the result of magical experimentation or an attempt at weaponizing normal Beasts. Sages point to the fact that they are magically tough and resistant to both weapons and spells as evidence for this theory, and the lack of a sensitivity to cold iron supports this notion, as opposed to the rival hypothesis that they are creatures of the Feywild).

**Unseen Hunter.** Like a crocodile, a mudmaw is an ambush hunter, disguising itself as a floating log to get close to prey. By the time most creatures realize the nature of the mudmaw, it is too late to escape its long tentacles.

**Intensely Territorial.** A mudmaw tolerates no competitors, other than other mudmaws, in its territory. Sometimes, an especially large and vicious mudmaw will even go so far as to attack the other mudmaws near it, claiming absolute command over a stretch of river, a bog, or a section of marshland.

**Mudmaw Treasure.** Mudmaws gather no treasure. Any treasure their victims have is usually lost in the boggy ground of the mudmaw's territory.

## **Mudmaw**

*Large Monstrosity, always unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 68 (8d10+24)

**Speed** 20 ft., swim 30 ft.

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**STR 19 (+4), DEX 12 (+1), CON 17 (+3),  
INT 3 (-4), WIS 12 (+1), CHA 12 (+1)**

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**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons

**Senses** passive Perception 11

**Languages** -

**Challenge** 4 (1,100 xp)

**Prof** +2

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

## **ACTIONS**

***Multiattack.*** The mudmaw makes two Tentacle Rake attacks, or one Tentacle Rake attack and one Bite attack. If it has a creature grappled, it may use Constrict in place of one Tentacle Rake.

***Tentacle Rake.*** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage, and the mudmaw grapples the target. The mudmaw has two tentacles and can grapple one creature with each one.

***Constrict.*** *Melee Weapon Attack:* Each creature grappled by the mudmaw makes a DC 14 Str saving throw, suffering 9 (2d8) bludgeoning damage on a failure or half as much on a success. In addition, if the target failed its save, the mudmaw pulls the creature up to 10'.

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage. If the mudmaw has the target grappled, it gains advantage on this attack.

## **MULE**

**Location:** *Monster Manual* p334.

**Mule Treasure.** Mules don't collect treasure.

## **MUMMY**

**Location:** *Monster Manual*.

Mummies come in many forms, and many different creatures can be mummified, producing unique and powerful forms of undead. While most are formed from **humans**, other cultures sometimes go to the effort to create mummies from their dead, either as tomb guardians or to honor the deceased.

Rarely, a group of human priests might mummify another type of creature, such as a **sphinx**, **naga**, or **giant**. Such mummies are usually either bound to serve the human culture that created them or are made by fanatics who worship the mummy as like unto a god, and who hope to see its might and influence continue throughout eternity.

**Mummy Challenge Rating.** Because of the curse of mummy rot, raise the Challenge Rating of any mummy whose Challenge Rating is below  $\frac{1}{2}$  to  $\frac{1}{2}$ .

**Mummy Treasure.** A mummy is usually buried with 2d10 x 1,000 gp in assorted coins and gems, 2d8 art objects, and 3d10 x 100 gp in trade goods (which have often spoiled over time). There is also a 35% chance of 1d4 random magic items. When multiple mummies are found in the same lair, one is usually the master, and the treasure belongs to it.

## **Mummy Cat**

When powerful individuals are mummified and laid to rest, they often bring servants and favored pets with them into the afterlife, sometimes arranging for them to be mummified as well. The mummy cat uses the Cat stat block with the following changes.

- It is Undead.
- If it hits with its Claws, the target must succeed on a DC 10 Con save or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.
- Its Challenge Rating is  $\frac{1}{2}$  (100 xp).

## **Mummy Crumbling Corpse**

The mummy crumbling corpse uses the Mummy stat block with the following changes.

- It has 1 hit point (minion).
- It has immunity, rather than resistance, to bludgeoning, piercing, and slashing damage that isn't magic.
- 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.

## **Mummy Honor Guard**

The mummy honor guard uses the Mummy stat block with the following changes.

- Its AC is 13 (breastplate).
- Its Wis save is +3.
- Its Multiattack lets it make two Greataxe attacks.
- Its Rotting First is +6 to hit and has a save DC of 13.
- Its Dreadful Glare has a save DC of 12.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

It has the following additional Trait.

- **Brutal Axe.** The honor guard deals one extra die of damage with its Greataxe (included below).

It has the following additional Action option.

- **Greataxe. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12+3) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body crumbles to dust. The curse lasts until removed by the *remove curse* spell or other magic.

## **Mummy Mercane ("the Storm")**

A mummified mercane whose organs have been removed and placed in canopic jars, the Storm is a powerful and unique mummy that dwells in the megadungeon beneath Marble Hall. It spends many years at a time dreaming in a sleep-like state, awaiting intruders that require its attention.

*Large Undead (Mummy), always lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 123 (13d10+52)

**Speed** 20 ft.

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**STR 20 (+5), DEX 8 (-1), CON 18 (+4),  
INT 14 (+2), WIS 10 (+0), CHA 16 (+3)**

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**Saving Throws** Str +10, Con +9, Wis +5, Cha +8

**Damage Vulnerabilities** fire

**Damage Immunities** bludgeoning, piercing and slashing from nonmagical weapons

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

**Senses** Darkvision 60 ft., passive Perception 10

**Languages** Common, Auran, Draconic, Primordial

**Challenge** 16 (15,000 xp)      **Prof** +5

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**Canopic Jars.** The mummy's internal organs have been removed and placed in 16 canopic jars hidden nearby.

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

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

**Regeneration.** The mummy regains 20 hit points at the start of its turn as long as all of its organs are intact. If at least 4 of its sets of organs within have been destroyed, the mummy's regeneration drops to 10 hit points per round. If at least eight of its

organ sets have been destroyed, its regeneration drops to 5 points per round. Only if it ends its turn with 0 hit points and all of its organ sets have been destroyed is the mummy destroyed.

### **ACTIONS**

**Multiattack.** The Storm uses its Dreadful Glare and makes two melee attacks using either its Rotting Fist or *the Rod of the Storm*. It can cast a spell from *the Rod of the Storm* in place of one melee attack.

**The Rod of the Storm. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage plus 11 (2d10) lightning damage, and the target cannot take reactions until the end of its next turn.

**Rotting Fist. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be cursed with mummy rot. The target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and a **swarm of insects** (scarab beetles) bursts from its corpse. The curse lasts until removed by the *remove curse* spell or other magic.

**Spellcasting.** Using the *Rod of the Storm*, the mummy casts one of the following spells (save DC 14), ignoring components. The rod has 5 charges per day.

- (1 charge) *Gust of wind*.
- (2 charges) *Lightning bolt*, *wind wall*.

**Dreadful Glare.** The mummy targets one creature it can see within 60' of it. If the target can see the Storm, it must succeed on a DC 16 Wisdom save or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the

same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords other than the mummy mercane itself) for the next 24 hours.

## LEGENDARY ACTIONS

The mummy can take legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Storm regains spent legendary actions at the start of its turn. It cannot use *canopic retrieval* twice without using another legendary action in between.

- **Attack (costs 2 actions).** The mummy makes one melee attack or uses its Dreadful Glare.
- **Blinding Dust.** Blinding dust and sand swirls magically around the mummy. Each creature within 5' of it must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.
- **Canopic Retrieval.** The mummy teleports up to two of its unopened canopic jars to locations that it can see.
- **Crackle of the Storm (costs 2 actions).** Electricity crackles around the mummy. Each creature within 5' of it must make a DC 15 Dexterity save, taking 10 (3d6) lightning damage on a failure or half that on a success.
- **Thunderous Boom (costs 2 actions).** A boom of thunder fills a 15' cube of the mummy's choice within the area. Each creature in the cube takes 7 (2d6) thunder damage and must make a DC 16 Constitution save or be deafened until the end of its next turn.

## LAIR ACTIONS

On initiative count 20 (losing ties), the mummy takes a lair action to cause one of the following effects. The mummy cannot use the same effect

two rounds in a row.

- Until initiative count 20 of the next round, all living creatures in the lair are filled with wracking pain. Each creature must immediately make a DC 15 Constitution saving throw to maintain its concentration, and at the end of its turn, it must repeat this saving throw if it is still within the lair.
- Until initiative count 20 of the next round, all living creatures in this room are battered by waves of fatigue, suffering a penalty of 1d4 to all attacks, checks, and saves.
- A mass of scarab beetles pours into the room out of nowhere, making nine 5' squares in the room difficult terrain until initiative count 20 of the next round.

## MUSTARD JELLY

**Source:** 2e *Monstrous Manual*.

A strain of **ochre jelly** altered in the lab by a mad wizard-alchemist, mustard jelly is usually smelt before it is seen. It gives off a strong odor quite similar to mustard blooms, from which it gains its name. Those who get too close to a mustard jelly soon discover that its aroma is far more potent than they thought.

**A Transformed Wizard?** Some sages speculate that the original mustard jelly was not an altered ochre jelly, but rather a wizard who attempted to become a sort of Ooze. Given the monster's strange ability to grow from force effects and its remarkable intelligence (for an Ooze), it is clear that there is some kind of arcane origin for the things. According to this theory, every mustard jelly now alive is a partial remnant of the mad wizard and might even have inchoate memories left over from its life as a Humanoid before its transformation. A mustard jelly is certainly smart enough to scheme, plan, and use good tactics, and seems to understand the behavior of Humanoids unsettlingly well.

**Mustard Jelly Treasure.** Mustard jellies don't collect treasure.

## **Mustard Jelly**

*Large Ooze, often neutral*

**Armor Class** 13

**Hit Points** 59 (7d10+21)

**Speed** 25 ft.

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

---

**Damage Immunities** force, lightning

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

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

**Senses** blindsight 60 ft., passive Perception 10

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

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

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**Force and Lightning Absorption.** Whenever the jelly would take force or lightning damage, it takes no damage and regains a number of hit points equal to the force or lightning damage dealt.

**Lethargy Gas.** A creature that starts its turn within 10' of the mustard jelly must succeed on a DC 13 Constitution save or else be gripped with lethargy for 1 minute (save ends). While gripped with lethargy, the creature's speed is reduced by 10'.

### **ACTIONS**

**Multiattack.** The mustard jelly makes two Pseudopod attacks.

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage plus 7 (2d6) acid damage.

**Divide.** The mustard jelly divides into two Medium oozes. Each has its own turn but uses the mustard jelly's initiative. The smaller jellies use the mustard jelly's stat block with the following changes.

- It has half the jelly's current hit points (rounded down).
- It has a speed of 45'.
- It lacks the Multiattack action option.

The two halves remain divided until they are within 5' of each other and one uses an action to rejoin the other.

## **MUSTEVAL**

**Source:** *3e Book of Exalted Deeds.*

A musteval has a slender humanoid form with mouse-like feature. It has a long snout, tufted ears, and pink furtive eyes. Its limbs are thin, and its body is covered in white fur. Mustevals are the least powerful of the **guardinals**, yet they are nonetheless unstinting foes of evil. They often serve as scouts, spies, or messengers for the forces of good.

When a musteval must fight, it prefers to remain in constant motion and cast *magic missile*. It knows that it is physically vulnerable, and close combat is a fool's game for a musteval.

**Treasure:** Mustevals typically have no treasure.

## **Musteval**

*Tiny Celestial (Guardinal), always neutral good*

**Armor Class** 14

**Hit Points** 14 (4d4+4)

**Speed** 30 ft., burrow 10 ft.

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**STR 7 (-2), DEX 18 (+4), CON 12 (+1),  
INT 11 (+0), WIS 14 (+2), CHA 13 (+1)**

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**Skills** Acrobatics +6, Sleight of Hand +6

**Damage Resistances** acid, cold

**Damage Immunities** lightning

**Condition Immunities** petrified

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

**Languages** Celestial, Draconic, Infernal

**Challenge** ¼ (50 xp)      **Prof** +2

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**Keen Senses.** The musteval has advantage on Wisdom (Perception) checks relying on hearing.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 6 (1d3+4) piercing damage.

**Spellcasting.** The musteval casts one of the following spells, using Wisdom as the spellcasting ability and requiring no material components.

At will- *Detect evil and good, disguise self, magic missile.*

1/day- *Invisibility.*

## BONUS ACTIONS

**Scamper.** The musteval Dashes.

## MYCONID

**Location:** *Monster Manual.*

**Myconid Treasure.** Myconids don't value treasure as other creatures know it, but sometimes brew fungal potions. The lair of a group of myconids with at least 1 myconid sovereign has a 50% chance of having 2d6 such potions.

## MYRMYXICUS

**Source:** *3e Fiend Folio.*

A myrmyxicus is a terrifying, immense demon that dwells in the foul waters of the Abyss. Its greasy, eel-like body measures about 25' in length, with a tall row of spines running down of its back. The hindquarters of the beast are tipped with a slavering lamprey mouth. It has a roughly humanoid torso with four arms arranged symmetrically around the trunk. Six tentacles emerge from the body not far below the arms. The head of the monster is reminiscent of that of a great aquatic reptile. A myrmyxicus rules vast areas of Abyssal waters, often building great citadels from fish bones, razor-sharp coral, and underwater debris, and many spend eons searching for ways to push their fortress into the oceans of another plane, spreading its realm and corruption simultaneously.

**Primeval Demons.** Myrmyxicuses are believed to be among the earliest forms of tanar'ri to spawn within the Abyss. Specialists in lore of the soul claim that the water demons formed before the process of mortal souls being transformed into demons had stabilized, leaving them far more inhuman in both appearance and behavior than many other tanar'ri.

**Swimmers in the Styx.** Myrmyxicuses are known to swim in the River Styx, careless of its possible effects on them. Their arrogance leads them to believe that they can face any danger that it presents without harm.

**Myrmyxicus Allies.** As foul as they are, these fiends keep company with other aquatic demons, including **skulvyns** and **wastriliths**. They are respected by other demons, including even the most pompous **balor**, and aquatic demon princes such as **Dagon** and **Demogorgon** are wary of entering the domain of a myrmyxicus without invitation. On the other hand, the myrmyxicuses pay tribute to demon lords through whose seas they pass, avoiding confrontation.

Even in the waters of the Abyss, few creatures dare to actively hunt or seek conflict with a myrmyxicus.

**Myrmyxicus Challenge Rating.** When assessing the Challenge Rating of a myrmyxicus, assume that one creature per round takes damage from its Unholy Ichor trait.

**Myrmyxicus Treasure.** The hoard of a myrmyxicus typically has a 75% chance each to have 2d10 x 1,000 cp, sp, and gp, as well as a 65% chance each to have 2d10 x 500 ep, 1d12 x 200 pp, 3d12 gems, and 2d10 pieces of jewelry, plus a 40% chance to have 1d4+3 magic items that can survive underwater.



## **Myrmyxicus**

*Huge Fiend (Demon, Tanar'ri), always chaotic evil*

**Armor Class** 21 (natural armor and profane aura)

**Hit Points** 207 (18d12+90)

**Speed** 20 ft., fly 40 ft., swim 60 ft.

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**STR 24 (+7), DEX 15 (+2), CON 20 (+5),  
INT 20 (+5), WIS 22 (+6), CHA 21 (+5)**

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**Skills** Athletics +13, Deception +11, Persuasion +11, Stealth +8

**Damage Resistances** cold, fire, lightning

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., green eyes, true sight 60 ft., passive Perception 16

**Languages** Abyssal, Aquan

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

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

***Magic Weapons.*** The demon's weapon attacks are magical.

***Profane Aura.*** The myrmyxicus gains a +3 bonus to AC, included above.

***Unholy Ichor.*** A creature that deals damage to the myrmyxicus while within 5' of it must succeed on a DC 19 Dexterity save or be coated in foul, unholy ichor for 1 minute.

At the start of its turn, a creature coated in this ichor takes 7 (2d6) poison damage and becomes poisoned until the start of the creature's next turn.

A creature coated in the ichor can make a DC 19 Constitution save at the end of each of its turns; on a success, the ichor loses its potency and the effect ends. The effect also ends if a creature uses an action to wash the creature with a strong-smelling substance, such as liquor, or with holy water.

## **ACTIONS**

***Multiattack.*** The myrmyxicus makes four attacks: one with its Scythes, one with its Bite, one with its Tail, and one with its Tentacles.

***Scythes.*** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 51 (8d10+7) slashing damage.

***Tail.*** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 12 (1d10+7) piercing damage, and the target must succeed on a DC 21 Dexterity save or the myrmyxicus grapples it (escape DC 23). The demon can grapple only one creature at a time in this way.

While it has a creature grappled with its tail, it can't use this attack, but at the start of the myrmyxicus' turn, the creature grappled by the tail takes 11 (2d10) necrotic damage, and the myrmyxicus regains hit points equal to the necrotic damage taken.

***Tentacles.*** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 28 (6d6+7) bludgeoning damage, and the target must make a DC 21 Dexterity save, or the myrmyxicus grapples it (escape DC 23).

The myrmyxicus has six tentacles and can grapple up to six different creatures in this way, but for each creature it has grappled, it deals one fewer d6 of damage with this attack. When it makes this attack, it also deals 10 (1d6+7) bludgeoning damage to each creature grappled by its tentacles.

***Unholy Breath (recharges after a short or long rest).*** The demon exhales a 30' cone of black vapor. Each creature in the cone must make a DC 21 Constitution save, suffering 35 (10d6) poison damage on a failure or half that on a success. A creature that fails its save is also poisoned for 1 minute (save ends).

**Spellcasting.** The myrmyxicus casts one of the following spells, using Charisma as the spellcasting ability (save DC 19) and requiring no material components.

At will- *Cause fear, charm person, charm monster, dimension door, freedom of movement, telekinesis.*

3/day- *Control water, control weather, dispel magic* (5<sup>th</sup> level slot).

## BONUS ACTIONS

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) piercing damage.

## REACTIONS

**Reward the Bold (recharges when the myrmyxicus heals to maximum hit points).**

When the myrmyxicus is first damaged, the creature that damaged it must make a DC 19 Con save, taking 40 (9d8) necrotic damage on a failure or half that on a success.

## Myrmyxicus Lord

The myrmyxicus lord uses the Myrmyxicus stat block with the following changes.

- Its AC is 22 (natural armor and profane aura).
- It has 322 (28d12+140) hit points.
- Its attack and skill bonuses, as well as its save DCs, increase by 1.
- Its Challenge Rating is 22 ( 41,000 xp).
- Its proficiency bonus is +7.

It has the following additional Trait.

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

The myrmyxicus lord has the following Legendary Action text.

- The myrmyxicus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The myrmyxicus regains spent legendary actions at the start of its turn.
  - **Cast a Spell (costs 2 actions).** The myrmyxicus uses Spellcasting.
  - **Move.** The myrmyxicus moves half its speed.
  - **Screech.** One creature that can hear the myrmyxicus within 60' must make a DC 19 Wis save or be frightened until the end of the myrmyxicus' next turn.
  - **Scythe (costs 2 actions).** The myrmyxicus makes the following attack: *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) slashing damage.